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Violence and the Supernatural.

This book may be inappropriate for young readers.

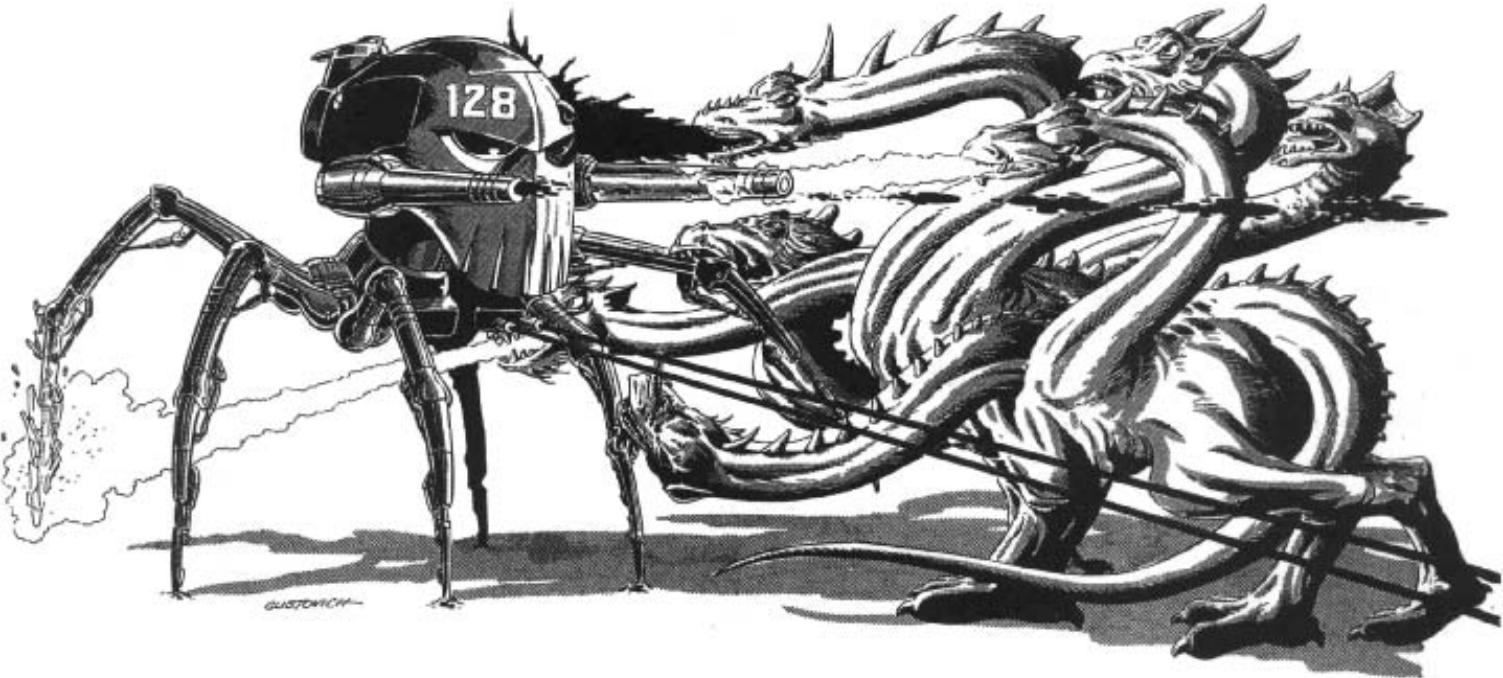
The **fictional world of Rifts®** is violent, deadly, and filled with supernatural monsters. Other-dimensional beings, often referred to as "demons," torment, stalk, and prey on humans. Other alien life forms, monsters, gods, and demi-gods, as well as magic, insanity and the supernatural are all elements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

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

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Conversion Book



A supplement for Rifts.

Conversions for Beyond the Supernatural , Palladium RPG , Heroes Unlimited , Teenage Mutant Ninja Turtles (mutant animals). Ninjas & Superspies and others in the Palladium Megaverse.

Dedicated to Erick Wujcik who's making the conversion from freelance writer-supreme to publisher. Congratulations on the Amber RPG and Phage Press.

First Printing — November 1991

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Palladium Books Presents ...

Rifts Conversion Book

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A supplement for the Rifts®role-playing game.

Includes over a 100 monsters, over 30 optional player races, more magic, super-powers, specific conversions and conversion rules.

Special Thanks to Mike Gustovich who knocked out some of his best art in years and pitched in to do more when needed. Julius for ideas and support. Steve the punster, Alex, Kev, Maryann, Larry and the usual gang of Palladium madmen.

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Introductory Information

Magic & Monsters

A great deal of space in the **Rifts Conversion Book** has been devoted to magic and monsters. This does not mean that technology is being shortchanged. It just happens that rudimentary conversion of technology and even modern and advanced skills is a much simpler process and requires fewer physical pages of description. Also, a great deal of information has already been devoted to borgs, bots, weapons, vehicles and skills in the area of high technology. But magic, monsters, D-Bees, and the supernatural have yet to be as thoroughly explored.

Furthermore, it is a simple matter of rounding out the world. Two of the most frequent requests we receive are, "Okay, we have tons of great bots, bionics and weapons, now we need monsters. What are the many monsters from the rifts?" And, "How do we convert the monsters and magic from the **Palladium RPG** and **Beyond the Supernatural?**"

Does this mean a de-emphasis on technology and a re-emphasis on the metaphysical? Heck no. As players already know, the world of **Rifts** is many things and is a unique blend of magic and technology, the supernatural and science, the commonplace and the fantastic. You can bet your bottom dollar that you will see a lot more new and exciting elements of both technology/science fiction and magic/fantasy. In fact, **Rifts World Book Two: Atlantis** and especially, **Rifts Sourcebook Two: The Mechanoids** (and the return of ARCHIE) will definitely include their share of high technology. Both books are scheduled for an early 1992 release. So hang in there with us and enjoy the vast

wonders of **Rifts**, as we expand on the mysteries of that world and focus on some of the many possibilities and adventures that await you within it.

What you'll find in this book

Readers will find two things in this book. One is a **general** section on how to convert/bring other Palladium Books RPG characters into **Rifts** (and Rifts characters into other worlds). This general data will include culture shock, adapting skills, converting M.D.C. and S.D.C., optional rules, and so on. It will also offer a more detailed explanation of combat and other aspects of play that may require more detail or clarity.

The other data will deal with **specific** conversions of particular monsters, characters and powers from S.D.C. worlds into the mega-damage world of **Rifts**. This will include such information as the much requested adult dragons and a ton of other monsters. Many of the monsters and characters can be used as new player characters, but only at the Game Master's discretion.

The inclusion of every possible character may be inappropriate for some campaigns. Certain aspects may clash with the players' and/or GM's plans or world view. Remember, like all sourcebooks, a wide variety of ideas and elements are presented, but there is no reason to use everything. After all, this a sourcebook. A source for ideas and inspiration. Incorporate what you like. Take only what works for you and enjoy!

Modern Weapon Proficiencies

Clarifications About Energy Weapons

There appears to be a certain amount of confusion regarding modern weapon combat rules and high-tech weapons among some players of **Rifts**.

The first confusion arises in that all the modern weapon examples (taken straight out of **Heroes Unlimited**) are automatic type weapons of the 20th century. Thus, the first question is, "Do these rules apply to energy weapons and rail guns?" Yes, and here's how things work.

Understanding High-Tech Weapons

Most high-technology weapons, automatic weapons and the energy weapons of the future, can fire multiple rounds or bursts. Some **Rifts** high-tech weapons, like the pulse rifle, are designed to automatically release three rapid-fire energy pulses, instead of one, every time the trigger is pulled. The three energy pulses are so quick that they appear as one blast and only one roll to strike is required. Pulse weapons are burst weapons and the burst rule applies even to one aimed pulse blast (really three simultaneous energy blasts; i.e., burst: + 1 to strike, rather than the +3 for an aimed single shot).

But what about weapons that have damage for single blasts, have a payload of 20 or more, and which can be fired in rapid succession? If an entire payload can be squeezed off in less than a melee round, the question then arises as to how accurate are the shots and how many melee attacks are used up by the shooter?

Rapid fire is considered either a comparatively controlled burst or shooting wild. In both cases, the burst of gunfire takes only a few

seconds and will count as one or two melee attacks/actions. Only *one* strike roll of the 20-sided die is made for all bursts. A **successful roll to strike** means a *percentage* of the controlled burst or burst of wild shooting will hit its intended target. A **failed roll to strike** means the entire burst missed!

Is this realistic? The surprising answer is yes. And the answer is found in establishing a basic understanding of the concepts behind modern (and future) automatic weapons.

As technology increased, gun designers came to a startling conclusion. The great "equalizer," the gun, could be made to make one person more than equal over his enemy. This could be done if a weapon could fire more rounds more rapidly. The average soldier receives a minimal basic training. This inexperienced, new soldier is vulnerable to an enemy with superior experience or who possesses superior numbers. However, if that new, inexperienced soldier had a superior weapon, the odds would change to his favor.

The concept is simple. The more rounds a weapon can fire and the more quickly that weapon can fire those rounds, the more likely its operator is to hit his target. Greater firepower and speed equals superiority. It is simply a matter of odds and percentages. The more rounds/bullets one fires, the more likely one is to strike his target.

Another way to think of it is in terms of a video game. Picture one of the older video games, whether it's an old arcade game or computer type. In most of the old games, you, the player, can only fire so many bullets or blasts per so many seconds. Once you've fired those handful of blasts it takes a few seconds for the weapon to recycle and in those few seconds you cannot fire the weapon. How many times have you wished you could fire in those two or three seconds? And how many times have you died because you could not shoot during those two seconds?

Now think about the super-fast video games available today. Many have unlimited ammunition and can shoot as quickly as you can pull the trigger (depress the fire button) or, better yet, continually shoot as long as the trigger/fire button is depressed. These games with the continual shooting element are fast paced and give the player a distinct advantage over his enemies. The level of shooting expertise is replaced by the speed of a continuously rapid-firing weapon. This is the same rudimentary principle behind semiautomatic and automatic weapons.

An automatic weapon, whether it fires bullets or energy blasts, is a weapon that continues to fire as long as the trigger is held in the firing position. The nature of the automatic, rapid-fire weapon is that an entire ammunition magazine/clip with 20 rounds can be fired in a matter of three to five seconds. This is especially true of pistols, rifles and sub-machinegun style weapons. Machineguns or rail guns are designed to fire a certain number of blasts per second over a sustained period.

A semi-automatic weapon will fire a bullet or an energy blast every time the trigger is depressed/squeezed and released and depressed again. Thus, it can fire as quickly as the person can pull the trigger. Not quite as fast as an automatic weapon, but the shooter can usually squeeze off an entire 20 round clip in six to eight seconds.

More does not mean better

Although the automatic weapon can fire far more rapidly, it does NOT necessarily mean more accuracy, nor, in a role-playing game context, more damage inflicted to the enemy. When the weapon is fired in the rapid succession of the automatic mode, more rounds are fired at the target, but a smaller number hit. The accuracy is reduced. Some estimates based on the Vietnam War indicate that only one out of approximately every 250 rounds struck its intended target; 1 in 250. But the rich Americans and Europeans could afford to spend more on ammunition and weaponry than they could afford to lose in actual manpower; this is the infamous technological advantage.

The super technology and human augmentation of the **Coalition** and other military and scientifically advanced people of **Rifts** is the next step in the evolution of war. Not only are the weapons more devastating but the soldier is artificially or mechanically improved as well. The same is true of **Rifts** magic and magic-tech.

Rules for using High-Tech Weapons



The Aimed Shot -Energy Pistols and Rifles

The aimed shot is always a careful and deliberate act of targeting and the shooting of *one* round/bullet or energy blast. The act of carefully aiming takes a bit of extra time but provides far greater accuracy and still counts as one melee attack per each aimed shot.

Aimed shots provide a +3 to strike, but this bonus is available *only* if the shooter has a W.P. skill in that weapon category; i.e. W.P. Energy Pistol. Roll for each and every aimed shot individually. Each aimed shot counts as one melee attack/action. Thus, if the character has five attacks per melee he can shoot as many as five aimed shots (meaning five single bullets or energy blasts). Note: The roll of a natural 20 (the die roll not modified by the addition of bonuses) always hits the intended target and does critical (double) damage.

The Wilk's Laser pistols are so lightweight and so well designed for accuracy that they get an additional bonus of +1 to strike on aimed shots. Some of the Triax weapons enjoy the same bonus.

Sniper rifles, like the JA-11 & JA-9, are multipurpose weapons for use in combat and assassination, thus they have the capability to fire one single blast or automatic fire. Like the Wilk's weapons, these rifles are designed for accuracy and enjoy an additional bonus to strike on an aimed, single blast/shot. Not all rifles can fire a single shot and many of those that can do not necessarily get a strike bonus. Weapons with strike bonuses will usually have the bonus indicated in its description.

Pulse weapons that automatically fire two, three, or more simultaneous blasts can NEVER get the +3 bonus for an aimed shot. Instead, an aimed burst gets the **bonus of +1 to strike**. This bonus is available only if the shooter has a W.P. skill for that weapon.

Pump weapons & grenade launchers are not designed for accuracy or great range, but those specialists who have a W.P. in Heavy Energy Weapons do get the +3 bonus to strike on an aimed shot, but only if a single blast/grenade is fired. Shooting more than one pump blast or grenade in rapid succession is considered a burst (+1 to strike bonus if an aimed burst).

Characters without a weapon proficiency (W.P.) can attempt to use any weapon. It is not difficult to pick up a gun and pull the trigger, anybody can do that. However, it is another thing to be able to use the weapon with any knowledge, skill or accuracy. Thus, a character who does not have a W.P. for the weapon NEVER gets any of the W.P. bonuses, not the +3 for aimed shots or the +1 for bursts. Any bursts/rapid shooting by somebody untrained in the required W.P. is considered shooting wild (-6 to strike). An untrained person trying to shoot a single aimed shot rolls the standard strike roll without benefit of bonuses.

Character P.P. Bonuses do NOT count when shooting an automatic or energy weapon. The mechanical design and capability of the weapon makes its use and abilities quite standard. Only the new Sharpshooting skill will provide an additional P.P. bonus when using a mechanical, long range weapon, be it gun or bow and arrow. I was saving the Sharpshooter skill for the book **Rifts: The New West**, but I include it in this section because of the number of inquiries we've received on the matter. The sharpshooting skill is not particularly common and is costly to select. It is most common in the wilderness of the **Rifts** American West.

Time required to reload: Most conventional and energy automatic weapons require little time to reload. The process is a simple matter of retrieving a new, loaded ammo clip from its storage belt or compartment, removing the empty clip and slapping in the new, loaded clip. Except for extenuating combat conditions, the reloading takes a few seconds and counts as ONE melee attack or melee action.

Manually reloading grenade launchers, shotguns, bolt-action rifles, revolvers and similar weapons requires more time because, typically, the spent cartridges must be removed and each new round must be loaded, by hand, one at a time. Even so, a revolver can be reloaded in about six to eight seconds and counts as two melee actions if the character has a W.P. in the weapon being loaded. Characters without a W.P. will need a full melee round or four melee attacks (whichever is shorter) to manually reload.

Revolvers can be loaded in the time of one melee attack/action when a speed loader is used. Cost of the speed loader is 100 credits. The speed loader must be hand loaded in advance.

Firing Bursts

A burst is fired whenever somebody fires a pulse weapon, rail gun, or a rapid succession of blasts from a semiautomatic or automatic weapon (bullets or energy). The aim is generally more hasty and the recoil moves the weapon with the release of each blast.

Automatic and Semiautomatic Weapons (energy and conventional projectiles types): Generally, every burst of two to ten rounds/energy blasts counts as one melee attack. Roll once to strike for the entire burst. A failed strike means no rounds hit. A successful strike means a percentage of the rounds hit.

For example: A short burst fires 20% of the weapon's total rounds capacity. A gun with a 20 round magazine fires four rounds/energy blasts per each short burst. If the burst hits, the normal damage from a single round is multiplied by two(2), meaning two of the four rounds struck and damaged the target.

See the data and explanations under **Bursts or Sprays from automatic weapons and sub-machineguns** in **Rifts**, page 34. These rules apply to automatic energy weapons, as well as conventional, bullet shooting, automatic and semiautomatic weapons. Unless otherwise noted, most energy weapons are considered to be automatic weapons. Only weapons that state a specific limited number of shots per melee are not automatic. A pulse blast is always a burst shot. Also note that the level of accuracy when shooting a burst is greatly reduced; +1 to strike if the burst is a controlled/aimed burst, NO bonus if shooting wild.

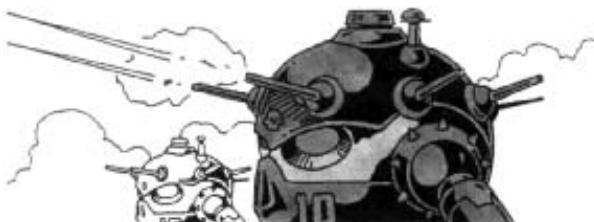
Pulse rifles: Even a single pulse blast from an energy pulse rifle is considered a burst (fires three simultaneous bolts of energy) and therefore, only a +1 bonus to strike is the maximum bonus, even when carefully aimed. The Wilk's and many Triax pulse rifles are designed for accuracy and enjoy an additional bonus of +1 to strike on an aimed burst.

Most pulse rifles, like the Wilk's 457 Laser Pulse Rifle and TX-30 Triax Ion Pulse Rifle, are designed to fire either the standard three pulse burst (inflicting more damage but with reduced accuracy) or can be manually switched to fire a single energy bolt (less damage but greater accuracy; e.g., can fire a single aimed shot, +3 to strike). The single shot is not a multiple energy pulse. This gives the weapon the option of greater firepower when needed in a fire fight and sniper accuracy when required.

Firing a burst from an automatic weapon (energy or conventional): An automatic weapon can fire a burst by simply holding the trigger down. As long as the trigger is held in place the weapon fires. A burst is fired when two or more blasts are fired in rapid succession at the same, one, target. The player can designate the size of the burst as Short, Long, or Entire Magazine; see **Rifts**, page 34, and the changes noted after the rail gun data.

Rail guns: The rail gun is a machinegun-like weapon designed to fire controlled and predesignated bursts. Typically, a burst fires 30 to 40 rounds with every one shot. Thus, a character with five attacks per melee can shoot five bursts for a total of 150 to 200 rounds. The damage listing for an individual round is given for informational purposes only. Each burst is given a mega-damage range (6D6, 1D4x10, etc.) for quick game combat. The concentrated burst from a rail gun is the equivalent of a mini-missile. **Note:** It takes about one melee action to reload a rail gun ammo-drum/belt.

Yes, theoretically, many automatic energy weapons can inflict the same damage as a rail gun by firing one long burst (50% of the E-clip), but the weapon is not designed for sustained rapid fire and the energy level is quickly depleted. Two long bursts (two melee attacks) and the weapon is empty and must be reloaded, which means the attacker loses one melee attack for every reload. The average rail gun can fire 8 to 13 bursts before needing to be reloaded. Furthermore, the range of the rail gun is far superior to all pistols and most rifles.



Rifts: Change for Page 34

Bursts or Sprays from Automatic (and Energy) Weapons and Sub-Machineguns

On page 34 of the **Rifts RPG**, page 30 of **Robotech**, and page 41 of **Heroes Unlimited**, the number of rounds that hit from a long burst and from an entire magazine burst should be changed from ONE round x5 (long) to ONE round x3, and ONE round x10 (entire clip) to ONE round x7. These two minor changes will make the rules suitable for most weapons.

Shooting Wild

Shooting wild occurs under the following conditions.

1. When a character is shooting in the general area of the intended target, but has not taken the time to carefully aim.
2. Can not actually see his target. This includes shooting at targets concealed by trees or other forms of vegetation, concealed by smoke, shooting through a door or wall, shooting around a corner without looking, when blinded or if an opponent is invisible, and when shooting and trying to do something else like performing a different skill at the same time; i.e., running, leaping, flying, driving a vehicle, talking to somebody, or concentrating on a second task or action.
3. When shooting from a *moving* object; i.e. a moving car, hover vehicle, horse or other moving platform. This does not include the firing of weapon systems built into power armor, robots, cyborgs, or mounted weapons or turrets built into combat vehicles. Nor is it applicable to super-heroes and mutants or monsters that can shoot energy beams, or similar powers, from their natural bodies. This rule applies to people who are shooting a hand-held weapon while hanging out of the window of a moving vehicle, dangling from an aircraft, standing on a moving platform, shooting from the back of a racing animal and similar conditions.
4. When shooting bursts with a weapon type in which that character has no W.P. skill.
5. When terrified or in a berserker rage.
6. Whenever the shooter is spraying a general area with random gunfire rather than focusing on a specific target.
7. The subsequent blasts after the first burst from a Glitter Boy's boom gun if the Glitter Boy is NOT secured to the ground (the recoil suppression systems must be engaged; thrusters and pylons). If the Glitter Boy is secured by a properly engaged recoil *suppression system*, the boom gun fires like a normal burst weapon.

The penalty for shooting wild is -6 to strike. See **Rifts**, page 34, for additional data on shooting wild, using a machinegun and spraying an area.

Combat Range and Rolls to Strike

Need to Roll an Eight to Strike from a Distance

A roll of 4 or higher strikes its mark in hand to hand combat. The same is true of combat with firearms at close range, combat within a 60 foot area (18.3 m).

In combat at a greater distance (61 feet and farther), the combatants must roll an eight (8) or higher to strike. High-tech sensors, optics, targeting sensors and human augmentation are so incredible that there are no further penalties for greater distances other than the limitations of vision and the weapon's firing range. **Editor's Note:** No, you didn't miss the number eight to strike at a distance in the **Rifts RPG** or any other RPG. This range penalty is a new addition (actually, it's an old one that is being reinstated).

Dodging and Parrying Energy Weapons

Like hand to hand combat, the target of an energy attack has an option to dodge or in some cases, parry. One might argue that it is impossible to dodge or parry a bullet or an energy blast, but here are two things to consider that makes the dodge appropriate.

1. Most of the **Rifts** player characters are superhuman, whether they are supernatural, alien or have been mechanically, chemically, magically or otherwise *augmented* beyond the normal range of human ability. Characters like the Juicer and Crazies possess accelerated metabolisms and heightened senses that may enable them to see a blast coming or allow them to dive out of harm's way, when they realize they are being attacked.

2. One might think of the dodge roll not so much as the character seeing and moving out of the way of an energy blast, but as a combination of an attacker's penalty for shooting at a moving target and the luck of the intended victim. It is always more difficult to hit a moving/dodging target than it is to hit a stationary target. Even today, people "dodge the bullet" by means of running in a zig-zagging pattern, executing a quick movement, or by leaps and rolls.

In many instances, it is more luck than anything else. Obviously, the intended victim cannot see the bullet coming, but he can judge the angle of trajectory by observing the movement of his attacker and the direction of the attack, giving him a chance to try to move out of harm's way. Success may be luck, but it can work.

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

O.C.C. Dodge and Parry Note: Anybody can attempt to **dodge** an attack if they *know* they are under attack and can see their attacker (via optics, sensors, muzzle flash of the attacker, etc.). The *Juicer* enjoys an *automatic* dodge or parry against *all* attacks, even from behind. But most others are vulnerable to the first attack (the element of surprise) and cannot dodge or parry this very first bombardment directed at them.

The Crazies, Juicer, Borg, Simvan Warrior, Cyber-Knight, Dragon and those operating *power armor or hots* (excluding the Glitter Boy) can attempt to **parry** a bullet or single energy blast *if* they have a suitable item/shield with which to parry. The *Cyber-Knight, MindMelter* and *Master Psionic* who can create a *psi-sword* or *psi-shield* can also attempt to parry mega-damage energy attacks. Likewise, *practitioners of magic* who have a magic sword or magic shield can try to parry energy attacks.

In the case of such a parry, the mega-damage item being used to block the mega-damage blast takes the brunt of the blast damage. The item being used to parry a mega-damage attack must also be a mega-damage structure and is likely to be destroyed within a few attacks. Once the item is depleted of its M.D.C., the additional damage strikes the defender. GM's may opt to allow the disintegrating parrying item to absorb comparatively tiny amounts of M.D., like 1D6, that would normally hit the defender when the parry object was finally destroyed. But larger amounts of damage that obliterates the parrying object will see the remainder of its destructive force continue forward to strike and damage the defender. Note: GM's may wish to apply knockdown rules

to those successfully parrying M.D. attacks, especially against rail guns, and energy blasts that inflict 1D6x 10 M.D. or more. **Also Note:** An energy burst cannot be parried, only dodged. Only a single energy blast can be parried.

Grenades, missiles, explosives and other area affect weapons/damage cannot be parried, but a dodge may be possible depending on the size of the area engulfed in the blast, the agility of the dodger, and the roll of the die. See **Rifts**, page 41, in the section, **Combat Rules for High-Tech War Machines** for other missile combat rules.

Note: Parry damage to the item being used to parry is applicable only to energy weapon blasts. Clashing sword against sword inflicts no noticeable amount of damage, even when both are mega-damage weapons, like vibro-blades. But a vibro-blade used to parry the blast from a plasma rifle will suffer damage from the blast.

The Combat Sequence

Again, I'd like to clear up any confusion that might exist about the sequence of combat and melee actions. Let me try to straighten this out once and for all.

In both hand to hand combat and gunfights, the sequence of combat is an integrated exchange of physical blows and/or gunfire. First one opponent strikes, the defender parries or dodges, then the defender counterattacks, the first attacker parries or dodges, then he counterattacks, and so on.

Basically, the Palladium combat system is a trading of blows. It's based on simulating real life boxing, wrestling, fencing and so on. Like most games that pit one opponent against the other, from baseball and tennis to boxing and fencing, the combat is a series of strikes, parries, and counterstrikes, exchanged by the combatants.

Strike/Punch ...
Parry ...
Counterstrike ...
Parry...
Strike ...
Parry ...
Counterstrike...
Parry ...

This is the basic flow of combat, strike, block, strike back. It is repeated over and over until one opponent vanquishes the other by wearing the other down and/or by penetrating his defenses. In many cases, one opponent will have a greater number of attacks or other advantage. Is this fair or realistic? Yes. It's much like a boxing match where both boxers test the other by swinging a punch and parrying/blocking that punch and returning his own counterpunch. This teeter-totter exchange will continue until suddenly, a flurry of blows are swung and/or landed and the guy on the receiving end has no hope of returning the attack and must strive only to survive the onslaught. The guy with more attacks will, at some point, launch those strikes.

In the Palladium system, these extra attacks come at the end of the melee round. Next melee, the character who has just weathered the flurry of attacks without being able to strike back, regains his composure and is able to strike back, himself, and the teeter-totter exchange continues. Dodging, parrying, luck, the degree of skill and experience, great strength, physical prowess, weapons and strategy are all additional elements that add to and alter combat. But it is still usually a back and forth exchange of punches or gunfire.

Combat Sequence Example

Antagonist Y, a Coalition Grunt, has six attacks per melee. This means he can punch, kick, or otherwise physically strike, six times in a single melee. If he is shooting a gun he can fire six times (not counting reloading time or extenuating circumstances). The types of attacks can be combined, meaning he can kick the foe nearest him in the mouth

(one attack), parry his foe's counterattack (an automatic combat action for all combat trained O.C.C.s; a parry is not counted as a melee attack or action), punch his foe in the head (second attack), and then go on to shoot his Wilk's laser pistol at the bad guy 50 feet away (third attack), and so on.

Antagonist X, a young cyber-knight, has four melee attacks. This means he can physically attack or shoot for a total of four times within a melee.

Both combatants are wearing Gladiator body armor (M.D.C. 70). Both are armed with a vibro-blade and an energy pistol.

A combat example between Y and X: Combatants Y and X are about to fight. Both players roll a 20-sided die to determine which character has the initiative. **Initiative** indicates which character gets the first attack. High roll wins, add any initiative bonuses, if any. In this case, Antagonist X gets the high roll on initiative.

One: Antagonist X attacks (his first of four attacks). This can be hand to hand, by weapon or super-power. Psionics and magic can be substituted or mixed with physical combat as well. The player rolls to determine the accuracy of his character's attack, a strike with a vibro-blade. He rolls an 18, including bonuses.

Antagonist Y tries to parry with his vibro-blade and rolls a 17 (with bonuses). The parry is an automatic action for all characters skilled in hand to hand combat and is so quick and such a reflex action that it does not count as a melee action/attack.

The roll to strike, 18, is higher than the parry roll, 17, and antagonist Y suffers mega-damage from the slashing blade. The damage is removed from the character's body armor.

Two: Antagonist Y strikes back (his first of six attacks). He stabs with his vibro-blade and rolls a 23 to strike, including bonuses.

Antagonist X tries to parry with his vibro-blade and rolls a 19. Unfortunately, a 23 beats a 19 and he suffers damage from antagonist Y's counterattack.

Three: It's Antagonist X's turn to attack again (his second attack of four attacks). This time he fires his ion blaster, point-blank at antagonist Y. The strike roll is an amazing natural 20.

Antagonist Y tries to dodge the blast by leaping out of the way and rolls a 24; 19 on the 20-sided die +5 to dodge! Unfortunately, the roll does not beat a natural 20. Only another natural 20 (a roll not modified by bonuses) can beat another natural 20. The blast hits and does damage. Because it was a natural 20, the attack inflicts critical—double damage.

Furthermore, the dodge by antagonist Y counted as his next melee attack/action (his second attack). Consequently, he can not return the attack and remains on the defensive.

Four: Antagonist X shoots again (his third melee attack out of four). This time he rolls an 11.

Antagonist Y can either use up another attack by dodging (he can spare one since he had more attacks per melee in the first place), or stand his ground, suffer damage, and counterattack. (Note that antagonist Y is not one of the O.C.C.s that can parry energy attacks.)

He decides to stand his ground and ready himself for his counterattack. The 11 hits because there was no evasive action and was higher than a 4 (close range combat). More damage is deducted from *antagonist Y*'s quickly deteriorating body armor.

Five: Antagonist Y shoots back with Us Coalition laser pistol (his third attack or melee action). A 14 is rolled.

Antagonist X, a cyber-knight, attempts to parry the blast and rolls a 14 (bonuses included). The defender always wins ties, so he successfully parries the blast with his vibro-blade. The blade takes all the damage from the energy blast.

Six: It's Antagonist X's turn to counterstrike (his fourth and LAST attack). "I'm going to blow off his hand," thus making a "called

shot." As fate would have it, the roll is pitiful, a 4, and the shot is wide, just buzzing past antagonist Y's left ear.

Seven: Antagonist Y sneers and lunges with his vibro-blade (his fourth attack). A 16 to strike.

Antagonist X rolls a 17 to parry. The attack is blocked; no damage.

Eight: Antagonist X is out of melee attacks/actions! He had four attacks and used them, but his opponent has two more left (6 total). Antagonist X has two choices of action. He can try to parry the attack (an automatic combat reflex action). Or he can cover his vital areas, just stand there and suffer the attacks until he can hit back. *Antagonist X will try to defend himself with parries.*

Antagonist Y attacks (his fifth melee attack). This time he shoots his laser pistol and rolls a 21 to hit (includes bonuses for an aimed shot). Antagonist X rolls an 18 to parry, a failed attempt, and suffers damage.

Nine: Antagonist Y attacks again. This is his sixth and final attack/melee action. He decides to hit his opponent with a long burst from his laser pistol, five rapid shots (half the total payload held by the E-Clip), inflicting 2D4x3 mega-damage. Because he's firing a burst, the best bonus he can get is +1 to strike. A 15 to strike is rolled

Antagonist X can not parry a burst and is hit by the devastating blast.

That's the end of the first, 15 second, melee round. With the beginning of the next round the combat continues. Depending on the circumstances of the battle (in this case, the suffering of great damage by X), each player should roll to determine initiative for this next round and combat is continued. At the beginning of this round, especially if antagonist X keeps the initiative, he may wish to run away or may launch a devastating counterattack of his own. Note that Antagonist Y now has only three shots left in his laser and can not fire any more bursts, while antagonist X has a nearly full ion blaster.

We've all seen mismatches where one superior combatant beats the snot out of an inferior opponent. It happens. With luck, the defeated fellow has survived and has gained some glimmer of insight and experience from the conflict. Even if that insight is something as anticlimactic as learning to recognize a superior foe and avoiding a conflict (apologize, run away, hide, etc.).

In the adventure filled world of **Rifts** and most RPGs, one can not possibly know who his opponent is nor what he is capable of doing. It is very common to have an opponent turn out to be far more powerful than the player character. This is where strategy, cunning, and teamwork comes into play. If one has no chance of defeating a more powerful foe, then perhaps two, or three, or ten, are required to engage in combat, or trickery and deception must be used to win or avoid the conflict. Remember, there are other games of competition, like poker, where a good bluff can be more devastating than anything else.

Combat Damage

The Natural Twenty & Damage

A natural 20 is the roll of a twenty-sided die in which the number rolled is a 20, before adding any bonuses. A natural twenty to strike is always a hit unless the opponent rolls a natural twenty to parry or dodge. **The damage from a natural 20 to strike** is always a critical hit, inflicting double damage! Some Hand to Hand Combat skills increase the damage of a critical strike to triple damage when a high level of experience is attained. If a "called shot," the critical strike hits and damages the exact target called.

The Called Shot & Damage

An aimed shot is used to strike a general target without specifying a specific portion within that target; e.g., "I'm taking a careful aimed shot at the Coalition Skelebot to my left." This unspecified but aimed attack is directed at one overall target and damage will be inflicted to



the main body of that target. However, an aimed shot can also be a called shot.

A called shot is an aimed shot that indicates the shooter is aiming for a specific target area within a larger target, like a head, hand, antenna, weapon, etc. To make a called shot, the shooter must "call" identify the specific target before he fires, take careful aim, and shoot.

For example: When shooting at a circular, bull's eye style target, a normal aimed shot is an attack in which the shooter takes careful aim and gets a +3 strike bonus to hit the target. The goal is to strike the target, but the strike could be anywhere on the target. A called shot might identify the target's tiny *bull's eye*, in the center, as the specific target of the shot. The shooter is specifically trying to hit a particular area within the larger, general target. Because it is an aimed shot, the shooter still gets the +3 bonus to strike. A successful strike (a roll of 12 or higher) means the specific target, in this case the bullseye, is hit. A roll that is below 12 but still above the number needed to strike (above a 4 or 8 depending on range) means the shooter succeeds in hitting the main body of the target, but misses the exact mark/area he was shooting at.

An aimed, called shot is necessary to strike the tiny bull's eye of a target, the sensor eye of a robot, or the gun held in an attacker's hand (the target is the gun, not the person himself). The attacker must roll a 12 or higher to strike a stationary target. However, the intended target may be able to attempt a dodge or parry, in which case the roll to strike must be higher than the target's dodge or parry roll, or over 12, whichever defense number/roll is higher.

For example: The shooter rolls a 17 (including bonuses) to strike, but the defender rolls a 19 to dodge, the called shot misses. No damage is inflicted to any part of the defending target. Because the defender used up an attack dodging, the attacker gets to shoot again without the defender being able to retaliate. The shooter rolls 13 and the defender, still trying to dodge, rolls a 10, the shot hits the specific "called" target area. Damage is subtracted from that one item (head, hand, gun, etc.). The shooter fires a third called shot and rolls a 9, the defender tries a parry and rolls a 5. The called shot misses its mark, meaning that the specific target is NOT struck, but the shot does hit the larger, general target of the defender and damage is taken off the main body.

Where Damage is Inflicted

The Main Body

As stated before, generally, damage is inflicted to what we call the main body. The main body is typically the largest area of body mass offered by the target. In the example of the circular target, the main body was the entire target area, excluding the tiny center bull's eye. On a humanoid, the main body is the body trunk from the crotch to the shoulders. This is the largest area of body mass and includes the lower abdomen/stomach and chest. Specific target areas outside of the main body on a humanoid include the head, hands, arms, legs, and feet. The main body of an automobile is the large body mass that covers the frame. Parts not considered to be part of the main body include the tires/wheels, mirrors, headlights, radiator grill, possible weapon turrets, and internal engine parts. And so on.

To strike something other than the main body, the attacker must make an aimed, called shot, or roll a natural twenty.

The Knockout

Unless a called shot is made, the strike from most attacks will fall on the main body. The called shot also applies to knock-out/stun attacks. The Game Master can only assume that a combatant is trying to hurt or kill his opponent unless told otherwise. If the attacker "announces" that he is trying to render his opponent unconscious, that is a different story. Then if the character rolls at or above his Hand to Hand combat skill to Knockout/Stun, or rolls a natural 20, his opponent is knocked unconscious rather than killed. A knockout punch inflicts minimal physical damage but knocks the victim unconscious or dazed/stunned/in-capacitated.

An opponent is also knocked unconscious when his hit points are reduced to zero. Anything below zero knocks the victim into uncon-

sciousness and a coma, with death a likely prospect unless he soon receives medical treatment.

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

In one play-test, a well meaning, but overzealous Juicer desired to knockout a captured security guard. "I'm going to knock this guy out so he won't be any trouble." I, being the GM, said, "Fine, but you need a roll of 19 or 20, strike bonuses are included." Pow! A terrible low roll. "Lousy punch," I said with a wince. "You inflict normal damage and he's still conscious." The Juicer frowned and said, "I try it again." BAM!! Same results. "I try it again." Crunch!!! Same result! He pummelled that poor security guard in the head three times and was winding up for a fourth try.

Each roll for the knockout punch was terrible, a roll under 10 every time, so instead of knocking him out, the Juicer was inflicting great amounts of S.D.C. and hit point damage. As he readied himself to punch this poor, battered, and bleeding fellow for a fourth time, one of his teammates stopped him and pointed out that he was literally beating the guard to death (down to 9 hit points). The embarrassed Juicer apologized to the battered guard and to his teammates, tied the guard up better, gagged him and stuck him in the corner instead of trying to knock him out. "Hey, how come you can always knock these guys out in the movies, but I couldn't?" My response as GM, "Hey, this ain't the movies and based on your rolls, you couldn't knockout a fly." That's how it goes sometimes.

Optional Damage Rules

Knockdown (optional)

The impact from an explosion, parrying a powerful energy blast, or a powerful punch/impact from a robot, robot vehicle, power armor, borg, or supernatural creature might knock a character off his feet, even if the damage from the attack is successfully parried. It is the force of the attack that is likely to knock the individual off his feet.

Being knocked down, or off one's feet, means losing one melee attack/action that melee round.

The optional **Humanoid Knockdown Table** can be applied to most human size characters, even in body armor, but usually not applicable to dragons, characters in power armor, robots, powerful supernatural beings, and characters with a P.S. of 30 or higher. But even these characters may be knocked down from impacts that inflict 31 M.D. or more.

Humanoid Knockdown Impact Table (optional)

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

1-10 M.D.: No chance. Withstands the blow.

11-20 M.D.: 01-20% chance of being knocked off feet.

21-30 M.D.: 01-30% chance of being knocked off feet.

31-40 M.D.: 01-50% chance of being knocked off feet.

41-50 M.D.: 01-70% chance of being knocked off feet.

51-60 M.D.: 01-90% chance of being knocked off feet.

61 or more M.D.: 100%! Knocked off feet and stunned! The impact is so strong that, in this case, the character loses all attacks/actions that entire melee round (15 seconds).

Bots, Borgs & the Supernatural Knock-Down Impact Table (optional)

Applicable to dragons, characters in power armor, robots, powerful supernatural beings (elementals, demon lords, demi-gods, and so-called gods) and characters with an M.D.C. of 500 or higher. These characters may be knocked down from impacts that inflict 31 M.D. or more.

1-30 M.D.: No chance. Withstands the blow.

31-50 M.D.: 01-10% chance of being knocked off feet.

51-70 M.D.: 01-20% chance of being knocked off feet.

71-100 M.D.: 01-40% chance of being knocked off feet.

101-150 M.D.: 01-60% chance of being knocked off feet.

151-200 M.D.: 01-80% chance of being knocked off feet.

201 or more M.D.: 100%! Knocked off feet and stunned; loses all attacks/actions that entire melee round (15 seconds).

Grappling

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

Optional Robot Combat Damage Tables

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

Side Effects by Location

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

Hands (optional)

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

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

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

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

Arms (optional)

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

21-30 Frozen in one position. The arm is locked in the configuration it was in when the damaging blast struck. This may mean locked

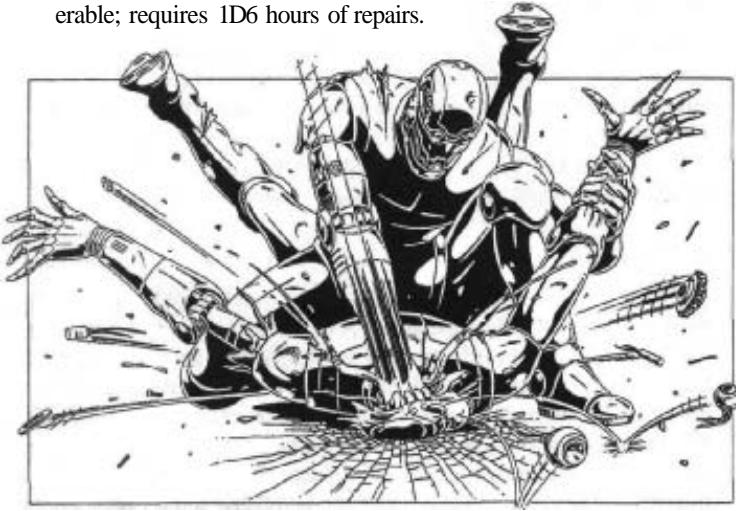
in a raised, outstretched or other position. Cannot make strike or parry with that arm unless the bot moves its entire upper body to do so. Damage is half.

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

51-60 Structurally weakened. Cannot lift, carry or hold more than 300 pounds (90 kg). Punch does half damage.

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

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



Legs (optional)

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

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

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

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

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

Main Body (optional)

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

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

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

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

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

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

41-50 Communications and audio system lost; effectively deaf. Require 2D6 hours to repair.

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

61-70 Severe internal damage. Reduce speed by half, -4 attack per melee, -2 on initiative, -2 to dodge.

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

1-20: Flight if robot vehicle, one skill program if a fully automated bot.

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

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

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

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

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

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

Combat Notes

The M.D.C. of Common Weapons & Items

Since you can shoot a weapon out of somebody's hand or, in some instances, use the weapon to parry an M.D.C. attack, it may be necessary to know the M.D.C. of weapons. The M.D.C. number is the amount of damage an item can withstand before being rendered useless (zero M.D.C.) or utterly destroyed (below zero M.D.C.).

Typical Black Market Pistol: 12 M.D.C.

Typical Black Market Rifle (L-20): 24 M.D.C.

JA-9 & JA-11 Juicer Rifles: 28 M.D.C.

Typical Heavy Weapon (general): 26 M.D.C.

Typical Rail Gun: 32 to 44 M.D.C.

Typical Vibro-Blade: 12 M.D.C.

Neural Mace: 12 M.D.C.

Typical Coalition Pistol: 8 M.D.C.

Typical Coalition Rifle: 18 M.D.C.

SAMAS Rail Gun: 32 M.D.C.

Typical Northern Gun Pistol: 12 M.D.C.

Typical Northern Gun Rifle: 24 M.D.C.

Typical Triax Pistol: 10 M.D.C.

Typical Triax Rifle: 20 M.D.C.

Typical Wilk's Pistol: 6 M.D.C.

Typical Wilk's Rifle: 12 M.D.C.
Wilk's Laser Torch: 4 M.D.C.
Typical Hand Grenade: 2 M.D.C.
Typical Fusion Block: 5 M.D.C.
Typical Mini-missile: 1 or 2 M.D.C.
Typical Short Range Missile: 5 M.D.C.
Typical Medium Range Missile: 10 M.D.C.
Typical Long Range Missile: 20 M.D.C.
Typical Bionic Hand: 5 M.D.C.
Typical Bionic Claw: 5 M.D.C.
Typical Bionic Arm: 25 M.D.C.
Typical Bionic Tentacle: 20 M.D.C.
Typical Bionic Forearm Blaster: 10 M.D.C.
Typical Bionic Retractable Blades: 10 M.D.C.
Typical Bionic Vibro-Blades: 12 M.D.C.
Typical M.D.C. Handcuffs: 6 M.D.C. (cost about 10,000 credits)
Typical M.D.C. Heavy Handcuffs: 30 M.D.C. (30,000 credits)
Typical M.D.C. Tire: 5 M.D.C.
Typical M.D.C. Window Glass: 5 M.D.C. (very expensive)
Typical M.D.C. Door: 20 M.D.C.
Typical M.D.C. Security Door: 100 M.D.C.
Typical M.D.C. High Security Door: 200 M.D.C.
Typical M.D.C. Bunker Security Door: 400 M.D.C.
Typical M.D.C. Safe: 150 to 400 M.D.C.

Disadvantages Playing The Glitter Boy

Often I will hear a **Rifts** player complain about how the Glitter Boy player character hogs all the action or is too powerful. A statement like this can mean a few different things, like the GM is not throwing enough challenging opponents at the Glitter Boy (how about a dragon or another Glitter Boy?), or the player is disruptive, or a hacker and slasher. But it may also mean that both the GM and the player are not considering all the elements involved in playing a Glitter Boy. Here are some things to think about.

The Glitter Boy *is* powerful! The machine was designed to be an ultra-infantry tank in humanoid form, requiring a single operator. Like a tank, the GB can withstand incredible amounts of damage and fires a devastating cannon (boom gun). But also like a tank, the GB is comparatively slow and limited in its combat mobility. Furthermore, the GB pilot can't live inside his armored suit and must come out sometime.

The main disadvantages to operating a Glitter Boy are two-fold.

1. The Glitter Boy is designed for "power," like a walking tank, but that also means that the mechanical suit is slower and less maneuverable. Its maximum running speed is a ponderous 60 mph (96 km), which means that the SAMAS and many other types of power armor and bots can run rings around the GB. This gives the faster units a better chance to parry, dodge, hide and run away from the GB's attacks. These can be negative factors in combat.

Worse yet, the Glitter Boy must stop, sink pylons into the ground and engage the jet boosters of its recoil suppression system in order to fire the boom gun with any measure of accuracy. The boom gun is so powerful that after the first blast (unless the recoil suppression system has been engaged) any subsequent boom gun blasts are considered *wild* shooting, with a low rate of accuracy (-6 to strike). However, if the Glitter Boy has activated the recoil suppression system, which engages in an instant, and is thus properly secured, he can fire one accurate and devastating burst after another (+1 to strike for an aimed burst and an additional +2 boom gun bonus). But this dramatically limits the Glitter Boy's speed and mobility, making him particularly vulnerable to two or more faster moving, armored opponents attacking in opposite circular motions, or from two or more different positions.

Originally, the Glitter Boys were meant to operate as a squad or platoon, like a tank formation, and slowly advance as they mowed their opponents down. Operating in a formation, the Glitter Boys could protect all flanks with devastating effectiveness. But in the world of **Rifts**, except for Free Quebec and a few other forces with numerous Glitter Boys, the GB power armor is fairly scarce and one seldom encounters more than one or two Glitter Boys at a time. This leaves the slow-moving powerhouse vulnerable to strength of numbers and faster mechanized attackers. Still, the GB is a power to be feared under any circumstance.

2. The Glitter Boy, renowned for its power, is likely to be the first and main target whenever an enemy attacks. It is strategically important to neutralize (destroy or incapacitate) one's most powerful opponent. The GB is likely to be at the top, or close to the top, of any such checklist. This may mean a concentrated attack on the Glitter Boy, momentarily ignoring the other less dangerous looking characters. Remember, the Glitter Boys have a terrifying reputation that goes back into pre-Rifts days.

Think about it in the context of our tank comparison. If you were a member of a military team and you had to fight enemy troops consisting of a tank, a light machinegun, and eight foot soldiers, what would be the first target you'd hit? The tank, because it's the one thing that could destroy you and your buddies all by itself. Thus, it is pivotal to destroy or immobilize the tank (or Glitter Boy) above all else, and it is likely to be the first and most heavily hit target among the enemy troops.

In many confrontations, a Glitter Boy is likely to face two to six attackers at a time, because a group attack may be the enemy's only chance for success. Or an enemy force may try to lure the Glitter Boy away from his teammates, so that they can attack the rest of the group without the GB's involvement. Or lure the GB into a trap that will not hurt it, but will temporarily contain it or further impair its speed/movement, like a pit or magic net.

Of course, there will be an equal number of times that the presence of a Glitter Boy will cause would-be thieves and attackers to flee or give up on any plans to attack. Only a fool attacks a force he knows he cannot possibly defeat, especially if it is a life and death conflict.

GM Note: For those of you who simply can't handle or tolerate a Glitter Boy, or any other O.C.C., you can simply drop it from your campaign, making it unavailable to your players. Likewise, there is a small number of people who can't get used to an M.D.C. system. Heck, if you can't stand mega-damage, then convert everything to S.D.C. The art of role-playing relies on a person's individual talents, tastes and disposition. How well an RPG works is often a matter of the personal likes, dislikes, and abilities of the GM and players. It's a personal experience shared with friends, so do not hesitate to alter something to make it suit your taste. If something doesn't work for you and/or your players, then drop it or change it. Remember, role-playing is limited only by your imagination.

W.P. Sharpshooting

A New W.P. Skill

Any O.C.C., except Vagabond, Dragon and Mind Melter, can select the W.P. Sharpshooting skill. However, they have to sacrifice two "other" skill selections for each W.P. Sharpshooting skill. The **Rifts: New West** (not planned for quite a while yet) will present O.C.C.s, such as the gunslinger, where Sharpshooting skills are included as an O.C.C. skill and is much more common. However, among the current list of O.C.C.s and in most parts of the world, Sharpshooting is not very commonplace. Still, some characters, especially those geared for combat, may have one or two W.P. Sharpshooting skills.

- Counts as two "other" skill selections.
- Not available as a secondary skill.

- The character *must* have first spent one skill selection on a desired W.P. weapon skill before the Sharpshooting skill can be selected. Once the W.P. weapon type has been selected, the sharpshooting skill can be added to it at a cost of two (2) "other" skill selections. The Sharpshooting skill bonuses are then added to those of the normal weapon proficiency for that specific type of weapon.

Remember, each individual W.P. skill requires the selection of a separate sharpshooting skill if the character wants to be a specialist in that weapon. Just because a character is a sharp shooter with an energy rifle, doesn't mean he is a sharp shooter with an automatic rifle, revolver, energy pistols or any other weapon.

- The sharpshooting skill can be combined with the W.P. Archery & Targeting skill (applicable only to the sling, crossbow, and bow and arrow) and all the modern weapon proficiencies, except W.P. Heavy and W.P. Heavy Energy Weapons. Not applicable to W.P. Blunt, W.P. Chain, W.P. Knife, W.P. Sword, or other ancient hand-held type weapons.

- **W.P. Sharpshooting Bonuses:** All bonuses are in addition to the conventional W.P. bonuses of +3 aimed, +1 burst.

The Sharp Aimed Shot (applicable to both the single shot and the aimed burst shot): +1 to strike with a P.P. 20 and every additional five (5) P.P. points above 20, but the bonuses are only applicable when the appropriate type of weapon is used. Aimed shots only. No bonuses for shooting wild.

The Sharpshooter's Called Shot: The sharpshooter's aimed shot bonuses are NOT applicable when using this special "Sharpshooter's called shot." Instead, the sharpshooter uses the following superior bonuses: +1 to strike with a P.P. 18 and every additional three (3) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used and this special called shot counts as *two melee attacks/actions*. Aimed shots only.

The Quick Draw: +1 to initiative with a P.P. 18 and every additional four (4) P.P. points above 18, but the bonuses are only applicable when that particular type of weapon is used.

The Bonus attack: +1 additional shooting melee attack when using that specific weapon for the entire melee round.

The Trick Shot: Pick one or roll 1D6.

1. Can fire a traditional two-handed weapon, like a rifle one-handed.
2. Can shoot over his shoulder by holding up a mirror and aiming at the reflection.
3. Accurately shoot while riding a horse or moving vehicle (normally a wild shot), but strike bonuses are half and a called shot is impossible.
4. Shoot accurately while standing on head or hanging upside down; all bonuses applicable.
5. Roll or somersault and come up shooting (normally a wild shot), no bonuses nor penalties to strike; straight roll of the dice.
6. Ricochet shot, can bounce bullets, arrows, sling bullets and other fired projectiles (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target (inflicts only one point of damage to the first surface and full damage to the second). This can also be done with laser weapons but the ricochetting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot.

S.D.C. and Combat

Over the years I've heard some pretty silly and outrageous incidents regarding players abusing the concept behind S.D.C. for player characters. Fortunately, these incidents seem to occur mostly in Palladium Books' super-hero RPGs where the outrageous **is** more common, however, I still want to set a few things straight.

First of all, most RPG characters are larger than life heroes, whether they be set in the world of **Rifts or Heroes Unlimited**. This means the player characters, and most of their antagonists, are not the average guy off the street. They are "heroes" (and villains) and therefore, stronger, braver, and often endowed with superhuman abilities. The inclusion of personal S.D.C. defines one of the ways that the player characters are different than you or I. Like a boxer or any professional athlete, these characters are stronger and tougher than us average city folk.

In the case of **Rifts**, most player characters are all warriors or adventurers of some kind, augmented by technology or magic. They are struggling against alien and supernatural foes and explore a nightmare world of changing realities. Their training has made them physically stronger and skilled in the ways of combat. But while they may possess powers and abilities beyond the norm, they too are subject to scientific logic and common sense rules.

S.D.C. will come into play when the character engages in non-mega-damage combat outside the protective confines of his M.D.C. armor. Such confrontations may not happen often, but a character can't live inside a suit of armor all the time.

Fans have told me stories about other players whose characters charge gunmen without fear, because the bullet damage is first subtracted from their S.D.C. points and they know they can defeat the gunmen before their character gets shot more than four or five times and may not even suffer hit point damage. One character even jumped on a live grenade, took the full blast, got up, dusted himself off and said, "Heck, it's only 40 S.D.C., I'm fine." Another player's character would shoot himself in the temple to show the bad guys how tough he was.

Now, while the idea is that a character can endure more physical damage than a normal person, this is ridiculous!! Yes, this is also an example of poor game mastering, but I've heard these horror stories often enough that I feel I should address this problem along with everything else in this section.

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

Come on guys, think about the situation and use some common sense. Let's tackle this gunmen scenario. The character may suffer only S.D.C. damage, and that's good, because he's not fatally wounded. However, what that means is that, while the wound is not immediately life threatening, the character is hurt! Do not underestimate pain. Even if he may be able to shrug off the pain and impact of a bullet wound and keep on fighting, he's a hero after all, it does not change the fact that the character is hurt and suffering.

The immediate problems for the wounded character are pain, further blood loss, and treating the wound. Unless each wound is correctly bandaged (roll on the appropriate medical skill), the character will continue to lose blood, which causes further physical damage. After the bleeding has been stopped, the hero must still have surgery to remove the bullets and get cuts sutured. The wound is also very painful and may impair further movement and/or the performance of skills. Think about how little you can do when you cut your hand or even cut or injure a finger. Something as simple as writing your name or opening a jar may be impossible or, at best, difficult and painful.

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

Blood Loss

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

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

Only first-aid or paramedic techniques that bind the wounds will prevent further blood loss and the wounded character can often perform medical treatment on himself. Yes, a character can function without medical treatment while losing blood and taking more damage every minute, but he will pass out when he reaches less than **five** hit points. This would be the classic John Wayne: nobody knows I'm hurt, keep on moving/fighting, and then collapses or dies. This happens all the time in heroic fiction.

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

Pain Penalties (optional)

Penalties are accumulative.

Leg

Minor damage to a leg will reduce speed by 20%.

Significant damage to a leg will reduce speed by 50%; - 1 on initiative, - 10% on skill performance.

Major damage to a leg will reduce speed by 75%; - 2 on initiative, roll and to dodge, - 20% on skill performance.

Head, Hand or Arm

Minor damage to head, hand or arm will reduce skill performance by 10%.

Significant damage to head, hand or arm will reduce skill performance by 30%; - 1 to strike or parry.

Major damage to head, hand or arm will reduce skill performance by 60%; - 2 to strike, parry, dodge and roll.

Main Body

Minor damage to the main body: - 1 on initiative.

Significant damage to main body: - 1 on initiative, - 1 to strike, parry, dodge and - 10% on skill performance.

Major damage to main body: - 3 on initiative, - 3 to strike, parry, dodge, and roll; - 20% on skill performance. Double rate of blood loss.

Damage at Point-Blank Range (optional rules)

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

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

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

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

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

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

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

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

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

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

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

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

97-00 Momentarily stunned: Victim loses one attack that melee (or one attack the following melee if he has no attacks left).

NOTE: Roll for each gunshot.

Point Blank Head and Heart Table (optional)

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

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

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

71-00 Coma! The shock to the nervous system is too much and/or caused serious internal damage. The character lapses into a coma. This automatically reduces the character's hit points to zero, regardless of the damage die roll. From all outward appearances the charac-

ter will seem to be dead. Only a careful examination will reveal life signs. Under these special circumstances the character can survive in a coma state three times as many hours as normal. See *Surviving Coma and Death, Rifts*, page 10. The victim is +6% to save vs coma. Penalties are the same as #36-70 Knocked Unconscious, but the duration is twice as long.

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

S.D.C. & Explosives

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

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

A basic rule of thumb when using explosives is that they inflict double damage directly to hit points when at point-blank range (10 ft/3 m). Point-blank range could be increased to cover double (or more) the normal area depending on the power of the explosive.

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

A Note about M.D. Creatures

Mega-damage creatures are different than creatures of human flesh and blood. M.D.C. flesh is a special armor-like skin that is resistant even to most point-blank attacks. They can use their bodies to smother an M.D.C. grenade or block a particle beam. While the blast will hurt, it will not kill until all mega-damage points have been depleted. The only possible exception may be a direct and powerful point-blank shot to the head; GM's discretion.

Random Hit Location Tables (Optional)

By Julius Rosenstein

Coalition Power Armor and Vehicles

SAMAS Power Armor

01-50 Main body — 250
51-60 Main rear jets (2) — 60 each
61-70 Shoulder wings (2) — 30 each
71-75 Rail gun — 50
76-80 Mini—missile launcher — 50
81-85 Lower maneuvering jets (2) — 25 each
86-90 Ammo drum (rear) — 25
91-00 Head — 70

UAR-1 Enforcer Assault Robot

01-20 Arms (2) — 150 each
21-40 Legs (2) — 200 each
41-66 Main body — 350
67-69 Hands (2) — 75 each
70-75 Shoulder rail gun — 100
76-83 Shoulder med. missile launcher — 150
84-88 Shoulder laser turrets (2) — 50 each
89-94 Shoulder missile launchers (2) — 60 each
95 Waist mini-missile turret — 25
96 Right leg smoke/gas dispenser — 25
97 Sensor turret — 50
98 Chest spotlight & camera — 10
99-00 Head — 90

Spider-Skull Walker Assault Robot

01-30 Legs (6) — 120 each
31-70 Main body — 500
71-85 Rail guns (2) — 150 each
86-90 Lower laser turret — 80
91-95 Upper laser turret — 80
96-99 Eye searchlights (2) — 30 each
00 Crew compartment — 150

Death's Head Armored Transport

01-55 Main body — 1300
56-65 Lower saucer — 400
66-75 Rear jets (3) — 200 each
76-85 Side mounted laser turrets (6) — 50 each
86-90 Forward observation windows (2) — 80 each
91-95 Forward twin rail gun turret — 150
96-99 Tail fin — 125
00 Crew compartment — 200

Coalition Sky Cycle

01-65 Main body — 150
66-75 Rear jets (3) — 50 each
76-90 Mini-missile launchers (2) — 50 each
91-00 Forward mounted laser turret — 50

Mark V APC (Armored Personnel Carrier)

01-50 Main body — 350
51-65 Wheels (8) — 50 each
66-73 Top, rear rail gun turret — 100
74-77 Center laser turret — 50
78-83 Side laser turrets (4) — 20 each
84-89 Forward mini-missile launchers (2) — 40 each
90-92 Smoke/gas dispensers (2) — 15 each
93 Hatch laser guns (3) — 5 each
94-95 Forward auto—cannon (2) — 10 each
96-98 Forward headlights (2) — 2 each
99-00 Crew compartment — 100

IAR-2 Abolisher Assault Robot

01-18 Hands (2) — 80 each
19-50 Main body — 450
51-65 Legs (2) — 240 each
66-70 Arms (2) — 190 each
71-85 Main cannons (6) — 100 each
86 Belly gun — 25
87-88 Chest spotlight eyes (2) — 10 each
89-94 Sensor turret — 50
95-97 Gunner's hatch — 75
98 Outer hatch — 50
99-00 Pilot's compartment — 250

Skelebot Robot/Artificial Intelligence

01-25 Legs (2) — 50 each
 26-60 Main body — 130
 63-80 Arms (2) — 30 each
 81-85 Hands (2) — 10 each
 86-87 Vibro-blades (2) — 5 each
 88-90 Laser rifle — 5
 91-00 Head — 40

EX-5 Behemoth Explorer Robot:

01-20 Main body — 500
 21-40 Legs (2) — 250 each
 41-50 Upper arms/shoulders (2) — 120 each
 51-65 Forearms (2) — 200 each
 66-70 Hands (2 large) — 60 each
 71-73 Hands (2 small, retract.) — 30 each
 74 Side & arm searchlights (6) — 5 each
 75 Top mounted searchlights (2) — 10 each
 76-78 Sensor turrets (2) — 30 each
 79-90 Observation deck — 300
 91-00 Pilot's compartment — 200

Titan Series**Flying Titan**

01-55 Main body — 180
 56-65 Rear jet pack (2) — 50 each
 66-80 Shoulder wings (2) — 30 each
 81-90 Lower maneuvering jets (2) — 25 each
 91-00 Head — 70

Explorer Titan

01-20 Arms (2) — 150 each
 21-40 Legs (2) — 200 each
 41-75 Main body — 300
 76-80 Hands (2) — 40 each
 81-90 Shoulder missile launchers (2) — 120 each
 91-93 Waist ball laser turrets (2) — 25 each
 94 Waist searchlight — 5
 95 Sensor turret — 20
 96-99 Head — 90
 00 Pilot's compartment — 100

Combat Titan

01-20 Arms (2) — 170 each
 21-40 Legs (2) — 250 each
 41-80 Main body — 370
 81-83 Hands (2) — 50 each
 84-88 Shoulder missile launchers (2) — 150 each
 89-93 Right forearm rail gun — 75
 94 Waist laser turret — 25
 95-96 Lower leg mini-missile launchers (2) — 25 each
 97 Sensor turret — 20
 98-00 Head — 90

Titan Reconnaissance

01-25 Legs (2) — 150 each
 26-60 Main body — 270
 61-70 Arms (2) — 100 each
 71-80 Waist laser turret (2) — 25 each
 81-87 Upper arms/shoulders (2) — 110 each
 88-90 Hands (2) — 40 each
 91 Right shoulder searchlight — 5
 92-95 Sensor turret — 20
 96-98 Head — 90
 99-00 Pilot's compartment — 100

**Triax Industries****X-10 Predator Power Armor**

01-25 Legs (2) — 120 each
 26-40 Shoulders (2) — 150 each
 41-62 Main body — 350
 63-70 Main rear jets (2) — 60 each
 71-72 Mini-missile launcher — 20
 73-78 Right-hand pulse cannon — 100
 79-83 Left forearm — 70
 84-87 Shoulder wings (2) — 30 each
 88-90 Lower maneuvering jets (2) — 30 each
 95-96 Chest headlight — 2
 97-00 Head — 70

X-1000 Ulti-Max Power Armor

01-05 Forearms (2) — 120 each
 21-25 Upper arms (2) — 100 each
 26-45 Force field — 100
 46-59 Main body — 400
 60-68 Legs (2) — 200 each
 69-77 Mini-missile shoulder launchers (2) — 150 each
 78-82 Rear exhaust tubes (2) — 50 each
 83-84 Rear booster jet — 50
 85-89 VX-180 Maxi-rail gun — 100
 90 VX-180 Laser — 15
 91 VX-180 Targeting system — 20
 92-93 Head spotlight — 10
 94-96 Communications cluster — 30
 97-99 Head sensors — 70
 00 Pilot's compartment — 80

X-500 Forager Battlebot

01-25 Forearms (2) — 100 each
 26-40 Legs (2) — 200 each
 41-72 Main body — 450
 73-77 Hands (2) — 60 each
 78-81 Belly gun turret — 100
 82-92 Medium range missile launchers (2) — 130 each
 93 Spotlight — 10
 94 Small headlights (2) — 5 each
 95-96 Head sensors — 70
 97-99 Upper arms — 140 each
 00 Pilot's compartment — 100

DV-12 Dyna-Bot

01-25 Legs (2) — 60 each
 26-65 Main body — 180
 66-82 Arms (2) — 40 each
 83-89 Hands (2) — 15 each
 90 TX-30 Ion pulse rifle — 5
 91 Laser fingers (2) — 2 each
 92-00 Head — 40

T-21 Terrain Hopper Power Armor

01-60 Main body — 170
 61-80 Rear jet pack — 50
 81-83 Chest headlight — 2
 84-00 Head — 60

Cyberworks Network (ARCHEE 3-OZ);

A-49 Combat Drone:

01-50 Main body — 200
51-72 Legs (2) — 80 each
73-88 Arms (2) — 40 each
89-92 Hands (2) — 10 each
93-00 Head — 40

A-51 Reconnaissance Drone

01-50 Main body — 200
51-72 Legs (2) — 80 each
73-88 Arms (2) — 40 each
89-92 Hands (2) — 10 each
93-00 Head — 40

A-63 All-Purpose Robot

01-60 Main body — 250
65-80 Legs (2) — 100 each
81-90 Arms (2) — 50 each
91-93 Hands — 10 each
94-00 Head — 50

A-64 All-Purpose Master Robot

01-35 Legs (6) — 90 each
36-70 Main body — 400
71-80 Upper arms (2) — 80 each
81-90 Forearm blasters (2) — 100 each
91-93 Ion chest cannons (2) — 20 each
94-95 Hands (2) — 10 each
96-00 Head — 60

A-001 Monst-Rex

01-20 Front legs (2) — 100 each
21-55 Main body — 300
56-70 Hind legs (2) — 120 each
76-80 Front paws/claws (2) — 50 each
81-88 Spines (4) — 20 each
89-90 Tail — 20
91-92 Extra sensor cluster — 20
93-94 Plasma ejector — 20
95 Laser — 10
96-00 Head — 50

Shemarrian Warrior Robot

01-60 Main body — 250
61-75 Legs (2) — 100 each
76-85 Arms (2) — 60 each
86-89 Hands (2) — 10 each
90-92 Rail gun — 10
93-00 Head — 50

AA-10 Rottweiler

01-50 Main body — 120
51-60 Front legs (2) — 60 each
61-80 Hind legs (2) — 80 each
81-00 Head — 60

AA-50 Insecton Infantry Robot

01-50 Main body — 400
51-60 Legs (2) — 120 each
61-80 Upper arms (2) — 100 each
81-83 Feet (2) — 25 each
84-85 Hands (2) — 20 each
86-95 Blasters (5) — 20 each
96-00 Head — 60

Northern Gun

NG-X9 Samson Power Armor

01-55 Main body — 240
56-65 Rear booster jets (2) — 50 each
66-70 Mini-missile launchers (2) — 50 each
71-85 Rail gun — 50
86-90 Ammo—drum (rear) — 30
91-00 Head — 70

NG-V7 Hunter Mobile Gun

01-20 Legs (2) — 220 each
21-55 Main body — 410
56-65 Upper arms (2) — 90 each
66-75 Forearm rocket launchers (2) — 140 each
76-80 Hands (2) — 50 each
81-90 Rail gun turret — 160
91 Belly gun - 20
92 Main access hatch — 75
93 Chest spotlight — 6
94 Leg headlights — 5
95 Sensors (4) — 5 each
96-98 Emergency hatch — 75
99-00 Pilot's compartment — 120

NG-M56 Multi-hot

01-15 Upper Arms (2)—100 each
16-40 Main Body—290
41-50 Hover craft upper body—90
51-60 Legs (2)—200
61-65 Ion cannon—100
66-75 Medium range missle lanchers (2)—100 each
76-80 Shoulder mini—missile shields (2)—100 each
81-88 Forearms (2)—90 each
89-91 Hands (2) — 30 each
92-93 Spotlight—10
94-95 Headlights (2) — 5 each
96-98 Sensor turret — 50
99-00 Pilot's compartment — 110

NG-A70 Sky King

01-60 Main body—130
61-70 Rail gun & mini-missile launchers (2) — 50 each
71-90 Rear jets (2) — 40 each
91-00 Forward mounted nose laser — 40

Miscellaneous

Glitter Boy Power Armor/Robot

01-25 Legs (2) — 450 each
26-63 Main bofly — 770
64-75 Arms (2) — 270 each
76-80 Hands (2) — 100 each
81-90 Boom gun — 175
91-95 Recoil suppression system — 75
96-00 Head — 290

Minion of Splugorth Slaver

01-30 Barge shields (4) — 100 each
31-50 Slave barge main body — 500
51-60 Minion main body — 300
61-73 Barge eyes (5) — 50 each
74-85 Minion tentacles (8) — 30 each
86-98 Floating eyes (5) — 50 each
99-00 Eye-staff — 30

NG-W9 Light Labor Bot

01-30 Legs (2) — 40 each
31-70 Main body — 100
71-85 Arms (2) — 20 each
86-90 Hands (2) — 5 each
91 Laser fingers (2) - 1 each
92-00 Head — 20

NG-W10 Heavy Labor Bot

01-40 Legs (2) — 50 each
41-80 Main body — 150
81-90 Arms (2) — 30 each
91-93 Laser-claw hand — 30
94-96 Hand — 10
97-00 Head — 40

NG-V10 Super Robot Vehicle

01-30 Legs (2) — 150 each
36-70 Main body — 350
71-80 Arms (2) — 75 each .
81-84 Hand — 20
85-87 Laser-claw hand — 50
88-98 Head — 100
99-00 Pilot's compartment — 100

Note: Hitting the pilot's compartment means the blast has penetrated the main body and struck the inner pilot's compartment. This is a fairly rare occurrence.

Robot Rhino-buffalo

01-60 Main body — 300
61-70 Front legs (2) — 150 each
71-85 Hind legs (2) — 90 each
86-90 Horn — 50
91-00 Head — 100

Rhino-buffalo

01-60 Main body — 150
61-70 Front legs (2) — 90 each
71-85 Hind legs (2) — 80 each
86-90 Horn — 30
91-00 Head — 50

Generic Robot

01-18 Arms (2)
19-35 Legs (2)
36-60 Main body
61-82 Main weapon
83-85 Secondary weapon
86-87 Spotlight or Headlights
88-93 Sensor turret
94-98 Gunner's hatch or thrusters or hands
99-00 Pilot's compartment

Converting Characters

General Rules for Converting Monsters and Supernatural Beings to Rifts

Alignments: Monster

An intelligent creature, especially player characters, can usually be any alignment. Most specific racial or monster descriptions will indicate a particular moral leaning if any. Some characters may have a strong leaning toward good or evil, especially if raised in a particular environment or subjected to moral indoctrination. However, a player character or special non-player character may defy the norm.

Monsters tend to be aggressive and predatory which often makes them an evil or selfish alignment. So-called demons, predators and most other supernatural beings tend very strongly toward evil or anarchist. Supernatural predators that prey on humans and other intelligent life forms are effectively evil. Non-Player Character (NPC) villains are usually scoundrels of an evil or selfish alignment. Game Masters, never underestimate the story power and conflict between clearly defined good and evil. Note: Characters with a background in magic or psionics, especially those from the **Palladium Role-Playing Game** and **Beyond the Supernatural**, will view these beings as natural enemies and will be guarded around them or downright hostile toward supernatural and magic monsters.

Attributes: Monster

The physical and mental attributes of a particular race or breed vary from species to species. Normal humans always roll three (3) six-sided dice for each attribute. Monsters and non-humans often have different attributes. In some cases as few as one die might be rolled for a particular attribute, while in other cases as many as five or six dice may be rolled, along with an attribute bonus.

The number of six-sided dice to be rolled for each attribute is designated for all player character races and optional player character races/monsters/mutants. For example: P.S. 4D6, means roll four six-sided dice and add them together to determine the P.S. attribute number. Additional attribute bonuses or modifiers may also be indicated. For example: P.S. 6 + 4D6, or 4D6 + 6, means roll four six-sided dice and add six more points to the total number rolled. Many non-human races, monsters and animals have far greater attributes than humans, or more consistent attributes than humans, consequently, they will have additional attribute dice and/or bonuses.

Supernatural & Monster Physical Strength (P.S.) and Mega-Damage

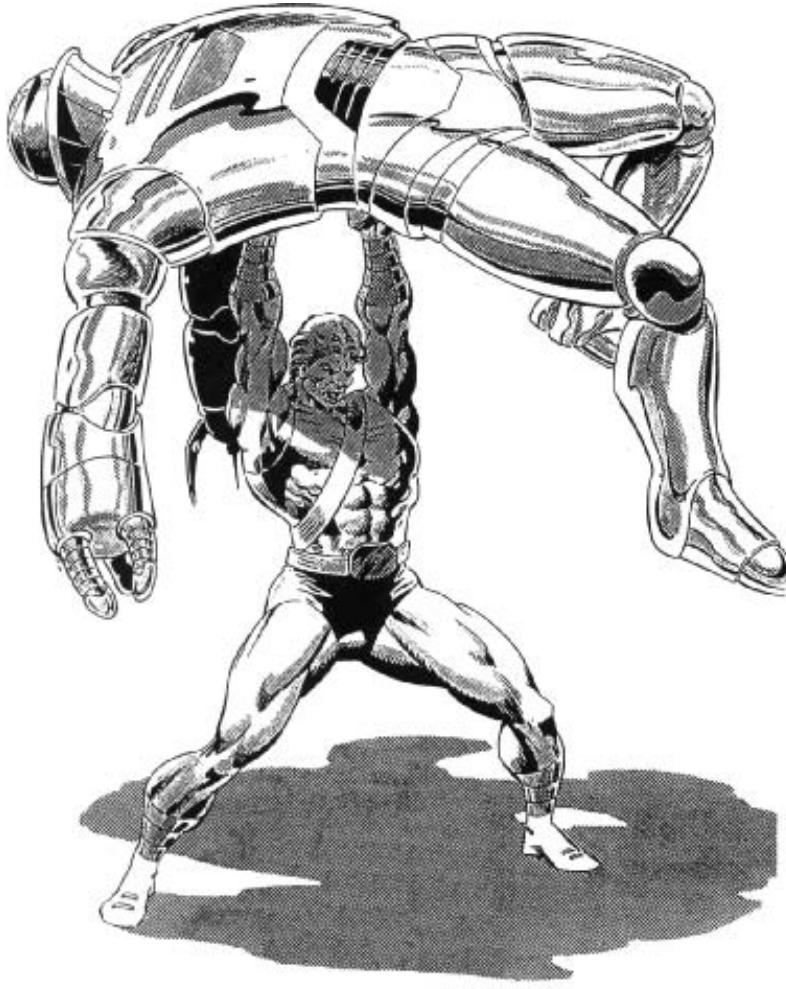
Often a borg, monster, or other character will have a P.S. as great as 30 or higher, but the character only inflicts S.D.C. damage from a punch or kick. Then there are other creatures, such as the dragon and vampire, who will have a P.S. of 30 and inflict mega-damage. One might wonder why a strong human inflicts S.D.C. damage while these

others, with an apparently equivalent P.S., inflict mega-damage. The answer is simple. Whether a being inflicts S.D.C. damage or M.D.C. depends on the nature of the creature.

Supernatural creatures like the dragon and vampire possess inhuman strength. Their supernatural aspect gives them an unnatural edge and bonus. Although their P.S. may be roughly equivalent to a human's strength in relation to overall physical power, the *supernatural* element of their essence gives them mega-damage strength and, in many instances, makes them natural M.D.C. creatures (flesh is like M.D.C. body armor).



This means *supernatural beings* like elementals and demons typically possess supernatural M.D. strength and natural body armor when they enter into the P.P.E. enriched environment of **Rifts**. *Creatures of magic* such as dragons, the unicorn, wing tips, and true faerie folk (pixies, fairies, sprites, pucks, toad stools, etc.) are also enhanced by the P.P.E./magic energy of the **Rifts** environment and become mega-damage creatures, although only the larger faerie folk possess M.D. strength. Similarly, while mortal *men of magic* don't become mega-damage beings, their magic is magnified to offer M.D.C. protection (armor of Ithan, wall of force, etc.) or inflict mega-damage (fire ball, call lightning, etc.).



A formula for determining the M.D. damage for supernatural strength in **Rifts**.

On page 9 of **Rifts**, the data for lifting and carrying greater weight is provided, but a basic mega-damage by supernatural P.S. is not provided. So here it is. This table is applicable to most generic supernatural beings and creatures of magic from **The Paladium RPG, Beyond the Supernatural** and **Heroes Unlimited**. Note that specific monsters, as described later, may contradict this *general* conversion list.

P.S. 15 or less: Only inflicts 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch or 1D4 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 16 to 20: Inflicts 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, or 2D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 21 to 25: Inflicts 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, or 4D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 26 to 30: Inflicts 5D6 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch, or 6D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 31 to 35: Inflicts 5D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch, or 1D4x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 36 to 40: Inflicts 6D6 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 41 to 50: Inflicts 1D6 x 10 S.D.C. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D4x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 51 to 60: Inflicts 1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, or 2D6 x 10 on a power punch (counts as two melee attacks). P.S. bonuses not applicable.

Note: Some supernatural creatures will have a greater or weaker damage than the above table provides. These are exceptions to the general rule and will be evident in the descriptions of specific creatures. **Biting attacks** typically inflict half the M.D. as a punch unless the maw is especially large or powerful, then a bite could inflict the same damage or more. **Tails and tentacles** frequently inflict half to the same amount of M.D. as a punch. Power punches are not possible with a tail, but are possible with a tentacle. Kicks usually inflict the same M.D. as a punch, but in some cases the kick may inflict 1D6 more mega-damage.

Converting an S.D.C. creature into a mega-damage structure (M.D.C.)

An M.D.C. creature is a being whose physical body is so tough or armored that it functions as a natural mega-damage body armor, enabling it to withstand mega-damage attacks of all sorts. These M.D.C. creatures are invulnerable to S.D.C. attacks. Natural M.D.C. works just like hit points. When the character is struck by mega-damage weapons the damage is subtracted from its natural mega-damage body. When the M.D.C. reaches zero, the character falls into a coma. Like hit points, the character can suffer damage below zero equal to its P.E., but if the damage exceeds the P.E. number, that character is dead. Mega-damage is healed/restored the same way as a human regains hit points from medical treatment and rest. M.D.C. is normally restored at a rate of 2D6 per day. Many mega-damage beings have natural bio-regenerative powers that enable them to restore lost M.D.C. at an incredibly accelerated rate. Some of can even regenerate limbs or their entire body. Such healing capabilities are typically an aspect of the supernatural or magic. Most beings born of mortal flesh and blood are not M.D.C. creatures. Even human beings and other S.D.C. creatures transplanted to the magic energy-rich **Rifts** Earth do not significantly change into mega-damage structures. Only *supernatural beings*, like elementals and demons, are typically transformed into mega-damage beings when they enter into the P.P.E. enriched environment of **Rifts**. *Creatures of magic* (such as dragons, the unicorn, wing tips, and true faerie folk) are also enhanced by the P.P.E./magic energy of the **Rifts** environment and become mega-damage creatures. This is how the stories about creatures of magic being impervious to normal weapons originated. Similarly, while mortal *men of magic* don't become mega-damage beings, their magic spells, circles, wards and rituals are frequently magnified to offer M.D.C. protection or inflict mega-damage. **Note:** Hit points and S.D.C. are not applicable to mega-damage creatures. As previously described, the M.D.C. effectively works as hit points.

A General formula for determining the M.D.C. transition of supernatural beings and creatures of magic.

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

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

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

Greater demons and monsters who are "lords," mages or those that possess incredible power: 1D6x1000 M.D.C. *Also see specific supernatural monsters and demons.*

Supernatural intelligences: 2D6x10,000 M.D.C., occasionally even more. See the section on Beings who would be Gods and Intelligences.

Bionics and the Supernatural

Bionics/cybernetics and the supernatural does not mix. Few supernatural or magic creatures will subject themselves to even minor bionic or cybernetic enhancements. Remember, bionics and cybernetics (other than bio-systems) destroys magic and psionic powers (reduce by half). For a supernatural being or creature of magic to submit to bionic alteration is to actually become stripped of its true and natural powers; a fate worse than death. In regard to most supernatural and magic creatures, bionics does not represent augmentation but serious crippling. Creatures that possess natural bio-regeneration and/or regenerative powers will never have a need for artificial limbs. Only creatures that have no or little magic or psionic powers may consider bionic augmentation. Likewise, supernatural beings that don't have bio-regenerative powers may look to bionics and cybernetics to replace lost limbs, but even these beings are likely to elect to get cybernetic bio-systems to avoid diminishing their magic or psionic abilities.

Horror Factor

The more frightening and non-human a creature is, the more horrific it is to humans and most humanoids. Most mortal monsters will drop in at around H.F. 10 + 1D4. Lesser supernatural monsters are 12 to 15, while greater demons are 14 to 16 and intelligences are usually 16 to 18.

Potential Psychic Energy (P.P.E.)

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

Lesser demons and monsters with innate magic powers such as metamorphosis, turn invisible, fly without wings, bio-regeneration, etc., will have 1D6x 10 P.P.E.

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

Greater demons and monsters with minimal magic abilities will have 10D6x100 P.P.E.

Greater demons and monsters who are "lords," practitioners of magic or who possess incredible power: 2D6x100. *Also see specific supernatural monsters and demons.*

Supernatural intelligences: 4D6x1000, occasionally even more. Also see the section on Beings who would be Gods and Intelligences.

Natural Abilities

Supernatural Predators: Demonic predators feed on the psychic energy, blood, and/or flesh of slain humanoids. Most have exceptional or keen vision and senses, including nightvision 2D6x10 + 60 ft, good night sight (able to see in one-sixth the light humans need), track by smell 1D4x10 + 30%, recognize a familiar scent 1D6x10 + 20%, instinctive swimmers 1D4x10 + 30%, instinctive climbers 1D4x10 + 30%, prowl 1D4x10 + 20% and leap 1D4x10 feet. Many can see the invisible and about 50% can turn invisible and/or fly at will. Also see the descriptions of specific monsters.

Supernatural Beings with a high intelligence, but who are not animal-like predators, usually delight in manipulating, tormenting or otherwise hurting humanoids and what they consider lesser life forms. These beings are usually more subtle than their predatory cousins and use torture, deception, trickery, magic and psionics.

Most have the following powers: Keen vision and senses, including nightvision 1D6x10 + 60 ft, good night sight (able to see in one-sixth the light humans need), see the invisible, turn invisible at will or metamorphosis (into human, animal or insect; pick one), and fly. 50% are impervious to poison and chemicals, don't breathe air, possess a healing touch (same as heal wounds spell), and have bio-regeneration of 2D6M.D.C./hitpoints (1D4x10 if a greater demon/monster). About 25% have the natural ability to teleport: self and even dimensional teleport.

When creating new characters based on myth, use some of our specific creatures and these general rules to create them. Obviously, specific characters may have distinct powers.

Attacks Per Melee: Monsters

Adapting other monsters, demons and godlings from the **Palladium RPG and Monsters & Animals** will require a few minor considerations. First, the system is a little less complex so combat time works a bit differently, the number of attacks are less and the measure of time is longer. Basically, keep the character's current number of melee attacks and *add two more* to them. For Example: A Palladium character with two melee attacks would now have four, if three melee attacks, change to five, etc. The adding of two attack works just about every time.

Other combat skills, methods of attack and bonuses usually remain unchanged. However, beings that are natural predators or have multiple limbs or a special attack such as fire breath, add one more melee attack (total, three additional) to the number of attacks already listed. This formula will be appropriate 8 out of 10 times.

Monsters and supernatural beings from Beyond the Supernatural and Heroes Unlimited are pretty much ready to go. The number of attacks per melee is typically unchanged. Occasionally, it will seem both appropriate and obvious that the monster should have more than one or two more attacks per melee, the sowki is a good example of this.

Monster O.C.C.s

Any character dimensionally rifted from one of the other RPG worlds of **Palladium Books** will usually keep his occupational skills. This is especially true of intelligent supernatural beings. Predatory monsters are natural hunters and have little use for any human skills. Instead, their few skills, generally, focus on helping them function as hunters. Typical predatory skills include wilderness and tracking skills, wilderness survival, some espionage, some physical, and a couple weapon proficiencies. Most supernatural predators have little interest in anything else, except perhaps, learning a couple languages. Generally, skills listed do not improve with experience (usually not applicable to NPC monsters) nor are new skills learned, unless presented otherwise.

The more intelligent supernatural beings will possess knowledge more closely to that of a human's and may be unnervingly familiar with

weapons and technology. Most of these skills are likely to be directly applicable to **Rifts** Earth. Some new skills may be learned. The more devious and human-like may also use M.D.C. body armor, clothes, weapons, tools, and vehicles.



Experience: Monsters

Most supernatural beings don't increase their abilities as they grow in experience. This is largely true because these beings are either incredibly lazy and/or complacent, or driven by instinct. The majority of supernatural beings are creatures of instinct and supernatural power. They have learned to listen to their instincts, and use their powers much as humans have learned to develop skills and to use tools. Really, the human intellect and ingenuity are the natural abilities humans have learned to develop. Supernatural monsters use their natural powers and abilities in the same way, only these abilities are frequently more direct, aggressive, combat oriented, psionic and magical.

Some specific characters and races deemed suitable as optional player characters are provided with a Racial Characters Class and R.C.C. skills. These descriptions also indicate what experience table to use, most typically the dragon or psi-stalker.

Culture Shock: Monster

Predatory creatures tend to adapt quickly to new environments. They are hunters, thus they hunt. It matters little that the environment and prey may look different, as long as there is prey to stalk, they are satisfied. If the environment provides inadequate prey or is too radically different and/or hostile, the predator will travel elsewhere in search of prey, or to find a more comfortable environment. If none can be found, it will make a stand and try to survive the best it can in the only environment that is available. The only alternative is to find a way back home or to a different dimension, but this notion may be beyond the intellect and reasoning capabilities of the creature.

Intelligent supernatural beings adapt to new worlds with ease. Remember, both the predator and the more intellectual supernatural monsters are frequently dimensional travelers. Changing environments, different technology, alien people and horrible monsters are all commonplace to them. Thus, most have a high resistance to horror factor and have experienced the bizarre so often that they anticipate it and are not disoriented by it. They are multi-dimensional beings themselves, thus one dimension may be considered home as much as another.

General Conversion Rules for humanoids

**General conversion rules for
Beyond the Supernatural, Ninjas & Superspies,
RECON, Heroes Unlimited,
and 20th Century Characters.**

Who is a D-Bee

Beings that look inhuman and/or seem to possess unnatural supernatural powers, such as the vampire, ghoul, werewolf, mindolar, entity, gargoyle, goqua, sowki, raksasha, gorgon, shedim, deevil, and so on, are considered to be **demons**.

Creatures that appear quite alien and/or monstrous, but seem to lack frightening supernatural powers, like the wolfen, minotaur, gromek, loogaroo, manticore, mutant animals, shape changing humanoids, dinosaurs, dragons and so on are generally considered **monsters**, and occasionally considered to be demons.

D-Bee is the slang term used to identify intelligent life forms that are not indigenous to Earth. The bottom line is that anybody not born in the Time of Rifts and on **Rifts** Earth is a being from another world or dimension — a dimensional being or D-Bee. The term is usually reserved for human or humanoid looking beings, especially beings who look very human, but who use alien devices, have strange powers, exotic beliefs, or a different language and culture. Humans possessing great psionic abilities, superpowers, or other strange powers may be considered mutants, D-Bees, or even supernatural monsters or demons.

Most human and humanoid other-dimensional visitors are considered D-Bees. This means super-heroes and mutants from **Heroes Unlimited**, martial artists and spies from **Ninjas & Superspies**, grunts and officers from **RECON**, psychics and arcanists from **Beyond the Supernatural**, human looking mutants from **Teenage Mutant Ninja Turtles & Other Strangeness** and/or **After the Bomb**, or humans from the past, present or alternate Earths are all considered **D-Bees, other-dimensional beings**. Of course, some of these characters, especially those from **Beyond the Supernatural, Heroes Unlimited, Ninjas & Superspies, RECON**, humans from **After the Bomb, TMNT RPG, Mechanoids and Robotech**, might be able to convincingly pass as true **Rifts** Earth humans. After all, they look completely human and are likely to speak one of the dominant human languages: American/English, Spanish, Japanese or Chinese (Euro is a distinct blending of several languages and considered to be new and different). Failure to be familiar with local customs, laws, and personalities may be explained away with the excuse that the character has grown up in an independent village or kingdom far away, or in the wilderness. However, a lack of knowledge about notorious people, monsters, kingdoms (like the Coalition) and lands may cause natives to suspect otherwise. But the clever human D-Bee can pass for a native of **Rifts** Earth, unless he publicly announces, or makes obvious statements, that he is from another dimension.

Converting characters from one **Palladium Books** role-playing game to **Rifts** is really very easy, especially when dealing with human characters from a contemporary setting.

Alignment

An intelligent creature, especially player characters, can usually be any alignment. Most specific racial or monster descriptions will indicate a particular moral leaning if any. Some characters may have a strong leaning toward good or evil, especially if raised in a particular environment or subjected to moral indoctrination.

Robots and intelligent machines can be virtually any alignment depending on the machine's programming. Non-intelligent bots and mechanisms may function in a deadly or hostile way, but while these actions may be designed with evil intent, the machines themselves have no alignment.

Attributes

The physical and mental attributes of a particular race or breed vary from species to species. Normal humans always roll three (3) six-sided dice for each attribute. A roll of 16, 17 or 18, means the an additional six-sided die is rolled and added to that attribute. If a six is rolled, another six-sided die is rolled and its number also added to that particular attribute. Note too, that some O.C.C.s, like the Juicer, offer attribute bonuses. These bonus numbers or bonus dice are added to the regular attribute roll. Also see *Attributes for Supernatural Beings*.

Attribute bonuses beyond the current attribute chart

Physical Strength Beyond 30

Some characters can attain a P.S. attribute beyond the limits of the bonus chart found on page 8 of **Rifts**. Yes, characters like the juicer, crazies, super-heroes and D-Bees can achieve a P.S. and P.P. beyond the printed chart.

Physical Strength (P.S.): The damage bonus for a P.S. beyond 30 continues to accumulate at a rate of +1 per each additional P.S. point. Thus, if a P.S. 30 provides an S.D.C. damage bonus of +15, then a P.S. 31 is +16 to S.D.C./hit point damage, P.S. 32 is +17, P.S. 33 is +18, P.S. 34 is +19, and so on. A physical strength of 50 is the absolute P.S. limit for humanoids not of a supernatural nature.

Augmented Human characters who possess a P.S. of 35 or higher can inflict one mega-damage point when they deliver a power punch. A power punch is a roundhouse punch, in which the character winds up and punches with all of his might. The attack counts as two (2) melee attacks/actions whether the punch strikes or not. **Also see Supernatural Physical Strength (P.S.) and Mega-Damage.**

Borgs, although mechanical and robot-like, do not generally possess the same physical strength as a complete hot, consequently, they do not usually deliver mega-damage punches. *Partial reconstruction borgs* can only have a maximum P.S. of 20 and inflict no mega-damage. *Full conversion borgs* of great strength can deliver a mega-damage power punch or leap kick if they have a P.S. of 25 or higher! A power punch or leap kick counts as two melee attacks. Maximum P.S. is 30.

Borg P.S. 25 to 27 inflicts 1D4 M.D. with a power punch or leap kick; counts as two melee attacks.

Borg P.S. 28 to 30 inflicts 1D6 M.D. with a power punch or leap kick; counts as two melee attacks.

A formula for determining the M.D. damage for robotic strength in **Rifts**

The robots created by the super technology in **Rifts** and by other high-tech civilizations have super hydraulics and mechanical systems that give them greater physical strength than bionic or cybernetic limbs.

This means that bots can frequently deliver mega-damage attacks. Power armor, especially full robot suits like the Glitter Boy and Ulti-Max, also inflict significant amounts of mega-damage due to their robotic nature. However, the power armor and bot's mechanically enhanced strength is not as powerful as supernatural beings.

Robots created in a more primitive environment, such as our own 20th Century, are not likely to be mega-damage machines. To become an M.D. robot, the primitive bot will have to undergo a complete conversion into a new, M.D.C. robot body. In such instances, the only thing likely to be preserved from the original bot is its physical brain, memory, and programs.

P.S. 15 or less: Only inflicts 1D6 S.D.C. on a restrained punch, 2D6 S.D.C. on a full strength punch and 4D6 S.D.C. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 2D6 S.D.C., leap kicks 3D6 S.D.C.; these bots are roughly equal to a human.

P.S. 16 to 20: Inflicts 2D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, 2D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 1D6 M.D. and leap kicks 2D6 M.D.

P.S. 21 to 25: Inflicts 6D6 S.D.C. on a restrained punch, 1D4 on a full strength punch, 2D4 M.D. on a power punch (counts as two melee attacks). Kicks do 1D4 M.D. and leap kicks 2D4 M.D.

P.S. 26 to 30: Inflicts 1D4 M.D. on a restrained punch, 1D6 on a full strength punch, 2D6 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D6 M.D.

P.S. 31 to 35: Inflicts 1D4 M.D. on a restrained punch, 1D6 M.D. on a full strength punch, 3D4 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D6 M.D.

P.S. 36 to 40: Inflicts 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. to 2D4 M.D. and leap kicks 3D6 M.D.

P.S. 41 to 50: Inflicts 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 2D6 M.D. and leap kicks 4D6 M.D.

P.S. 51 to 60: Inflicts 2D6 M.D. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 4D6 M.D. and leap kicks 1D6x10 M.D.

Note: There are many aspects in robot and power armor design and mechanics that create a great deal of variation from robot to robot, power armor to power armor. Some will have special features that will make that particular bot stronger or weaker than the above damage table suggests. These are exceptions to the *general* rule and will be noted in the specific bot or power armor description. **Body blocks and tackles** typically inflict half the M.D. as a normal punch. **Stomp attacks** are applicable only to robots that are 18 feet (5.5 m) or larger and commonly inflict 1D4 or 1D6 M.D., seldom more. **Tear or Pry attacks** are possible only if the mechanism is designed for that purpose. Such attacks usually deliver half the damage as a full strength punch.

Power Armor is generally smaller and lighter than a true, 100% bot; as a result, a suit of power armor with an equivalent P.S. will frequently inflict less damage than a bot counterpart. Power armor seldom exceeds a P.S. of 40.

Physical Prowess and other attributes beyond 30

Physical Prowess (P.P.): The bonus to strike, parry and dodge, stops at 30. But for every three P.P. points beyond 30, the character gets a bonus on his initiative roll. Thus, add +1 to initiative at P.P. 33, 36, 39, 42, 45, (i.e., P.P. 39 is +8 to strike, parry, and dodge and +3 on initiative). A physical prowess of 45 is the absolute P.P. limit.

Physical Endurance (P.E.): The bonus to save vs poison and magic stops at 30, but the percentage to save vs coma continues at an increment of one point per each additional point beyond 30. Thus a P.E. of 31 provides a 31% chance to save vs coma, 32 is 32%, and so on.

Mental Endurance (M.E.) and the other attributes are maxed out at 30 and bonuses do not increase should the character have a number higher than thirty.

Hit Points & S.D.C.

Most humans and carbon based life forms will be S.D.C. creatures. Only the occasional mutant, alien and superhuman will transform into a mega-damage creature on **Rifts** Earth. As always, mega-damage weapons will obliterate an S.D.C. based item, which puts normal humans in immediate jeopardy. This is also the case with **Rifts** humans as well. The vulnerable humans must keep out of trouble and quickly attain some weapons and armor appropriate to this mega-damage world. Hit points and natural S.D.C. come into play when involved in non-mega-damage combat, some psionic attacks, drugs and poison.

Palladium RPG characters don't have S.D.C. and should be immediately assigned some in the following order. Scholars, mind mages, and men of magic get 20 S.D.C., if they are versed in hand to hand combat give them an additional 10 S.D.C. points. Most men of arms get 40 S.D.C., while the ranger, knight, paladin, and assassin get 50. Most of the non-human races have been specifically adapted and are found elsewhere in the pages of this book.

Some players have expressed a concern that S.D.C. characters from other **Palladium** role-playing games are quickly destroyed and, in theory, don't have a chance against mega-damage weapons and monsters. This is absolutely true, but they are no different than the natives of **Rifts** Earth. Remember, this future Earth is an environment where there is a bizarre mixing of people, powers, and tech levels. Characters must use their heads and adapt or die, because the diversity and power between tech levels can be deadly. For Example: There is no difference between a 20th century human facing down Coalition troops than a legion of the Roman army (circa A.D. 250) engaging a 20th Century tank division. The Romans don't stand a chance against this superior technology. They will be obliterated. But a handful of these same Roman soldiers could hide, later explore the area, disguise themselves in the clothes of the natives, eventually acquire these people's weapons and armor and become more equal.

It is the Game Master's job to smoothly integrate S.D.C. characters into the mega-damage world. He or she should provide the characters with an opportunity to learn about this strange, new world and to acquire the means to survive in it. The GM who pits S.D.C./hit point based characters against murderous mega-damage forces with no avenue of escape is doing an injustice to his players. *See the section on orientation and culture shock.*

Natural Armor Rating (A.R.)

Many of our other role-playing games have an armor rating (A.R.). The A.R. is applicable to both artificial and natural body armor. Artificial armor covers the entire range of body armor from a S.W.A.T. — kevlar vest to a knight's suit of plate armor. Natural body armor is usually indicative of a tough, damage resistant skin possessed by some monsters, mutants, aliens and super-beings. However, in the world of **Rifts** there is minimal use for, or advantage to, S.D.C. armor. The mega-damage weapons punch right through any armor rating and a single M.D. point inflicts an equivalent of 100 S.D.C./hit points of damage. Still, physical S.D.C. and A.R. may come into play during combat that doesn't involve M.D. weapons, like attacks from a normal knife or S.D.C. gun. Also, beings with super-human S.D.C. like 220 points, means that they can endure the equivalent of two M.D. points of damage. That's not much, but it could be enough to save a life.

Super-powered humans, aliens and mutants with the power of invulnerability, force field generation and similar powers are frequently transformed into mega-damage creatures. *See the conversions for the Heroes Unlimited super-powers and O.C.C.s.*

Horror Factor

The average human does not have a horror factor. Horror factor is the indication of how frightening or unusual a character is and how those who see them are affected/stunned. **Heroes Unlimited** super-beings, particularly shape changers and aliens, will have a horror factor of 12.

Predatory theropod dinosaurs, like the tyrannosaurus, have a horror factor of 14, while most other dinosaurs will have an H.F. of 8 + 1D4. *Also see the random Mutant & Aliens Creation Tables.*

Bionics

Characters from a technology level below 21st Century Earth will NOT have any type of cybernetic augmentation. Even most 21st Century type characters are not likely to be bionic. The handful that are bionic will be primitive compared to **Rifts** Earth and are likely to possess limited implants and S.D.C. weapons, such as the superspies from **Ninjas & Superspies**. Characters from **Heroes Unlimited or Mechanoids** or other advanced civilizations may have more advanced cybernetic or bionic systems. Note that characters who are already bionic before arriving to **Rifts** Earth clearly show a desire for cybernetic augmentations. This means that these characters are likely to have a desire to improve/upgrade or convert their original cybernetics to acquire new, high-tech and mega-damage systems.

To quickly adjust cyborg characters from S.D.C. worlds to the **Rifts** mega-damage world, the game master may allow for an immediate modification that took place off camera (so to speak), or allow the character the means to eventually upgrade or replace his bionics with **Rifts** systems. Cyborgs from **Heroes Unlimited** can wear mega-damage borg body armor with only the slightest modifications. Also note that characters who have been forced by tragedy to become a primitive borg and consider themselves to be ugly or inhuman monsters, may be able to get **Rifts** cybernetic bio-systems in order to look human again. Yes, this is likely to weaken the borg, but is a possible story element. Remember, **Rifts** Earth is light years ahead in the medical sciences, especially in regard to cosmetic surgery, artificial skin, and cybernetics.

Humans with no previous cybernetic or bionic augmentation can eventually purchase implants or bionic reconstruction just as any **Rifts** character can, but are likely to find such a prospect disturbing. Also remember that bionic implants and reconstruction will dramatically reduce the power of psionic and magic characters and prevents the metamorphosis of shape changers.

P.P.E. by General Racial Types

3D6 P.P.E.: The average human adult (20 years and older).

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

6D6 + 6 P.P.E.: The average human child (13 and under).

6D6 P.P.E.: Coblins, faeries, algor.

5D6 P.P.E.: Elf, changeling and gnome.

4D6 P.P.E.: Wolfen, coyotes, & most mutant animals.

3D6 P.P.E.: Dwarf, ogre, troll and most other races.

1D4x 10 or more P.P.E.: Most giant races.

3D6 P.P.E.: Most other races.

Natural Abilities

This category applies to human mutants, human D-Bees, mutant animals, and other races. Natural abilities include abilities generally beyond the range of humans'. For example: Nightvision (the ability to see in total darkness), night sight (basically natural passive nightvision;

able to see in one-sixth or one-tenth the amount of light a human needs), keen, hawk-like vision (to see great distances/about 2 miles with crystal clarity), superior sense of smell (usually, result in the ability to recognize smells and/or track by smell), superior hearing (often results in an initiative bonus of + 1D4). Instinct can include abilities/skills such as swimming, climbing, and prowl.

Supernatural or magical beings may include abilities like fire breathing, sensing magic/P.P.E. or water or ley lines, metamorphosis, teleportation, turn invisible, see invisible, bio-regeneration, healing touch, etc.

Attacks Per Melee

Characters from most **Palladium** games are suited for combat in **Rifts** without adjusting the number of attacks per melee. **Heroes Unlimited, Ninjas & Superspies, TMNT, Robotech, and Beyond the Supernatural** are all based on the same hand to hand combat system and even the modern weapons, vehicles and computers function very similarly to the more advanced energy weapons and equipment of **Rifts** Earth. All characters start with two hand to hand attacks per melee plus additional melee attacks gained from hand to hand combat training and other skills like boxing, and/or from O.C.C. training like **Heroes Unlimited** characters created under physical and special training.



RECON, as it has currently existed, is a different game system than the rest of the **Palladium** line, originally designed by *Joseph Martin* back in 1980 or '81 and later reworked into **Revised Recon** by *Erick Wujcik* and others for **Palladium** in 1986. 1992 should see the release of **Revised RECON — Second Edition**, with rules for the universal **Palladium** combat system, making the game completely interchangeable with our other titles (watch for it). Till then, here are some basic conversions.

The average soldier has two attacks per melee plus those gained from the *basic* hand to hand combat skill and may know boxing or wrestling. Members of special forces teams have two attacks per melee plus those gained from training in hand to hand combat: *martial arts or assassin* and are likely to have yet an additional attack from *boxing*. Thus, the

average **RECON** soldier will have four or five attacks per melee at levels one to third, and more as he increases in experience level.

RECON conversion consideration number two, no experience tables. For characters who are the average soldier, use the *Special Training Table from Heroes Unlimited* or *CS Grunt from Rifts*. Special Forces characters should use the *Physical Training Table from Heroes Unlimited* or *CS Military Specialist from Rifts*. Mercenaries can use the *Hardware Table from Heroes Unlimited* or *CS Headhunter Table from Rifts*. **RECON Skills** can be used as they are, since they are also percentile based, although in a different way. Or change to a skill proficiency by levels of experience. Again either **Heroes Unlimited** or **Rifts** can be used. If using **Rifts**, start at the base skill + 20% for MOS skills (effectively, the character's O.C.C.) and + 5% for all others. **RECON** soldiers should adapt fairly easily to the use of higher technology, especially in the use of weapons and vehicles.

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

Occupational Character Classes

Old occupations and skills will usually remain a part of the character's training and background and will continue to increase at the same level as in the originating RPG. Any character dimensionally rifted from the world of the **Palladium Role-Playing Game** or others will usually keep his or her original O.C.C. and corresponding skills. Most of the character's skills and knowledge will remain applicable to the **Rifts** environment. Basic skills like wilderness, tracking, and combat are virtually equal in any world.

Modern skills like communications, computer, electronics, mechanics, medical, science, technical and piloting will be useful, but the characters will suffer a penalty because the technology and variety is very different. Characters from an advanced world like **Robotech** or **The Mechanoids** will adapt much more easily and suffer a skill penalty of -10% when using their native skills on **Rifts** technology. **20th Century characters** suffer a penalty of -20% when dealing with **Rifts** technology. Note, however, that ancient skills, like W.P. sword, and basic skills like wilderness and rogue (with the exception of computer hacking), suffer no penalties, they simply may not be handy/applicable in a modern environment. For example, one cannot *track* another person (as in, follow his footprints and physical trail) through a modern-day mall or on the streets of a city.

About Skills. Typically, a character from another world will learn some basic communication skills and possibly, a handful of simple combat and other skills. However, the already skilled, professional adult will be reluctant to give up his old ways and is likely to be interested in new-skills that reflect his original, off-world profession. For example, a thief is likely to pick up a few new rogue skills, a ranger is likely to gravitate toward wilderness and combat skills, a fighter will adapt to some new physical and combat skills, a wizard, scholarly and magic skills, and so on.

Characters from other worlds will need to learn one of the common languages, probably American, Spanish or Euro, or quickly acquire a universal translator or equivalent magic. Characters from an *alternate Earth*, which includes virtually all of **Palladium's** games, except the **Palladium (fantasy) RPG**, should already be able to communicate in one of the major languages, most likely American/English or Spanish. Then, to a lesser degree, there is Japanese and Chinese. Euro is such

a blend of different languages that it is considered to be a new, distinct language. Characters familiar with German, Polish and/or Russian will only be able to pick out a word here and there (about a 10% skill proficiency).

Acquiring new skills

All characters from another dimension can select new skills that will help them to adapt to their strange, new world. All start at level one proficiency and may improve slowly for characters of high level who are set in their ways. Only I.Q. bonuses and those listed here are applicable to the new skills.

Ancient men of arms and intelligent monster races get radio: basic, can select one new language (+15%), one piloting skill, one pilot related, three moderns W.P.s of choice (any), and choice of three from either communications or espionage (+ 10%).

Ancient men of magic, priests & scholars get radio: basic, can select two new languages (+ 20%), one piloting skill, one modern W.P. of choice (any but heavy), and choice of four from either technical or science. Plus they can acquire magic spells not normally known in their native world. Many high-tech skills and devices will remain a mystery.

Wizards and diabolists of third level or less can switch their O.C.C. to techno-wizard. The previous O.C.C. and skills are permanently frozen and the techno-wizard O.C.C. skills and other skills start at level one.

20th Century characters get radio basic (+ 15%), can select one new language (+10%), three new piloting skills (+5%), two pilot related, two modern W.P.s (any), and choice of two from technical or rogue or wilderness (+ 10%). **Penalties:** - 20% when using 20th Century skills and knowledge to operate in/on high tech areas, especially medical, science, electrical, mechanical, robotics, bionics and computers.

High-Tech characters get radio: basic (+ 20%), computer operation (+15%), can select two new languages (+10%), three new piloting skills (+ 10%), two pilot related (+ 5%), three modern W.P.s (any), and choice of two from technical or science or wilderness. Note: Mecha/robot pilots will automatically know robot combat (basic) and pilot robots & power armor (basic). **Penalties:** -10% when using then-advanced skills and knowledge to operate in/on **Rifts** (therefore, unfamiliar) high-tech areas, especially medical, science, electrical, mechanical, and bionics. **Note:** The Empire of Humanity humans are considered to be somewhat high-tech, but not as high-tech as characters from **The Mechanoids or Robotech** consequently, they get the skill selections and bonuses, in this category, but the penalty is - 15%.

Experience

An old character but new world

When a character is dimensionally rifted from one RPG world to another, whether from the Palladium fantasy world or a future Earth, to **Rifts**, use the O.C.C. skills and experience tables from the originating RPG. Consequently, a ranger O.C.C. from the Palladium RPG, or psi-mechanic from **Beyond the Supernatural**, would continue to grow in experience as that O.C.C. and continue to use the experience tables from that O.C.C.

Some of the optional player character monsters/races have a different or special O.C.C. or R.C.C. and, in these cases, specific skills are presented and which existing **Rifts RPG** experience table to use is indicated. But characters from other RPGs will continue to grow in experience as they always have.

Other Races

An old character race born in the Rifts world

The different races/monsters/characters from other **Palladium** role-playing games can be used as a new character with a **Rifts** O.C.C.! Remember, **Rifts** Earth is filled with many different life forms. Except for human supremacists and small kingdoms composed largely of one particular race, **Rifts** Earth is a melting pot of multi-dimensional immigrants. People from many different lands and cultures have been transplanted to Earth and have been sucked into the predominately Earth/human culture. Thus, most will speak and understand at least one or two Earth languages, probably American, Spanish, Euro or other common language. Likewise, most, especially those who grew up in the cities, will have a practical understanding of high technology, such as use of a hover vehicle or automobile, computer, energy weapons, and common devices such as elevators and telephones. They are the children and products of their environment, just as we are products of our contemporary Earth.

It doesn't matter that these characters are the offspring of alien immigrants from another world, they will be attuned to the land they were born into and have grown up in, that of **Rifts** Earth. Thus, they will be city rats, operators, rogue scientists, juicers, borgs, psychics and practitioners of magic, just like any human character. The *only restriction* may be O.C.C. attribute requirements that are not possible to attain, because of racial limitations like a low I.Q., P.P., etc. Although the parents may be from another world and of a different O.C.C. which is more indicative of their homeworld and their original culture, their offspring will have been exposed to the **Rifts** environment and will be familiar with the people, customs, skills, and technology of **Rifts** Earth, which is effectively their homeworld.

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

Palladium RPG races and monsters as Rift O.C.C.s: Nobody knows for certain when the rifts erupted or how long humankind was locked in the dark ages. Most scholars approximate that the rifts erupted 300 to 500 years ago and that it has only been in the last hundred or so years that humankind has risen from the ashes of near extinction. During those hundreds of years, all types of otherworldly beings have journeyed to Earth through the dimensional rifts. Many of these other-dimensional beings (D-Bees) have adopted Earth as their new home land (often because they knew not how to return home). Their offspring, though D-Bees, are the children of Earth. Mother Earth is their place of birth, home. Many of these D-Bee races have lived on Earth for generations, the stories of their great, great, grandparents homeworld a faded memory or fantastic story.

These second, third and more, generations of offspring are likely (not always) to be as versed in the ways of the contemporary **Rifts** world as any human. The only difference is, as non-humans, they may be treated as second-class citizens, persecuted, enslaved or even hunted and destroyed by human supremacists such as the Coalition States. The *Burbs of Chi-Town* are filled with D-Bees from other worlds. Likewise,



D-Bees represent a significant number in many of the more liberal wilderness kingdoms, such as Lazlo and Tolkeen. These communities may have 50% or more non-humans, some are entirely D-Bees (some of which are militantly anti-human).

In most cases, the growth, prosperity and commonness of a non-human race will depend on the properties of that particular race. For example, giants are comparatively uncommon for three major reasons.

First, birthrate. Giants tend to give birth to one infant and have a longer gestation period (typically 18 months) before childbirth. Thus they reproduce less often than humans and some other intelligent beings. This keeps their numbers comparatively low. Wolfen and the more successful intelligent, mutant animals have an advantage in that they bear two to four young in about the same period of time as humans, which means their numbers grow even more rapidly than humans'. The insectoid race of Xiticix has grown at an alarming rate because each hive queen lays thousands of eggs annually. Add to this that Earth offers few natural enemies and you have a population boom. Unless something changes in the next few decades, the Xiticix could take over most of Canada and continue to move down into the Americas.

Second, giants and monster races (distinctly alien beings) are easily recognizable as non-human, and/or are often seen as threatening monsters and are subsequently feared and destroyed. Human supremacists such as the Coalition States have been very fastidious in the extermination of giants and other *monster races*.

Third, is their success at adaptation, including competition with humans, other life forms (old and new enemies and predators), as well as the environment. Again, giants and other extremely alien creatures

are often easier targets for animal, human and supernatural hunters, as well as possibly being more susceptible to disease, and enormous size may impose greater demands on the environment (i.e., food and shelter). A low I.Q., psionics, natural powers, and cultural orientation may limit such characters to a particular range of O.C.C.s and skills. These limitations will usually be noted under each specific monster's R.C.C. description. However, there may be exceptions to this general R.C.C. range. Whether *your* character is that exception is up to the Game Master.

A Note on Biology

Inevitably, players will want their characters to be the ever popular *half-breed*. "Alright, my character is half elf and half human." "Oh yeah, well my character is half Titan and half gromek!" "Puh, my character is half vampire and half dragon!" And on and on and on.

Let's get a few ground rules straight from the start. In the real world, there are very few species of animals that can *crossbreed* and bear live offspring. Whether desirable or not, just about any humanoid, mammal, and even monster can have sex with another species of life, but they can NOT give birth as a result of their actions. To give birth to a child, the two sexual partners must be of the same species. Consequently, a mutant dog mated with a mutant cat, while they may make a cute couple, can never give birth to a half dog, half cat child. NEVER!

Variations within the same species can successfully breed. For example, a domestic dog can mate and produce offspring from a mate that is a wolf, coyote, fox, or similar animal canine. Likewise, this means that an intelligent, alien canine, such as a wolfen and intelligent mutant dog, could successfully mate and bear off-spring, especially if that mutant canine was a wolf. However, a mutant bear and mutant dog could not. Likewise, members of the same species that have undergone mutation may not be able to produce living offspring. The mutant gene can be a one time fluke or is so abnormal/unique that it cannot be passed on to offspring.

Sometimes, the social, moral, ethical or economic perceptions and practices of a community or people will serve to restrict the interbreeding between members of the same species. For example, the wolfen are socially conditioned to mate only with other wolfen. They can have sex with a dog boy, or other intelligent mutant canine, coyle, or kankoran and produce offspring, but they don't. It's just not socially acceptable. Those who do are rogues and not welcome in wolfen society.

A human can mate with a human, regardless of the minor variations within the species. Likewise, a **Rifts** Earth human can successfully mate and reproduce from a union with another human regardless from when or where their human partner is from. That person may be a D-Be from another planet or dimension, and may be psychic or super-powered, but as long as he or she is of the same species, in this case, human, the pair can bear offspring. An elf and human can enjoy sex, but cannot bear offspring from their union. Even though an elf looks extremely human, the two are very distinct species. From a biological and genetic perspective, there is more different about the elf than his pointy ears, and good looks.

Whether a child possesses a parent's psychic or unusual super-powers is another story. The child's biological inheritance of a parent's physical and mental features and powers will depend on whether the trait is genetically dominant or recessive, but even dominant gene features are not always present in the offspring and a recessive gene can pop up at any time. For the sake of game rule simplicity, I suggest that the Game Master approve and modify (if necessary), characters of mixed heritage and inhuman ability. Second, I'd suggest that there is a 1-62% chance of the offspring possessing the dominant features and powers of his parents. GMs can roll percentile dice or make arbitrary decisions based on the player's request/designs and the goings on of the game. Please note that *learned powers* such as **Ninjas & Superspies** martial arts skills, mystic powers and abilities must be learned and are not biologically inherited.

Intelligent mutant animals (TMNT RPG and **Heroes Unlimited**), including those that appear almost completely human, cannot produce offspring with a human or other humanoid. In fact, they may even be unable to produce offspring with other mutant animals of their own species, because they are so far removed from them. Understand that the nature of mutation is such that the mutation is not often a trait that can be biologically replicated. Mutations are a deviation in the normal genetic structure. Although comic books often present mutation and mutants as the next step in evolution, 97% of all mutations are doomed to oblivion. They are not an evolutionary next step — advancement, but a biological variation or extrapolation; ultimately, a deviant change/mutation. A new aspect or characteristic in an animal that is likely to be crushed by the dominant, non-mutant, population or nature itself. The occasional exception may be the deliberate genetic reconstruction of a bio-engineered creation in a laboratory, like a machine, for a specific purpose and/or environment. Rifts Earth is limited in the field of genetic engineering and cannot, for example, make full human clones.

Supernatural beings and creatures of magic cannot produce offspring from a union with a human, humanoid, mammal or mortal mate. Likewise, they can not mate with other supernatural species and produce offspring; i.e., a dragon cannot mate with a unicorn. The animal, whether mystical in nature, supernatural, or human, must always mate with one of its own kind and genetic structure to produce offspring. Even a dragon of one species cannot breed with a dragon of another species and produce offspring; i.e., an ice dragon and a thunder lizard. Vampires never bear offspring, even with another vampire. That's not how vampires are created (see **Rifts: Vampire Kingdoms**).

Game Master Notes

Integrating S.D.C. characters into Rifts

For some reason, this seems to be disorienting and difficult for some GMs and players. Why, I'm not exactly certain. As I touched on a bit earlier, S.D.C. characters from other role-playing worlds are in no different situation than **Rifts** humans. If a CM just throws these unadjusted and S.D.C. empowered characters into a pitched battle against mega-damage opponents, he or she is being foolish or unfair. It is the Game Master's responsibility to allow the player characters from different worlds the time and opportunity to familiarize themselves with their

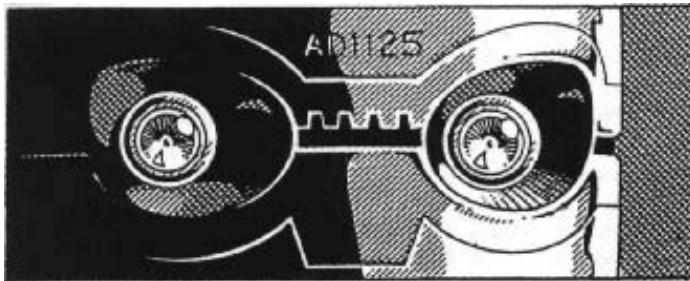
new environment, including the acquisition of M.D. weapons and armor. Otherwise, they are terribly vulnerable to quick destruction.

The integration of S.D.C. characters into **Rifts** can be handled any number of ways. Perhaps the fastest and easiest way is for the Game Master to make a leap in game time of several weeks or months, explaining, in summary, some of the general things they have seen and learned. The character(s) may have been hiding in the shadows for the last week (or weeks, or months) and have barely survived by the skin of their teeth, but have learned enough and have acquired the basic means to protect themselves. The GM can then provide them with at least some common M.D. weapons and body armor that they may have traded for, stolen, captured, found, or been given by an employer (they could be working as mercenaries, etc.) or as a reward by a friendly community for helping them in a crisis, and so on. This is basically a loose prelude to bringing them into sync with the **Rifts** environment. This prelude should not be too elaborate nor should it alter the characters in any way other than providing some orientation and starting equipment. The real adventures begin now! This is especially appropriate if a new, other-dimensional character is joining an already established group of **Rifts** characters.

GMs don't have to go hog-wild with giving the characters cool stuff, after all, they are new to this world and just starting off. Reasonable equipment for each character would include a common Wilk's and/or Northern Gun mega-damage handgun and rifle, some basic M.D.C. body armor like the urban warrior, huntsman or crusader, and one or two vehicles that can hold all the members of their group. Each character can have acquired 2D6x100 universal credits as well. The GM can also throw in some basic equipment such as 1D4 extra E-clips, canteens, extra clothes, backpacks, sleeping bags, food rations, binoculars, walkie-talkies, rope and similar common items. Of course, more dramatic and powerful equipment can be supplied depending on the needs and story/adventure plans of the GM.



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



Another approach is to role-play the characters' arrival and subsequent learning experiences in this strange, new world. This can be especially fun and appropriate if all, or most, of the characters are D-Bees from other worlds. Perhaps the group of player characters are caught by slavers and that's how they meet. Perhaps these slavers teach them some basics about mega-damage technology in the way of weapons and armor, because they are going to be sold as combatants for the gladiatorial arena. Or maybe they observe gladiators in action, or witness a terrifying attack on the slave caravan from their cages. The attack(s) could be from bandits, the Coalition, and/or monsters. At some point, our heroes escape (slave riot, sneak away, freed during another assault by monsters or bandits) and each character was able to get away with some weapons and armor, and maybe a vehicle or two.

Another possible introduction is to have the characters help a nobleman, town, village, merchant, etc., with some terrible problem (not requiring mega-damage resources or with the people providing the necessary M.D. items), and then the grateful people allow them to stay with them for a while, where they learn some basic orienting data about the world and/or give the characters some basic weapons, armor and supplies as a reward.

Survival hi the Burbs or a wilderness town can be another great place to introduce beginner characters to the world of **Rifts**. Similarly, places like Tolkeen and Lazlo are communities where all races are welcome and where any friendly individual will be given shelter, orientation, and work. This is another gentle means to get one acclimated before embarking on adventures of his own.

Another angle to introduce the D-Bees to life on **Rifts** Earth is to have another **Rifts** player characters) or NPC take them under his wing, lend them a few extra weapons and items, and show them around to teach them the immediate dangers. This can lead to a bunch of interesting escapades. GMs should never underestimate the story elements of characters who will do just about anything because they are starving and desperate.

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

Converting Characters from Other RPGs

The fundamentals for converting any character from any role-playing game or system is basically the same as those presented here for the many **Palladium** RPGs. Since the **Palladium system** combines elements of both level systems and point systems, conversion should be fairly easy. The most important thing to remember, especially by Game Masters, is to adjust the character to fit into the **Rifts/Palladium** structure. Players, please give the GM some latitude. Inevitably, some of the GM's conversions and adjustments will have to be subjective and may not work the first time around. So if, after a game session or two, your GM says the character doesn't fit, is too powerful, and/or imbalances the game, let him adjust it. GMs should try to be fair and reasonable in converting characters from other game systems, especially player characters and non-player characters that will directly interact with other player characters. Likewise, if the GM or the players don't want to bring in characters, equipment, etc., from other games (including Palladium), then don't do so. The idea here is to have fun! Use what you will.

Obviously, the basics of the **Palladium system**, like combat, attacks per melee, mega-damage, S.D.C. and hit points, must be accounted for and new characters must conform. But this should be pretty simple.

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



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

A level can be assigned by assessing the skill percentage/proficiency of the character. For example, a character with the majority of his skills hovering around 60% might be considered to be an equivalent **Palladium** level-style character of fourth or fifth level. Skill proficiencies that don't fit the usual level can be kept as they are, reflecting the character's different background and training, or modified by the GM to conform to the norm as he deems appropriate or necessary.

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

The mixing of different magic systems might be tricky. Game Masters may wish to include player characters with a different magic occupational character class, spells and abilities, but not mix the different powers, spells, knowledge and abilities with **Rifts** or other **Palladium** knowledge and powers. This would be an example of a D-Bee magic not understood nor available to the denizens of the **Rifts** world. Something rare and alien. GMs, just make sure it doesn't disrupt game balance. Or the character can be adjusted to fit one of the **Palladium** practitioners of magic.

Other conditions such as language, culture shock, biology, etc., are all fundamentally the same for any character as described in the general conversion section. Just remember, the inclusion of other characters, powers, weapons, and equipment from games outside of **Rifts** is up to the Game Master and the players. If the inclusion of any character, item or situation is too difficult or awkward to play, or is too time consuming to adapt, or imbalances the game, then don't use it! Remember, you shape the exact world of **Rifts**.

Hate the Mega-Damage System? Here's how to change it to S.D.C.

For those of you who truly dislike mega-damage and the disparity between M.D.C. and S.D.C., I say switch everything to the common **Palladium** S.D.C. and hit point system. Certainly this would make everything directly compatible with most of **Palladium Books'** other role-playing games.

The simplest ways to do this is a straightforward point for point conversion. Meaning that something that has a 100 M.D.C. would now have a 100 S.D.C. This type of transition is super simple and does proportionally correspond to an S.D.C./hit point world, as the following examples illustrate.

M.D. weapons: Mega-damage becomes S.D.C./hit point damage, like a 20th century handgun, rifle or machinegun. The Wilk's 320 laser pistol inflicts 1D6 S.D.C./hit points instead of 1D6 M.D., the NG-15 laser rifle inflicts 3D6 S.D.C./hit points instead of 3D6 M.D., the NG-202 rail gun does 1D4 x 10 S.D.C. instead of mega-damage, much like a modern-day machinegun, and so on. The damage is proportional to an S.D.C. world, the only difference is that these weapons fire energy bolts, not projectiles.

M.D. missiles are a bit different. Mini-missiles and grenades are a simple M.D.C. to S.D.C. change, but the big, full-size missiles and fusion blocks deliver a greater destructive force. If a missile warhead delivers 1D6x10 M.D. it will inflict 1D6x100 S.D.C. damage. 3D6x10 M.D. will inflict 3D6x100 S.D.C., and so on. Also, triple the blast radius; thus a missile from **Rifts** with a blast radius of 50 feet would have a blast radius of 150 feet in an S.D.C. world.

M.D. body armor, power armor, borgs and bots: Again, a simple point for point conversion instantly adapts the article to an S.D.C. world. Thus, the urban warrior suit provides 50 S.D.C., the bushman 60 S.D.C. (the borg with HI-B3 heavy armor has 420 S.D.C. instead of 420 M.D. The Coalition SAMAS with its 250 M.D.C. main body is now 250 S.D.C., and the UAR-1 Enforcer is 350 S.D.C., both roughly equal to a 20th century tank.

The Armor Rating of Different Armor Types: The only other consideration in regards to armor is assigning an Armor Rating (A.R.). Padded, plastic and light vests and body armor like the huntsman, urban warrior, juicer, and plastic-man armors are A.R. 13. Strong but light-weight armor like the bushman, gladiator, crusader, explorer and full plate body armor will have an A.R. 15.

Rifts borgs and power armor have an A.R. of 16.

Rifts bots will have an A.R. of 17, while robot vehicles like the Titan robot series, CS spider skull walker, etc., have an A.R. of 18.

Rifts vehicles like the big boss and other car and airplane-like vehicles have an A.R. of 6 to 8, but armored vehicles like the mountaineer A.T.V. have an A.R. of 14. Military vehicles like the Coalition Mark V-A.P.C., death's head transport, and other tank-like vehicles have an A.R. of 17. The CS sky cycle has an A.R. 14.

The Armor Rating of Monsters and Magic can be found in the S.D.C. system books that many originally appeared in. Generally, lesser demons and most supernatural beings that are monstrous, predatory or have some obvious type of natural body armor like scales, plates, etc., have an A.R. of 9 + 1D4. Greater demons and supernatural beings have an A.R. of 12 + 1D6 (average). Dragons have an average A.R. of 14. The average dinosaurs have an A.R. of 13, while armor-plated dinosaurs have an A.R. of 16 to 17. Silonar, Ostrosaurus, Bruutasaur and most theropods have an A.R. of 13, while the Panoplosaurus and most nodosaurs have an A.R. of 17. The A.R. of aliens and other monsters can vary widely, try to base A.R. from other similar creatures.

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

Mega-damage hit point creatures: Again, use the existing S.D.C./hit point stats for the creatures that already exist, or make a direct M.D.C. to S.D.C./hit point conversion for any creature that has less than 120 physical M.D.C. points. Creatures with hundreds of M.D.C. should have their S.D.C. reduced by 25%. Creatures with thousands of M.D.C. should have their S.D.C. equivalent further reduced by half. For example, a dragon hatchling with 300 M.D.C. would have 300 S.D.C./hit points minus 25% (- 75 points, for a total of 225 hit points/S.D.C.). An Adult dragon or greater demon who has 6000 M.D.C. would have 6000 S.D.C./hit points minus 50% (-3000, for a total of 3000 hit point/S.D.C.).

Note: The conversion to the **Palladium** world would be far more dramatic. Mega-damage converted creatures with 80 to 200 S.D.C./hit points should have their points further reduced by 25%. Creatures with hundreds of points should be further reduced by half. And creatures with thousands of points should see those thousands changed to hundreds. For example, a demon lord with 6400 M.D.C. would be changed to 640 hit points.

Specific RPG Conversions

Culture Shock

The difficulty that characters from other worlds may experience more than any other is culture shock. The world of **Rifts** is very different than most other planets. Here magic and monsters are a reality. Supernatural beings, dragons, unicorns and aliens roam the land, along with cyborgs and giant robots. The level of technological advancement varies dramatically from place to place and may focus on science, magic or the psionic. These are the things that make the transition from one world to another difficult. The following presents conversion data for some of **Palladium Books'** specific role-playing games, which will try to address these and related transitional concerns.



Palladium RPG and other low tech societies

These characters are adapted to a wilderness world of low technology, approximately equal to 8th to 14th Century Europe. Magic, non-human races, dragons and monsters are commonplace in their home world, so these aspects of the **Rifts** world will not phase them for a second. In fact, Palladium fantasy characters are likely to emotionally and psychologically adapt more quickly and comfortably to the supernatural, mystical and monstrous aspects of **Rifts** than characters from a normal, 20th Century or future type environment. On the other hand, machines and advanced technology will seem like a new form of magic and, in many cases, learning the new technology may be beyond the character's comprehension or desire. These characters are likely to be more at home in the wilderness, adventuring and exploring than settling down in a big city.

Many **Palladium Role-Playing Game** characters will be able to communicate immediately if they can speak Elven (Dragonese), Goblin or Ogre (Gobblely is a mixture of goblin and orge; -10% to speak and understand Gobblely if only ogre is known), or Faerie (Faerie

Speak). Unfortunately, Gobblely and Dragonese are not as common as other languages and are forbidden in CS cities, but are quite a bit more common in the burbs and many wilderness towns, especially among non-humans.

Characters that are from a comparatively low-tech world, like the **Palladium RPG**, will need to learn to operate some basic machines like elevators, telephones, and doorbells, and pilot a vehicle, which can be learned easily and quickly in a couple of months. Still, the majority of **Palladium RPG** characters are likely to view high technology as a form of magic and feel uncomfortable emersed in it. They are likely to feel more comfortable adventuring in the wilderness than hanging around on a city's streets. Likewise, they may feel more comfortable riding an animal or robot animal that piloting a bot or hover vehicle. Still, these ancient style warriors should have no trouble adapting to high tech body armor and weaponry, although they may personally prefer hand held ancient weapons. They'll love vibro-blades, the neuro-mace, high tech bows and arrows, and techno-wizard and other magic devices.

Conversions for Characters from High-Tech Worlds

Mechanoids® and Robotech™

In all cases, the usual, general conversion considerations and rules are applicable. Remember that humans and natives of Earth are likely to speak and read perfect American/English and/or Spanish (98%), as well as being familiar with the geography of the planet.

The **Mechanoids** represents a parallel Earth where humankind survived its inclinations toward self destruction, achieved global peace, and reached to the stars. The chronology of the Mechanoid setting is about equal to that of **Rifts**. It is at this junction in time that this parallel Earth experiences a very different life-threatening dilemma, invasion by murderous alien cyborgs called the *Mechanoids*. The Mechanoids are continuing their campaign of genocide against all human and humanoid life. Thus far, earth has not been attacked, as the conflict has been restricted to colonies and alien allies located in faraway solar systems. Technology includes mega-damage weapons and war machines, limited bionics and cybernetics, psionic powered ESPers and alien/D-Bee liaisons. The level of technology is on par with the Coalition, except in the area of robotics and bionics, in which these humans are not quite as advanced, but they are far more advanced in space travel and space technology.

Humans and aliens from any of the **Mechanoid** books will not be surprised by high technology, mega-damage power, or alien life forms. However, they will have trouble believing in magic and the supernatural. Consequently, they will shy away from the mystic and even the psychic, and rely more on machines, cybernetics, bionics and other products of technology. Having been persecuted by the Mechanoids, and having become allies with numerous alien races, most of these people will find the Coalition States' policy of human supremacy and the genocide of non-humans abhorrent. This, of course, makes them enemies of the State and themselves, targets for extermination.

The Mechanoids, themselves, have an insane hatred for all humanoid life forms and are compelled to torture and destroy them. However, they will ally themselves with creatures that are non-humanoid in appearance, including many supernatural beings and monsters. Note, however, beings that are bipedal humanoids, including demons like the alu and shedim, the xiticix, and mutant animals, are enemies. The Mechanoid's tech level surpasses that of the CS and of Triax/New German Republic,

and even that of ARCHIE-3. They are masters of genetic engineering, cloning, bionics, robotics and space technology. They have utilized a variety of different space warp drives for space travel and have played around with dimensional and time travel.

How can these characters get to **Rifts** Earth? Experiments with dimension and/or time travel, experiments with space warp systems, an accident with a space warp system, a Bermuda Triangle like anomaly in space (perhaps a property of black holes), accidentally enter a rift at a ley line nexus, or being captured or conned and teleported by a supernatural being or powerful sorcerer.

Note: The Mechanoid aliens will be introduced in the 1992 **Rifts Mechanoids: Sourcebook Two**. Meanwhile, plans continue to develop for a new, completely mega-damage and space oriented version of the original **The Mechanoids and Mechanoid Invasion** series of books, no longer in print.

Robotech™

The **Robotech Role-Playing Game** is another parallel Earth dimension that developed, up to a point, similarly to the planet and society we know today, just as did the Earth of **Rifts**. Like **Rifts** Earth, the world presented in the **Robotech RPG** was teetering on the brink of devastating global war, with many international conflicts in progress and escalating. Technology was quite advanced, especially in the area of warfare, and there was a movement toward human augmentation by means of giant robots and war machines. However, this parallel Earth was changed by the introduction of alien technology. A giant battle fortress, known as the SDF-1, crash landed on an island in the south Pacific. The realization that more powerful and potentially dangerous alien life existed galvanized the warring factions of **Robotech** Earth and they united to form one world government and to build a super defense force.

It was through the alien technology of the SDF-1, coupled with human ingenuity, that these people developed mega-damage weapons, body armor, giant war machines, space ships, giant robot vehicles called destroids, and veritechs (transformable robot vehicles with two

or three different combat configurations). These machines are comparable in power to the weapons, bots and vehicles of **Rifts** Earth. The introduction of the alien technology, followed by the arrival of three different, though related, alien invaders, took the earth of that dimension into a completely different future than the one known by the world of **Rifts** and other parallel realities.

Since the **Robotech** saga covers four generations of warriors and time periods, there is a wealth of giant robots, heroes and technology that can be brought into the world of **Rifts**. Humans and aliens from any of the **Robotech** time periods will not be surprised by high technology, mega-damage power, or alien life forms. Humans may have difficulty getting used to magic and the supernatural. They are likely to shy away from the mystic and even the psychic, in favor of robots, bionics and other products of technology. The humans, having been devastated by three different alien invaders, to the point of having life on Earth nearly obliterated three different times. But they have also become allies with alien life forms and have a high regard for like. Thus, they are likely to find the Coalition States' policy of human supremacy and the genocide of non-humans abhorrent. This is especially true of military members of the RDF, REF and Southern Cross. However, there is a faction of people who have grown to fear and hate all alien life forms and they may find the policies of the CS to be welcomed.

The **Robotech** Masters and Invid are likely to continue to be arrogant, hateful and evil. They regard most other life forms, particularly humans, as their inferiors, worthy only to be used and enslaved. Most are likely to continue to be enemies of humans and humanoids and are equally likely to ally themselves with greater supernatural beings of evil, supernatural intelligences, the Splugorth and powerful supernatural beings. But players and GMs should remain open to the idea of playing some of these old villains as rebellious good guys in **Rifts**.

Bringing **Robotech** characters into **Rifts** is easy. They can be dimensionally rifted into a different dimension during any number of experiments or accidents with protoculture and the space fold system found on the SDF-1, the *multi-dimensional* battle fortress. Fans of **Robotech** will recall that the dimensional, space fold, warp system just *disappeared* during the SDF-1's maiden voyage. Where did it go and how many members of the RDF and their mecha did it take with it? Troops could also be dimensionally teleported by rifts at ley line nexus points, the Bermuda Triangle and other triangles, or by experiments created by other dimensional travelers, practitioners of magic and supernatural beings. Another possibility is that the **Robotech** Masters and Invid may have traded goods and services, including captured humans and mecha, with dimension traveling aliens like the Splugorth. The Splugorth are not likely to try to duplicate technology, but would certainly sell a humanoid slave and his amazing robot vehicle/mecha, or mecha and weapons collected through trade for resale to other beings.

The *Robotech Masters and the Invid* certainly have experimented with warping space and time for space travel, if not experimented with dimensional travel per se. The Invid are much more attuned to the metaphysical and may understand, to some degree, the concept of ley lines and P.P.E. energy. They may even be able to open a rift using what human's call magic or at least recognize a dimensional rift when they encounter one. The Invid's obsession with both conquering other life forms and finding a planet on which the Flower of Life (protoculture) can grow, may have led them to explore other dimensions, at least on a limited basis.

Here's another thought. The SDF-3 with its thousands of REF troops, mecha, and crew disappeared, never to return to Earth. Where did they go? Perhaps to another dimension, like **Rifts** Earth.

Conversion of **Robotech** mecha, vehicles and weapons to **Rifts** Earth is super straightforward. Since both games use the **Palladium** mega-damage system, simply plop characters and devices into the environment and you're ready to go. Mega-damage weapons do the same mega-damage on **Rifts** Earth as they did on **Robotech** Earth, and vice versa.

Rifts robots, weapons, and vehicles are a bit more sophisticated and, as a result, often have more M.D.C. in their armor and firepower. Still, the RDF/REF mecha are comparable. Furthermore, there is nothing on **Rifts** Earth that has the speed, maneuverability and flexibility of *veritech mecha*. This is especially true of the RDF Veritech Fighters, REF Cyclones, Alpha, Beta, and Shadow Fighters and Southern Cross Veritech 'Copter.

The big problem that comes in with RDF, Southern Cross, and REF mecha/bots is that they are powered by an alien power source known as *protoculture*. The problem is, once the protoculture is used up, the machine is inoperable. Conversion to nuclear or techno-wizard (TW) power sources is feasible, but may be prohibitively expensive. Another drawback to nuclear or TW conversion is that all veritech mecha lose some of their amazing mobility; reduce the number of melee attacks by two and reduce the dodge bonus by half.

The *Macross/RDF mecha* are in the best position, because they were designed with 20 year protoculture supplies and it's fair to assume the mecha of player characters are brand new. *REF mecha* are the worst off with a protoculture supply of six months to a year. Only some of the Southern Cross mecha are powered by nuclear energy, but even those powered by protoculture were designed for easy conversion to conventional nuclear power, because of their dwindling protoculture supply in that time line. Ironically, protoculture plants can grow on **Rifts** Earth, though not within 100 miles of a ley line, but RDF and Southern Cross characters don't even know how protoculture works and don't know they could grow the crucial plants if they had some seeds. REF scientists that accompanied Rick Hunter's expeditionary force to the **Robotech** Masters' homeworld have a complete understanding of protoculture and the nature of the plants. However, the vast majority (98%) of the REF survivors who returned to Earth do not. Most of the experts were on the SDF-3, which vanished.

Mecha problem number two is that the RDF, REF and Southern Cross bots, vehicles and weapon systems are of an alien design and technology. This can cause a number of related problems. One is that the missiles, mini-missiles, grenades and ammunition for auto-cannons are in extremely finite supply. Once they are used up, they are gone! It is far too costly to try to have special, new missiles or ammunition designed by a weapons manufacturer for the limited use of one buyer or a handful of buyers. Such a task would also take months to accomplish. Furthermore, The manufacturer will not be interested in mass producing the foreign design which is often larger, more clumsy, and less powerful than existing weapon systems. Likewise, existing missiles and ammunition cannot be modified to fit **Robotech** mecha, they are just too different.

However, the technology of **Rifts** Earth can be frequently substituted. Rail guns can easily replace auto cannons or the GU-11 gun pod. Original missile pods can be replaced with CS, Triax, or Northern Gun versions. Energy weapons that don't utilize protoculture can be easily recharged. As long as the mecha is not severely damaged, body armor, sensors, and electronic systems can be easily fixed. In fact, the mecha under 15 feet tall can be fitted with an additional 100 M.D.C. worth of main body armor. The big, 16 to 30 foot, mecha can get refitted with up to 200 additional M.D.C. main body armor, and the 35 to 50 foot giants, like the RDF destroids and veritech fighters, can receive up to 300 additional main body M.D.C. Cyclone power armor is limited to an additional 50 M.D.C. main body armor. **Mechanoid** and other characters from alien, high-tech worlds face similar problems.

Cost and finding a facility that can handle the job are the only remaining problems with regards to repairs, modifications and extra armor. One way to defray the costs may be to sell one's services as a mercenary, or to serve as the champion of a kingdom, or in their military, in exchange for costly modifications, armor, and room and board. 1D4+1 years of service is a likely exchange. Of course, one can earn credits by hiring out as a freelance mercenary, bounty hunter, adventurer, or scavenger, collecting and selling artifacts. Further note

that a manufacture like the Northern Gun or the Manistique Imperium would gladly perform any reasonable modifications and improvements and perhaps even throw in several million credits, redeemable for the future repair of the bot, in exchange for any of the transformable veritech vehicles to be dissected, studied, duplicated and sold as one of their new designs. Note that such a situation would require the complete dismantling of the mecha and 4D6 months of research before they could begin production. There may be a chance that they can't duplicate the machine nor put it back together again in working condition, so players shouldn't take chances with their only mecha.



Average 20th Century Characters

The Earth of **Heroes Unlimited**, **Teenage Mutant Ninja Turtles**, **After the Bomb** and others like them, are, presumably, not **Rifts** Earth, but parallel dimensions very similar to it. **RECON**, considering that it is set in the not too distant past and contemporary Earth, could be either a period from the past of **Rifts** Earth, or an alternate dimension. The same is true of **Ninjas & Superspies**.

The tech level of **Rifts**, although more advanced, will still be recognizable and familiar. Things like escalators, elevators, telephones, computers, and hover vehicles will be familiar and easily learned (see acquiring new skills). However, the more advanced end of the technological spectrum may be a mystery. Sciences and technology in the way of medical techniques, artificial organs and skin, prosthetics, cybernetics, bionics, MOM conversion, juicer technology, robotics and other areas of science are far beyond a 20th century character's abilities. They may understand the basic concepts and marvel at the accomplishments, but they will not have sufficient knowledge to utilize the most complex devices or technology themselves.

What this means is that the character may recognize the purpose of a device and even be able to use it with some degree of skill, however, that same character could not build the device or perform significant repairs or modifications on it. Still, they will be able to use most energy weapons, vehicles, computers, and equipment with minimal skill penalties. Some fundamental training on these machines should bring these characters up to at least the same level as the average unskilled or minimally skilled citizen of the CS. Remember that these characters will speak and read one or two of the common languages and will know

the geography of the planet. Humans may even have some ideas of where old, pre-rifts city ruins and stockpiles of artifacts might be and excavate them.

Areas beyond 20th Century characters, and not available, are **Rifts** period electrical and mechanical engineer skills (same as working on alien technology), robot electronics, robot mechanics, and robot and cybernetic systems in general. Use the "alien" technology rules described in the **Rifts** electrical and mechanical engineer skill descriptions for 20th Century engineers or scientists trying to work on high-tech systems.

The things that most 20th Century characters, including superspies and super-heroes, will find most unnerving are the countless numbers of alien life forms, monsters, psychic powers, and magic. These elements will be completely alien and frightening. The average person is likely to avoid the study of magic and extreme physical reconstruction/augmentation, such as bionic reconstruction, MOM conversion, juicer conversion, and similar. Characters who might subject themselves to a dramatic physical transformation can do so, but such a change completely voids their original, 20th Century O.C.C.s and they start as a first level borg, juicer, or crazy.

Trouble with the Coalition States is likely. Although entirely human, people from 20th Century Earth or Earth-like dimensions are literate and far more educated than the average CS citizen. Thus, in the eyes of Coalition authorities, these "D-Bees" are a double threat, because they can read and because they hold dear disturbing notions of freedom, civil rights, democracy and philosophy. Such characters will always be viewed with suspicion and those that cannot be indoctrinated to the ways of the Coalition (and placed under constant surveillance) are imprisoned, or more likely, destroyed as rebellious rogue scholars, rogue scientists, and alien invaders!

Random Energy Weapons Tables

Use these tables to determine random availability of weapons.

Energy Pistols:

01-20 C-18 Laser Pistol **(optional)**
 21-35 Wilk's 320 Laser Pistol
 36-50 NG-57 Northern Gun Heavy-Duty Ion Blaster
 51-60 NG-Super Laser Pistol & Grenade Launcher
 61-90 NG-33 Northern Gun Laser Pistol
 91-00 TX-5 Pump Pistol

Energy Rifles:

01-14 C-10 Lt. Assault Laser Rifle
 15-25 C-12 Heavy Assault Laser Rifle
 26-36 Wilk's 447 Laser Rifle
 37-47 NG-L5 Northern Gun Laser Rifle
 48-53 NG-P7 Northern Gun Particle Beam Rifle
 54-59 L-20 Pulse Rifle
 60-64 JA-11 Juicer Assassin's Energy Rifle
 65-71 JA-9 Juicer Assassin's Variable Laser Rifle
 72-76 Wilk's 457 Laser Pulse Rifle
 77-81 CV-212 Frequency Variable Lt. Laser Rifle
 82-87 TX-30 Triax Ion Pulse Rifle
 88-94 TX-11 Triax Sniper Laser Rifle
 95-00 TX-16 Pump Rifle

Heavy Weapons:

01-16 C-14 Assault Laser & Grenade Launcher
 17-30 C-27 Heavy Plasma Cannon
 31-57 CR-1 Rocket Launcher
 58-60 C-40R SAMAS Rail Gun
 61-67 NG-101 Rail Gun
 68-75 NG-202 Rail Gun
 76-94 NG-E4 Northern Gun Plasma Ejector
 95-00 TX-500 Triax Borg Rail Gun

Beyond the Supernatural™

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

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

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

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

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

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

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

Latent psychic. Add 1D4x10+30 I.S.P., double the base P.P.E., and select three more psionic powers from the **Rifts RPG** categories of sensitive, two physical, two healing and two from the super category. Also +2 to save vs psionic and magic attacks. All these additional powers, I.S.P. and P.P.E. disappear when the latent psychic leaves **Rifts** Earth, but will instantly return if the character returns.

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

Nega-psychic. Add the following: +3D4x10+40 to P.P.E., 2D4x10+60 I.S.P., +4 to save vs horror factor, +2 to save vs magic, +2 to save vs psionic mind control, impervious to illusions and magic curses, impervious to possession and the vampire's slow kill and enslaving bite. In addition, the individual develops special powers that just kick in automatically under stressful circumstances or when the character doesn't want to believe in what he's seeing (uses up the previously mentioned I.S.P. and P.P.E. when this happens).

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

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

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

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

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

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



Teenage Mutant Ninja Turtles & Other Strangeness®

Intelligent mutant animals from a TMNT, *After the Bomb*, or **Heroes Unlimited** world are obviously D-Bees. Still, they are created and modified the same as any 20th Century character. Like humans and other characters from different dimensions, these heroes keep their original skills and learn a few new **Rifts** skills. Feral animals and animals with little or no education would get the skills available to low-tech men of arms. Educated characters from the 20th or 21st Century, *After the Bomb*, or similar tech level, gets the skills for 20th Century characters. Aliens might have a higher tech level. *See Acquiring New Skills & O.C.C.s in the General Conversion Rules.*

How do these characters get to **Rifts** Earth? Any number of ways already mentioned so often. A portal opened at a ley line nexus, magic, dimensional or time travel experiments, supernatural intervention, or accidentally via the Bermuda Triangle, and so on. Of course, super-hero characters run up against all kinds of strange beings and could get dimensionally teleported by a super-villain, monster, alien or mechanism. Also, bear in mind that an intelligent mutant animal could be an alien from a planet or dimension other than Earth. After all, we see wolfen, coyle, kankoran, bug bears and bearmen existing in the **Palladium RPG** world, as well as in the worlds of **Heroes Unlimited** and **Rifts**, and animal-like aliens in **The Mechanoid Invasion** series. Who knows how evolution might favor other life forms on other planets.

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

Mutant Animals indigenous to **Rifts**

There is also the possibility that the intelligent mutant animal was created by the Coalition States. Lone Star and Chi-Town are very active in experimentation with mutant animals. These **Rifts** characters are born or created in the **Rifts** world. Roll them up just as you would any **TMNT/Heroes Unlimited** mutant animal, except skip *Step 3: Cause of Mutation* and *Step 5: Equipment & Money*. Use the following table and data for **Rifts/Coalition** created mutants. **Note:** All subjects of Coalition States experiments are registered, with I.D. numbers tattooed on the scalp and forearm. About 40% also have an I.D. tracer device implanted inside their body as well. Bionic experiments have the I.D. numbers on each and every bionic component.

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

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

01-15 Chi-Town Experiment designated for extermination. Has been the subject of bionic experiments. Animal types are limited to guinea pigs, hamsters, rats, badgers, monkeys, baboons, chimpanzees, and orangutans (pick one). 01-30 are partial reconstruction borgs, 31-00 are full conversion borgs. All have the basic features and light infantry armor, plus select two of the following special, experimental features.

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

Teenage Mutant Ninja Turtles® & *After the Bomb*®

Personally, I found the TMNT RPG rules to look intimidating, but once I began to work with the system of mutant generation the easier it became. The author, Erick Wujcik, has done some brilliant, innovative, and imaginative things that really do work smoothly, once you get the hang of it. Eastman and Laird came through on the artwork too, possibly some of their very best.

It is important to point out to those familiar only with the Turtle toys and Saturday morning TV show, that **Teenage Mutant Ninja Turtles & Other Strangeness** ain't kid stuff. Palladium signed licensing contracts for the RPG rights back in the spring of 1985, long before the Turtles became household names. In fact, only the first three issues of the original black and white comic had been released.

Like the early black and white comic books, **Palladium's Ninja Turtles RPG** is a gritty excursion into the bizarre. A tough, high-tech world filled with strange, intelligent mutant animals, martial arts, ninja, aliens, heroes and villains. The emphasis is on all types of mutant animals, not just on fighting turtles. We tried to take the concept to the limit and I think we've succeeded. Then there's the **After the Bomb** series which takes the premise of mutant animals into an entirely different direction. A combination of science fiction, fantasy and super-heroes set in a future, post-holocaust world where mutant animals are the dominant life forms and humans are frequently the bad guys.

Whether you play **Ninja Turtle** super-heros or **After the Bomb**, none of these games have been *kiddiefied*. You tell me, are the dog pack characters in **Rifts** kid stuff? I don't think so, and they are basically modified **TMNT & Other Strangeness** characters. So you tough guys out there who don't play kid stuff, don't dismiss the characters and possibilities offered by this unique RPG series. Of course, the 160,000+ gamers who have bought the **TMNT RPG** already know this.

Note: Bionic animals have absolutely no natural animal powers nor psionics. These animals were literally guinea pigs and although a borg O.C.C., they do not possess the following O.C.C. skills: Pilot tank & APC, read sensory equipment, weapon systems, or W.P. (2) of choice.

16-30 Chi-town or Lone Star cybernetic bio-system experiment. Escaped and marked for capture by the CS. Entirely cybernetic limbs, artificial skin, infra/ultra bio-system eyes, all cybernetic internal organs, experimental 60 year heart, bionic lungs and all bionic head and throat features, cyber-disguise type AA-1, and two black market type hand/arm weapons or tools. Borg body armor is not applicable, designed to look normal/human, but can wear any type of conventional body armor and use any weapons. O.C.C. is not borg, select one of the following: CS grunt, dry rat, rogue scholar, wilderness scout or vagabond. The cybernetic animal retains no natural animal powers nor psionics.

31-45 Chi-Town Experiment designated for extermination. Can be any type of intelligent mutant animal. Escaped the laboratory and lived in the sewers and Down Side levels of the city before escaping the city. Available O.C.C.s are city rat, operator, headhunter, and vagabond.

46-60 Lone Star Experiment. Can be any type of intelligent mutant animal. Escaped and has lived in the wilderness or small town in the west before moving on. Available O.C.C.s are city rat, wilderness scout, headhunter, vagabond, or any practitioner of magic (O.C.C. is likely to have been learned after escaping the CS).

61-75 Lone Star Experiment designated for release program. Can be any animal type. CS intentionally let animal escape to see what becomes of it. In addition to I.D. numbers (and unknown to the mutant), there is a tiny tracer device surgically attached to the intestine. The sensor can be detected by a special, hand held tracking monitor and CS city entry monitors (4000 ft/1200 m signal range). The monitors can be used to follow the movements of the test subject and to locate and identify the subject (shows I.D. number). The mutant escaped and has lived in the wilderness or small town in the west before moving on. Available O.C.C.s are any of the scholar/adventurer or any practitioner of magic. O.C.C. is learned after escaping the CS.

76-90 Lone Star Experiment with exotic animal. Can be any zoo, Australian, or Yucatan animal, or even a dinosaur/prehistoric mammal (see *Transdimensional TMNT supplement*). Escaped and has lived in the wilderness or small town in the west before moving on. Available O.C.C.s are city rat, wilderness scout, headhunter, vagabond, or any practitioner of magic. O.C.C. is learned after escaping the CS.

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

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

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

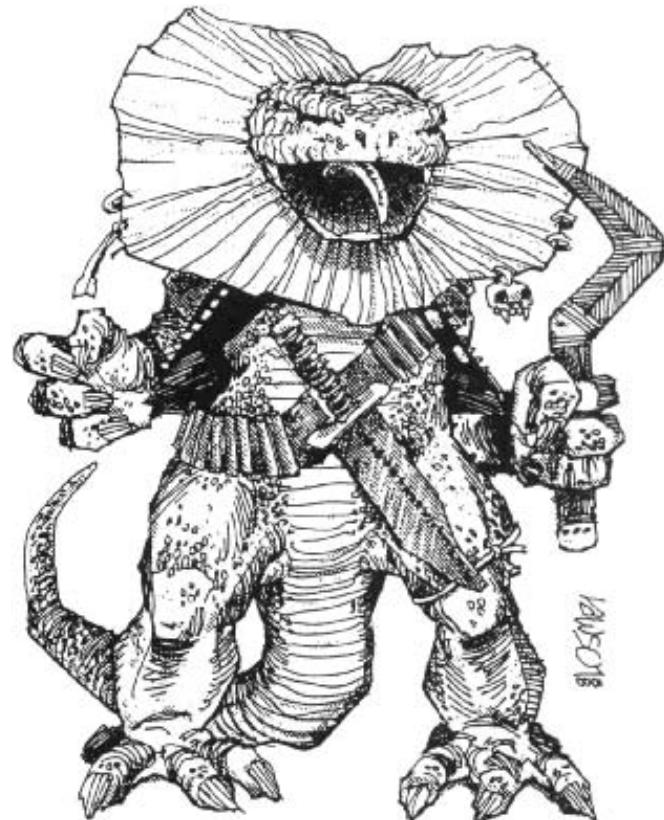
After the Bomb®

After the Bomb is a series of role-playing supplements for both the *Heroes Unlimited* and *Teenage Mutant Ninja Turtles & Other Strangeness* games.

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

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

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



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

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

Transdimensional TMNT

The supplement, **Transdimensional Teenage Mutant Ninja Turtles** contains rules and stats for creating human mutants with multiple powers, mutant hominids, mutant dinosaurs and a handful of prehistoric mammals. It also offers some interesting rules and guidelines for time travel and time magic. Players intrigued by these things might want to give it a peek. **Note:** The hit points of mutant dinosaurs and prehistoric mammals become mega-damage on **Rifts** Earth.

Some other good sourcebooks for different mutant animals and powers include **Road Hogs** (offers about 20 mutant animals), **Mutants of the Yucatan** (includes over 20 mutant animals indigenous to Central America), **Mutants in Avalon** (offers about 20 new mutant animals, plus some cool druid/elemental magic very different than our other books), and, my all time favorite, **Mutants Down Under!** Down Under has over 30 great mutant animals, mutant insects, dreamtime magic, some good villains, and mind-boggling illustrations by James Lawson. Another general reference that might come in handy for quick mutant animal creation and indexing is the **TMNT Accessory Pack** which includes two tri-fold game shields (one for TMNT and one for After the Bomb) and other data.



Heroes Unlimited™

The Earth of **Heroes Unlimited** is a parallel Earth very similar to our present day, 20th Century Earth, not **Rifts** Earth. These characters can get to **Rifts** Earth in any number of ways. The most likely probabilities are a rift in space and time created by a super-villain, an experimental time travel machine or dimensional travel device, intervention by a supernatural being or magic, a dimension rift at a place of magic, a wrong turn during dimensional travel, or getting warped to a different time and place during a dimensional storm in the *Bermuda Triangle* or any one of the six triangles. Beings from other dimensions may also possess the powers or abilities found in **Heroes Unlimited**; these characters and abilities are not restricted to an Earth/human origin.

The player characters from **Heroes Unlimited** cannot be considered *average 20th Century characters*. Many are themselves the product of unexplained mutation, bizarre experiments, bionic or robotic alteration, alien birth, or being attuned to the world of the paranormal, psionics and magic. Some may be considered comparatively normal, like the weapons master, super-sleuth, and vigilante, but even these heroes have distanced themselves from the norm by pushing themselves to the peak of physical perfection or the mastery of special skills. And all heroes, super-powered or not, are driven to protect and help the innocent and downtrodden.

Rifts Earth will be a strange and dramatically different world of super-science, monsters, and magic that may frighten even the best of heroes. However, it will become quickly apparent that it was the hand of fate that brought them to this troubled world so filled with injustice and horror. Once a hero always a hero. Thus, these men and women of valor will continue their work as so-called super-heroes, protecting the weak and righting injustice. They are also likely to maintain their vigilante attitude of, "I (we) work beyond the law," and, "for the greater good of all people."

This rogue mentality and sense of justice, coupled with their strange powers, are likely to make these characters enemies of the Coalition States (CS). Having associated with strange mutants, aliens and super-powered beings on their own planet, they are likely to have no qualms about associating with inhuman creatures of any kind. In some instances, the hero, himself, may appear inhuman. Likewise, the typical hero's sense of morality, justice and high regard for all life will force him to at least try to accept all life forms. This attitude is viewed with extreme prejudice by the CS and the heroes' "unnatural and inhuman" powers designate them as monsters to be terminated whenever encountered. On occasion, super-humans will be captured, imprisoned and studied before being terminated.

All heroes of a good alignment are likely to have a great disdain and prejudice toward the Coalition and forces of evil. In many respects, a super-hero is a modern day knight-errant. All super-powered and psionic heroes will be considered D-Bees, regardless of how human they may appear. Like any S.D.C. being, characters that are not mega-damage creatures will have to acquire some M.D.C. body armor and weapons. The hero's O.C.C., skills and cultural penalties are unchanged, except for the super-sleuth and hardware character. But some of the psionic and super abilities are increased.

Heroes Unlimited player characters are not the average Joe off the street. Consequently, the following modifications should be made to them while they are in the P.P.E. rich environment of **Rifts** Earth.

Aliens. These characters are people from another planet. They may look very human or very different. Aliens that are rock, crystalline, insect with an exo-skeleton, from a high gravity or low gravity environment, or abrasive atmosphere (and have leathery plating) are mega-damage beings on **Rifts** Earth. Turn the number of S.D.C. into M.D.C. points, meaning an alien with 180 S.D.C. has 180 M.D.C. on **Rifts**



Earth. Aliens from a high radiation world become minor mega-damage creatures. Roll 6D6 + 6 to determine M.D.C., and keep the S.D.C. points too. Base P.P.E. for most is 4D6 points.

Aliens from an advanced world will have little difficulty adjusting to energy weapons, bots and other forms of high-technology, although Earth technology may be *alien* to them (eh, no pun intended). *See the section on Acquiring New Skills and O.C.C.s in the General Conversion Rules.*

Cyborgs. Borgs from the 20th Century Earth of **Heroes Unlimited and Ninjas & Superspies** will be S.D.C., constructions. Many may have armor with hundreds of S.D.C. which means that the borg may be able to survive minor mega-damage (every 100 S.D.C. equals one M.D. point). Characters who are bionic before arriving on **Rifts** Earth will exhibit a desire for cybernetic augmentation. This means that these characters are likely to have a desire to improve/upgrade or convert their original cybernetics to acquire new, high-tech and mega-damage systems. Unfortunately, such improvements are costly and may have to wait till later. What this off-world borg needs to do quickly is acquire some M.D.C. borg armor. Armor can be purchased, traded for, stolen, or taken from a defeated foe. Cyborgs from **Heroes Unlimited** can wear mega-damage borg body armor with only the slightest modifications. Otherwise, the hero keeps his original skills, knowledge and bionic features.

Victims who were unwillingly turned into a cyborg may be able to get **Rifts** cybernetic bio-systems in order to look and feel human again. Of course, this conversion would dramatically reduce the character's powers. *Also see General Conversion Rules.*

Experiments. These are superhumans created through scientific experiments, with unforeseen results. Many super abilities are transformed into mega-damage powers; *see the super abilities section that follows.* Some experiment heroes have an odd trait that will brand them as an obvious D-Bee. These characters will have a base P.P.E. of 1D6 x 10.

Hardware. Characters with an affinity for electronics, mechanics, computer hacking, building and modifying machines and constructing gimmicks, fall into the hero category of hardware.

This character adapts to the strange new world of **Rifts** within a matter of weeks. He suffers none of the usual conversion/transition skill penalties that other 20th Century characters face and can select one additional skill in each available category, plus two additional piloting skills (any, + 20%), one additional W.P., and one rogue skill. Base P.P.E. is 2D6. These guys will also be very hot on acquiring cybernetic implants.

Magic: Enchanted weapons remain indestructible and inflict mega-damage instead of S.D.C., provides its owner/user with 1D6 x 10 physical M.D.C. instead of S.D.C. and retains all of its other common properties. Energy blasts and magic bolts inflict that number in M.D., the mystic shield has 100 M.D.C. (not 200 S.D.C.), the power of darkness: +1D4x10 S.D.C. provides 1D4x10 additional M.D.C., and super strength is the equivalent of supernatural strength (M.D.). Impervious to fire includes M.D. plasma and magic. The character's P.P.E. base is 2D6, the enchanted weapon has 2D4x10 + 40 P.P.E.

Magic: Enchanted objects are basically unchanged, except all appropriate spells and energy blasts are mega-damage. Impervious to fire, includes M.D. plasma and magic. Impervious to magic includes all magic, including beneficial magic spells, healing, and potions. The reduction in hit points/S.D.C./physical M.D.C. and other conditions all still apply. The character's P.P.E. base is 2D6, the enchanted object has 3D4x10 + 60 P.P.E.

Magic: Wizardry and Illusionary magic is much like that of the wizard, arcanist, and line walker. The character's P.P.E. base is 3D4x10 + 40 and add an additional 2D6 P.P.E. for each level of experience. P.P.E. is applicable only while on **Rifts** Earth. Energy and force field magic are mega-damage. Reverts to **Heroes Unlimited** power

levels when back to **Heroes Unlimited** Earth or any other S.D.C. world. New spells learned on **Rifts** world are limited to **Rifts** magic. All other abilities are unchanged.

Magic: Mystically bestowed powers are basically unchanged, except the magic is equal to mega-damage magic where appropriate, S.D.C. points become physical M.D.C., and the character's physical attributes are considered to be supernatural in nature, but only when in mystically transformed hero persona. The character's P.P.E. base is 2D4x10 + 40 and add an additional 1D6 P.P.E. for each level of experience.

The increased power of magic items and magic spells, and physical S.D.C. to M.D.C. is applicable only while on **Rifts** Earth, reverts to normal when back to **Heroes Unlimited** Earth or any other S.D.C. world.

Mutants. Superhumans empowered by genetic or other cause of a mutation usually possess unusual super-powers, as well as an unusual characteristic trait that will brand them as a D-Bee. Skin that provides additional S.D.C. in **Heroes Unlimited** provides that number in M.D.C. on **Rifts** Earth; i.e., tough, scaly skin that adds 30 S.D.C. means the mutant has 30 physical M.D.C. points. Some super-powers may be transformed into mega-damage powers while on **Rifts** Earth, *see the super abilities section that follows.* These characters will have a base P.P.E. of 6D6. Mutant animals, a la TMNT style, are also possible.

Physical Training. Heroes who possess no unusual powers but have worked to become superior in the physical attributes and combat, fall into this category. They are mostly unchanged except that they can learn two extra W.P.s, and are +2 to save vs magic and +4 to save vs horror factor. These characters will have a base P.P.E. of 3D6.

Psionics. These heroes possess psychic powers. P.P.E. base is 4D6. Double I.S.P. and add all **Rifts** physical psionic powers. Furthermore, select any three **Rifts** super psionics. Also +2 to save vs psionic and magic attacks, and +3 to save vs horror factor and possession. As usual, these new powers are lost when the character leaves **Rifts** Earth.

Robots: Artificial Intelligence and Androids. Bots from 20th Century Earth of **Heroes Unlimited** and **After the Bomb** will be S.D.C. constructions. Many have armor with hundreds of S.D.C., which means that the bot may be able to survive minor mega-damage (every 100 S.D.C. equals one M.D. point). They should try to acquire M.D.C., armor upgrading or have their memory and programs transplanted into an M.D.C. robot. Androids that are human size and shape can wear conventional human body armor.

Robot: Mechanical Body & Exoskeleton. Robot pilots can learn to pilot **Rifts** robot vehicles and power armor. Automatically get the piloting skill of robots and power armor, robot combat: basic, and can select two robot combat: elite and another two elite four experience levels later.

Robot: Transferred Intelligence. The special electromagnetic containment and control center that houses the transferred intelligence can be transferred, or possibly re-created, into any M.D.C. bot. This technology should be guarded closely and not shared, especially with the Coalition States. Or the technology may be an accident that can't be reproduced. This character should be very rare!

Special Training: The Ancient Master. This character is largely unchanged (has 8 melee attacks, the cleansing spirit, W.P.s, etc.). Add power punch and kick that both inflict 1D6 M.D. and counts as one melee attack (player must announce when he is using the power punch). Also +2 to save vs horror factor, magic and possession. The positive energy power turns the master into a mega-damage creature with 70 M.D.C. on **Rifts** Earth, but offers none of the usual extra bonuses. Base P.P.E. is 4D6. As usual, these new powers are lost when the character leaves **Rifts** Earth.

Special Training: Vigilante. This character is largely unchanged, except that he can learn two extra W.P.s and two wilderness skills (+5%), and is +2 to save vs horror factor. These characters have a base P.P.E. of 3D6.

Special Training: Secret Operative. This character is largely unchanged, except that he can learn one extra W.P., three espionage skills, and is +2 to save vs and horror factor. These characters have a base P.P.E. of 3D6.



Special Training: Stage Magician. This character is largely unchanged, except that he can learn one extra W.P., one extra rogue skill (+10%), two espionage skills, and is +1 to save vs psionic attacks and illusionary magic, and +2 to save vs illusionary magic and horror factor. These characters have a base P.P.E. of 4D6.

Special Training: Super Sleuth. Characters with an affinity for electronics, mechanics, computers and computer hacking. This character adapts to the strange, new world of **Rifts** within a matter of weeks. He suffers none of the usual conversion/transition skill penalties that other 20th Century characters face and can select two communication skills (+5%), two espionage skills (+10%), two additional piloting skills (any, +10%), one wilderness, and one W.P. skill. Base P.P.E. is 2D6. These guys will be very hot on acquiring cybernetic implants, especially optics and sensors.

Rifts Superhumans

Super beings indigenous to Rifts Earth. The transformation of Earth into a multi-dimensional ley line nexus has not only permeated the planet with P.P.E./magic energy, but leached other forms of radiation and energy from time to time and place to place, which has caused strange anomalies worldwide. These incidents sometimes endow or mutate otherwise normal humanoids with super-powers! This means people born on **Rifts** Earth might have super abilities like those found in the pages of comic books and **Heroes Unlimited** (Hey, check out **Villains Unlimited** too; winter, 1992).

Creating **Rifts** characters with the full range of super abilities requires having a copy of **Heroes Unlimited**. First, roll up your typical **Rifts** character using the **Rifts RPG**. The selection of O.C.C.s is limited to *Scholars & Adventurers*, no others. Then pull out a copy of **Heroes Unlimited** and flip to the section on *Determining SuperAbilities*, starting

on page 162. A list of minor super abilities is found on page 163, and a list of major super abilities is found on page 169.

Regardless of most O.C.C.s, the character can select one of the following categories of powers.

1. Three major super abilities (no minor powers).
2. Two major super abilities and one minor ability.
3. One major super ability and three minor abilities.
4. Four minor super abilities (no major powers).
5. Two major super abilities and three minor powers — Or — Three major super abilities and two minor powers, but reduce the number of "other" skill selections (from O.C.C.) by half.

Note: Characters with super abilities can not have psionic powers too. Nor can they have major bionics (partial reconstruction or more), but might consider a few of the cybernetic implants. These dudes tend to rely on their natural powers. Add 20 S.D.C. and +1 to save vs horror factor to superhumans. Players selecting the vagabond O.C.C. can select one additional minor super ability (excluding energy expulsion) for their character. Supernatural beings, creatures of magic (including men of magic), borgs, bots, psionic R.C.C.s and most monster races cannot have super abilities.

Select Super-powers

The following information pertains only to the super abilities that are transformed, or modified by the **Rifts** environment. A copy of **Heroes Unlimited** is needed for all the available super abilities. Powers not listed are unchanged and are equally applicable to a mega-damage world as an S.D.C. world.

GM & Game Design Note: As stated before, the inclusion of characters, super-powers, and other elements from **Heroes Unlimited**, or any other game, is left strictly to the Game Master and the players. These characters do not have to be a part of any **Rifts** campaign. Furthermore, so-called super-heroes who possess unnatural powers are very uncommon, perhaps one in a million or one in ten million.

Minor Super Abilities

Bend Light

Range: Self or Light Beam—100 ft (30.5 m)

Damage: None, Duration: One melee

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

1. **Separate the color bands of light** to produce a colored light beam or radiate about 70 watts of colored light (enough to light up a 10x10 ft room). The colors possible are red, yellow, blue, green, purple, orange, as well as infrared and ultraviolet. **Range:** Of the beam is 100 ft (30.5 m); does no damage.
2. **Parries lasers** and other forms of light beams (flashlights, sunlight, etc.) by bending the light around him, or a 10 ft area, to deflect the beam. Roll just like a normal parry. This ability can be used to deflect mega-damage lasers just as easily, but is not effective against other energy weapons like ion, plasma, or particle beams.
3. Can see into the infrared and ultraviolet light range. 100 ft (30.5 m) is the maximum distance.

Energy Expulsion Powers

All energy expulsion powers become mega-damage energy blasts. All have the same stats in regards to the following.

Damage: 1D6 M.D. for each level of experience. Experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 M.D.

Duration: Instant

Attacks Per Melee: Equal to the number of hand to hand attacks per melee. Each blast counts as one hand to hand attack or action for that melee.

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

Note: The character can generate energy which can be released in directed pulses. The energy pulse or blast is fired from the fingertips, hand or eyes.

Ranges: Energy Expulsion: Energy is 600 ft (183 m). Energy Expulsion: Fire is 120 ft (36.6 m); the character can emit a flamethrower-like blast from his hands. Energy Expulsion: Electricity is 400 ft (122 m) and +1D6 M.D. damage. Energy Expulsion: Light (laser-like) is 600 ft (183 m). The character can also radiate light like a human light bulb. Equal to about 100 watts, plus 25 watts per level of experience. Even at first level he can radiate enough to light up a 20 x 20 ft room. Not effective against vampires.

Energy Expulsion: Electrical Field

Range: 10 ft (3 m) area plus an additional 3 ft (one meter) per each level of experience.

Damage: 1D6x10 M.D. for every melee (15 seconds) within the energy field and the field's creator is impervious to energy attacks.

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

Attacks Per Melee: One long, continuous attack. No other attacks or actions are possible while the electrical field is up.

Bonuses: +2 to strike. No aimed shot is possible; area affect.

This character can turn himself into a living dynamo, crackling with electrical energy. Experienced characters (3rd level and higher) can diminish the field's damage to as little as 1D6 M.D. per melee. While the field is up, the character is impervious to all energy attacks. Projectiles, bullets and thrown objects are minus -8 to strike, but do full damage if they hit. Fire is not hampered by the electrical field. Note: The damage of the field does NOT increase with experience or age.

Energy Resistance (self)

This power makes the character extremely resistant to *all energy based attacks*. No physical damage is sustained by the first 30 M.D. points of energy attacks in each melee round. Energy attacks beyond the 30 points do only half damage. The energy resistance field extends just beyond the body to include clothes, M.D.C. body armor and carried equipment. Does not extend to protect power armor, bots or vehicles, nor anybody standing close by. This person is also completely invulnerable to stun-type energy weapons.

Extraordinary Mental Endurance

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

Bonuses: Increase M.E. to 20 + 2D4 and is +4 to save vs horror factor, possession, and all mind altering magic and drugs.

Extraordinary Physical Strength (considered supernatural)

This character possesses supernatural physical strength.

Bonuses: Increase P.S. to 20 + 1D6. Can carry 100 times (not 50) P.S. in pounds and can lift 200 times (not 100) P.S. in pounds. Punches and kicks inflict mega-damage. See *Supernatural P.S. chart*.

Extraordinary Physical Prowess

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

Extraordinary Physical Endurance

An extremely tough individual who can withstand a great amount of physical strain or punishment. **Bonuses:** Increase P.E. to 20 + 1D6, and take note of bonuses to save vs magic, poison, and coma. And has a physical M.D.C. of 2D4x10 + 20.

Extraordinary Speed

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

Bonuses: Speed 220 mph (353 km), plus 20 miles (32 km) per level of experience.

Add one extra attack per melee.

Add 50 to S.D.C.

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

Add +4 to roll with punch or fall.

Add +4 S.D.C. damage from punch for every 20 mph (32 km) of speed. The best a punch or kick can do from a standing still position is 40 mph (64 km), adding +8 S.D.C. to damage.

Flying Powers

Only one flying power can be selected. All S.D.C. bonuses remain S.D.C. bonuses. Do not change to mega-damage.

Healing Factor

This power provides incredible recuperative abilities and immunity to disease and poisons/toxins. **Bonuses:** Increase P.E. to 21 + 1D6, add 50 points to S.D.C., +20% to save vs coma/death, +3 to save vs psionics and horror factor, +8 to save vs insanity.

The Healing Factor:

Recovers 3 S.D.C. every 10 minutes (18 per hour).

Recovers one hit point every 15 minutes (4 per hour).

Special super healing: Can instantly regenerate 4D6 hit points two mes per day (24 hour period).

Does not fatigue and is resistant to fire and cold; does half damage.

No scarring when healed. Broken bones heal completely, without any sign of having ever been broken.

Impervious to Fire and Heat

This power makes the character totally impervious to fire, including magical and mega-damage plasma, fire, and heat. No damage. But lasers and other energy attacks inflict full damage.

Major Super Abilities

Alter Physical Structure: Electricity

An incredible transformation into a living electrical energy being, as well as the ability to manipulate and control aspects of electricity. The hero can transform into his electrical energy form within the blink of an eye. Retains humanoid shape.

All electrical charges inflict mega-damage instead of S.D.C. damage. Increase the range of the lightning bolt to 2000 feet (610 m) and mini-lightning bolts to 600 feet (91.5 m). Experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 M.D. Plus the character turns into a mega-damage being when in electrical form: 120 M.D.C., regenerates M.D.C. at a rate of 4D6 per minute (four melees).

Alter Physical Structure: Fire

Another transformation ability, this time into a living being of fire, as well as the ability to manipulate and control aspects of fire. The hero can transform into his fire form within the blink of an eye. Retains humanoid shape and may be confused with a fire elemental.

All fire charges inflict mega-damage instead of S.D.C. damage. Increase the range of the fire ball to 1600 feet (488 m). Experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 M.D. The supernova explosion may kill the hero but inflicts vast mega-damage. Plus the character turns into a mega-damage being when in fire form: 140 M.D.C., regenerates M.D.C. at a rate of 4D6 per minute (four melees).

Alter Physical Structure: Liquid

The weird power to transform into a being of living, water-like liquid, and may be confused for a water elemental. The hero can transform into his water form within the blink of an eye.

The character is a mega-damage being when in water form, with 200 M.D.C., and regenerates 6D6 M.D.C. per minute (four melees).

Most of the water powers inflict S.D.C. damage except for the power of Water Behemoth. The character can draw on an existing body of water (not just air moisture) to increase his size and mass to 2, 3, 4, or 5 times his normal size. A normal, six foot tall (1.8 m) man transformed into his water-form weighs about 400 pounds (180 kg) and inflicts 2D6 S.D.C. damage.

Two times his normal size, the character becomes 12 ft (3.6 m), 800 pounds (360 kg). A punch does 1D6 M.D. Also add 40 physical M.D.C. *Three times* bigger, the water being is 18 ft (5 m), 1200 pounds (540 kg). A punch does 2D6 M.D., and add 80 physical M.D.C.

Four times creates a 24 ft (6.7 m) giant weighing 1600 pounds (720 kg). A punch does 4D6 M.D. and add 120 physical M.D.C.

Five times bigger is a 30 ft (9 m) giant weighing one ton. A punch does 6D6 M.D., and add 160 physical M.D.C.

The increased size is difficult to maintain and can only last two minutes (8 melees) per level of the character's experience. **Penalties:** -1 to dodge, speed is reduced by 30%.

Alter Physical Structure: Ice

The startling ability to transform into a being of living ice, as well as manipulate and control aspects of cold. The character can transform into his ice form within the blink of an eye. Retains a humanoid shape and may be confused with a water elemental.

The character is a mega-damage being when in ice form, with 300 M.D.C., and regenerates 6D6 M.D.C. per minute (four melees).

Snow and ice can be created by an extraordinary means of water condensation and freezing of moisture out of thin air. In this way the super being can create snow and ice. Most snow and ice attacks inflict S.D.C. damage, not M.D., but can be used to cover and obscure windows, portals, cameras, and optic sensors to impair the vision/readings; -5 to strike, parry, dodge if vision and/or other optics are obscured. The penalty is in force until ice or snow is removed. Removal counts as one melee action/attack or will melt in four melees (one minute) in warm temperatures.

The ice character's more effective attack against M.D. opponents may be encasing all or part of them in ice. Ice manacles are A.R. 6 and 30 S.D.C., an ice block that encases a small area, like a hand or gun, has 2D4 M.D.C.

A larger, stronger encasing action such as covering an entire arm, leg, head, counts as two attacks, but has 20 M.D.C. and renders that limb frozen stiff, with a weight of about a hundred pounds (45 kg). A frozen leg reduces the victim's speed by half, a frozen arm reduces bonuses to strike and parry by half, an encased head will suffocate its victim within two minutes unless that victim is supernatural/doesn't breathe, or is wearing an environmental suit/helmet with an oxygen supply. Encasing the head of armored humanoids will effectively blind them as well, unless they have a heads up display and computerized targeting systems; in such cases the blind penalties are half. An unpro-



ected body part (not armored) will suffer frostbite, inflicting 1D4 S.D.C. damage for every minute encased.

Encasing the entire body (human size) counts as four melee attacks, but will completely immobilize and blind the average humanoid, borg or human-size power armor. The block of ice is one to two feet thick all the way around. That's about 600 pounds (270 kg) of ice. The encasement must receive 60 M.D. to be shattered, or characters with a supernatural P.S. of 46 or higher can break lose in 1D4 melees. The same penalties for suffocation and blindness apply if the head is encased. Note that the ice maker can control his power as to not cover the head.

The character can also cover the ground in ice, forcing ground travelers to reduce speed by half or slip and fall (lose two melee actions/attacks each fall).

Alter Physical Structure: Metal

A power that transforms the character into a living juggernaut of metal. Unlike the previous physically transforming powers, the metal being has no energy attacks or ability to control or manipulate other elements. Its power lies in brute strength and physical endurance. The character becomes an incredible M.D.C. creature, impervious to normal fire, cold, and poison. Normal weight is quadrupled when transformed into metal. Thus, a 200 pound (90 kg) person would weigh 800 pounds (360 kg). Physical M.D.C. becomes 600 and regenerates 1D4x10 M.D.C. per minute (four melees). Considered to have supernatural strength. Minimum P.S. is 32 (4D6 M.D. from punch). **Penalties:** Speed is reduced by half.

Alter Physical Structure: Stone

Another transformation power that turns the person into living stone. Like the metal transformation, the real power rests in the incredible toughness and strength of the transformed person; has no energy attacks nor ability to control or manipulate other elements. The character becomes an incredible M.D.C. creature, impervious to normal fire, cold, and poison. Normal weight is quadrupled when transformed into stone. Thus, a 200 pound (90 kg) person would weigh 800 pounds (360 kg). Physical M.D.C. becomes 450 and regenerates 1D4x10 M.D.C. per minute (four melees). Considered to have supernatural strength. Minimum P.S. is 26 (3D6 M.D. from punch). **Penalties:** Speed is reduced by half.

Chameleon Abilities

A truly unique power that allows the person to blend into and adapt to his environment and endows him with other powers similar to those of the chameleon. **Duration:** Indefinite.

1. Chameleon is an ability that enables the person to change color and texture to blend into his environment. A sort of bio-aura surrounds the character so that even his clothes seem to change to adapt to the surrounding area and body temperature adjusts to simulate the surrounding environment. Only movement or sound reveals the chameleon's location. Detectable only by motion and audio detectors and even then, only if the character is moving or making noise.

90% Undetectable if completely still.

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

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

Totally ineffective if moving any faster.

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

3. Hold Breath for up to 10 minutes.

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

5. Natural Prowl Skill is 60% + 2 per each additional level of experience.

Control Elemental Force: Air

The power to manipulate and control aspects of air and atmospheric conditions. Wind rush, whirlwind and other abilities are basically the same as spells of the same name. Call lightning inflicts mega-damage.

Control Elemental Force: Earth

The power to manipulate and control aspects of the earth. To use any of these powers there MUST be a vast source of earth (stone, dirt, clay, sand) within a 600 ft (183 m) radius. The earth is molded and manipulated, not created. Sand storm, quicksand, and other abilities are basically the same as warlock earth spells of the same name or inflict the S.D.C. damage described in **Heroes Unlimited**. Hurling giant slabs of stone weighing 50 to 100 pounds inflicts 2D6 mega-dam-

age. Encasement in stone works just like the encasement in ice power, only the M.D.C. is doubled.



Control Elemental Force: Fire

The power to manipulate and control aspects of fire, much like the psionic power of pyrokinesis. Fire blast and flame wall inflict 4D6 M.D. and the character is impervious to fire, including mega-damage and magic flame. All other powers are unchanged.

Control Elemental Force: Water

The power to manipulate and control aspects of water, much like the psionic power of hydrokinesis. A water slam and whirlpool inflict 1D4 M.D., a small wave does 1D6 M.D., a large wave does 3D6 M.D. and a huge wave does 6D6 M.D. All other powers are unchanged.

To use any of these powers there MUST be a source of water within a 600 ft (183 m) radius. Without an ample source of water the super being cannot use any of the powers. Water source can be a sewer, water pipe line, pond, lake, ocean, or even rain.

Control (Others)

Range: 12ft(3.6m) +5 ft (1.5 m) per level of experience. Duration: 4 minutes (may be repeated). **Savings Throw:** Either save vs psionics/ mind control, or save vs possession, whichever is higher.

Mind control can be used on any intelligent creature or animals (not insects). The power *temporarily* bends the will of the victim so that he is under the complete control of the controlling being. The affected person will do absolutely anything the controller requests, except kill himself. All questions will be answered truthfully and in as much detail as requested. However, the controlled person will answer and obey **only** the person controlling him. Note that the victim of control reacts a bit sluggishly and is minus -1 to strike, parry and dodge, and -2 on initiative, because of the disorienting influence of being controlled. Victims do remember their actions after being controlled.

Limitations and Restrictions of Control:

The control (others) power has a few limitations:

1. The character possessing the control power must see or be aware of the person(s) in order to control him/her.
2. Eye contact is an important factor; without eye contact the success ratio drops considerably. This means intended victims hiding behind him, behind a locked door, or in another room, are all +6 to save vs control because there is no eye contact. When eye contact is made, the intended victims have no automatic bonus other than a possible psionic, magic or M.E. bonus.
3. Animals have little chance of saving against this attack, and must have a roll of 17 or higher to save.
4. Attacks per melee: *One* control can be attempted per each melee round (15 seconds). However, this counts as an EXTRA attack in addition to any physical attacks/combat training the character may have. This means if a character has four hand to hand attacks per melee, he

can strike four times plus one mind control attack.

5. Controlling several people at a time is possible, but takes its toll on the controller. There is no exact limit as to how many individuals can be controlled, but the greater the number, the more difficult it is to maintain control on each. Thus, for every four people controlled, the group of them is +2 to break free (or save) from their mental bonds. Each victim of control gets to roll a save vs control every one minute/4 melees when in a group (2 or more).

Individuals can try to break control once every four minutes (16 melees), and his normal saving throws are applicable. Likewise, if the controlled person is commanded to do something that is extremely contrary to his or her beliefs, ideals, or alignment, he is automatically allowed to try to break free of control, with an additional save of +3. **Note:** Heroes of a good alignment will never intentionally cause an innocent person to commit a crime or jeopardize their life. Nor will they usually use their power to blackmail people or for their own personal gain.

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

Create Force Field

This formidable power enables the character to generate an invisible or semitransparent **field** of energy/force. The force **field** can be mentally shaped as a wall, circle, dome, box or bubble.

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

Multiple force fields can be created as long as their combined total S.D.C. does not exceed the maximum possible M.D.C. For example: A character with a P.E. of 9 has a total of 900 M.D.C. available and can divide that M.D.C into the creation of several smaller, less powerful force fields.

Each loss of M.D.C. temporarily reduces the available amount of M.D.C. that can be built into force fields, temporarily draining the super character. However, he regains force field M.D.C. at a rate of 180 points an hour or three points per minute.

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

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

Darkness Control

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

Disruptive Touch

Mostly unchanged. Pain inflicts 3D6 damage to physical S.D.C. or 2D6 to physical M.D.C. (creatures like dragons and demons). Optics touch and nervous system touch is effective against creatures of magic and supernatural beings although they are +2 to save vs this attack. The death touch is not effective against these creatures. All other aspects of this power are unchanged.

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

Energy Absorption

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

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

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

All other powers are unchanged.

Gravity Manipulation

The control and manipulation of gravity. Gravity reduction allows the character to pick up and carry a 100 times more than his normal capacity, as well as hurl heavy objects. Throwing a 500 pound (225 kg) object inflicts 2D6 M.D., a 1000 pounds (450 kg) 4D6 M.D., 2000 pounds (900 kg) 1D6x10 M.D., 3000 pounds (1350 kg) 2D4 x10 +10 M.D.; average effective range is about 100 feet (30.5 m). All other aspects of this power are unchanged.

Growth

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

Add 10 M.D.C. for every additional five feet (1.5 m) in size, so 28 extra feet means 50 M.D.C., and increase P.S. at a rate of one point for each additional foot, so an extra 28 means temporarily add 28 points to the P.S.; considered *supernatural strength!* Characters who are 20 feet (6 m) or bigger are +2 to strike and parry and speed is doubled, but also -4 to dodge and -1 on initiative.

Intangibility

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

Invulnerability

An impressive power that makes the character an almost indestructible M.D.C. juggernaut! Has a physical M.D.C. of 700 and regenerates 1D6x10 M.D.C. every minute (4 melees). Gases, drugs, chemicals, poisons, toxins and radiation will affect the invulnerable person, but are reduced to half the usual potency (half damage, duration, effect). The character is only, truly, vulnerable to psionics, magic, and magic weapons, all of which have full effect. Also add 1D6 to the P.E. and 1D4 to the P.S. attribute, and + 20% to save vs coma/death (this is in addition to any P.E. bonus).



Magnetism

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

Hurling a metal fragment inflicts 3D4 M.D., hurling 1000 (450 kg) pounds of metal 5D6 M.D., 2000 pounds (900 kg) 1D6x10 M.D., 3000 pounds (1350 kg) 2D6 x10 + 10 M.D. (doesn't have the velocity or punch of a rail gun).

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

Mimic

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

Sonic Power

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

Sonic Speed

The power to run at supersonic speeds. This means the character can run at the speed of sound, Mach one, or approximately 670 mph (1078 kmph). That's a little less than one mile every **five** seconds and 11 miles per minute. Sonic speed punch or kick inflicts 4D6 S.D.C., but a sonic speed power punch or kick inflicts 2D6 M.D. (counts as two melee attacks), or body block/ram does 4D6 M.D. (counts as two attacks). Do not give the sonic character the extra S.D.C. but instead he becomes a mega-damage being with 1D4x10 + 40 physical M.D.C. points damage, heals like normal hit points. All other aspects of the power are unchanged.

Sonic Flight

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

Don't give the sonic character the bonus S.D.C. but instead he becomes a mega-damage being with 1D4x10 + 20 physical M.D.C. points. Damage heals like normal hit points. All other aspects of the power are unchanged.

Stretching (elasticity)

The power makes the character's body super elastic and malleable, enabling him to distort and elongate limbs or the entire body. Don't give the elastic character the bonus S.D.C. but instead he becomes a mega-damage creature with 2D6x10 + 40 physical M.D.C. points. Damage heals like normal hit points. All other aspects of the power are unchanged.

Vibration

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

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

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

See Heroes Unlimited for the complete selection of super abilities.

Ninjas & Superspies

This character adapts to the strange new world of **Rifts** within a matter of weeks. *He* suffers none of the usual conversion/transition skill penalties that other 20th Century, characters face and can select one additional skill in each available category, plus two additional piloting skills (any, +20%), one additional W.P., and one rogue skill. Base P.P.E. is 2D6. These guys will also be hot on acquiring cybernetic implants.

Private Eyes and most other "agents" are effectively the same as the special training: secret operative and can learn one extra W.P., three espionage skills, and are +2 to save vs and horror factor, and +2 to save vs mind control of any kind. P.P.E. base: 3D6.

Commando Mercenary and veteran grunt are like the vigilante and can learn two extra W.P.s, two wilderness skills (+5%), one espionage skill, and are +4 to save vs horror factor. These characters have a base P.P.E. of 3D6.

The worldly martial artist: This character is largely unchanged but take note of the changes in some of the *martial arts powers*. +1 to save vs magic, +2 to save vs horror factor, +2 to save vs mind control of any kind and possession.

The dedicated martial artist: This character is largely unchanged but take note of the changes in some of the *martial arts powers*. +2 on initiative, +4 to save vs horror factor, +2 to save vs psionics, magic and possession.

Martial Arts Powers

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

Arts of invisibility are unchanged.

Atemi Abilities are unchanged, but are only effective against foes not in body armor. Paralysis, withering flesh and healing atemi are effective on mega-damage creatures but are at half damage/effectiveness. **Dun Mak** does not kill mega-damage creatures, but will cause weakness, reducing their M.D.C. by 30% and bonuses by half; lasts until the Dim Mak touch is removed. **Note:** Two successful remove curse spells cast by two different people within an hour will remove the powerful Dim Mak curse.

Body Hardening Exercises are basically unchanged except that most provide physical M.D.C. instead of S.D.C. (all M.D.C. is accumulative) or inflict mega-damage. Stone Ox gives the character 25 physical M.D.C., **Kangeiko & Shochu Geiko** provide 2D6 + 6 M.D.C., **Iron Hand/Kanshu** offers a power punch that can inflict 1D6 + 2 M.D. (counts as two attacks), **Chi Gung** is unchanged, **Dam Sum Sing** adds 10 M.D.C. and +1 M.D. to power punches and kicks, **Wrist Hardening** adds 4 M.D.C., **Kick Practice or Chagi** provides a power kick that inflicts 2D6 M.D. in addition to its usual bonuses.

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

Martial Arts Techniques are unchanged, except as noted. **Tamashiwara** is effectively the same except a successful power punch inflicts 1D4X 10 M.D.C. (uses up all melee attacks that round).

Special Katas are unaltered.

Zenjoriki powers are unchanged, except as noted. **Vibrating Palm** can damage M.D.C. in the same way as S.D.C. but costs four times as many chi points.

The situation and circumstances behind most **Ninjas & Superspies** characters are the same as the **Heroes Unlimited** 20th Century superheroes.

Cyber and wired agents are similar to city rats and love cybernetic implants and minor bionic systems, but will not become even a partially reconstructed borg. Can select two communication skills (+10%), two espionage skills (+10%), one additional piloting skill (any, +10%), and one W.P. skill. Base P.P.E. is 2D6. These guys are very hot on acquiring new cybernetic implants, especially disguises, weapons and optics.

Cyborg soldier is the same as the cyborg.

Gadgeteer and all the **gizmoteer/gizoid** characters are effectively the same as the hardware character, with an affinity for electronics, mechanics, computer hacking, building and modifying machines, and constructing gimmicks.



The Diabolist & Summoner

General conversions — Palladium RPG

The diabolist is a practitioner of magic who utilizes wards and symbols, and to a lesser degree, circles, to create his magic. A **Summoner** is similar to the **Rifts** shifter, and is a sorcerer who utilizes ritual and circle magic to gain knowledge, influence others and summon supernatural creatures into his realm, and control them.

What follows are just some rudimentary guidelines for adapting these two magic O.C.C.s found in the **Palladium Role-Playing Game**. The witch and warlock are both types of limited magic users in which a person draws on a supernatural force, but the mystic arts of diabolism and summoning are far more specific are the creations of the Palladium world. As such, these two magics are alien and mostly unknown to the world of **Rifts**. The symbols, language and meanings have been created and developed on an alien world over thousands of years. To an Earthling they mean nothing. There are no schools, guilds, nor any notable individuals that hold the secrets of these two *D-Bee mystic arts*. Only the occasional dimensional visitor yields the secrets of circles and symbols, and they aren't sharing their secrets. Perhaps with time the secrets of these two areas of magic will become known, but for now they are unknown areas of magic.

Diabolist Conversion

Ward, symbol and circle magic are more powerful on **Rifts** Earth than in the Palladium world. Like all forms of magic, the abundance of mystic energy that seethes through the ley lines enhances the other magic. But the focus and intensity of the rituals involved in making wards and circles makes them even more powerful than magic. The duration and area of affect are generally doubled, and the damage is either doubled or becomes mega-damage.

O.C.C. Bonuses: +10% to recognize magic items, +2 to save vs horror factor, and +1 to save vs ward magic. Physical S.D.C. is 20. P.P.E.: 2D6x10 + P.E. and 2D6 additional P.P.E. per level of experi-



The changes of wards on Rifts Earth

Agony: Inflicts 2D8 S.D.C. damage per level of the diabolist or can be adjusted to inflict 1D4 M.D. to mega-damage creatures, per level of the diabolist. Costs 30 P.P.E.

Burning pain: Inflicts 2D6 S.D.C. per level of the diabolist or can be adjusted to inflict one M.D. point of damage per level. Cost 20 P.P.E.

Blind: Duration is doubled (lasts 2D4 hours per level). Costs 10 P.P.E.

Charm: Duration is doubled or protection from makes the person +8 to save vs charm and impervious to vampire mind control. Costs 10 P.P.E.

Cold: inflicts double damage, or protection from makes the person totally impervious. Costs: 20 P.P.E.

Confusion: Duration and damage/penalties are doubled. Costs 20 P.P.E.

Dark: Damage and duration by infliction are doubled, or protection from doubles person's nightvision and enables them to see in magic or other unnatural darkness. Costs 10 P.P.E.

Death: Inflicts 4D6 S.D.C. damage per level of the diabolist or can be adjusted to inflict 2D6 M.D. to mega-damage creatures per level of experience. Costs 30 P.P.E.

Despair: Duration and damage/penalties are doubled. Costs 10 P.P.E.

Evil: Duration is doubled and saving throw is -1. Costs 10 P.P.E.

Energy: Blast inflicts 1D6 M.D. per level of diabolist, or protection from makes the person impervious to M.D. energy attacks. Costs 20 P.P.E.

Fear: Duration and damage are doubled, 88% chance of fleeing, or protection from makes the person +8 to save vs all fear (magic & H.F.). Costs 15 P.P.E.

Fire: Blast inflicts 1D6 M.D. per level of diabolist, or protection from makes the person impervious to M.D. fire/plasma. Costs 20 P.P.E.

Good: Duration is doubled and saving throw is -1. Costs 10 P.P.E.

Hate: Duration and damage/bonuses are doubled, 80% chance of attack or betrayal, or protection from makes the person +4 to save vs mood/mind altering magic. Costs 30 P.P.E.

Invisible: Duration is doubled, or protection from makes the invisible -2 to strike, etc. Costs 20 P.P.E.

Knowledge: Duration is doubled and +10% on all skills, 98% to recognize enchantment. Costs 30 P.P.E.

Light: Intensity and duration are doubled. Costs 10 P.P.E.

Magic: Double duration and bonuses. Costs 20 P.P.E.

Mystic Drain: Double duration and area affected. Costs 40 P.P.E.

Sleep: Double duration, or protection from makes the person impervious to magic sleep, including faerie sleep. Costs 20 P.P.E.



Undead: Double duration, repels even master vampires. Costs 15 P.P.E.

Colors: Triple duration. Costs 10 P.P.E.

Power: Triples the damage, duration and range. Costs 60 P.P.E.

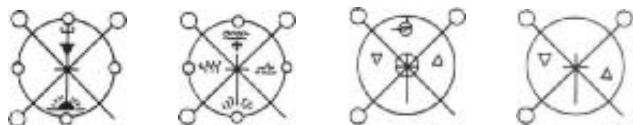
Permanence: Costs 200 P.P.E.

Summoner Conversio n

The Summoner is the infamous "mad mage" who dares to call on supernatural monsters and elemental forces and tries to control and command them. He is also the mage who dares to open dimensional rifts and explore other worlds. Most have a basic knowledge of magic symbology, recognize wards, and are masters of circle magic, a rare art even in the Palladium world.

The duration and area of affect of circles and their bonuses are generally doubled, and the damage is either doubled or becomes mega-damage.

O.C.C. Bonuses: +10% to recognize enchantment, +4 to save vs horror factor, +1 to save vs circle magic. Physical S.D.C. is 25. P.P.E.: 3D6x10+P.E. and 10 additional P.P.E. per level of experience.



Protection Circles of Note

Unless otherwise noted, 100 P.P.E. is required to activate a protection circle.

Protection from angels: Double saving throw to +6 and will hold at bay spirits of light, wing tips, and ki-lin.

Protection from Demons: Double saving throw to +6 and will hold at bay banshees, boschala, dybbuk, demon spiders, gargoyles, ghouls, hell hounds, and the lesser minions of Hades.

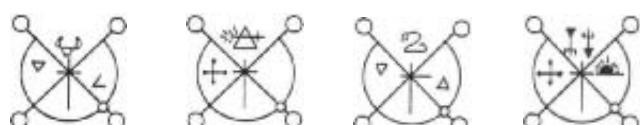
Protection from Devils: Double saving throw to +6 and will hold at bay dar'ota, malignant, deevils, devilkings, and fiends.

Protection from Evil: Includes golems, goblins, sowki, goqua and mindolar.

Protection from Elementals: Requires 150 P.P.E.

Protection from Ghosts/Spirits: Includes all entities, nymphs, and the fragmented essences of supernatural intelligences.

Protection from Undead: Includes vampires and negates their mind control/calling powers, as well as zombies, mummies, and dybbuk possessed corpses.



Summoning Circles of Note

Unless otherwise noted, 150 P.P.E. is required to activate a summoning circle.

Summon Angels: Includes spirits of light and wing tips.

Summon Greater Demons: Requires 300 P.P.E.

Summon Elemental: Requires only 100 P.P.E.

Summon Elemental Force: Refers to storms, etc.

Summon Ghosts/Spirits: Includes all entities. Only 100 P.P.E.

Summon Serpents: Includes the Worms of Taut, serpent of the wind (dragon) and kukulcan (dragon), as well as normal type snakes. Does not work on snake-like D-Bees. Requires only 50 P.P.E to summon ordinary snakes, 100 P.P.E. for the Worms of Taut, but 200 to summon the dragons.

Summon Undead: Summons any variety of vampire or vampire intelligence. There is always a 1-20% chance of inadvertently summoning a fragmented essence of a vampire intelligence whether it is desired or not. Only requires 100 P.P.E.

Power Circles of Note

Unless otherwise noted, 400 P.P.E. is required to activate a summoning circle.

Command: Duration, area of affect and range are tripled.

Death: Inflicts 2D4 S.D.C. damage per level of the diabolist or can be adjusted to inflict 2D4 M.D. to mega-damage creatures per level of experience.

Dimensional Rift: Unchanged, but worth noting. Requires 700 P.P.E.

Domination: Double duration, area of affect, and range.

Force: Double duration and is a mega-damage force field that renews itself every melee; 200 M.D.C., as well as its other magic properties. +6 to save vs dispel magic barrier. Still vulnerable to psionic attack and magic mind control.

Healing: Double all healing properties and bonuses, and can restore physical M.D.C. equal to hit points.

Pain: No change.

Power: Bonuses are unchanged, but double bio-regeneration and the number of animated dead or animals that can be controlled. Spell magic has its usual effects and damage appropriate to the **Rifts** world. Requires 800 P.P.E.

Power Leech: Triple range/area of affect. Also can be used to reduce the available P.P.E. from a ley line or nexus by half! Requires 800 P.P.E.

Power Matrix: Unchanged.

Wonder: Powers are unchanged, but area of affect is tripled to 120 feet/36.6 m.

Teleport: Range is doubled to 3200 miles (5120 km).

More Magic

The following are additional spells available to the **Rifts** practitioners of magic O.C.C.s.

Charm

Level: Five

Range: 15 feet (4.6 m)

Duration: Four melees (one minute) per level of the spell caster.

Saving throw: Standard

P.P.E.: 12

The charm spell can influence any intelligent creature. The spell's victim will fall under the immediate influence of the spell caster. He will believe everything the mage tells him, will trust the spell caster as if he were a trustworthy friend, do his best to please/help/assist or protect him, and will answer any questions truthfully and in as much detail as requested.

Note that other than perceiving the spell caster as his best and favorite friend, whom he is anxious to please, the charmed individual will not do anything that is contrary to his alignment.

Dimensional Teleport

Level: Fifteen

Range: Another dimension

Duration: Instant

Saving throw: None

P.P.E.: 800

Invoking this spell transports the spell caster and a maximum of 1500 pounds (675 kg) into another dimension. This spell is only effective if the spell caster has visited the dimension in the past. The location where the teleporter appears within that dimension is completely random unless the spell caster has a personal sanctuary there, complete with a dimensional rift circle, or is built on a ley line nexus. The success ratio of dimensional teleportation is 6% per level of the spell caster. If the spell caster is unsuccessful nothing happens.

Expel Demons

Level: Eight

Range: 10 foot (3 m) area per level of experience.

Duration: Immediate, 1D6 hours

Saving throw: Special

P.P.E.: 35

The spell caster is able to repel all lesser demons and lesser supernatural beings, forcing them to leave the area and not return for at least

Adapted from the Palladium RPG

an hour (1D6 hours). The spell may also expel greater demons, with a little less efficiency.

Saving throw: Lesser demons and supernatural beings must roll an 18 or higher to save vs spell magic. Greater demons and supernatural beings only have to roll the standard 12 or higher to save, and usually have significant bonuses to save.

Havoc

Level: Ten

Range: 90 feet (27.4 m); affects a 20 foot (6.1 m) area.

Duration: Two melees per level of the spell caster.

Saving throw: Standard

P.P.E.: 70

Another powerful spell of chaos, it affects everyone in a 20 foot (6.1 m) radius and can be cast up to 90 feet (27.4 m) away. Victims of havoc magically suffer 1D6 points of damage direct to hit points (even if in power armor) per melee and are confused and skittish; penalties: -3 to initiative, strike, parry, and dodge, and have no sense of direction or time.

Summon Greater Familiar

Level: Ten

Range: Immediate area

Duration: Special

Saving throw: Special: battle of wills.

P.P.E.: 80

This spell summons forth a lesser demon or supernatural being to serve the spell caster by becoming his familiar. This can be achieved by signing a pact (see witch) or by a battle of wills. The spell caster can impose his will over the demon through a brief mental wrestling match. Roll a twenty-sided die five times; if the spell caster rolls under his Mental Affinity (M.A.) three times out of five the demon will be submissive and become his familiar. (See witch and greater familiar section; numbers 1 to 8 all apply). If the spell caster loses the mental wrestling match the demon is likely to attack (1-50%) or just disappear (51-00%). Characters of a good alignment will not use this spell or associate with supernatural evil.

Note: The familiar demon is likely to challenge his new master once a month, requiring another mental wrestling match and/or a show of power and punishment. The demonic familiar will be fairly loyal but may cheat, question, or lie to his master.

Swords to Snakes

Level: Nine

Range: 60 feet (27.4 m)

Duration: Two melees per level of the spell caster.

Saving throw: None

P.P.E.: 50

A theatrical, temporary transformation spell that can turn swords or just about any weapon or item that weighs less than four pounds (1.8 kg) into snakes. Not only does this spell transform swords/items into snakes, but the snakes are extremely hostile, biting whoever holds them, inflicting 1D4 S.D.C. damage each bite (one attack per melee). The snakes will not change back into a sword/weapon until the spell elapses. Magic and TW weapons are not affected. The spell caster can transform one sword/item per each level of experience.

Resurrection

Level: Fourteen

Range: Touch or six feet distance (1.8 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 650

This awesome spell will restore life into the recently deceased. The resurrected person will have all his hit points, memories, abilities, and skills that he had at the moment of his death. Missing limbs will remain missing, but healed; this is not a regeneration process but a revitalization. This spell works only on creatures that have died in the last two months.

Success factor: Regardless of the spell caster's level of experience, the chance of success is 45%. The spell can be attempted on the same corpse no more than three times. If still unsuccessful another magic weaver may try. Six failed attempts means the person is beyond the help of magic.

See Wards

Level: Seven

Range: 90 feet

Duration: Four minutes per level of the spell caster.

Saving throw: None

P.P.E.: 20

Through this spell the spell caster can see the normally invisible magic energies that radiate from wards. In this way he can tell if a ward is real or not (a false ward radiates no energy). He can also see the magic energy that covers an area when a protection ward is used or whether a ward is active.

Spells of Legend

Barrier of Thoth

Level: Spell of Legend

Range: Can be cast up to 50 feet (15.2m) per level of the spell caster and creates a length of wall/force barrier that is 75 x 75 feet (22.9 x 22.9 m) per level of the spell caster.

Duration: Four minutes per level of the spell caster.

Saving throw: None

P.P.E.: 3000

This spell of legend creates a super wall of force with 400 M.D.C. per level of the spell caster. In addition, the barrier is impervious to magic energy attacks (negates them; inflict no damage), prevents people from teleporting beyond the barrier, or casting any type of magic or psionics through it. Thus, a wizard casting an earthquake spell would affect the area in front of the barrier, but it would stop at the barrier. Likewise, a cloud of steam, lightning bolt, or anything else cannot be cast to strike anything behind the barrier. The barrier also regenerates at a rate of 200 M.D.C. per melee.

Crimson Wall of Lictalon

Level: Spell of Legend

Range: 50 x 50 x 25 feet deep (15.2 x 15.2 x 7.6 m) per level of the spell caster.

Duration: Five minutes per level of the spell caster.

Saving throw: Save vs H.F. 18, and save vs magic 16.

P.P.E.: 6000

The mere sight of this eerie, crimson wall of flame that does not burn strikes fear in the bravest, for within the flames are the shadows of the souls it has devoured. Large humanoid shapes, men, elves, dragons, and others not easily identified are contained within the dreaded, crimson fire.



Effects of the Wall:

Fear: Just seeing the wall is terrifying; horror factor of 18 (lose one melee attack and initiative), plus there's 1-70% chance of running away in terror. Save vs horror factor.

Entering/passing through the wall:

1. Upon entering its silent, cool flames, the person takes 6D6 points of damage direct to hit points, mega-damage creatures suffer 2D6x10 physical M.D.C. points of damage (save vs magic 16; successful save, no damage). Speed is reduced to one-quarter.

2. Staying in the wall for more than two melees (30 seconds) jeopardizes sanity unless a saving throw vs magic (insanity) is made. Saving throw is 16 or higher, but if unsuccessful roll once for each of the following insanities: affective disorder, obsession, and phobia.

3. Staying within the wall for more than six melees jeopardizes one's very life essence. Saving throw: Character must roll a 16 or better to save. Roll every melee beyond the sixth. A failed roll means the life essence is forever trapped in the wall and becomes one of the featureless shadows forever locked in the wall. Those lost cannot be saved.

Doppelganger (Superior)

Level: Spell of Legend

Range: Self

Duration: One year per level of the spell caster, plus a 5% chance per each year that the doppelganger exists that it will remain permanently.

Saving throw: None

P.P.E.: 1000

This powerful spell, rumored to have been created by Thoth, is similar to the eighth level Palladium wizard spell, only far more potent. The spell creates a mystic duplicate or clone of the spell caster. This "clone" looks exactly like the spell caster in every way, but possesses only half of his hit points, memory, knowledge, attributes, experience levels, P.P.E., spell strength, spell casting abilities, etc. The original spell caster can implant any idea, goal, emotion, memory, etc., that he desires into the doppelganger's mind. He can then awaken it, sending it on a mission or working with it side by side. The doppelganger will never question its existence nor the presence of the original. Unlike the true McCoy, the doppelganger(s) cannot increase in experience so all skill levels, magic potency, hit points, etc., are frozen.

The wizard can create only one doppelganger and cannot create another until that doppelganger is slain or magically negated. Note that a power leech circle will also destroy the doppelganger if exposed to the circle for more than five minutes. Doppelgangers can be killed by normal weapons or magic and can be instantly destroyed by a negate magic spell, but is +2 to save vs negation for every year that it has lived.

Yes, a doppelganger can create a doppelganger of itself! Only one doppelganger can be created and it will have half the abilities of its originating doppelganger. After a certain point, usually by the fourth clone, the last doppelganger doesn't know the doppelganger spell and its abilities and powers are so reduced that it is hardly worth conjuring.

Sanctuary

Level: Spell of Legend

Range: 50 foot (15.2 m) radius per level of the spell caster.

Duration: 1D6 hours per level of the spell caster.

Saving throw: None

P.P.E.: 3500

This legendary spell prevents all acts of aggression or hostility within its radius of influence. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm any other creature within its radius is instantly struck down, becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way, but merely immediately and completely incapacitated. The perpetrator of any action that will harm another, no matter how subtle, will be so immobilized. Only the spell caster of the sanctuary is not subject to its effects.

General Conversions for Magic Items

Designer Note: I had toyed with including all the magic items found in the **Palladium Role-Playing Game and Adventures On The High Seas**, but decided that this data might be more appropriate for the planned book about the Coalition's siege on Minnesota/Tolkeen or the Magic Zone. In the meanwhile, you should be able to easily adapt magic weapons and items found in the two previously mentioned titles. **High Seas** is an especially good sourcebook for magic, with more data on the diabolist and summoner, curses for rune weapons, curses in general, herbs, gems, and of course, over 30 magic items. The island of the Cyclops and other fun places and adventures are also found in this book and may be helpful in providing background on the cyclops and Palladium world.

Magic potions and magic items that imitate a spell or temporarily endow a special ability work just like the spell! If the spell doesn't exist in the **Rifts RPG** then don't make it available or adjust it to something more familiar. Also note that magic potions, like rune, ward and circle magic, are the result of an alien magic technology not known on the **Rifts** world. Consequently, magic potions and similar are not common to **Rifts**.

Magic items like the pit cloak, suit of colors, boots of mystery, mystic ink, magic make-up, are all unchanged. Again, unless they are the creations of techno-wizardry, they are alien to the **Rifts** world.

Magic weapons will, generally, inflict the same amount of mega-damage that it did S.D.C./hit point damage, i.e. gryphon claws originally deliver 2D6 hit point damage, but in **Rifts** Earth they inflict 2D6 M.D., a magic sword that does 4D6 hit point damage now does 4D6 M.D., a magic staff that spits 2D6 hit point fire balls now spits 2D6 M.D. fire balls, and so on. Note that future sourcebooks will contain more data on techno-wizard items and magic as the **Rifts** world is further developed.

Magic components may only have magic significance on the Palladium world; many are worthless on Earth.

References for Items. See **Adventures on the High Seas** pages 40 to 53, and the **Palladium RPG**, pages 135 to 139. Also see dwarven weapons, page 47.

Rune Weapons

The greatest weapons ever made of metal and magic were the rune swords. The secret of their construction is forever lost, making them the most powerful and coveted of all magic weapons. It is believed that only one or two hundred exist throughout the Palladium world and even that may be an exaggeration. Kings have forsaken entire kingdoms to possess one (costs in the millions). Rune weapons are even rarer on **Rifts** Earth. Remember, they are creations of an alien and unknown (forgotten?) magic that cannot yet be duplicated by any known practitioner of magic. The weapons apparently contain a supernatural essence or entity which gives them their great power.

ALL rune weapons have the following abilities:

1. Independent personality, with an average to high I.Q.
2. Communicate through limited telepathy.
3. Are totally indestructible, the blades never dull or dent.
4. Made of black, dark grey, blue grey, or dark red metal and lined from tip to handle with runes.

5. Do no less than 4D6 S.D.C./hit point damage. In **Rifts** Earth they do no less than 4D6 M.D. and can actually be used to parry energy blasts (-6 to parry, very difficult).

6. Link themselves to their wielder/owner within six months of constant contact. Thus, both man and weapon can sense each other's presence within a four mile radius (6.4 km) if separated.

7. Adds +1 to all saving throws.

8. Can be used only by a person of a particular alignment (good, evil, or selfish). Persons not of a compatible alignment take 1D8 S.D.C. points of damage each time they touch the weapon or 3D6 M.D. if a mega-damage creature.

The simplest rune weapon will have only the eight abilities common to all.

The typical rune weapon will have the eight attributes and possess one of the greater abilities.

The most powerful will possess the common eight, and two of the greater powers. And will also be a so-called *soul drinker*. The drinking of souls is the actual absorption of one's life essence. The victim's blood must be drawn by the weapon (cut) before the rune weapon can devour the life essence. This may be done slowly or in a spectacular flash. A victim devoured by a rune weapon is forever lost. Most soul drinkers are limited to a maximum of 1D6 souls per day. Victims of a soul drinking attack get to save vs magic, but must roll a 14 or higher. A successful save means the victim's essence is saved but suffers double damage (triple damage if a mega-damage creature). Even some deceptively simple or typical appearing rune weapons are soul drinkers.

Note: Seventy percent of all rune weapons are the legendary rune swords. **Roll 14 or higher to save vs. soul drinking attack.**

Greater abilities of the more powerful weapons (not common to all)

Some wield elemental magic (offensive spells). Such rune swords will be able to cast four spells per day. All four spells will be of the same elemental force (water, earth, air, or fire). The weapon will know only four spells, but may cast them in any combination. The spells known are selected from level 1-6; level of proficiency is six.

Some have miraculous healing abilities: Healing wounds 2D6, six times per day. Remove curse 56% chance of success, four times daily. Turn 4D6 dead 55% chance of success, four times daily. Animate & command 2D6 dead 64% chance of success, four times daily. Duration: four hours each.

Some have major psionic abilities. Possess all sensitive and physical powers and three super psi-powers. I.S.P. 3D6x10, sixth level proficiency.

Note: Many nine weapons are also cursed and can lead to trouble or ruin.

Holy Weapons

A holy weapon is typically a magic weapon created by the forces of good to combat supernatural evil! Frequently, such creations date back to magic arts lost eons ago or that which have been created by godlings and power supernatural beings of good. All faintly glow white, yellow, red, or blue and register as magic. They can be any type of weapon but swords and staves are the most common. **Note:** Holy weapons are not generally available on the open market and those that are have been stolen, pawned, or found. Holy weapons are predominately given to knights, palladins, or other champions of good. Like rune weapons, they are particularly uncommon on **Rifts** Earth.

A *simple holy weapon* will have two abilities from those listed and will cost 300,000 credits.

A *greater holy weapon* will have four abilities from those listed and cost 500,000 or more credits.

Holy Weapon Abilities

- Remove curse: 50% chance (used one time only per person)
- Turn 4D6 dead: 80% chance by raising the weapon above one's head for all to see.
- Healing touch: Restores 2D6 S.D.C or hit points, or 1D6 physical M.D.C. points. Can be performed six times per 24 hours.
- Damage bonus: Inflicts normal S.D.C. damage + 6 points to human or mortal foes, but does the equivalent in mega-damage (on **Rifts** Earth) to supernatural or demonic beings, including dragons and other creatures of magic of evil or selfish alignment.
- Magic bonus: + 1 one to save vs magic, + 2 to save vs horror factor.
- Sense evil: The presence of evil is indicated by the weapon changing color, 20 foot (6.1 m) radius. Usually turns red or black.
- Expel devils and demons: Ratio for success is 89% against lesser foes and 44% against greater demons. The expulsion is accomplished by raising the weapon over one's head for all to see. Some can be thrown into the air, where it will hang suspended until the demons or devils are expelled and then slowly drop back to earth. Basically same as the spell.
- Circle of protection: Basically the same as the lesser spell. The weapon must be raised above one's head and then struck to the ground. Duration: Five minutes per level of the wielder.

The Availability of Magic

Game masters MUST NOT feel obligated to make any magic and magic items available to his players. This is "YOUR" game. You, the game master, not necessarily your players, know what's necessary to maintain game balance. If a particular weapon, amulet, spell, scroll, potion, or component is going to screw up or imbalance your game then simply don't make it available. How? Make it too expensive, or the alchemist uncooperative, or just not available! Period.

Is this fair? You better believe it!!! I hear on too many occasions from frustrated game masters, lamenting how their game has gotten away from them because he or she provided a character or characters with an item(s) which has totally disrupted the game. Remember, the name of the game is "role-playing and fun." If either one or both of these elements are lost, there is something seriously wrong. The Palladium megaverse is one steeped in magic, but if there's too much of a good thing, cut it off. The alchemist and magic items are meant to add spice to a campaign, not foul it up. The same is true of technology and possibly even a particular monster or character. Adjust elements to make them work for you.



Witchery

A combination and adaption of elements from Beyond the Supernatural & the Palladium Role-Playing Game.

Design Note: This section on witchcraft, its magic and methods is entirely fictional.

Historically, ancient "pagan" rituals later associated with witchcraft were actually more of a druidic earth magic. Many of those ancient rituals and potions focused on healing, harvesting of crops, and prophecy. Later, with the dominance of the Judeo/Christian religions, witchcraft became known for demonic possession, union with evil forces, and black magic, all for the purpose of evil. Today, satanism and witchcraft are often considered one and the same.

Please be aware that this section on *witchery* is not even based on historical myth or magic. If anything, it is inspired by Hollywood monster movies. Further note that nobody at Palladium Books encourages nor condones the practice of the occult nor the use of magic. This is a fictional work in a fantasy setting. Make believe. Now read on and enjoy.

What was once known as witchcraft is more prevalent in the world of **Rifts** than ever before. There are two key elements that make witchery different from other forms of magic. 1. A direct link and willing allegiance to the supernatural (often evil). 2. Empowerment by that supernatural evil.

Magic, like technology and knowledge, is a tool, a potential force that can be used for good or evil. It can be used to build and protect or to destroy and subjugate. Potential psychic energy is just that, energy. It is the user of that energy who applies the power for good or evil. Among the various areas of magic, such as ley line walker, shifter, mystic, wizard, warlock, etc., there are practitioners who use magic for good, evil and selfishness. But witchery, as defined in the context of **Rifts**, is always a malevolent force. Even the well meaning are either motivated by dark emotions or are turned to the evil with whom they have allied themselves.

The majority of practitioners of witchcraft (in the **Rifts RPG**) actually know very little about the workings of magic. Unlike many of the other areas of magic, the typical witch (about 65%) is illiterate and uneducated (note that this does not mean stupid, only lacking a formal education). The lack of knowledge is, in fact, propagated by the supernatural force that empowers the witch, because witchery is the quick, seemingly easy way to power. The supernatural force one is allied to provides unnatural power, magic, a protector and counselor (the demon familiar), a degree of apparent knowledge and insight that would seem to compensate for real, formal knowledge. While all of this does compensate to a point, the lack of personal knowledge and skill makes the witch all the more dependent on his or her masters, and therefore, a puppet of supernatural evil!

Most supernatural forces that engage in witchery are powerful intelligences and god-like creatures of immense power. Many feed on human emotions, like psychic vampires. Thus, they have little real concern about events or the direction an event may take, but only in the turmoil that such an event creates. Turmoil that will enable them to drink deeply the rich, delicious emotions stirred up by their minion, the witch. It is the existence of these enigmatic beings that may have lent itself to the concept of gods of chaos and order, light and dark, yin and yang. Certainly, these dark, selfish god-beings promote chaos, frenzy, and suffering, all of which are the nectars from which they drink. And,

with the **Rifts** Earth being a place of magic and a dimensional nexus, many are the forces of evil that come to taunt and feed on its inhabitants.

Unlike the elementals and mindolar, who view life on Earth with indifference, there are forces equally as powerful, but infinitely more sinister. They are the forces of evil, selfishness and power that have plagued man since the dawn of time. Insidious, corrupting evil that threatens the fate of the human race. Creatures whose sole enjoyment is the torment and subjugation of humanoids. Fiends that cultivate and feed on the suffering of other creatures. Demons who find delight in tearing out a person's life with their teeth. These are the typical sources of witchery.

The intelligence send an essence fragment into the world in search for likely servants who will become their minion. Typically these are the frustrated, desperate, hate filled and selfish who are seeking a means to power or revenge. The supernatural intelligence offers them that power but at a terrible price.

The creature will usually offer one of the following: *the gift of power, gift of magic, or gift of union*. The gift of power and magic knowledge requires that the psychic being anchor itself to our world. To do this it will require a *host body*. Usually an innocuous animal, such as a cat, dog or bird. With the summoner's permission, it will possess the animal and is ready to begin. This is where the demon familiar comes from.

The gift of power is an illusion in which the human recipient believes he has been magically granted superhuman abilities. In a way, he has, except the power is not drawn from some inner strength, but directly from the alien being. The creature projects a fraction of its power into its human pawn, giving him a taste of true power. It is only after the character has grown to love his power that he learns it is the demonic being that holds and gives the power. A power it can cut off with a mere thought. Suddenly, it is the witch who is a slave to the intelligence, as long as he covets that power.

The Gift of Power

Four Abilities can be Selected from the Following:

- Add 1D6x10 + 40 to I.S.P.
- Add 2D4x10 + 20 to P.P.E.
- Impervious to poisons, toxins, drugs, gases and mind control.
- Mega-damage creature: gets 200 physical M.D.C.
- +2 to save vs all magic.
- See the invisible and sense magic; automatic.
- Increased mental endurance: + 2 to save vs horror factor, +1 to save vs psionic attack, and the psi-power of sixth sense.
- Fly: Speed 1D6x10 + 44
- Supernatural physical strength and raises P.S. 10 points. This means the witch can inflict M.D. from physical attacks.
- Increased physical prowess; raise P.P. 10 points.
- Increased physical structure; adds either 400 to S.D.C. or 100 M.D.C. to mega-damage creatures.
- Bio-regeneration; restores 1D4 x 10 S.D.C. and 4D6 hit points per hour or 1D4x10 M.D.C. to mega-damage beings.

Note: One more power can be awarded if the creature decides to be generous. The fifth power can be granted immediately or as an incentive at a later time. Remember, it is the demon familiar animal that is the source of the power. The character's skills increase in proficiency as the witch increases in experience, but the powers do not. Use the same experience table as the Ley Line Walker.

The Gift of Magic

The witch is instantly bestowed with magic powers through his or her union with the intelligence. Receives the following powers.

- 1D6x10+10 P.P.E.
- Demon Familiar.
- An additional 200 P.P.E. is available from the familiar, who will freely give of its energy as long as the witch is doing as it, the intelli-

gence, desires. The familiar must be within 300 ft (91.5 m) for the witch to be able to draw on its P.P.E.

- Can select six spells from level one spell magic, four spells from level two, two spells from level three, one spell from level four. Once selected, the spells cannot be changed.
- Two new spells can be selected as each new level of experience is attained. Also, with each new level, the range of available spells is increased by one level, thus a second level witch can select two spells from the vast range of spells offered in levels 1-4. A third level witch can select from levels 1-6, and so on.
- Bonuses: +1 to save vs magic, +1 to save vs horror factor and +1 spell strength at levels three, seven and thirteen.

Note: Spells and spell strength increase in power as the witch increases in experience. Use the same experience table as the Ley Line Walker.

The Gift of Union

Supposedly the ultimate reward in the way of power is the gift of union, because the witch character willingly allows the horrid creature to share his body. The union fuses man with monster, but is not a classic possession, because the creature allows the human's essence to share control of the host body. The union instills a great number of changes.

First, the character's alignment immediately changes to miscreant evil. Suddenly, the person will have a whole new perspective on the world. He or she will realize that the end always justifies the means. He will feel superior to all other life forms and realize that he was meant to be revered as a god. A new confidence will wash over him and he will know that anything is within his grasp. The character will be ruthless, merciless, and unfeeling toward his fellow humanoids, who are like ignorant savages to be used and abused as he desires. A voice in his head will assure him that this is all true. That same voice will implant suggestions, urge violence and entice acts of cruelty.

Powers and Abilities Include:

- All the magic known by the intelligence, but at a third its normal strength in this humanoid body. This means an intelligence that casts magic at 10th level will now cast magic at an equivalent of third level (one third is 3.3 levels; rounded down is third level). Also note that its the intelligence's essence inside the body that knows the magic and holds the power, thus it is only the creature part of the unified human who controls the use of its knowledge and power. The alien intelligence may share the same human body, however, it is still in *complete* control of its mind and powers. It is a question of whether the two work as one or work against each other. Note that the creature can also cancel any and all of the following abilities if it so desires.
- The co-possessing essence also retains any psionic powers it may have, but at half their normal strength.
- Additional I.S.P.: 3D4x10.
- Additional P.P.E.: 2D6x100, are combined with the human's P.P.E.; both the creature and the human can draw on the total available amount of magic energy. Same is true of I.S.P.
- Adds one hand to hand attack per melee.
- Becomes a mega-damage creature: 2D4x100 M.D.C. (extra S.D.C. if not on **Rifts** Earth).
- Imperious to further possession and mind control and +4 to save vs horror factor, +4 to save vs illusionary magic, +2 on initiative.
- Physical strength: Add 6 points and is now considered to be supernatural, which means hand to hand combat inflicts mega-damage.

Note: The character's skills increase in proficiency as the witch increases in experience, but the powers do not. Use the same experience table as the Ley Line Walker.

The Pact

The "gifts" are powers that are provided as a result of an amicable arrangement. In most cases the supernatural being cannot really take ownership of a person's soul, but will, in effect, encourage such evil and decadence that the character will be forever lost to the forces of good, and may well become the enemy of all that is good. In this sense, the witch loses his or her soul. The actual signing of a pact is a formality



that serves as a questionably legal contract, and, more importantly, as a focus of concentration and surrendering of willpower. Dealing with a supernatural being is not to be taken lightly and the creature will hold the pact maker to the letter of their agreement. The formal pact serves as a reminder to the pact maker of exactly what that deal was. Ultimately, the pact will serve to make the person a minion of evil.

Another reason for the pact, which usually demands some cruel sacrifice or condition of servitude, is pure meanness on the supernatural being's part. Just one more little pleasure, hurting or destroying another life form.

Pacts can only be made by demon lords and supernatural intelligences. For the pact to be official, the pact signer must sign of his own free will. Most of these supernatural fiends will be surprisingly up front about the conditions, powers, and price of the pact, and will not try to trick or cheat the potential pact signer (although they may not explain certain details until the agreement is signed). Mortals who try to trick, cheat, or deceive such beings are likely to be caught in the act and

possessed or tortured and killed. These creatures don't take any horse manure, especially from some insignificant mortal.

Minor Pacts

Minor pacts may not seem all that minor, but are considered such by the supernatural intelligence. In exchange for the signing of the pact, the supernatural power will grant the character either the gift of power or gift of magic. The witch will also receive a **lesser familiar**. At *second level*, when the witch has proven himself, he is given a lesser familiar. This familiar is identical *the familiar link* spell found on page 182 of the **Rifts RPG**.

40 years of loyal servitude -minor pact. The pact maker must agree to serve the supernatural being with complete loyalty and allegiance, be obedient, accept no other as his master (but may pretend to do so if necessary), not interfere with other minions of the same master, and to further the goals of the master whenever possible, for forty years. Under these conditions, if the master asks the witch to betray the group or kill a friend, the witch must do so without question. A witch has but one friend, his demonic master.

After 40 years ALL powers, abilities, and often accumulated wealth and position of power, are totally lost. The pact may be renewed, but only at the demon's option and may require new terms and conditions.

Blood sacrifice. This typically requires the slaughter of hundreds or thousands in the name of the supernatural being. When the required number of murders has been provided, the beings grants the perpetrator his "gift." The way of evil and reverence are expected to continue.

Blood sacrifice: First born. This pact seldom requires the actual murder of one's child, but the child must be forsaken, given over to a demon or minion of the supernatural intelligence. Often the child is placed in a situation where he or she is raised in such a way that child and parent will one day clash, with deadly consequences. Typically, the pact maker must have a child within three years of the pact's signing or be stripped of all powers and possibly tortured or possessed.

Sworn to destroy a foe. This pact binds the pact maker to destroy a major foe of the supernatural being who is providing him with the "gift." Remember, this foe is *probably* a noble king, hero, or priest of good alignment. The demon will indicates the foe to be destroyed. The foe will be at least tenth level or higher, and usually has powerful friends, followers, guards and sanctuary. The foe also often possesses great strength, skills or powers and position. Any means may be used to destroy the foe. This means the pact maker can slay the person single handedly, dupe or enlist the aid of friends, raise an army, hire an assassin, etc., but the witch must be the direct cause of the foe's demise. The campaign to destroy the foe must begin within two years of the pact's signing and can take as long as a decade to complete. Failure means slow, long torment and death.

Major Pacts

Lifelong servitude. Basically includes the same conditions as those found under 40 years of loyal servitude except the deal is for life. This is especially desirable when dealing races like elves, who have a long life expectancy. Also the pact maker may be obligated to join an established cult or be obligated to establish one.

Selling of body and soul. This pact binds the maker to 100 percent commitment to his supernatural master and to a life dedicated to evil. All the conditions as those found under 40 years of loyal servitude apply, only the deal is more encompassing. During the course of his existence the pact maker is called upon to establish a church or cult in the name of his master, actively soliciting followers. Bear or father a child or children in the name of the master, and turning them to evil. Destroy any foe the master identifies (not necessarily a tenth level foe). Avenge the master and his minions. Oppose the forces of good, light, and order. And obey all demands, including suicide.

The bonus powers of major pact makers. The makers of a major pact are preferred above all others; thus pact makers of this type receive even greater powers than those who make minor pacts. The pact maker can select any of the three gifts and selects one of the following. This is a one time only item/bonus ability, all effects are permanent.

1. Heal self. Bio-regenerates 2D6 hit points or physical M.D.C. only. Can only be performed four times per day (24 hour period).

2. Summon lesser demons or lesser supernatural beings. Can summon 1D4 lesser demon/supernatural beings, but is possible only through a link with a greater familiar. Can be attempted only once every 12 hours, with a 40% chance of success. Five minutes (minimum) of meditation and prayer are required.

3. Command dead: Animate & control 2D6 dead, also able to turn dead (2D6). Function like the spell magic of the same names.

4. Command rats: Summon and control 2D6 rats per level of witch. Rats will obey all simple commands. Similar to summon animal spell.

5. Invulnerable to fire: Impervious to all fires; no damage.

6. Invulnerable to poison: No type of poison/toxin can hurt or affect the witch.

7. Skill bonus: +5% on all skills.

8. Telekinesis: Same as the super psionic power.

The Devil's Mark

The "devil's mark", also known as "the mark of evil", is a third nipple (Note: that's nipple, not breast and nipple). This nipple can be placed anywhere on the body, but is usually placed on the upper portion of the torso. This serves three purposes: to identify the character as a witch, as a sign of ownership by evil forces, and to feed the familiar, which suckles from the nipple, drinking of the witch's blood (small amounts, of course). All witches bear such a mark.

Demon Familiar

At second level the witch who has made a major pact receives a demon familiar. The familiar is either a magically metamorphed demon or another, but lesser, essence fragment that turns an ordinary animal into a host body for its demonic essence. The animal functions similarly to a lesser greater familiar except that it possesses a human intelligence, can talk, is a mega-damage creature and possesses psionic and magic powers of its own.

Alignment: Any evil.

Horror Factor: 10

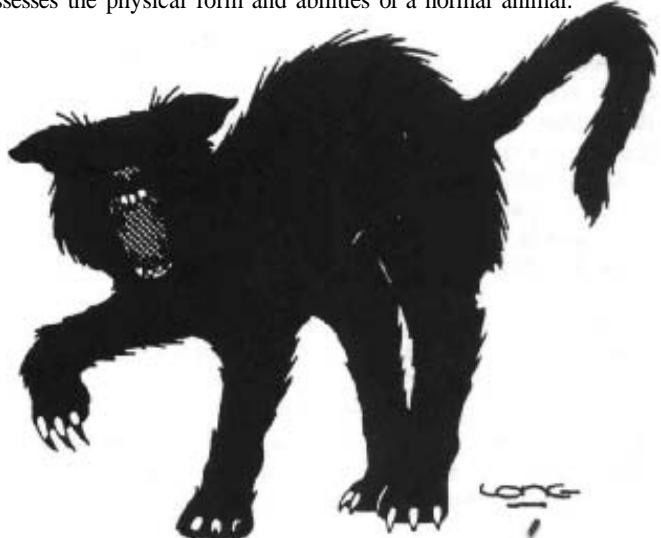
Armor Rating: None

S.D.C. & Hit Points: Becomes a mega-damage creature on **Rifts** Earth.

M.D.C.: 1D6x10

I.S.P.: 3D4x10, P.P.E.: 200.

The Eight Attributes: I.Q. 10, M.E. 19, M.A. 12, P.S. 21, P.P. 14, P.E. 20, P.B. 10, Spd 6D6+10; cunning, devious, treacherous and possesses the physical form and abilities of a normal animal.



Natural Abilities:

In addition to the special and supernatural abilities that follow, the familiar possesses all the abilities of the animal it has chosen as its host body, usually a cat, dog, rat, weasel, snake, hawk or raven.

1. The rapport between witch and familiar is much more developed because the familiar is also an intelligent creature. Thus, the communication is much the same as two humans conversing. The familiar may also allow the witch to see, hear, feel, taste, and smell everything it experiences, but this is at the discretion of the familiar, not the witch.
2. The greater familiar can speak, but will not do so without instructions from the witch. It will otherwise act as the animal it resembles.
3. Obeys only the witch and will follow his commands and wishes completely. However, should the witch defy the will of the true master, the familiar vow of obedience is broken and it can act completely independently, and torment or slay the witch.
4. Supernatural bond: The witch and demon familiar are linked, allowing the witch to draw P.P.E. and physical strength (hit points and S.D.C. or M.D.C.) from the creature. Endows the witch with an additional 20 hit points and 40 S.D.C. (or M.D.C. if a mega-being). If the familiar is slain, the witch permanently loses the 20 hit points, plus an additional 10 hit points (same is true of M.D.C.).
5. If the greater familiar is slain the witch will never again be given a greater familiar. However, a lesser familiar may be given as a replacement, but only after a period (one or two years) of time as punishment for allowing the death of a lesser devil or demon.
6. **Psychic Abilities:** *Roll Percentile dice to determine type and abilities:*

- 1-20 All psychic healer powers.
- 21-40 All sensitive powers.
- 41-60 All physical powers.
- 61-79 All sensitive and healer powers.
- 80-89 All physical and sensitive powers.
- 90-00 Select six super psionic powers.

All psi-powers are equal to a 6th level psychic; 140 I.S.P.

Magic Knowledge: Knows the same magic as the witch, but will only it if so commanded or if necessary to save the witch or itself.

Attacks Per Melee: Three physical or psionic, or one magic. Damage is equal to the supernatural P.S. attribute.

Bonuses: The demon animal is +2 to save vs magic, +4 to save vs horror factor, +1 to strike, +1 parry, +2 to dodge.

Size & Weight: Animal is rarely larger than a dog.

Witchery O.C.C.

Generally suggested as Non-Player Character Villain-

A witch is a person, man or woman, who draws his/her power from, and confers with, supernatural forces, usually evil. Witches are feared and powerful practitioners of magic, reputed for their dark secrets, illicit unions, and associations with supernatural monsters. They are generally, foul, evil, vengeful beings with little regard for others. With so many supernatural beings/intellegences attracted to **Rifts** Earth, there is a growing number of witches.

No Attribute Requirements: The requirement for becoming a witch is greatly different from the other O.C.C.s; it is simply to serve your dark lord and master faithfully, to the letter of your pact. Thus, anyone can become a witch despite any physical or mental deficiencies. In fact, it is often the bitter and/or angry individual who has been mocked, chastised because of physical deformity, physical or mental deficiencies, or lack of social status/position, who turns to witchery.

Alignment Limitation: Being that the nature of witchcraft is evil, all characters desiring to become a witch must be, or change to, an evil alignment. Gamemasters must be unbending on this rule, characters of

the witch O.C.C. are EVIL; miscreant, aberrant, or diabolic. Remember, these are not people forcing a devil or demon to do their bidding for the good of others, or even for selfish reasons, but are people who are joining demonic monsters as one of their faithful servants.

O.C.C. Skills:

- Speaks two additional languages (+ 10%)
- Lore: Demon & Monster (+ 20%)
- Lore: Faerie Folk (+10%)
- Pilot Hover Craft (+ 5%)
- W.P. Ancient of choice (select one)
- W.P. Modern of choice (select one)
- Hand to Hand: Basic

Hand to Hand: Basic can be changed to hand to hand expert at the cost of two "other" skills, or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select 10 other skills, but two must be from wilderness or domestic. Plus select two additional skills at level three, one at level six, one at level nine and one at level twelve.

Communications: Any

Domestic: Any (+10%)

Electrical: Basic only

Espionage: None

Mechanical: None

Medical: Any (+10%)

Military: Any

Physical: Any, except boxing, wrestling, and acrobatics.

Pilot: Any (+ 5%), except robots.

Pilot Related: Any

Rogue: Any (+ 10%)

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill.

Standard Equipment: Set of clothing, hooded robe, set of traveling clothes, M.D.C. body armor (any), knapsack, back pack, 1D4 small sacks, one large sack, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, first-aid kit, sacrificial dagger or short sword, laser scalpel, incense, wooden cross, pouch of salt, and mirror.

Weapons include a survival knife, energy handgun, energy rifle.

The vehicle of choice is often fast hover vehicles.

Money: The supernatural evil has seen to it that the character has had a sudden windfall at someone else's expense (i.e. found or stole valuables). Starts with 4D6x1000 in credits and 3D4x1000 in black market items.

Cybernetics: Starts with none and will avoid them, because they interfere with magic.



Warlock O.C.C.

Adapted from the Palladium Role-Playing Game

A warlock is a man or woman who draws his magic powers from a supernatural, elemental intelligence. Like the mystic and the witch, there is no true knowledge of the mystic arts, instead the warlock, through his link with the supernatural intelligence, intuitively knows certain spells. **Note:** A warlock is not a male witch.

One might assume that warlocks are closely attuned to nature, and in some ways they are, but not in the way one might think. They are not spiritualists, like the druids of England who try to live in harmony with their environment, instead, the warlock functions on a more primeval level. A level concerned with power, change and anarchy, for that is their vision of nature. Their world view is a picture of seething, unrestrained force, freedom, and change. As such, a warlock will bind himself to no man nor god, he is a free spirit to wander the universe to observe and instigate change. They can become the heads of State, or even Emperor of a Kingdom, or restrict their efforts to a life as a wandering philosopher, or both, during their lifetime. Life, adventure, power and freedom are all important. They appreciate the forces of nature and bend them to their will, but freedom is revered above all else.

Although there are places with comparatively large communities of warlocks (usually a guild or church with as many as 100 warlocks among their members), these practitioners of magic never preach the ways of magic, never try to convert anybody to any way of thinking, seldom even discuss their philosophy, and have no formal religious or political structure nor leader. Each group will be independent of the other. And as for philosophy, they believe that either one is born a warlock or not. Yet despite the lack of a supreme leader or formal laws/doctrine, warlocks all share the same basic philosophy and all show great respect and courtesy to each other. Even warlocks who are deadly rivals will first have a polite meeting to discuss the situation and to proclaim each other's intentions. Such meetings will inevitably end with a statement such as, "So my brother, I must regrettably destroy you and any who stand with you, be they brother or sister warlocks or valiant heroes." To which the other warlock responds, "Just as the wind and waves erode the mighty mountain, so must we clash, my brother." The two are likely to enjoy a meal together, shake hands or hug, and depart. But from that moment on, the line has been drawn and there shall be no mercy nor quarter given by either when that line is crossed. The blood and destruction caused by warring warlocks can be horrendous.

Warlock Powers

1. Choosing an Elemental Force. Although all 4 of the elemental forces are acknowledged and revered, the warlock must choose one or two specific elemental force(s) to tap into. Once the elemental force is selected it cannot be changed, and becomes the warlock's **life sign** and source of power. Warlocks may worship and/or honor and respect other forces and deities, but cannot become priests, and most are too carefree and anarchist to follow a different philosophy other than the one gained by the bonding with the elemental intelligence.

A warlock derives his magic powers and spells directly from his elemental lord/force in much the same way as a witch and some priests from their supernatural allegiance. The elemental being that represents the warlock's chosen (elemental) life sign gives him the power and grants him the elemental magic. The spell casting ability is not learned (like wizardry), but endowed by the elemental deity. The spell is cast by invoking the elemental power word(s) in a simple chant. Otherwise,

warlock magic in **Rifts** works like the ley line walker's magic. Each spell requires a certain amount of P.P.E. and once that energy is temporarily expended, no more spells can be cast.

2. Initial Spell Knowledge and Learning New Spells: A warlock has no power until an elemental force is chosen, and once chosen it cannot be changed. Select air, earth, fire, or water. Once the character has bonded with the elemental force of choice, he will be able to select three (3) new spells for every level of experience.

Choosing two elemental forces is a possibility, but the character must have an I.Q. 12 or higher and an M.E. 14 or higher. The advantage of this is that the warlock has a greater selection of elemental magic, being able to select one (1) spell from each category of the two elemental forces. The disadvantage is that a mastery of one elemental force is impossible.

For example: A warlock having chosen fire as his one elemental force will be able to wield/command the forces of fire only, while a warlock having chosen two elemental forces, like fire and air, can command both. The fire warlock will have a larger range of fire spells, while the fire and air warlock must divide his spells between both fire and air. Thus, at third level the fire warlock has nine fire spells, but the fire and air warlock has three fire spells and three air spells. Both possess elemental magic, but the fire warlock has greater control/mastery of his one elemental force, while the fire and air warlock has greater diversity of magic, but less control/mastery in each category.

Also knows the power words for the four elemental powers: Cherubot-kyn, Ariel-Rapere-kyn, Seraph-mytn, Tharsis-mycn and yin. And knows the mystic symbols of the four elementals and the six stone symbols for elemental forces.

3. Choosing and Gaining spells. At first level the warlock can select a total of two spells from the first level spells offered by his selected elemental life sign(s). As the warlock reaches a new level of experience, he is allowed to select two new spells. The level of the spell selection is limited to the experience level of the warlock. This means a warlock can not select an elemental magic spell above his own experience level.

For Example: A water warlock (having one elemental lord) can select any three first level water elemental spells at first level. At second level, the warlock chooses another three water spells, but is able to choose from the range of spells listed under first and second level. Upon reaching third level of experience, the warlock can again choose three water spells, but this time is able to make his selections from the full range of water spells listed under levels 1, 2, and 3. When a warlock reaches eighth level or higher, he can choose spells from any level, one through eight. **Note:** Warlocks with two elemental lords gain and choose spells in the exact same manner, except that they can choose only one spell from each of the two elemental magic categories per level.

Under no condition can a warlock learn any spells other than those provided by his elemental deity. Warlocks, along with witches and some clergy, have no knowledge of spell magic nor any other magic, because their powers are given to them through a supernatural force, not learned.

4. P.P.E: The disciple of one elemental force gets $2D4x10 + 20$ P.P.E., in addition to the P.E. attribute number. Add 2D6 P.P.E. for each additional level of experience.

The disciple of two elemental forces gets $2D4x10 + 40$ P.P.E., in addition to the P.E. attribute number. Add 2D6 P.P.E. for each additional level of experience.

Unlike most practitioners of magic, the warlock cannot draw P.P.E. from other living creatures, but can draw the mystic energy from elemental beings of his life sign, ley lines, nexus points, and magic storage cells, like certain talismans.

5. Magic Bonuses: +2 to save vs horror factor, +1 to save vs magic, and +1 to save vs possession.



6. Speak Elemental. All elementals communicate in a strange language that is a combination of telepathy and the spoken word. All warlocks can speak and understand this language at 98%, but to all others this language is incomprehensible. Elementals do not have a written language.

7. Sense Elementals. Warlocks are so attuned to true elemental forces that they can actually sense the presence of an elemental within a 120 foot area (36.6 m). If elemental forces appear to be at work, the warlock can deliberately try to sense an elemental's presence and enjoys a +20% sensory bonus and doubled sensing range (240 ft/73.2 m). Also, the attunement to elemental forces gives the character an automatic ability to sense an elemental's presence within the earth, water or air; 25% plus 5% per each level of the warlock's experience.

Furthermore, a warlock will intuitively recognize/sense a fellow warlock and instantly know which elemental force(s) he or she is allied to (experience level, alignment, etc., is not known). There is also a 75% chance that a warlock can see an invisible elemental despite its nature of invisibility, including air elementals, spirits of light, and the demonic jinn. Warlocks know and understand as much about elementals as humanly possible. See the Elementals section for a detailed description about elementals.

8. Sense the Nature of the Life Sign. A water warlock can sense the location and direction of a body of water, river, lake, etc, within a 100 miles (160 km); 62%+ 2% per level of experience. They can also accurately predict the amount of moisture in the air and the likelihood of rain, fog, snow, hail, etc, and when a storm will hit (accurate within 6D6 minutes). When crossing a body of water they can sense the shallowest and/or safest path to cross. As well as tell whether the water is contaminated by taking a tiny sip; 30%+ 5% per level of experience.

Earth warlocks can recognize virtually all natural minerals, from gold to iron with amazing accuracy; 62% + 2% per level of experience. They can sense tremors in the earth from quakes, explosions, heavy equipment and similar seismic disturbances within a 40 mile area (64 km). More importantly, they can sense danger located in the earth, like loose rock, quicksand, and land mines; 32%+ 4% per level of experience. Under-ground, the earth warlock has an unerring sense of direction; 80% + 2% per level of experience.

Air warlocks can tell the direction of the wind and accurately tell/sense time by observing the heavens; 62% + 4% per level of experience. They can also sense the coming of storms, including ley line storms, and other atmospheric disturbances; 30% + 5% per level of experience. They can also sense impurities in the air and be warned if the contaminants are hazardous, 30% + 5% per level of experience.

Fire warlocks can sense the presence, general direction and distance of fires as small as a campfire, within a 40 mile area (64 km). A forest fire can be sensed as far as a 100 miles (160 km); success ratio is 62% + 2% per level of experience. The warlock can accurately sense air and surface temperatures and changes in air temperature. This power can extend to feeling an engine to tell how recently it was used (accurate within 6D6 minutes) or whether a person has a fever; 30% + 5% per level of experience.

9. Special abilities: Water: The character can instinctively swim at a proficiency of 65% or gets a bonus of + 20% if swimming and/or scuba are selected as learned skills. Can hold breath for up to five minutes.

Earth: The character can instinctively perform holistic medicine at 50% proficiency and identify plants & fruits at 65%, or gets a bonus of +12% if either is selected as a learned skill.

Air: The character instinctively knows astronomy at 65% and basic electronics at 50%, or gets a 20% bonus if selected as learned skills. Can also hold breath for up to 10 minutes.

Fire: The character radiates a protective aura that makes him, his clothes, and body armor (does not protect power armor, bots, vehicles or other people) impervious to normal fires (do no damage), but mega-damage fires, including magic and plasma, do half damage.

10. The Brotherhood — Etiquette Between Elemental Forces. No elemental will hurt their little mortal brothers (warlocks) unless absolutely necessary, provoked, or attacked first. Again, it is a result of the mysterious bond that is shared between elemental and warlock. Even if the elemental has been commanded/forced to kill a warlock as part of its quest, it will first warn the warlock of its mission, apologize, and state that it understands that the warlock may feel compelled to fight back. After these formalities the elemental will attack without hesitation or mercy.

If a warlock encounters an elemental that is guarding a passageway • or object that he must use/get, the elemental will warn the warlock that it must kill him if he persists, and it will do so without hesitation if he does. Likewise, if a group of adventurers engage in combat with an elemental it will destroy all of them except the warlock in the group. Only when the warlock confronts the elemental will the elemental strike back, but only after inquiring, "Why do you oppose me, little brother?" An appropriate response would be something like, "Because I must" or "Because I must pass." Elementals do not understand the concept of friendship, so saying that you are protecting the group because they are friends would be an explanation falling upon deaf ears. The elemental will accept "I must." If the little brother must, he must, just as an elemental does as it must. However, the warlock can stop the battle, discuss the situation, find out who is responsible for the elemental's mission and slay that person, which usually (but not always) frees the elemental from its commitment. Or, the elemental may tell the warlock of a different entrance or way to get the item without a confrontation.

11. Summon Elementals. A warlock can summon only the type of elemental that is his chosen life sign. This means the fire warlock can

only summon a fire elemental and only *lesser* elementals will respond. When the warlock is high level, 9th or better, he may be able to summon a greater elemental at half the normal success ratio.

The summoning process can be attempted only once a day (24 hour period) as the process is very emotionally and physically taxing. A physical symbol of the elemental force must be present as the focal point of concentration. The symbol of the elemental must be scrawled on the floor in charcoal or in dirt/dust. On **Rifts** Earth, the normal two hours of concentration and chanting are dramatically reduced to 2D6 minutes! Only a warlock may summon an elemental in this way. Success ratio: 5% per each level of the warlock's experience, + 10% on a ley line or +20% at a nexus.

Once summoned, the warlock is able to request the elemental to aid him in battle or any activity for an unlimited length of time. However, the elemental will want to go back to its own world after a day or two. Only the summoning warlock can release it to return to its own dimension. The elemental will become increasingly insistent about being released with the passing of each day. This will quickly change to anger and hostility at an accumulative rate of 12% per week. The usual etiquette between elemental and warlock is lost when pressed into slavery and the percentage indicates the degree of its hostility and the likelihood of it killing the warlock (roll once for every week that passes). If the roll is under the hostility percentage, the elemental will be angry enough to kill the warlock. **HOWEVER**, it will first warn the warlock that it will kill him if he does not release it, now! Elementals never bluff. The elemental will generally obey only the warlock and will follow any command without question, including fighting to the death.

Summoning Note Number One: Only a warlock who is the foulest of the foul will intentionally allow an elemental brother that he has summoned to die. Even the most minor of elementals, like the phantom, should not be allowed to die if it can be helped. One means of preservation is to release the elemental from its summoning bondage. With the words, "I release you," the elemental instantly disappears, dimensionally teleporting back to its homeworld, for it is the warlock and his will that binds it to this realm of existence.

Summoning Note Number Two: The warlock may also be able to summon minor elementals and fragmented essences from an elemental intelligence by means of an elemental spell. These are even less powerful beings than a lesser elemental and don't count as an official summoning, they count as a spell.

12. Warlocks and Weapons. Warlocks are not limited in any way as to the selection and use of weapons. However, most have minimal combat training. They seem partial to weapons made of wood or metal and weapons that shoot projectiles.

13. Colors and Clothing. Warlocks all wear colors and clothing that is indicative of his or her particular elemental life sign. Air: White or light pastel colors. Earth: Brown, black or green. Fire: Red, orange or yellow. Water: Any shade of blue. Brown is the universal color symbol of elemental forces and can be worn by a warlock of any elemental force. The traditional dress for a warlock is a hooded robe the color of his chosen element, any armor is underneath the robe. Jewelry will also correspond directly to their elemental life sign. Air: Diamond or sapphire. Earth is onyx. Fire is a ruby or topaz. Water is the emerald or pearl. There are no restrictions as to body armor, except that warlocks tend to avoid plastics and power armor.

Notes about Elementals

It is very important to stress here that elementals generally have absolutely no regard for the lives or activities of mortal creatures. They will step on a baby or destroy a town if so commanded, or if in a rage, or out of ignorance/negligence. To an elemental, creatures of this dimension (including all intelligent races) are just bugs, without value. It is not because they are evil, because there is no ill will or evil intent, but because elementals are so completely different, they have no comprehen-

sion of life as we know it, nor the concept of law, or good and evil. In this regard the elemental pays no heed to the harm or damage it may cause in its attempt to obey a warlock's command. For example: Telling a fire elemental to go into town and get something or somebody will send it stomping through the streets, perhaps stepping on innocent people and harmless vehicles, and setting buildings on fire.

Only a warlock can freely converse with an elemental without being ignored, torn limb from limb, or needing some kind of protection (circle, charm, ward, etc.). An elemental will not accept someone because he is the friend, kin, or lover of a warlock. They will accept and befriend ONLY warlocks, none other. In fact, elementals are so friendly toward warlocks that they have been known to stop in the middle of a massacre to converse. **Note:** This applies only to true elementals and not spirits or light or demons.

Most elementals (98%) never leave the elemental dimension, which is their home, unless impressed against their will into some activity by a magic user, usually a shifter, summoner, diabolist, or warlock, occasionally a techno-wizard. As a slave, especially to non-warlocks, they show their enslaver little loyalty. This means a slave elemental will tell a brother warlock everything they know about their mission or any other subject that he may inquire of them. Elementals and warlocks share a great kinship between each other, in a strange, metaphysical way, and both will always try help each other. Both man and monster are uncommonly courteous and friendly toward each other, unless that warlock is known as a cruel or destroying enslaver of elementals. If the latter is the case, the warlock will be treated as if he were an enemy and possibly attacked if he continues to pester the irate elemental. Of course, any warlock worth the title, and desirous of the friendship of elementals, will sincerely offer his aid to help an elemental with any quest, or duty, or dilemma to ease its burden. Often, being courteous and generous to their little mortal brothers, they will decline the offer, but many warlocks will aid their elemental friend/deity anyway.

Along this line of thought, warlocks are aware that elementals don't like to stay away from their home dimension. Elementals pressed into service (and often carelessly destroyed) by uncaring shifters, summoners and other practitioners of magic will beg a warlock to free them. Unless the warlock is true scum or the forces he must fight to win their freedom is far too powerful for him, the warlock will try to help the elementals, especially if the creatures are the same as his or her chosen life sign. This is true of both good and evil aligned warlocks. Likewise, most warlocks are extremely diligent in their efforts not to kill any elemental that they have summoned. If an elemental is left to guard something, the warlock will usually put in the condition that at the point that the elemental senses its destruction it is free to return home (*see summoning elementals*).

Warlock O.C.C.

Alignment: Any. Although the elemental forces to which the warlocks are linked may be very chaotic and freewheeling, a warlock can be any alignment. Remember, the concepts of alignments and laws are unfathomable to true elementals (generally anarchist alignment).

Attribute Requirements: I.Q. 6 or higher, M.E. 10 to choose one elemental force, or I.Q. 12 and M.E. 14 to choose two elemental forces.

O.C.C. Skills:

Speaks two additional languages (+10%)

Literate in language of choice (+10%)

Lore: Demon & Monster (+10%)

Lore: Faerie Folk (+5%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Pilot Hover Craft (+5%)

W.P. Ancient of choice (select one)

W.P. Modern of choice (select one)

Hand to Hand: Basic

Hand to Hand: Basic can be changed to hand to hand: expert at the cost of two "other" skills, or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select 8 other skills, but two must be from wilderness or domestic. Plus select two additional skills at level three, one at level six, one at level nine and one at level twelve.

Communications: Any

Domestic: Any (+10%)

Electrical: Any

Espionage: Tracking only (+ 5%)

Mechanical: Any

Medical: Any (+ 10% on holistic medicine)

Military: None

Physical: Any, except boxing and acrobatics.

Pilot: Any (+ 5%), except robots.

Pilot Related: Any

Rogue: Any

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+ 10%)

Secondary Skills: The character also gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill.

Standard Equipment: Set of clothing, an appropriately colored hooded robe, set of traveling clothes and extra robe, light M.D.C. body armor, knapsack, back pack, 1D4 small sacks, one large sack, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, first-aid kit, flint and charcoal, wooden cross, and elemental symbol.

Weapons include a survival knife, automatic pistol or Triax pump weapon, and two weapons that match the two O.C.C. weapon proficiencies.

The vehicle of choice is often a horse or other live animal, with small, fast hover vehicles, like the hover cycle, another favorite.

Money: The importance and amount of money attained by a warlock will depend on his personal goals and desire for wealth and power. Starts with 2D6x1000 in credits and 3D4x1000 in black market items.

Cybernetics: Starts with none and will avoid them.

Elemental Magic Descriptions

Elemental magic only goes up to eighth level and, except for those listed in the spell section of **Rifts** or the **Palladium RPG**, are not available to other magic occupational character classes. Note: In some cases the spell's specifics, such as duration and damage, have been changed, and the availability of a few of the elemental spells has been changed from the original RPG.

Air Elemental Magic Level One: Air

Breathe Without Air

Range: Self or others by touch

Duration: 12 melees per level of experience

Saving throw: None

P.P.E.: Three

This spell enables the person affected to function totally without air, whether it be underwater or in a vacuum or in an area with little or no oxygen. This spell does not protect the person from magic toxins (miasma, cloud of slumber) or any other type of magic, but does protect against natural toxins such as gas.

Thunder Clap

Range: Directly affects the immediate area (30 ft/9 m) around the magic weaver, but can be heard up to a mile away.

Duration: Instant

Saving throw: Save vs horror factor

P.P.E.: Two

The warlock is able to create a booming clap of thunder that is so loud that it seems to make the air vibrate. This is an effective method of intimidation, showing others anger, power, or simple theatrics. This provides the warlock with a bonus of + 5 on his initiative, + 1 to strike, parry and dodge, and creates a horror factor of 8 (+ 1 per every other level of the warlock's experience).

Cloud of Slumber

Range: 90 feet (27.4 m)

Duration: Four melees per level of the warlock

Saving throw: Standard

P.P.E.: Four

This spell creates a 20 x 20 x 20 foot (6 m) cloud which magically induces sleep instantly on all who pass through it. All affected will sleep until the cloud dissipates and until then, they cannot be roused, unless dragged from the cloud, in which case they will wake in 1D4 melees.

Cloud of Steam

Range: 90 feet (27.4 m)

Duration: Four melees per level of the warlock

Saving throw: A successful save means it inflicts half damage.

P.P.E.: Four

The warlock creates a cloud of steam that covers a 30 foot area (9 m), up to 90 feet (27.4 m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage for each melee round (15 seconds) spent in the cloud, as well as being temporarily blinded for 1D6 melees. While in the cloud, victims can not see and are in pain; -9 to strike, parry, and dodge. Not effective against body armor or mega-damage beings, but the visibility while in the cloud is nil; effectively blind.

Create Light

Range: Six foot (1.8 m) radius per level of the warlock

Duration: 10 melees per level of the warlock

Saving throw: None

P.P.E.: Two

The warlock is able to magically create a light that is approximately the equivalent of one candle per level of the warlock. As with all spells, it can be canceled at any time and the warlock can increase or decrease the light intensity by thought. The light can remain stationary or follow him. Will not affect vampires.

Create Mild Wind (2 mph/3.2 km)

Range: 320 foot radius

Duration: Four melees per level of the warlock

Saving throw: None

P.P.E.: Four

This spell conjures up a mild wind of about two mph. The warlock can control the wind's direction and can direct it up to 400 feet away (122 m).

Stop Wind

Range: 100 foot radius (30.5 m)

Duration: Three melees per level of the warlock

Saving throw: None

P.P.E.: Five

The warlock is able to completely still the wind for a 100 foot (30.5 m) radius. No breeze or wind can penetrate this area; all is still. This spell only affects winds gusting under 25 mph (40 km).

Level Two: Air

Change Wind Direction

Range: 300 foot (91.5 m) radius

Duration: Four melees per level of the warlock

Saving throw: None

P.P.E.: Six

This spell enables the warlock to change the direction of the wind to any direction he wants, as often as he wants, within the spell's duration period.

Create Air

Range: Five foot (1.5 m) radius

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

Saving throw: None

P.P.E.: Six

The warlock is actually able to create breathable air in a six foot (1.8 m) area. This is not an air bubble, so it must be done in an enclosed area, otherwise it will just dissipate. This spell does not work under water.

Heavy Breathing

Range: 60 feet (18.3 m)

Duration: Five melees per level of experience.

Saving throw: Standard

P.P.E.: Five

The warlock is able to conjure a mysterious, frightful sound of heavy, labored breathing as if something invisible was lurking about. The warlock can mentally manipulate the sound, increasing or decreasing the breathing rhythm and move the sound around, up to 60 feet away. The breathing can be heard in a six foot (1.8m) radius. Those hearing the breathing will become fearful and panicky. There is a 60% chance that the frightened fellow will flee in terror. Those who hear the breathing but do not run will be - 2 to strike and - 1 to parry and dodge as they shake in their boots.

Saving throw: Standard; those who save are not affected/fearful.

Howling Wind

Range: 100 feet (30.5 m)

Duration: Four melees per level of the warlock

Saving throw: Save vs horror factor 15 every melee.

P.P.E.: Seven

The warlock is able to create a mild wind which creates an ominous, ghostly howling. All who hear the wind will become nervous and/or fearful, reminiscent of a banshee's low moaning when death is near. Creates a horror factor of 15. A save vs horror factor must be made; those who fail to save will lose one melee attack and initiative, and are -1 to strike, but +2 to parry and dodge (panicky, adrenalin flowing). There is also a 1-40% chance they will flee the immediate area, fearing ghosts, banshees, or worse. Those who hear the howl and save vs H.F. are okay but tense.

Levitate

Range: 30 feet (9 m) per level of experience.

Duration: Five melees per level of experience.

Saving throw: None

P.P.E.: Seven

The warlock can lift himself, someone, or something, up into the air. Maximum weight is 200 pounds (90 kg) per level of experience. The maximum height is 30 feet (9 m) per level of the warlock. Levitation is the ability to rise straight up into the air, horizontal movement is impossible.

Mesmerism

Range: Five feet (1.5 m)

Duration: Four melees per level of the warlock

Saving throw: Standard

P.P.E.: Seven

The warlock conjures a nearly invisible, swirling mist which creates a hypnotic state on the person who sees it (affects one intelligent creature at a time). The swirling mist places the victim into a trance in which all he can do is stand motionless, oblivious to all around him, loses all attacks and parries/melee actions.

Miasma

Range: 100 feet (30.5 m)

Duration: Four melees per level of the warlock

Saving throw: Standard

P.P.E.: Seven

This spell creates a poisonous vapor that can be cast up to 100 feet (30.5 m) away and affects a 20 foot (6 m) area. Those affected will instantly fall ill, struck with fever and vomiting. All victims take 1D4 S.D.C./hit points of damage each melee while in the vapor area, and are - 3 to strike, parry, or dodge. Not effective against mega-damage armor or beings.

Northwind

Range: 200 foot (61 m) radius

Duration: 6 melees per level of the warlock

Saving throw: None

P.P.E.: Seven

The warlock is able to create a biting cold wind gusting up to 15 mph (24 km). This wind will chill everyone to the bone unless they seek shelter or bundle up; drops temperature to about 10 degrees below freezing.

Silence

Range: 10 foot area (3 m) per level of experience.

Duration: Five melees per level of the warlock

Saving throw: None

P.P.E.: 10

Creates an atmospheric condition that muffles all sounds, controlling the air's vibrations the warlock can muffle any sound within the area of affect, including radio transmissions, which are barely audible and must be repeated twice to be heard. The pocket of silence can also be used to prowl at a level of 90%, so even a small group clad in clanking armor is silent. The spell affects only sound within the area of atmospheric manipulation.

Level Three: Air

Air Bubble

Range: 15 foot bubble

Duration: 15 minutes per level of the warlock

Saving throw: None

P.P.E.: 10

The warlock is able to create a durable, 15 foot air bubble. The air bubble will contain breathable air for its duration and can be used under water. The bubble can be pierced and popped by 1D6 M.D. damage. The bubble has 1D6 M.D.C.

Call Lightning

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

Duration: Instant

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

Saving throw: None

P.P.E.: 10

This spell creates a lightning bolt which can be directed at any specific target up to 100 feet away per level. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the warlock's line of vision.

Float in Air

Range: Self or other within 30 feet (6 m) per level of experience.

Duration: 10 melees per level of the warlock

Saving throw: None

P.P.E.: Six

This spell creates air currents which hold a person or object aloft, hovering about one foot above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. Speed of the floating person is reduced to half, all attacks, strikes, parries, and dodges are at — 1.

Darkness

Range: Five foot (1.5 m) area per level of the warlock

Duration: 10 melees per level of the warlock

Saving throw: None

P.P.E.: 10

This is an unnatural darkness which cannot be dispelled by normal flames. Nightvision and optic systems are cut to half in such enchanted darkness, and passive nightsight is blinded. Only the warlock can see clearly in the darkness; add + 15% prowl skill and +1 to strike. Victims that are blind in the darkness are —9 to strike, parry and dodge.

Fingers of the Wind

Range: 40 feet (12 m) per level of experience.

Duration: Three melees per level of the warlock

Saving throw: None

P.P.E.: Eight

The warlock can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam doors shut, or move or knock over small items weighing less than 10 pounds (4.5 kg).

Northern Lights

Range: Affects a 30 foot (9 m) area and can be cast 60 feet (18.3 m) away.

Duration: Four melees per level of the warlock

Saving throw: Standard

P.P.E.: 12

This spell conjures forth a kaleidoscope of swirling, changing colors, stunning/dazzling ALL who behold it. Victims will gaze helplessly into the dancing colors, not speaking, moving, attacking, parrying, dodging, etc., for the duration of the light show. All senses return at spell's end. This spell can be cast up to 60 feet (18.3 m) away.

Resist Cold

Range: Self

Duration: 30 melees per level of the warlock

Saving throw: None

P.P.E.: Eight

The warlock is able to resist/ignore the effects of cold, functioning without discomfort or ill effects up to zero.

Walk the Wind

Range: Self or others

Duration: 20 melees per level of the warlock

Saving throw: None

P.P.E.: 10

This is a sort of limited fly spell, enabling those enchanted to hover up to 20 feet (6 m) off the ground and glide along the wind currents. Warlocks love to impress people by casting this spell and walking into the sky as if climbing a staircase. Speeds: walking is equal to the person's normal speed attribute, gliding on the wind up to 20 mph (32 km). This spell offers maximum control and maneuverability, +1 to parry, +2 to dodge. There are no restrictions in combat.

Wind Rush (60 mph)

Range: 120 feet (36.6 m)

Duration: One melee (15 seconds).

Saving throw: 18 or higher; to keep balance.

P.P.E.: 10

This spell creates a short, powerful wind, gusting at 60 mph (96.5 km), which is capable of knocking people down, knocking riders off mounts, blowing small objects about 100 feet (30.5 m) away, or creating dust storms.

The wind can be directed by the warlock at a specific target or a general sweep (maximum wind width: 20 feet/6 m) can be made. Any caught in the wind are helpless and unable to attack or move forward. It takes an additional melee to recover, and 1-8 to gather up all the items blown away. **Saving throw:** a roll of 18 to 20 saves one from losing one's balance and/or losing some item.

Level Four: Air

Ball Lightning

Range: 60 feet (18.3 m) per level of experience.

Duration of the hurled balls: Temporary.

Electrical Field Duration: Four melees (one minute) per level.

Damage: Hurling balls: 3D6 M.D. plus one M.D. per level of experience. Electric field: 3D6+1D6 M.D. per level of experience.

Saving throw: None

P.P.E.: 15

This spell creates three basketball-sized balls of lightning which will hover at the side of the warlock. With a simple gesture, the three balls are hurled at their target. The warlock character must roll a 20-sided die to strike, just as if the balls were a normal thrown weapon, but the magic balls are +5 to strike.

An **electrical field** can be created by placing the three balls in a triangular formation about four feet (1.2 m) apart. This creates an electrical energy field that covers approximately a ten foot area per level of the warlock. Anyone who touches the field or tries to pass through it suffers damage.

Destroying the field is possible if all three balls are destroyed. Each ball has 20 M.D.C.

Calm Storm

Range: 90 foot (27.4 m) radius per level of the warlock.

Duration: 10 minutes per level of the warlock.

Saving throw: Special

P.P.E.: 20

The warlock can impose his will over the forces that be, reducing the intensity of a storm by half. The warlock can affect/influence a 90 foot (27.4 m) radius per level of experience.

Saving throw: This calming effect is automatic against normal storms of any kind. Calming magically created storms is more difficult as it pits the warlock against the storm's creator. This mental and magic duel is exactly like the wizard Negate Magic.

Dissipate Gases

Range: 30 foot (9 m) radius

Duration: Four melees per level of the warlock.

Saving throw: None

P.P.E.: 15

This spell dissipates/destroys all gases, including magical. It reduces all damages and side-effects by half and will completely dissipate a 30 foot (9 m) radius of gas in eight melees.

Freeze Water

Range: 30 feet (9 m)

Duration: Varies

Saving throw: None

P.P.E.: 10

The warlock is able to instantly freeze 20 gallons (75.7 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Invisibility

Range: Self or 6 foot (1.8m) area.

Duration: Four melees (one minute) per level of the warlock.

Saving throw: None

P.P.E.: 20

This spell renders the warlock or everyone/everything in a six foot (1.8 m) area invisible. The spell requires intense concentration on the part of the warlock, preventing him from casting any additional spells unless he drops the invisibility. He cannot perform any complicated task lest he lose concentration and become visible. All effects and abilities are identical to the wizard spell of invisibility.

Leaf Rustler (fragmented elemental essence)

Range: Immediate area

Duration: 30 minutes

Saving throw: None

P.P.E.: 15

Through this spell the warlock is able to summon and command a simple, mischievous air elemental essence fragment from an intelligence. This air elemental can be assigned an area or told to follow a particular person or group and rustle leaves, make noise, breathe heavy, knock over objects, slam doors, tap, thump, blow out candles, etc.

Leaf Rustler

- **M.D.C.:** 25

- Invisible, three feet tall (0.9 m), **P.S.** 4, **P.P.** 6, flying speed 20 mph, +4 to dodge, two melee attacks/actions.

The leaf rustler is too puny to steal any item weighing more than three pounds (1.4 kg) and is too dumb to spy/gather intelligence or follow complicated orders. It will remain in this world until the spell's duration ends or the warlock sends it back.

Phantom Footman (fragmented elemental essence)

Range: Immediate area.

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: 20



This is another spell that enables the warlock to summon and command an air elemental essence fragment. This invisible assistant will stay at the warlock's side (within 200 feet/61 m) helping to carry items, open doors, locate secret compartments/doors (89%), fly slightly ahead to check out a passage, etc.

Phantom Footman

- **M.D.C.:** 40

- Invisible, six feet (1.8 m) tall, **P.S.** 20, **P.P.** 8, flying speed 35 mph, +1 on initiative and parry, +4 to dodge, two melee attacks/actions per melee, and can see the invisible.

The footman can carry up to 1000 pounds and still moves at its maximum speed. It can perform simple tasks and simple reconnaissance. The elemental servant will obey only the warlock and will stay within 1000 feet (305 m) of him. It will remain in this world until the spell's duration elapses or it is sent back by the warlock. Its supernatural strength means it can inflict 1D6 M.D. from a punch or 2D6 M.D. from a power punch.

Protection from Lightning

Range: Self

Duration: 10 melees (2.5 minutes) per level of the warlock.

Saving throw: None

P.P.E.: 20

The warlock is able to make himself nearly impervious to lightning or electrical effects; no damage.

Level Five: Air

Breath of Life

Range: Touch

Duration: Permanent

Saving throw: None

P.P.E.: 60

The warlock can revive a recently dead person by invoking the elemental magic and pressing his mouth to the dead person's mouth and blowing his breath into the lungs of the corpse. The person will revive in 1D4 melees if successful. Success Ratio: 70% + 1% per level of experience. This spell can be attempted only once, although another warlock can try on the same body.

This is the only life-restoring elemental magic spell that exists. It will restore life to any creature which has died within the past 24 hours. The breath of life restores life into someone who is recently dead, but does not restore missing limbs, heal burns, or cure insanity. It only restores one-half of the creatures' original hit points, the rest must be regained through rest and medical means.

Circle of Rain

Range: 60 foot (18.3 m) radius per level of the warlock.

Duration: 15 melees per level of the warlock.

Saving throw: None

P.P.E.: 25

Through this elemental magic the warlock can create a heavy downpour accompanied by thunder, lightning, and clouds. Anyone in the circle of rain will become soaking wet, chilled, movement slowed by one-third, and the sense of hearing and vision will be impaired (both normal and nightvision reduced to 30 feet/9 m). This magic can be done indoors and outdoors.

Darken the Sky

Range: 300 feet (91.5 m) per level of the warlock.

Duration: 30 minutes per level of the warlock.

Saving throw: None

P.P.E.: 25

The warlock is able to manipulate atmospheric conditions by causing the sky to suddenly darken, causing grey and large, black, ominous clouds to roll in as if a terrible storm were coming. A slight chill also permeates the area. This can only be done outside.

Detect the Invisible

Range: 60 feet (18.3 m) in line of vision.

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: 10

The warlock is able to see/detect an invisible creature within his line of sight clearly and distinctly. The spell endows only the warlock with this ability.

Invisible Wall

Range: 60 feet (18.3 m) away, covers a 10 foot (3 m) area per level of the warlock.

Duration: Four melees (one minute) per level of the warlock.

Saving throw: None

P.P.E.: 30

This elemental magic creates an invisible wall composed of wind and water that cannot be easily penetrated because it continually renews itself; 50 M.D.C. per melee. A dispel magic barrier spell will destroy it completely in the blink of an eye. Likewise suffering double M.D.C. damage (100 points) in a single melee will completely destroy it. This spell can be cast up to 60 feet away.

Phantom (fragmented elemental essence)

Range: Immediate area.

Duration: 15 minutes per level of the warlock.

Saving throw: None

P.P.E.: 30

This is another spell that enables the warlock to summon and command an air elemental essence fragment. This invisible assistant can be sent to scout ahead, spy, hunt, kill, defend, attack, carry items, locate secret compartments/doors (89%), etc. There is no limit to the distance it can travel away from the warlock.

Phantom

- M.D.C.: 80
- Invisible, eight feet (2.4 m) tall, P.S. 22, P.P. 19, I.Q. equal to 10, flying speed 45 mph, +2 on initiative, +4 to strike and parry, +7 to dodge, and can see the invisible.
- Can cast all level 1-4 air elemental magic; 100 P.P.E.
- Four physical attacks per melee or two by magic, and inflicts 2D6 M.D. from punch or 4D6 M.D. from a power punch (counts as two attacks).

The phantom can carry up to 1100 pounds (495 kg) and still moves at its maximum speed. The elemental servant will obey only the warlock and remain in this world until the spell's duration elapses or it is sent back by the warlock. Its supernatural strength means it can inflict mega-damage. When ordered to kill someone it will use what weapons that are at hand and/or magic.

Whirlwind

Range: 300 feet (91.5 m) distance per level of the warlock, but must always be within sight.

Duration: Four melees (one minute) per level of the warlock.

Saving throw: None

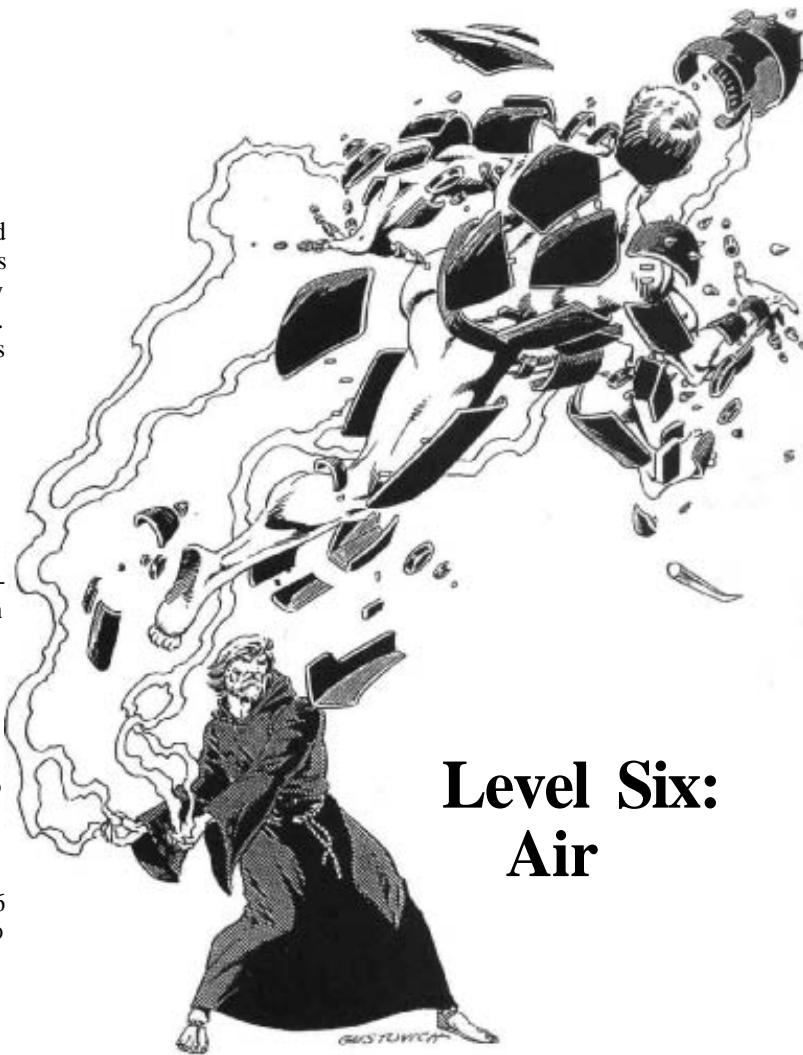
P.P.E.: 30

The warlock creates a whirlwind, which is a rotating windstorm of limited intensity, moving in an inward and upward spiral motion. Its

75 mph (120 km) winds will suck up, hurl and dash to the ground anyone or anything within its 20 foot (6 m) area. Everyone caught in the whirling wind cannot attack, cast spells, speak, etc., for one full melee before being hurled to the ground about 40 feet (12m), suffering 2D6 + 2 M.D. and are dazed for an additional 1D4 melees (all attacks and bonuses are reduced to half).

S.D.C. objects such as wooden doors, fences, walls, cars, etc., exposed to the full force of the whirlwind will be smashed within one melee. S.D.C. stone and metal is hammered into scrap at a rate of ten feet per every four melees/one minute.

The whirlwind can move in all directions at once, but must be directed by the warlock, requiring his full attention. This means that the whirlwind can be sent to strike a foe equal to the warlock's number of hand to hand melee attacks. The whirlwind can strike targets within a 300 foot area, traveling at 75 mph. A warlock cannot cast any other spells while maneuvering a whirlwind and must be within 300 feet of it.



Level Six: Air

Electrical Field

Range: Affects a ten foot (3 m) area per level of the warlock, up to 200 feet (61 m) away.

Duration: Two minutes per level of the warlock.

Damage: 4D6+ 10 M.D.

Saving throw: None

P.P.E.: 35

The electrical field is a crackling wall of energy that inflicts mega-damage on anyone who attempts to pass through it. There is also a 50% chance of being stunned for 2D6 melees, taking an additional 4D6 M.D. for each melee caught in the field. All damage is subtracted from

hit points and not armor S.D.C. The field cannot be attacked or destroyed, but a dispel magic barrier or negate magic spell will destroy it instantly.

Electro-magnetism

Range: Affects a 40 foot (12m) area and can be cast up to 300 feet (91.5 m) away.

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: 40

This spell creates an area that is super magnetized. Any iron or iron alloy that enters its radius will be irresistibly drawn to the center or the field and held there until pulled away or the spell elapses. This will include iron objects in knapsacks, pockets, belt buckles, tools, rail guns and their ammunition, vehicles, bots, etc. (borgs and cybernetics are not made of iron). The magnetic force is invisible and undetectable except for its irresistible pull. To remove an object requires a combined strength (P.S.) of 600. The force can pull and hold a single object weighing up to 1000 pounds per level of the creating warlock. The magnetism is so strong that it will rip swords from their scabbards, iron utensils from pockets, and draw to it an entire suit of iron armor, man and all. A dispel magic barrier or negate magic spell can destroy the field; the magnetic field has a +5 to save, however.

Mist of Death

Range: 90 foot distance (27.4 m), affects a 10 foot (3 m) area.

Duration: One melee

Saving throw: Standard

P.P.E.: 40

This elemental magic spell creates a toxic, red mist that covers a 10 foot area (3 m), inflicting 30 points of damage direct to hit point damage to everyone who breathes it or touches it with bare skin. Or 15 M.D. to mega-damage creatures. The mist lasts only one melee (15 seconds), then dissipates. Does not affect people in environmental armor or airtight compartments.

Snow Storm

Range: Affects a 30 foot (9 m) area per level of the warlock and can be cast 50 feet (15.5 m) away per level of experience.

Duration: Two minutes (8 melees) per level of the warlock.

Saving throw: none

P.P.E.: 50

Drops the temperature to 15 degrees Fahrenheit, creates 30 mph winds and snow and hail with a three foot (0.9) accumulation every other melee/30 seconds. Reduces speed by half and vision, including optics, to 20 feet (6 m), and inflicts 10 S.D.C. points of damage each melee.

Vacuum

Range: Affects two foot (0.6 m) area per level of the warlock and can be cast up to 10 feet (3 m) away.

Duration: One minute (4 melees) per level of the warlock

Saving throw: Special

P.P.E.: 40

The warlock is able to create a vacuum (an area devoid of air). If the vacuum is placed around a person/animal the person will immediately begin to choke/gasp for air and will be rendered unconscious in two minutes and dies from suffocation within six minutes. Air elementals caught in a vacuum suffer 2D4 + 2 M.D. each melee. The warlock can manipulate the vacuum as he desires, at a speed of 8. **Saving throw:** the standard roll is made but it is to indicate if the person can escape from the vacuum area. The victim can roll two times every minute until unconscious.

Whisper of the Wind

Range: 40 miles (64 km) per level of the warlock.

Duration: Special

Saving throw: None

P.P.E.: 30

This spell enables the warlock to send a verbal message (under 100 words) on the tongue of the wind. The message will travel on a gust of wind (40 mph) and can be sent to anyone within range as long as their general location is known. The person receiving the message will hear it clearly whispered in his ear as the wind caresses his chest. The message is only spoken once.

Level Seven: Air

Atmosphere Manipulation

Range: 300 foot (91 m) radius per level of the warlock.

Duration: 30 minutes per level of the warlock.

Saving throw: None

P.P.E.: 50

This elemental magic enables the warlock to actually manipulate atmospheric conditions. In this way he can increase condensation and air temperature to cause heavy or light rain, a storm, frost, snow, darkness in the sky, clouds to roll in, etc. He can also increase, slow or stop rain, make clouds go away, etc. Specifically, the warlock can:

1. Raise or lower the temperature 10 degrees per level of experience.
2. Increase or decrease the wind 10 mph per each level of experience.
3. Increase or decrease precipitation 12% per level of experience.
4. Create normal fog covering a 300 foot area per level.
5. Dispel normal fog at a rate of a 300 foot area per level of experience.

The proper manipulation of temperature and water vapor can create any number of different atmospheric conditions. The controller can create any one effect per melee, maintain it or combine effects, adding one to another. For Example: He might first darken the sky, increase the wind speed, then create a fog, and throw in a thunderclap or two. Effects such as fog or darken sky will last for 15 minutes, enabling the warlock to go about other activities or use other powers.

Hurricane

Range: Affects a 120 foot (36.6 m) area and can be cast up to 500 feet away (155 m).

Duration: Four melees per level of the warlock.

Saving throw: None

P.P.E.: 60

This elemental magic conjures a great sea storm with 100 to 150 mph (160 to 260 km) winds blowing around within a 120 foot (36.6 m) area. The sea is lashed into huge waves, 30 feet (9 m) tall, which will batter and destroy all but the largest ships. Inflicts 3D6 x 10 M.D. per melee. Torrential rains, thunder and lightning accompany these terrific winds. Any person foolish enough to be above decks during this storm will take 1D6 M.D. per melee due to flying debris, wind, and hail.

Rainbow

Range: One mile (1.6 km)

Duration: 15 minutes per level of the warlock.

Saving throw: Standard

P.P.E.: 60

The warlock creates a rainbow extraordinary in its prismatic color display arcing across the sky. The gentle beauty of this sight will raise

the morale of all who view it, instilling a deep feeling of wonder, self worth, hope and joy.

Tornado

Range: Affects a 100 foot (30.5 m) area and can be cast up to 600 feet (183 m) away.

Duration: Four melees/one minute per level of the warlock.

Saving throw: None

P.P.E.: 60

The warlock creates the most severe storm possible, a tornado, accompanied by heavy rain, hail, thunder, lightning, and roaring winds. People a hundred feet (30.5 m) away from the funnel cloud take 2D6 M.D. each melee from flying debris.

The awesome, black funnel cloud is the center of the storm, with winds of 120 to 180 mph (192 to 288 km). The funnel sucks in everything within its 100 foot (30.5 m) area of swirling wind, destroying all wood, clay, stone and other S.D.C. structures, and uprooting trees in one melee. Anything actually caught in its funnel suffers 4D6x10 M.D. per melee. After 1D6 melees, the object will be hurled from the funnel, enduring another 2D6 x 10 mega-damage. If a bot or living creature, the being will be stunned and immobile for 2D6 minutes.

The warlock can maneuver the tornado as he desires, in any direction. This requires the full attention of the warlock, so he may not cast any other spells for the duration of the tornado. Should the warlock be knocked unconscious or killed, there is a 64% chance the tornado will run wild and uncontrolled, disappearing only after the full spell duration has elapsed.

Level Eight: Air

Wind Blast

Range: 1000 feet (305 m) plus 400 feet (122 m) per level of experience.

Duration: Instant

Damage: 2D4x10 + 30 M.D.

Saving throw: None

P.P.E.: 40

The spell caster creates a titanic, but concentrated blast of wind with hurricane force. This blast of wind has the punch of a missile or particle blast. The warlock must aim and hurl the blast, + 6 to strike.

Wind Cushion

Range: 1000 feet (305 m); covers a 40 foot (12 m) area plus 10 feet per level of experience.

Duration: One melee per level of experience.

Saving throw: None

P.P.E.: 50

The warlock can create a swirling, tornado like cone or cushion of wind and air around himself or others. The effect is like standing in the eye of a hurricane. The wind is not designed to move nor to inflict damage, but to negate the impact of explosions and deflect projectile attacks. Hurled objects, arrows, and rail gun blasts are completely negated and the air cushion absorbs up to 200 M.D.C per level of the warlock from explosions. Likewise, the cushion can be used to cushion a crashing air vehicle and set it on the ground gently. The cushion also negates sonic booms.

Creature of the Wind

Range: Self

Duration: One melee (15 seconds) per level of experience.

Saving throw: None

P.P.E.: 70

The warlock is temporarily transformed into an air elemental-like being composed of wind, water vapor and energy. The appearance is a semi-transparent vapor in a humanoid form. In this vapor form the warlock can fly at a speed of 500 mph (800 km) or 8.3 miles per minute (13 km), turn completely invisible, is an M.D.C. being with 200 M.D.C., mega-damage attacks inflict half damage, can squeeze through keyholes and cracks in one melee action, and is +2 on initiative, +4 to dodge, + 20% to prowl, but cannot inflict mega-damage, just normal S.D.C. damage. Although he can pick up and carry up to 500 pounds, the warlock is — 2 to strike using weapons of any kind.

Earth —————

Elemental Magic

Level One: Earth

Chameleon

Range: Self or others by touch.

Duration: Six minutes per level of the warlock

Saving throw: None

P.P.E.: Five

This spell enables the person to seemingly alter the color and patterns of his clothes and physical body, enabling him to blend into the surrounding environment like a chameleon. Movement destroys the effectiveness of this magic.

90% undetectable if unmoving.

70% undetectable if moving 2 feet per melee or slower.

20% undetectable if moving 6 feet per melee.

Totally ineffective if moving any faster.

Dowsing

Range: Self; sensing range is 100 feet per level of experience.

Duration: Ten minutes per level of the warlock

Saving throw: None

P.P.E.: Two

This is the magically induced ability to sense the location of water, whether it be a stream, pond, river, or underground at 90% efficiency. Can specifically key on fresh drinking water.

Dust Storm

Range: 120 feet plus 20 feet (6 m) per level of the warlock. Affects a 20 foot area.

Duration: One minute (4 melees) per level of the warlock.

Saving throw: None

P.P.E.: Five

The warlock can cast a dust storm up to 120 feet (36.6 m) away. Victims caught in the storm will find their vision impaired (both night-vision and normal) to a distance of about 10 feet, lose initiative, and speed is reduced by half, as well as finding the whole situation uncomfortable; it is difficult to speak, or cast spells.

Fool's Gold

Range: Five feet (1.5 m)

Duration: 20 minutes per level of the warlock

Saving throw: Standard

P.P.E.: Five

This elemental magic enables the warlock to cause any object to appear to be made of gold. After the warlock leaves, the object will still retain its gold appearance until the spell elapses. The effect is

temporary and, upon close examination by those who can recognize precious metals, it is seen that it is not gold.

Saving throw: Standard; with those who save recognizing it to be fool's gold.

Identify Minerals

Range: Five feet (1.5 m)

Duration: Three minutes per level of the warlock.

Saving throw: None

P.P.E.: Three

The warlock is temporarily instilled with the knowledge of all minerals and fossil type formations. Thus he can identify minerals, rocks, metals, precious metals, and gems, with a 90% success ratio.

Identify Plants

Range: 10 feet (3 m) — by sight.

Duration: Three minutes per level of the warlock.

Saving throw: None

P.P.E.: Three

The warlock is endowed with the ability to recognize all types of plants, fruits, molds, and even processed herbs in powders and potions/poison in which plants are a primary component.

Rock to Mud

Range: 20 feet (6 m) per level of experience.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Six

This magic turns any type of stone or rock into mud. The warlock can transform 30 pounds (13.6 kg) of rock per level of experience. The spell can be cast up to 20+ feet away. The spell has no effect on elementals but will cause 2D6 M.D. to a golem.

Rot Wood

Range: 20 feet (6 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Four

This elemental magic rots the structure of wood. This reduces its strength and structure by half. The warlock can affect 30 pounds (13.6 kg) of wood per level of experience and can use the spell repeatedly on the same area of wood to dramatically reduce its structure. The rot wood spell can also inflict 4D6 S.D.C. damage to living trees or 3D6 M.D. to tree/plant elementals.

Level Two: Earth

Create Dirt or Clay

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

Duration: Instant and permanent

Saving throw: None

P.P.E.: Six

This spell enables the warlock to actually create dirt or clay out of thin air. He can conjure up 50 pounds (22 kg) per level of experience.

Dirt to Clay

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

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Six

A transformation spell that enables the warlock to transform dirt into clay. Fifty pounds (22 kg) of dirt per level of the warlock can be changed. The warlock can only affect dirt within his range.

Dirt to Sand

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

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Six

Another transformation spell that turns dirt into sand. Fifty pounds (22 kg) of dirt per level of the warlock can be changed. The warlock can only affect dirt within his range.

Grow Plants

Range: Ten feet (3 m) per level of the warlock. Affects a 10 foot (3 m) area per level of experience.

Duration: One month per level of the warlock.

Saving throw: None

P.P.E.: Eight

This spell increases the fertility of the area's soil and doubles the natural growth rate of those plants on it.

Hopping Stones

Range: 100 feet (30.5 m)

Duration: 4 melees per level of the warlock.

Damage: Varies; all S.D.C.

Saving throw: None

P.P.E.: Six

With this spell the warlock can make any stones, pebbles, or rocks hop and jump, creating a bizarre spectacle, or use them to pelt people. The stones can hop up to 6 feet and a maximum of 50 pounds (22 kg) of stones can be made to hop. An assault of pebbles does 2D4 S.D.C. points of damage. Small rocks do 1D4 S.D.C. each, large (shoe size) do 1D6 S.D.C., and very large (football or soccer ball sized) do 3D6 S.D.C. damage each. The attack can be spread out to assault several people or directed on one person.

Track

Range: Self or others

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: Six

This spell endows the person with the ability to recognize and follow tracks the same as the skills, with a 77% proficiency to track animals and 80% to track humanoids.

Wall of Clay

Range: Can be cast 60 feet (18.3m) away and affects/covers an 8 x 8 x 4 feet (2.4 X 2.4 x 1.2 m) per level of experience.

Duration: Four minutes per level of the warlock or until destroyed.

Saving throw: None

P.P.E.: Eight

The warlock can create a wall of clay with 10 M.D.C. or 50 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 6D6 S.D.C. damage.

Wither Plants

Range: 10 feet (3 m) area per level of the warlock

Duration: Permanent

Saving throw: None

P.P.E.: 10

This spell kills plant life within a 10+ foot area around the warlock; shrivel up and die within 1D4 minutes. In the case of trees and heavy shrubs or vines, their structure is weakened, suffering 1D6x10S.D.C. damage, or 1D4x10 M.D.C. to a tree/plant elemental. The withered plants are killed, although new vegetation is likely to grow in its place within a few weeks.

Level Three: Earth

Animate Plants

Range: Affected area is 40 feet (12 m) plus 5 feet (1.5 m) per level of experience.

Duration: 4 melees per level of the warlock

Damage: Varies; all S.D.C.

Saving throw: None

P.P.E.: 10

This spell enables the warlock to mentally manipulate all plant life within a 40+ foot area in front, behind or around him. Thus he can cause any vines, weeds, shrubs, or trees to trap and ensnare an animal, entangle someone, or cover something. He can also manipulate the larger plants to grab and take hold of things or as a bludgeon. Although the limbs of the plants can be made to move and function like hands and arms, they are still restricted to the fact that the plant is rooted in the soil and are not designed for articulated movement.

This spell requires the full concentration of the spell caster, preventing him from casting any other spells. **Notes on plants:** since the warlock is likely to use this spell to impede movement and to attack here are some basic statistics:

- Weeds, grass, soft plants impair movement, reduce speed 20%.
- Heavy weeds, vines impair movement, reduce speed by 30%.
- Bushes, shrubs, small trees significantly reduce speed (by 50%) and can be used to strike people, inflicting 3D6 S.D.C. damage per blow or strangle; six attacks per melee.
- Average trees impair movement, reducing speed by 70%, and can strike people, inflicting 1D4x10 S.D.C. damage or strangle; eight attacks per melee.
- Entanglement can be utilized within the entire radius of control, even outside the line of vision. Striking attacks must be within the warlock's line of vision.

Create Mound

Range: Affected area is 10 x 5 x 5 feet (3 x 1.5 x 1.5 m) per level of the warlock. Can be cast up to 30 feet (9 m) away.

Duration: 20 minutes per level of the warlock

Saving throw: None

P.P.E.: Eight

The warlock is able to move the earth to create a huge mound in the terrain. This is particularly handy in roughing up land, creating an area to hide, or creating a lookout post. One mound is created each time the spell is cast.

Crumble Stone

Range: 12 feet

Duration: Instant and permanent

Saving throw: None

P.P.E.: 10

This spell weakens or crumbles stone and rock. This reduces its structure by half. The warlock can crumble 50 pounds (22 kg) of stone per level of experience and can use the spell repeatedly on the same area of stone to dramatically reduce its structure. The crumble stone spell can also inflict 6D6 M.D. to a stone golem or 3D6 M.D. to earth elementals.

Dig

Range: Immediate area/touch.

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: Eight

This unique spell unleashes an invisible force that will dig a hole or tunnel for the warlock. It can dig through 10 feet (3 m) of dirt per melee, five feet (1.5 m) of clay, or two feet (0.6 m) of stone per melee.

This stone must be somewhat loose for this to work. A solid wall of stone and mortar cannot be dug through.

Earth Rumble

Range: Affects a 30 foot area (9 m), and can be cast 50 feet (15.25 m) per level of experience.

Duration: One melee per level of the warlock.

Saving throw: Save vs horror factor 14 or higher.

P.P.E.: 10

The earth rumble spell causes the earth within a 30 foot (18.3 m) area to rumble, shake, and tremble as if an earthquake was occurring. This will usually cause panic, unless a saving throw vs horror factor 14 is made. A failed roll means the person loses one attack and initiative and there is a 60% chance that the person will flee the area (an 85% likelihood that animals will flee).

Encase Object in Stone

Range: 10 feet (3 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 10

This spell works on objects (non-living), enabling the warlock to magically encase any one object in a block of stone without damaging the item. The item will be permanently encased and must be broken free from the stone if it is to be retrieved. Very small items, such as up to a dozen coins or gems, can be encased if enclosed in a single pouch. The warlock can create up to 35 pounds (14 kg) of stone to encase an object. The objects must be fairly small (6 inch circumference) or fairly long and narrow. The stone encasement is solid, with an M.D.C. of five.

Locate Minerals

Range: 20 foot (6 m) area per level of warlock.

Duration: Four minutes per level of the warlock.

Saving throw: None

P.P.E.: 10

The warlock is instilled with the temporary ability to sense and locate a particular mineral within a particular area, including underground deposits. Success ratio is 90%. Of course, if the desired mineral is not present in the area the warlock will know it.

Wall of Stone

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8 x 8 x 4 feet (2.4 x 2.4 x 1.2 m) area per level of experience.

Duration: Four minutes per level of the warlock or until destroyed.

Saving throw: None

P.P.E.: 15

The warlock can create a wall of stone with 50 M.D.C. or 250 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D4x10 + 6 S.D.C. damage.

Level Four: Earth

Animate Object

Range: 40 feet (12 m) plus 10 feet (3 m) per level of experience.

Duration: Four minutes per level of the warlock.

Saving throw: None

P.P.E.: 12

This powerful elemental magic enables the warlock to animate any wood, clay, or stone object weighing less than 50 pounds (22 kg). Thus he can bring a chair or table to life, bucking or kicking or running about a room, or make a jug or pot dance merrily across a tabletop.

These objects as weapons do 1D6 S.D.C. damage if small (broom, stick, club, chair, jug, etc.) or 2D6 S.D.C. damage if large, like a table, sofa, large chair, etc. Animated weapons constructed of wood or mostly wood or stone do their normal damage. The object has one attack per melee, a speed of 8, +3 to parry and dodge, and +2 to strike.

Cocoon of Stone

Range: Self

Duration: One day per level of the warlock

Saving throw: None

P.P.E.: 15

Similar to the encase objects in stone, this spell enables the warlock to encase himself in a protective cocoon of stone. The warlock is in a semi-state of suspended animation and even though the stone is solid, he can breathe. While in the stone he cannot communicate verbally nor cast spells. He is safe from extreme heat, cold, fire, magic clouds, and any other physically disabling phenomena. The warlock can mentally cancel the cocoon at any time. The cocoon has an M.D.C. of 70, weighs 500 pounds (225 kg) and is approximately one foot (0.3 m) thick.

Mend Stone

Range: Touch or immediate area.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 15

This spell mends and restores clay, stone, or rock, sealing cracked or fractured pottery without a hint of there having ever been damage and rejuvenates deteriorating stone. This doubles the crumbling stone's S.D.C. or M.D.C., stops deterioration, and restores 3D6 M.D. to golems and earth elementals. The warlock can restore up to 70 pounds of stone or clay per level of experience.

Quicksand

Range: Area affected is five feet (1.5 m) radius per level of the warlock and can be cast up to 100 feet (30.5 m) away.

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: 15

The warlock transforms normal earth or stone into a pool of quicksand. Anyone stepping into it will find himself sinking at a rate of two feet (0.6m) per melee. Struggling doubles the sinking rate. Once submerged, the victim will drown/suffocate within four minutes (loses consciousness in two), unless the individual can hold his breath or is wearing an environmental suit/armor. The quicksand is covered by leaves or water, looking like normal ground, a shallow pool, or pond; 79% undetectable outdoors, 97% undetectable in swampy area, and 30% undetectable indoors.

Repel Animals

Range: 30 feet (9 m) plus 5 feet (1.5 m) per level of experience.

Duration: Immediate

Saving throw: Standard for animals.

P.P.E.: 10

This spell repels unwanted animals from the area (insects not included). The animals simply find the area disturbing and will not enter it. The animals will not return for 2D6 hours, may pace or wait just beyond the protective radius.

Rust

Range: 20 feet (6 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 15

This elemental magic weakens or rusts iron and non-mega-damage metal alloys by half. Mega-damage metal alloys suffer 2D6 M.D. per

touch/spell. The spell can be cast on the same object or area repeatedly to weaken it dramatically. The warlock can weaken about 50 pounds (22 kg) of iron per level of experience. This spell is totally ineffective against magic items or elementals themselves.

Sand Storm

Range: 120 feet (36.6 m) plus 20 feet (6 m) per level of the warlock. Affects a 20 foot (6 m) area.

Duration: One minute (4 melees) per level of the warlock.

Saving throw: None

P.P.E.: 15

The warlock can cast a sand storm up to 120 feet (36.6 m) away. Victims caught in the storm will find their vision impaired (both night-vision and normal) to a distance of about five feet (1.5 m), and the stinging sand hurts unprotected eyes and flesh. Victims lose initiative, two melee attacks, -5 to strike, parry, and dodge (partially blinded and radar and motion detectors are temporarily obliterated), speed is reduced by 75%, talking without covering the mouth is impossible, hearing is reduced by half because of the loud sound of rushing and battering sand, and 1D4 S.D.C. is inflicted every melee (when applicable).

Wall of Thorns

Range: Covers a 20 (6 m) foot area plus 10 (3 m) feet per level of the warlock.

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: 15

This spell weaves a dense wall of hard, gnarled vines with long, sharp thorns, that fills a 20 x 20 foot (6 x 6 m) area. The thorns inflict only 5D6 S.D.C. damage if someone falls into them, but even pushing or chopping through them in M.D.C. armor can be time consuming; must inflict 20 M.D.C. per each 20 feet of thorns.

Level Five: Earth

Chasm

Range: Can be cast up to 100 feet (30.5 m) plus 10 feet (3 m) per level of experience.

Duration: Instant effect; lasts 10 minutes per level of experience.

Saving throw: None

P.P.E.: 25

This spell splits the earth, creating a yawning chasm that is 40 feet long (12 m), 20 feet wide (6 m), and 20 feet (6 m) deep per level of the warlock. At the spell's end the earth will close up as if it had never happened. Falling into the chasm does 2D6 S.D.C. damage per every 20 feet (6 m) of depth. Can only be used on the ground, not objects or buildings. Nor will it tear through buildings, but ripple along them.

Clay to Lead

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

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 20

Another transformation spell that turns clay into lead. Fifty pounds (22 kg) of clay per level of the warlock can be transformed. The warlock can only affect clay within his range.

Clay to Stone

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

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 20

Another transformation spell that turns clay into stone. Fifty pounds (22 kg) of clay per level of the warlock can be transformed. The warlock can only affect clay within his range.

Close Fissures

Range: 60 feet (18.3 m) plus 20 feet (6 m) per level of experience.

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: 30

The warlock can temporarily close any (non-magic) fissures, chasms, etc. The warlock must be near the chasm's edge to close the opening. Anyone caught inside the closing chasm is crushed, suffering 1D6x10 + 20 M.D.; if not killed they are trapped until the chasm is reopened.



Little Mud Mound (elemental essence fragment)

Range: Immediate area.

Duration: 30 minutes per level of the warlock.

Saving throw: None

P.P.E.: 30

This spell enables the warlock to summon and command a fragmented essence from a greater earth elemental to create a smaller version of a mud mound. This slogging assistant can be sent to scout ahead, spy, hunt, kill, defend, attack, carry items, etc. There is no limit to the distance it can travel away from the warlock.

Mud Mound

- **M.D.C.:** 250
- Made of mud, eight feet (2.4 m) tall, P.S. 25, P.P. 16, I.Q. equal to 8, speed 20, +1 on initiative, +2 to strike, +4 to parry and dodge, can ooze through cracks, bio-regenerate 4D6 M.D.C., has nightvision of 600 feet (183 m) and M.D. fire and plasma does half damage.
- Can cast all level 1-4 earth elemental magic; 100 P.P.E.
- Four physical attacks per melee or two by magic, and inflicts 2D6 M.D. from punch or 4D6 M.D. from a power punch (counts as two attacks).

The mound can carry up to 1250 pounds (675 kg) and still moves at its maximum speed. The elemental servant will obey only the warlock and remain in this world until the spell's duration elapses or it is sent back by the warlock. Its supernatural strength means it can inflict mega-damage. When ordered to kill someone it will use what weapons that are at hand and/or magic.

Travel Through Walls

Range: Self

Duration: 2 minutes (8 melees) per level of the warlock.

Saving throw: None

P.P.E.: 20

This spell enables the warlock to travel/walk right through solid earth, dirt, sand, clay, wood or stone that is no thicker than 60 feet (18.3m). The warlock can pass through earth substances like a ghost through a

wall, but cannot travel through plastic, artificial substances, or mega-damage material. Rate of travel is 60 feet per melee. If in the earth when the spell duration elapses the warlock will materialize and die instantly. He cannot cast spells or speak while traveling through solid matter.

Level Six: Earth

Clay or Stone to Iron

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

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 40 for clay, 60 for stone.

A transformation spell that changes clay or stone into iron. The warlock can affect up to 50 pounds (22 kg) of material per level of experience.

Mend Metal

Range: Touch or 10 feet (3 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 30

This spell mends/restores 4D6 + 40 S.D.C. to iron, steel, and metal alloys, sealing cracks or fractures in any metal substance, and rejuvenating rusted/deteriorating metal. Can restore 1D6 M.D.C. to mega-damage metals/armor, or 2D6 M.D.C. to an iron golem. The spell does not work on magic items. The warlock can mend up to 60 pounds (27 kg) of metal per level of experience.

Stone to Flesh

Range: Touch or up to 12 feet (3.6 m) distance.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 30

This spell magically transforms stone to flesh and can restore people who have been turned to stone, via petrification, back to normal. The warlock can change 100 pounds (45 kg) of stone per level of experience.

Travel Through Stone

Range: Self

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: 35

This spell enables the warlock to travel/walk right through solid stone of any kind, including mega-damage concrete. Rate of travel is 30 feet (9 m) per melee.

Wood to Stone

Range: Touch or 10 feet (3 m) per level of experience.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 30

This transformation spell enables the warlock to change wood (non-living) into stone, affecting 60 pounds (27 kg) of wood per level of experience.



Level Seven: Earth

Metal to Clay

Range: Touch or 12 feet (3.6 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 40

This transformation spell changes metal into clay. The warlock can change 60 pounds (27 kg) of iron per level of experience. Not effective on mega-damage metals, but will cause 4D6 M.D.

Petrification

Range: 40 feet (12 m) plus five (1.5 m) per level of experience.

Duration: Permanent, unless restored by stone to flesh spell.

Saving throw: Standard; if a successful save, the person is not affected at all.

P.P.E.: 40

This is yet another transformation spell that changes any living creature to stone. The victim must be within the warlock's line of vision and not further than 40 feet away. The effects of petrification are instant and permanent. However, a stone to flesh spell will restore the petrified creature back to life.

River of Lava

Range: 120 feet away.

Duration: One minute (4 melees) per level of the warlock.

Saving throw: None

P.P.E.: 50

An impressive and deadly spell, the warlock can create a boiling river of lava that is 30 feet long (9 m), 5 feet (1.5 m) wide, and 5 feet (1.5 m) deep per level of experience. Creating the lava directly underneath a group/troops is a vicious, but terribly effective ploy, killing S.D.C. beings and barring the path for others. Mega-damage creatures will suffer 2D6x 10 M.D. each melee in the lava. They will find the thick, sticky, flowing river difficult to cross, requiring one melee per every five feet (1.5 m). Victims can be pulled out by cables, lifted out by hover craft, or levitation or telekinesis can be used. The river can be cast up to 120 feet away.

Sculpt and Animate Clay Animals

Range: Touch or 10 feet (3 m).

Duration: Six hours per level of the warlock.

Saving throw: None

P.P.E.: 40

This elemental magic enables the warlock to sculpt any type of animal, real or imagined, up to 12 feet (3.6 m) tall and/or long and animate it so that it moves like a living beast. The clay animal is under the warlock's mental control and must be within a 200 foot range. This particular mental manipulation is very simple so that the warlock can cast other spells or engage in other activities.

Clay creature: 5 M.D.C. per level of the warlock, speed 5 per level of the warlock, two melee attacks, mega-damage: 1D6, +1 to strike, parry and dodge. Average I.Q. 7, P.S. 22 (supernatural), P.P. 19, Spd 22.

Special note: The right combination of spells can make the creature more formidable. Combining a clay to stone and a breath of life will create a stone golem-like creature with double the M.D.C., melee attacks, damage and bonuses.

A similar combination will create an iron golem-like creature, tripling the M.D.C., melee attacks, damage and bonuses. Or a clay to stone, stone to flesh, and a breath of life will create a living zombie-like creature with the same stats as the clay creature plus one melee attack (but can be used to create a living double/impostor of somebody).

Wall of Iron

Range: Can be cast 60 feet (18.3m) away and affects/covers a 8 x 8 x 4 feet (2.4x2.4x1.2m) area per level of experience.

Duration: Four minutes per level of the warlock or until destroyed.

Saving throw: None

P.P.E.: 45

The warlock can create a wall of iron with 100 M.D.C. or 500 S.D.C. per level of experience. The wall can be cast up to 60 feet away. Dropping the wall on top of somebody inflicts 2D6x 10 + 30 S.D.C. damage or to M.D. points.

Level Eight: Earth

Cap Volcano

Range: 300 feet per level of experience.

Duration: Six hours per level of the warlock.

Saving throw: None

P.P.E.: 80

This powerful spell enables the warlock to place a temporary cap on a volcano, stopping the flow of lava, ash, and soot.

Create Golem

Range: Touch

Duration: Permanent

Saving throw: None

P.P.E.: 80

The warlock first sculpts a golem (humanoid shaped) from clay, with two onyx gems, worth no less than 1000 credits each, for eyes and a heart of iron. The golem can be of any size up to 20 feet (6 m) tall. The clay is then turned to stone (or iron). Then through the elemental magic golem spell, the warlock places a single drop of his blood on the golem's forehead; four hit points are permanently drained from the warlock into the golem, bringing it to life.

The golem will obey only its creator and will follow any of his commands. Golems have no emotions, desires, ambitions, etc.; they are basically giant stone or iron robot zombies.

Golem

- Horror Factor 16
- I.Q. 6, P.S. 25 (supernatural), P.P. 18, Speed 8
- Four attacks per melee, 2D6 M.D. damage by punch or kick.
- No bonus to parry or dodge, +1 to strike, +2 save vs magic.
- Impervious to psionic attacks. Magic energy attacks do half damage, and magic weapons do half damage.
- Mend stone restores 3D6 M.D.C. to the golem each time it is cast on him.
- M.D.C.: 35 stone or 80 iron.
- Regenerates completely within 24 hours unless its heart is removed.

Earthquake

Range: 120 feet (36.6 m) plus 20 feet (6 m) per level of experience.

Duration: One melee per level of the warlock.

Saving throw: None, but a dispel magic barrier spell can dispel the quake within 1D4 melees.

P.P.E.: 50

A devastating invocation that sends terrible shock waves through the ground, causing it to rumble, undulate, and tear open. The quake will ripple down the center of an area, shaking apart everything in its path. 2D6 x 100 M.D. is inflicted to everything on the ground and in the path of the quake every melee. The fissure will run 60 feet (18.3 M) long per level of the warlock, inflicting the incredible destruction to everything within 40 feet (12.2m) per level of experience on both sides

of the fissure/quake line. The warlock can control the exact length and width of the quake.

Magnetism

Identical to the electro-magnetism air spell.

Transference of essence and intellect

Range: Self

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 50

Through this spell the warlock can permanently transfer his essence (I.Q., M.A., M.E., personality, memories, etc.) into any object of stone, clay, iron, or wood or vegetation (living or dead), golem or animal of clay creation (thus becoming permanent). This is a permanent change as there is no way to reverse the process and the original body dies within six days. Whatever the object, the warlock's essence will remain trapped in the object until it is destroyed.

In the case of transference into a living plant (tree/wood), the warlock can animate and control the tree as if it were his own natural body (he is rooted to the ground, however). Communication must be through telepathy or empathy or written, scrawling in the dirt. In this form he is limited to four melee attacks.

Transference into a golem or similar body, including non-programmed robots, will contain the warlock's memories, skills, knowledge and entire essence.

The new sensations or lack of human sensation in the strange, new body are likely to drive the warlock insane. Roll on insanity tables once every four years.

Suspended Animation

Range: Self

Duration: One day to ten years per level of the warlock

Saving throw: None

P.P.E.: 80

The warlock can place himself in a total state of suspended animation, slowing all body functions to a crawl, simulating death. The warlock ages two years for every ten that he sleeps. While in the suspended state the warlock cannot cast spells or think, only dream. His physical body is not protected in any way by this spell so it should be first placed in a safe, dry, warm place with some form of protection, like guarded by golems, elementals, bots and/or other means.

Fire Elemental Magic

Level One: Fire

Blinding Flash

Range: Ten foot (3 m) radius; cast up to 60 feet (18.3 m) away.

Duration: Instant

Saving throw: Standard

P.P.E.: One

This spell creates a sudden burst of intense white light temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for one to four melees, a penalty of -5 to strike and -9 to parry and dodge. The chance of stumbling and falling is 50% per every 10 feet (3 m). Those who successfully save versus magic are not blinded.

Cloud of Smoke

Range: 90 feet (27.4 m)

Duration: Four melees per level of the warlock.

Saving throw: None

P.P.E.: Two

This spell enables the warlock to create a cloud of dense black smoke (30 x 30 x 30 feet/9 m maximum size) up to ninety feet away (27.4 m). Victims caught in the cloud will be unable to see anything beyond the cloud and the impaired vision allows them to see no more than three feet in the cloud and even then they can only see blurry shapes. While in the cloud victims will be -5 to strike, parry and dodge.

Create Coal

Range: 10 feet (3 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Five

This spell creates lumps of coal out of thin air. The warlock can create twenty pounds (9 kg) of coal per each level of his experience.

Fiery Touch

Range: Self

Duration: Four melees (one minute) per level of the warlock.

Damage: 4D6 S.D.C. damage or 1D6 M.D.C. (damage can be regulated).

Saving throw: None

P.P.E.: Five

This spell cloaks the warlock in an invisible fiery aura that burns to the touch. If any part of his body is touched or if he touches someone, that person will be burnt as if he had just put his hand in a fire.

Globe of Daylight

Range: Near self or up to 30 feet (9 m) away.

Duration: 12 melees (3 minutes) per level of the warlock.

Saving throw: None

P.P.E.: Two

A small sphere or globe of true daylight is created. The light is bright enough to light up a 12 foot area per level of the warlock. Because it is daylight, it can ward away most vampires, keeping them at bay just beyond the edge of the light. The warlock can mentally move the globe along with him or send it up to thirty feet away (9 m). The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Nightvision

Range: Self, 60 feet (18.3 m) plus 10 feet (3 m) per level of experience.

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: Four

The warlock is endowed with the ability to see clearly in total darkness.

Impervious to Fire

Range: Self or others by touch or up to 60 feet (18.3 m) away.

Duration: Two melees per level of the warlock.

Saving throw: None

P.P.E.: Five

The warlock can make himself or one or two others impervious to fire including S.D.C. and mega-damage plasma and magic fire. Protective aura radiates to include clothes or armor, but not power armor, vehicle or other people. The spell can be cast up to sixty feet away.

Stench of Hades

Range: 60 feet (18.3 m)

Duration: Four melees per level of the warlock.

Saving throw: Standard

P.P.E.: Four

A heavy sulfur-like stench which irritates the nose, eyes and stomach engulfs a 20 foot area. Victims gag and retch from the terrible smell taking 1D6 points of S.D.C. damage each melee and are —2 to strike, parry or dodge while in the stench area. The stench does not affect people in environmental suits, air tight bots or vehicles, or characters who can hold their breath.

Level Two: Fire

Cloud of Ash

Range: 90 feet (27.4 m)

Duration: Four melees per level of the warlock

Saving throw: A successful save inflicts half damage.

P.P.E.: Five

The warlock creates a cloud of hot ash that covers a 30 foot area (9 m) up to 90 feet (27.4 m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage for each melee round (15 seconds) spent in the cloud, as well as being temporarily blinded for 1D6 melees. While in the cloud victims can not see and are in pain; -9 to strike, parry, and dodge. Not effective against body armor or mega-damage beings, but the visibility while in the cloud is nil; effectively blind. There is also a 67% likelihood of combustible material like dry wood, dry grass, hay, paper, old cloth, to catch on fire.

Darkness

Range: Five foot area per level of the warlock

Duration: 10 melees per level of the warlock

Saving throw: None

P.P.E.: Eight

This is an unnatural darkness which cannot be dispelled by normal flames. Nightvision and optic systems are cut to half in such enchanted darkness, and passive nightsight is blinded. Only the warlock can see clearly in the darkness, add +15% prowl skill and +1 to strike. Victims that are blind in the darkness are —9 to strike, parry and dodge.

Flame Lick

Range: Four feet (1.2 m) per level of the warlock.

Duration: Two melees per level of the warlock.

Damage: Either 6D6 S.D.C. or 2D6 M.D.

Saving throw: Dodge

P.P.E.: Seven

This elemental magic creates a tongue of flame that leaps from the palm of the warlock's hand. The warlock can shoot out this flame equal to the number of hand to hand melee attacks. The warlock must roll to strike and is +3 to hit. Saving throw: none versus magic, but intended victims may dodge (not parry) the attack.

Freeze Water

Range: 30 feet (9 m)

Duration: Varies

Saving throw: None

P.P.E.: Eight

The warlock is able to instantly freeze 20 gallons (75.7 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Heat Object and Boil Water

Range: 12 feet (3.6 m)

Duration: Fairly instant; 1D4 melees.

Saving throw: None

P.P.E.: Four

This spell enables the warlock to heat an object or boil water simply by staring at it for 1D4 melees. He can boil two gallons (7.6 liters) of

water per level of experience or make an object too hot to hold (touching it causes 1D4 S.D.C. damage); cools down enough to hold in about 3D6 melees. The warlock can even fry food this way.

Resist Cold

Range: Self or others up to 60 feet (18.3 m) away.

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: Five

The warlock is able to resist/ignore the effects of cold functioning without discomfort or ill effects up to zero degrees (- 20 centigrade).

Spontaneous Combustion

Range: 40 feet (12.2 m)

Duration: Instant, counts as one attack/spell but the fire lasts until it is put out.

Saving throw: None

P.P.E.: Five

Combustible items such as paper, wood, old cloth, dry grass, etc. begin to smolder and burn. The spell's initial effect is to instantly create the spark to start combustibles burning. Otherwise identical to the *ignite fire* magic spell found on page 171 of **Rifts**.

Swirling Lights

Range: Area affected is 10 feet, but can be cast up to 60 feet (18.3 m) away.

Duration: Four melees per level of the warlock.

Saving throw: Standard

P.P.E.: Eight

This spell conjures forth a dazzling display of swirling, flickering lights which stun/bedazzle all who see them. Victims will gaze helplessly into the dancing light display oblivious to everything happening around them. If attacked/struck the victim will be roused from the enchantment, but will move at half speed and have half as many attacks as normal as long as the swirling lights spell is in effect.

Tongue of Flame

Range: Self or other up to 30 feet (9 m) away.

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: Six

A crimson flame appears over the warlock's head, or who ever the spell is cast upon, enabling him to understand, but not speak all languages.

Level Three: Fire

Circle of Cold

Range: Area affected is 15 foot (4.5 m) radius per level of the warlock, can be cast up to 90 feet (27.4 m) away.

Duration: 10 minutes per level of the warlock

Saving throw: Standard

P.P.E.: 10

This creates an invisible circle (fifteen foot radius) of bone chilling cold. The temperature in the circle is forty degrees below freezing (- 25 centigrade). The spell can be cast up to ninety feet away.

Any one in the circle will take one point of S.D.C. damage each melee from exposure (not applicable to environmental suits). Water freezes at a rate of one gallon (3.8 liters) per five melees and frostbite will occur if one is in the circle for more than fifteen minutes, unless heavily wrapped up in warm clothes or environmental suit/armor. Frostbite does 4D6 S.D.C. damage.

Circle of Flame

Range: 90 feet (27.4 m) and encircles a 30 foot (9 m) area.
Duration: Three minutes (12 melees) per level of the warlock.
Damage: The heat and smoke from the circle causes 1D6 S.D.C. damage, attempting to run through the flames causes 4D6 S.D.C. damage or 2D6 M.D.C., plus a 50% chance that combustible items will catch on fire.
Saving throw: None
P.P.E.: 10

The warlock can create a ring of flame that encircles a thirty foot (9 m) area with five foot (1.5 m) thick walls of flame shooting seven feet (2.1 m) high. Can be regulated to be S.D.C. or mega-damage flame.

Create Heat

Range: 30 foot (9 m) radius per level of the warlock.
Duration: 10 minutes per level of the warlock.
Saving throw: None
P.P.E.: Eight

The warlock can raise the temperature of a particular area by ten degrees Farhenheit (6 C) per each level of his experience. Extreme heat, over 110 degrees (49 C) has a 40% chance of causing victims to pass out for 2D6 minutes from heat exhaustion.



Extinguish Fire

Range: Affects a 20 foot (9 m) area per each level of the warlock, and can be cast up to 30 feet (9 m) away per level of experience.
Duration: The extinguishing power lasts two minutes (8 melees) per level of the warlock, the fires will remain extinguished unless re-ignited by an another source.
Saving throw: None
P.P.E.: Eight

This spell will magically extinguish any fires within the area of effect. The warlock has the ability to snuff out an area of fire every melee that the spell is in force. The spell does not work on magic fires.

Fire Ball

Range: 90 feet (27.4 m) plus 20 feet (6 m) per level of experience.
Duration: Instant
Damage: 1D6 M.D. per level of the warlock.
Saving throw: Dodge
P.P.E.: 10

A more powerful version of the magic spell of the same name. The warlock creates a large fireball which hurls at its target at an awesome speed, inflicting 1D6 M.D. per each level of the warlock. The fireball is magically directed and seldom misses. Saving throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

Lower Temperature

Range: 30 foot (9 m) radius per level of the warlock.
Duration: 10 minutes per level of the warlock.
Saving throw: None
P.P.E.: Eight

The warlock can lower the temperature of a particular area by ten degrees Fahrenheit (6.2 centigrade) per each level of his experience. Extreme cold, may cause frost bite.

Wall of Flame

Range: 90 feet (27.4 m) and fills a 30 foot (9 m) long area.
Duration: Three minutes (12 melees) per level of the warlock.
Damage: Attempting to run through the flames causes 4D6 S.D.C. damage or 2D6 M.D.C. per every five feet (1/5 m) of thickness, plus a 70% chance that combustible items will catch on fire.
Saving throw: None
P.P.E.: 15

The warlock can create a wall of flame that stretches across a 30 foot (9 m) wide/long area and towers 30 feet tall (9 m). The thickness of the wall is five feet (1.5m) per level of experience. Can be regulated to be S.D.C. or mega-damage flame. Can be cast up to ninety feet away.

Level Four: Fire

Cloud of Steam

Range: 90 feet (27.4 m) plus 10 feet (3 m) per level of experience.
Duration: Four melees per level of the warlock
Saving throw: A successful save inflict half damage.
P.P.E.: 10

The warlock creates a cloud of steam that covers a 30 foot area (9 m) up to 90+ feet (27.4+ m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage for each melee round (15 seconds) spent in the cloud, as well as being temporarily blinded for 1D6 melees. While in the cloud victims can not see and are in pain; -9 to strike, parry, and dodge. Not effective against body armor or mega-damage beings, but the visibility while in the cloud is nil; effectively blind.

Flame Friend (fragmented elemental essence)

Range: Immediate area.
Duration: 15 minutes per level of the warlock.
Saving throw: None
P.P.E.: 20

This spell enables the warlock to summon and command a fire elemental essence fragment. The flame friend will stay at the warlock's side unless commanded to do otherwise and can be used helping to guard something or someone, create light, help out in battle, chase and burn up animated dead, and so on.

Flame Friend

- M.D.C.: 50
- Six feet (1.8 m) tall, P.S. 22, P.P. 11, speed 25 mph, +2 on initiative and parry, +3 to strike and dodge, three melee attacks/actions per melee.
- Fire and mega-damage plasma and magic do no damage. Magic weapons and other mega-damage weapons have full effect. Cold and water based magic does double damage.

The flame friend can carry up to 1000 pounds (450 kg) and still moves at its maximum speed, but if it's flammable it will burn. The elemental servant will obey only the warlock. It will remain in this world until the spell's duration elapses or it is sent back by the one who called it. Its supernatural strength means it can inflict 2D6 M.D. from a punch or 4D6 M.D. from a power punch. The flame friend will set ablaze any combustible material it touches, 60% likelihood.

Fuel Flame

Range: 100 feet (30.5 m)
Duration: Instant
Saving throw: None
P.P.E.: 10

The warlock feeds any existing fire, tripling it in size. It can affect a 20 foot (6.1 m) area up to 100 feet (30.5 m) away. Similar to the magic spell only more powerful.

Heal Burns

Range: Touch or 10 feet (3 m) away.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 15

The warlock is able to heal burns (not cuts, bruises or anything else), making all pain disappear, the skin to magically restore and provides 20 S.D.C. and 2D6 hit points each time the spell is cast on burn victims. Leaves little if any scar tissue.

Mini-Fireballs

Range: 90 feet (27.4 m) plus 10 feet (3 m) per level of experience.

Duration: One melee per level of experience.

Damage: 3D6 M.D. per triple blast.

Saving throw: Dodge

P.P.E.: 20

The warlock can shoot three small fireballs from the palm of his hand which hurl at their target at an awesome speed. The mini-fire balls can be fired equal to the number of hand to hand attack per melee. The fireball is magically directed and seldom misses. Saving throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

Level Five: Fire

Blue Flame

Range: Covers a 10 foot (3 m), circular area per level of the warlock.

Duration: Four melees per level of the warlock.

Damage: 1D6 M.D. per level of experience; area effect spell.

Saving throw: Standard

P.P.E.: 30

Blue flame is a magical flame that does not burn like fire but induces a burning, mega-damage cold! All engulfed by the flame must save vs magic or suffer a terribly painful and numbing cold that does 1D6 M.D. per each level of the warlock. When the flame disappears there is no trace of it ever having existed.

Breathe Fire

Range: 8 feet (2.4 m) plus one foot (0.3 m) per experience level.

Duration: One melee per level of the warlock.

Damage: 2D4 M.D.

Saving throw: Dodge

P.P.E.: 20

The warlock is able to breathe flame out of his mouth like a dragon. The fire breath can be used in place of other melee attacks and breathed as often as the number of hand to hand attack per melee. Saving throw: None except dodge, + 2 to strike.

Eat Fire

Range: Self

Duration: Two melees per level of the warlock.

Saving throw: None

P.P.E.: 20

Enables the warlock to consume fire without damage. This is similar to the fire-eaters seen at circuses, but the warlock can truly eat the flames and be nourished by them in place of normal food. A large campfire or three torches is the equivalent of a full meal. Can also be used as a means of entertainment.

Screaming Wall of Flame

Range: Cover a 10 foot (3 m) area per level of the warlock and can be cast up to 90 (27.4 m) away.

Duration: Four melees per level of the warlock.

Damage: 4D6 M.D. plus save vs magic fear.

Saving throw: Standard against scream/horror factor 16.

P.P.E.: 30

The warlock is able to conjure a blazing wall of orange flame, that stretches ten feet per level of the warlock and towers about 20 feet (6 m) tall. Not only does the wall do 4-24 damage to anyone touching or running through it, but the wall darts and rears and shrieks a terrible scream as if it were alive (in fact a fragmented essence of a fire elemental is hidden inside the wall). Everyone seeing and hearing this is filled with terror and must roll to save vs horror factor 16. Those who fail their roll lose initiative, one melee attack and may flee the area; 70%.

Wall of Ice

Range: Can be cast 60 feet (18.3m) away and affects/covers an 8 x 8 x 4 feet (2.4 x 2.4 x 1.2 m) per level of experience.

Duration: Four minutes per level of the warlock or until destroyed.

Saving throw: None

P.P.E.: 30

The warlock can create a wall of ice with 40 M.D.C. or 200 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D4x10 S.D.C. damage.

Level Six: Fire

Dancing Fires

Range: 30 feet (9 m)

Duration: Four melees per level of the warlock.

Damage: 1D6 M.D. per each dancing fire.

Saving throw: Dodge or parry.

P.P.E.: 35

The warlock creates a four foot tall pillar of moving flame per each level of experience. The dancing fires are not elementals but magically animated flame. They will dance and dart about, blocking a passage or chasing people around depending on the warlock's orders. The flames key on and attack things that move.

Dancing Fires

- M.D.C.: 20 each, but impervious to most kinetic, fire and energy attacks (pass harmlessly through them). Cold and water attacks do double damage to these fires and one gallon of water inflicts 1D4 M.D. to them.
- Four feet (1.2 m) tall, P.S. 10, P.P. 10, speed 22, + 2 on initiative and parry, + 2 to strike and dodge, two melee attacks/actions each.

Eternal Flame

Range: 30 ft, area affected is small.

Duration: Approximately 3,000 years plus 150 per level of the warlock.

Saving throw: None

P.P.E.: 75

This powerful elemental magic creates a one foot tall flame that will burn for centuries. The eternal flame is often cast to mark a special place or to memorialize to someone. This flame can not be extinguished by any means, water, cold and magic have no effect.

Flame of Life

Range: Touch or up to six feet (1.8 m) away.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 40

This spell creates a mystic flame that will rekindle life in the dying, but cannot help the deceased. The flame will restore a person in a coma or dying of poison to ten hit points above zero. The person will be weak and perhaps sick, but they will not die. The spell works automatically and can be cast up to six feet away.

Fire Whip

Range: 6 feet (1.8m) plus one foot (0.3 m) per level of warlock.

Duration: Four melees (one minute) per level of the warlock.

Damage: 4D6 M.D.

Saving throw: Parry/dodge

P.P.E.: 30

The warlock is able to create a mystic whip of flame that does 4D6 M.D. every time it strikes. It can be parried and dodged, but is +1 to strike.

Level Seven: Fire

Ten Foot Wheel of Fire

Range: 150 feet

Duration: Two melees per level of the warlock.

Damage: 1D8 M.D. per level of experience.

Saving throw: Dodge

P.P.E.: 40

A huge wheel of fire that is up to ten feet (3 m) wide and fifteen feet (4.6 m) tall is created. The wheel rolls in any direction the warlock desires at a speed of 18, inflicting 1D8 mega-damage, per each level of the warlock, to everything it rolls over. The direction, changing directions and speed are completely controlled by its creator. It is also likely (74%) to set ablaze any combustibles it rolls over. Saving throw: People can run, leap, and dodge out of the way.

Melt Metal

Range: 15 feet (4.6 m) plus five feet (1.5 m) per experience level.

Duration: Four melees per level of the warlock.

Damage: 1D6x10 M.D., but only to metal, nothing else.

Saving throw: None

P.P.E.: 50

This elemental magic enables the warlock to melt up to forty pounds (18 kg) of metal per each level of his experience. The metal will immediately become too hot to hold or touch and will melt into slag within seconds. The warlock does this by staring at the metal object to be melted. This spell does not melt or harm magic weapons or items, but will inflict 1D6x10 M.D. to mega-damage alloys. Can be used twice per melee.

River of Lava

Range: 120 feet away.

Duration: One minute (4 melees) per level of the warlock.

Saving throw: None

P.P.E.: 50

An impressive and deadly spell, the warlock can create a boiling river of lava that is 30 feet long (9 m), 5 feet (1.5 m) wide, and 5 feet (1.5 m) deep per level of experience. Creating the lava directly underneath a group/troops is a vicious, but terribly effective ploy, killing S.D.C. beings and barring the path for others. Mega-damage creatures will suffer 2D6x10 M.D. each melee in the lava. They will find the thick, sticky, flowing river difficult to cross, requiring one melee per every five feet (1.5 m). Victims can be pulled out by cables, lifted out by hover craft, or levitation or telekinesis can be used. The river can be cast up to 120 feet away.



Level Eight: Fire

Burst Into Flame

Range: Self

Duration: Four melees (one minute) per level of the warlock.

Damage: 3D6 M.D.

Saving throw: None

P.P.E.: 70

The warlock turns into a human torch completely engulfed in flame (although neither he nor his possessions burn). While in this form he is totally impervious to all fires and heat, other mega-damage energy attacks do half damage, and becomes a mega-damage creature with 70 physical M.D.C. Punches and kicks inflict 3D6 M.D. and there is a 61% likelihood of setting combustibles on fire. The flaming warlock sheds light for sixty feet in darkness and, as with all magic, the warlock can cancel the spell at any time.

Drought

Range: 200 foot (61 m) radius per level of the warlock.

Duration: One week per level of the warlock.

Saving throw: None

P.P.E.: 80

This elemental magic causes a drought by increasing temperatures by ten degrees Fahrenheit (6 C) per each level of the warlock's experience and prevents rainfall for the duration of the magic. This will hurt or kill plant life, dry up shallow wells and ponds, and may cause brush fires after three weeks or more (54% chance, roll once per week).

Plasma Bolt

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

Duration: One melee per level of the warlock.

Damage: 6D6 M.D.

Saving throw: None

P.P.E.: 60

The warlock can fire a concentrated bolt of plasma-like energy from his hand. A bolt can be fired as many times as equal to his number of melee attacks and can be combined with other methods of attack.

Water Elemental Magic

Level One: Water

Cloud of Steam

Range: 90 feet (27.4 m) plus 10 feet (3 m) per level of experience.

Duration: Four melees per level of the warlock

Saving throw: A successful save inflicts half damage.

P.P.E.: 10

The warlock creates a cloud of steam that covers a 30 foot area (9 m) up to 90+ feet (27.4+ m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage for each melee round (15 seconds) spent in the cloud, as well as being temporarily blinded for 1D6 melees. While in the cloud victims can not see and are in pain; - 9 to strike, parry, and dodge. Not affective against body armor or mega-damage beings, but the visibility while in the cloud is nil; effectively blind.

Color Water

Range: 60 feet (18.3 m)

Duration: One hour per level of the warlock.

Saving throw: None

P.P.E.: Two

This spell changes the color and clarity of water into a murky and unnatural color. However, there is absolutely noting wrong with the water, only discolored to look contaminated. Fifty gallons (189 liters) of water per level of the warlock can be colored.

Create Fog

Range: 60 foot (18.3 m) area per level of the warlock.

Saving throw: None

Duration: Five minutes per level of the warlock.

P.P.E.: Five

The warlock can mystically manipulate atmospheric conditions to create a dense fog. Everyone in the fog will find both their night and normal vision, including optical enhancement reduced to a range of six feet (1.8 m). All inside the fog are -2 on initiative, strike, dodge, and parry, and speed is reduced by half. Can be cast a distance of 60 feet (18.3 m) per level of the warlock.

Dowsing

Range: Self; sensing range is 200 feet (61 m) per level of experience.

Duration: Ten minutes per level of the warlock.

Saving throw: None

P.P.E.: Two

This is the magically induced ability to sense the location of water, whether it be a stream, pond, river, or underground at 98% efficiency. Can specifically key on fresh drinking water.

Float on Water

Range: Self or others, can be cast up to 90 feet (27.4 m) away.

Duration: 20 minutes per level of the warlock.

Saving throw: None

P.P.E.: Four

This spell makes the enchanted person buoyant, floating on water like a stick of wood. It does not endow the ability to swim.

Purple Mist

Range: 90 feet (27.4 m)

Duration: Four melees per level of the warlock.

Saving throw: Standard

P.P.E.: Five

A toxic mist is created that can be cast up to 90 feet (27.4 m) away and affects a twenty foot (6 m) circular area. Those affected by the mist suddenly feel light headed and may pass out; 39% chance and will remain unconscious for 1D6 melees. All victims also suffer 1D6 S.D.C. damage each melee in the mist and are -1 to strike, parry and dodge. Will not affect people in environmental suits or air tight compartments, nor mega-damage creatures.

Salt Water to Fresh

Range: Touch or 12 feet (3.6 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Four

The warlock can change thirty gallons (113.6 liters) of salt/sea water into drinkable fresh water, per each level of his experience. This spell can be cast up to twelve feet away. Does not negate strong toxic impurities and poisons.

Water to Wine

Range: 12 feet

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Five

Another transformation spell that enables the warlock to change up to thirty gallons (113.6 liters) of ordinary fresh water into wine. The wine is of fair to average quality, with the quality increasing by 5% per each level of experience.

Level Two: Water

Breathe Under Water

Range: Self or other by touch.

Duration: 20 minutes per level of the warlock.

Saving throw: None

P.P.E.: Six

This spell enables the warlock or one or two others to breathe under water, but does not grant any extra ability to swim.

Fog of Fear

Range: 20 foot (6 m) area per level of the warlock.

Saving throw: Standard vs horror factor 14.

Duration: One minute per level of the warlock.

P.P.E.: Seven

The warlock can mystically manipulate atmospheric conditions to create a dense fog. Everyone in the fog will find both their night and normal vision, including optical enhancement reduced to a range of six feet (1.8 m). All inside the fog are -2 on initiative, strike, dodge, and parry, and speed is reduced by half.

In addition they will be engulfed by a sensation of terror and strange shadows seem to be moving about in the fog; roll to save vs horror factor 14. A failed roll means the victims lose initiative, one melee attack and there's a 60% chance that they will run from the immediate, fog covered area. Can be cast a distance of 60 feet (18.3 m) per level of the warlock.

Foul Water

Range: Touch or 12 feet (3.6 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Six

This transformation spell turns 30 gallons (113.6 liters) per level of his experience, of good drinkable water into bitter mildly toxic, non-drinkable water. The water will appear slightly discolored, yellow, brown or grayish. Persons drinking this foul water will find it tastes terrible and may get diarrhea or nausea (27% chance), and suffer one hit point of damage for each glass of water they drink. He can also spoil milk, mead, beer, ale, wine, and fruit juices but can affect only half as many gallons.

Liquids to Water

Range: Touch or 12 feet (3.6 m) away.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: Ten

Yet another transformation spell, this one changes many different liquids into fresh drinking water. The warlock can change ten gallons (38 liters) per each level of his experience, of virtually any fluid into drinkable water.

Toxic liquids such as poisons, gasoline, chemicals, or fouled water are much harder to transform. The chance of success is only 7% per level of experience and only half the usual amount can be changed. If

unsuccessful, the liquid is unchanged. Cannot transform magic potions. This spell can be cast up to twelve feet away and also negates impurities and poisons.

Resist Fire

Range: Self

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: Six

Impervious to normal S.D.C. fires, while mega-damage fire, plasma and magic does half damage.

Ride the Waves

Range: Self

Duration: Ten minutes per level of the warlock.

Saving throw: None

P.P.E.: Seven

The warlock summons an invisible wave that he can ride, as on a surf board, only with far greater control and balance. This spell can be cast on others, but only the warlock can summon and direct the wave. The wave moves at a speed of 25 mph (40 km).

Walk the Waves

Range: Self

Duration: Ten minutes per level of the warlock.

Saving throw: None

P.P.E.: Ten

This elemental magic enables the warlock to walk on water. To do this the water must be fairly calm with waves under four feet high. Walking speed is equal the character's normal Spd attribute.

Water-Seal

Range: Touch or six feet (1.8 m)

Duration: One hour per level of the warlock

Saving throw: None

P.P.E.: Eight

The warlock is able to envelop any item under forty pounds per level of his experience in an invisible force that will protect it from getting wet. This is particularly handy for protecting scrolls or books from water damage.

Level Three: Water

Calm Waters

Range: 80 foot (24.4 m) radius per level of the warlock.

Duration: 30 minutes per level of the warlock.

Saving throw: None

P.P.E.: 15

The warlock can impose his will over the forces of nature, reducing the intensity of water turbulence. He can reduce the size of waves and slow their speed by half, influencing an eighty foot radius per each level of his experience.

Circle of Rain

Range: 60 foot (18.3 m) radius per level of the warlock.

Duration: 15 melees per level of the warlock.

Saving throw: None

P.P.E.: 20

Through this elemental magic the warlock can create a heavy downpour accompanied by thunder, lightning, and clouds. Anyone in the circle of rain will become soaking wet, chilled, movement slowed by one-third, and the sense of hearing and vision will be impaired (both normal and nightvision reduced to 30 feet/9 m). This magic can be done indoors and outdoors.

Command Fish

Range: 60 foot (18.3 m) area per level of the warlock.

Duration: 10 minutes per level of the warlock.

Saving throw: None

P.P.E.: 10

The warlock is able to mentally summon and command any fish within his area of influence. They will obey only simple commands like: come here, swim over there, attack, etc. The fish are not intelligent creatures and cannot communicate/speak. Dolphins, whales, and other aquatic mammals cannot be controlled, nor can amphibians (frogs, newts, etc.) or reptiles (turtles, etc.).

Freeze Water

Range: 30 feet (9 m)

Duration: Varies

Saving throw: None

P.P.E.: Eight

The warlock is able to instantly freeze 30 gallons (113.6 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Resist Cold

Range: Self

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: Six

Impervious to normal cold up to 10 degrees below zero (- 26 degrees centigrade). Mega-damage cold and magic does half damage.

Sheet of Ice

Range: The area effected is 10 feet (3 m) per level of experience, but the spell can be cast up to 60 feet (18.3 m) away.

Duration: One minute (4 melees) per level of the warlock.

Saving throw: None

P.P.E.: 15

This spell creates a sheet of ice coating objects or floor/ground with an inch of ice, making it very slick and slippery. If cast upon the ground, anyone walking on it will slip and slide. Effects:

Walking on the sheet of ice: Reducing speed by half reduces the chance of falling to 32%, going faster there's an 80% chance of falling. -4 to strike, parry or dodge while moving on the ice.

Standing still or little movement: 15% chance of falling, -1 to strike, parry or dodge.

Crawling or sitting on ice: 6% chance of slipping/falling; speed reduced by half. -5 to strike, parry or dodge.

Ice coated items are cold to the touch (extremely uncomfortable) with a 50% chance of losing grip and dropping the item. Coating has an S.D.C. of 60.

Level Four: Water

Create Water

Range: 60 feet (18.3 m)

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 10

The warlock can create twenty gallons (75.7 liters) of water per level, out of thin air. The water can be created up to sixty feet away and/or in mid-air. Can be effective against vampires.

Hail

Range: Affects a 10 foot (3 m) circular area per level of the warlock; can be cast up to 50 feet (15.2 m) per experience level.
Duration: One minute (4 melees) per level of the warlock.
Damage: 1D4 M.D. per level of the warlock.
Saving throw: None other than to take cover.
P.P.E.: 20

This can be a devastating area effect spell, doing 1D4 M.D., per level of the warlock, to everyone and everything within the area of the hail each melee of duration. Baseball size hail stones pelt the victims of this elemental onslaught. This spell can be cast up to fifty feet away per level of the warlock.

Shards of Ice

Range: 30 feet (9 m) per level of experience.
Duration: One melee per level of the warlock.
Damage: 1D4 M.D.
Saving throw: Dodge or parry.
P.P.E.: 15

The warlock can instantly create and shoot razor-like shards of ice from the palms of his hands. They do not automatically strike the intended target (roll for each attack), but are deadly accurate. The warlock can fire as many times as he has melee attacks. Saving throw: None versus magic, but a dodge or parry is possible if the victim knows he is under attack and rolls a 17 or higher.

Swim Like the Dolphin

Range: Self or others by touch.
Duration: 20 minutes per level of the warlock.
Saving throw: None
P.P.E.: 15

The warlock or one or two persons are endowed with the ability to swim (not breathe underwater) like a dolphin. This is superior swimming ability (98% perfect) enabling those enchanted to swim at a maximum speed of 50 mph (80 km), hold their breath for six minutes at a time and +5 to dodge underwater.

Wall of Ice

Range: Can be cast 60 feet (18.3m) away and affects/covers an 8 x 8 x 4 feet (2.4x2.4x1.2 m) per level of experience.
Duration: Four minutes per level of the warlock or until destroyed.
Saving throw: None
P.P.E.: 20

The warlock can create a wall of ice with 40 M.D.C. or 200 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D4x10S.D.C. damage.

Water Wisps (fragmented elemental essence)

Range: Immediate area.
Duration: 15 minutes per level of the warlock.
Saving throw: None
P.P.E.: 30

This spell enables the warlock to summon and command 1D4 water elemental essence fragments. These elemental manifestations are very small and must be summoned in a body of water. They can fetch things from river or sea beds up to 900 pounds (405 kg) per elemental. They can be used to drown swimmers or capsize small boats, scout ahead, catch fish, defend, attack, and carry items. There is no limit to the distance they can travel away from the warlock.

The Water Wisps

- M.D.C.: 32 each
- Invisible in water, three feet (0.9 m) tall, P.S. 18, P.P. 10, I.Q. equal to 6, swimming speed 40 mph (64 km), +1 on initiative, +2 to strike and parry, +6 to dodge, and are impervious to rail guns and explosives, but energy and magic weapons do full damage and fire does double damage.

- Three physical attacks per melee, and inflicts 1D6 M.D. from punch or 2D6 M.D. from a power punch (counts as two attacks).
- Carry up to 900 pounds (405 kg) and still moves at its maximum speed. The elemental servant will obey only the warlock and remain in this world until the spell's duration elapses or it is sent back by the warlock. Its supernatural strength means it can inflict mega-damage. When ordered to kill someone it will use what weapons are at hand.

Level Five: Water

Earth to Mud

Range: 20 feet (6 m) per level of experience.
Duration: Instant and permanent.
Saving throw: None
P.P.E.: 20

This magic turns earth/dirt into mud. The warlock can transform 100 pounds (45 kg) of earth per level of experience. The spell can be cast up to 20 + feet away. The spell has no effect on elementals or golems.

Protection from Lightning

Range: Self
Duration: 10 melees (2.5 minutes) per level of the warlock.
Saving throw: None
P.P.E.: 25

The warlock is able to make himself impervious to lightning or electrical effects; no damage.

Snow Storm

Range: Affects a 30 foot (9 m) area per level of the warlock and can be cast 50 feet (15.5 m) away per level of experience.
Duration: Two minutes (8 melees) per level of the warlock.
Saving throw: none
P.P.E.: 40

Drops the temperature to 15 degrees Fahrenheit (-11 degrees centigrade), creates 30 mph winds and snow and hail with a three foot (0.9 m) accumulation every other melee/30 seconds. Reduces speed by half and vision, including optics, to 20 feet (6 m), and inflicts 10 S.D.C. points of damage each melee.

Ten foot Ball of Ice

Range: Can be cast up to 120 feet (36.6 m) away.
Duration: One minute (4 melees) per level of the warlock.
Saving throw: Dodge
P.P.E.: 30

This spell creates a huge ten foot ball of ice that can be dropped on someone or something, doing 1D6 M.D., or can be made to roll down an area doing 1D6 M.D. points to everything it rolls over. The ice ball can be manipulated by the warlock and made to roll once it has been dropped; rolling speed is 10. It will remain until the spell elapses or it has melted; has 70 M.D.C., and weighs a ton (900 kg). Saving throw: dodge, leap, or run out of its way.

Whirlpool

Range: 120 foot (36.6 m) radius of effect, can be cast up to 500 feet (153 m) away.
Duration: One minute (4 melees) per level of the warlock.
Saving throw: Not applicable.
P.P.E.: 40

This elemental magic conjures a great spinning whirlpool in a large body of water (lakes, rivers, oceans, or seas). This watery funnel pulls and sucks all objects on the water into its whirling center crushing and dragging them down into the depths. Objects caught in the outer edge will be caught in its pull and drawn toward its center in a spiralling

circle at a rate of ten feet per melee. Victims will become dizzy and disoriented, 30% chance of drowning. Victims can be pulled, flown, or levitated to safety. Boats and ships may be able to pull themselves away and out of harms way (30% chance if a sail or row type, 54% if motorized ship). The outer whirlpool has a 120 foot radius.

The center of the whirlpool is a twenty foot area and does 1D4x10 M.D. each melee to any small object in its grip. Large ships and bots suffer 2D6x10 M.D. and will be submerged when the ship hits dead center, plus suffer 1D6x100 more mega-damage. There is a 90% chance of all hands drowning. A dispel magic barrier spell will destroy it instantly.

Level Six: Water

Heal Burns

Range: Tough or 10 feet (3 m) away.

Duration: Instant and permanent.

Saving throw: None

P.P.E.: 25

The warlock is able to heal burns (not cuts, bruises or anything else), making all pain disappear, the skin to magically restore and provides 30 S.D.C. and 3D6 hit points each time the spell is cast on burn victims. Leaves little if any scar tissue.

Hurricane

Range: Affects a 120 foot (36.6 m) area and can be cast up to 500 feet away (155 m).

Duration: Four melees per level of the warlock.

Saving throw: None

P.P.E.: 50

This elemental magic conjures a great sea storm with 100 to 150 mph (160 to 260 km) winds blowing around within a 120 foot (36.6 m) area. The sea is lashed into huge waves 30 feet (9 m) tall which will batter and destroy all but the largest ships. Inflicts 3D6x10 M.D. per melee. Torrential rains, thunder and lightning accompany these terrific winds. Any person foolish enough to be above decks during this storm will take 1D6 M.D. per melee due to flying debris, wind, and hail.



Little Ice Monster (elemental essence fragment)

Range: Immediate area.

Duration: 30 minutes per level of the warlock.

Saving throw: None

P.P.E.: 40

This spell enables the warlock to summon and command a fragmented essence from a greater ice elemental to create a smaller version of an ice elemental. This rock hard assistant can be sent to scout ahead, spy, hunt, kill, defend, attack, carry items, etc. There is no limit to the distance it can travel away from the warlock.

Little Ice Monster

- **M.D.C.:** 350
- Made of ice, eight feet (2.4 m) tall, P.S. 26, P.P. 17, I.Q. equal to 8, speed 20, +2 on initiative, +3 to strike, +4 to parry and dodge, bio-regenerate 4D6 M.D.C, has nightvision of 600 feet (183 m) and impervious to M.D. lasers.
- Can cast all first level water elemental magic; 110 P.P.E.
- Four physical attacks per melee or two by magic, and inflicts 3D6 M.D. from punch or 6D6 M.D. from a power punch (counts as two attacks).

The ice elemental can carry up to 1300 pounds (585 kg) and still moves at its maximum speed. The elemental servant will obey only the warlock and remain in this world until the spell's duration elapses or it is sent back by the warlock. Its supernatural strength means it can inflict mega-damage. When ordered to kill someone it will use what weapons are at hand and/or magic.

Part Waters

Range: 500 feet (153 m) long by 10 feet (3 m) wide per experience level.

Duration: Five minutes per level of the warlock.

Saving throw: None

P.P.E.: 50

A powerful elemental magic spell enabling the warlock to actually part the waters of lakes, rivers, seas, etc. The spell cuts a swath into the water parting it and drying the sea bed so that it can be walked on. If the warlock loses concentration, is knocked unconscious, or slain, the spell is broken and the water comes tumbling in (70% chance of drowning and all take 40 M.D., triple for seas, quadruple for oceans).

Summon sharks/Whales

Range: 300 foot radius

Duration: 8 melees per level of the warlock

Saving throw: none

P.P.E.: 50

With this spell the warlock can summon and command one whale or shark for each level of experience. Only those creatures within his 300 foot radius will respond and will only obey while within the radius. Any simple commands will be obeyed.

Encase in Ice

Range: Six feet (1.8m) per level of experience.

Duration: Until melts or broken

Saving throw: None

P.P.E.: 40

The warlock can magically encase any object or a portion of someone's body in a block of ice. The item will remain in the ice block until it is broken free or the ice melts. The encasement has 10 M.D.C. and also inflicts 4D6 S.D.C. damage to bare flesh. Encasing somebody's head in ice is possible and will temporarily blind him and will render him unconscious in two minutes and suffocates in six minutes. Ice disappears instantly if the warlock wills it to.



Level Seven: Water

Rain Dance

Range: 400 foot (122 m) radius per level of the warlock.

Duration: 30 minutes per level of the warlock.

Saving throw: None

P.P.E.: 60

This powerful magic creates a normal rain storm by manipulating the atmospheric conditions of the area. The dance and chant require a solid 10+1D6 minutes of performance. If successful the rain will begin to fall 6D6 minutes after the dance is finished and negates/dispels any magic droughts. **Success ratio:** 12% per level of the warlock.

Summon Storm

Range: 140 foot radius per level of the warlock

Duration: 20 melees per level of the warlock

Saving throw: none

P.P.E.: 60

This elemental magic conjures a rain storm with terrible black clouds, grey sky, high winds, thunder, heavy rain, and hail. Winds gust up to 35 mph (56 kmph) and combined with the hail do 1-6 points structural (S.D.C.) damage to any buildings, trees, etc. once every eight melee rounds. People in the area are drenched in two melees. At sea the storm can lash up waves of 6 to 8 feet (1.8 to 2.4 m).

Drought

Range: 400 foot (122 m) radius per level of the warlock.

Duration: One week per level of the warlock.

Saving throw: None

P.P.E.: 70

This elemental magic causes a drought by increasing temperatures by ten degrees Fahrenheit (6 C) per each level of the warlock's experience and prevents rainfall for the duration of the magic. This will hurt or kill plant life, dry up shallow wells and ponds, and may cause brush fires after three weeks or more (54% chance, roll once per week).

Level Eight: Water

Tidal Wave

Range: 200 foot (61 m) long/wide wave per level of the warlock.

Duration: One melee per level of the warlock.

Damage: 4D6 x 10 M.D.

Saving throw: None

P.P.E.: 80

The warlock is able to create one towering wall of water that smashes into buildings, vehicles, people on the coast line or vessels at sea. The wave is ten feet (3 m) tall per level of the warlock and possesses devastating power. One tidal wave can be created and strike each melee. The chance of capsizing a ship is 5% per level of the warlock; roll for each wave. The reach of the wave on shore is 30 feet (9 m) per level of the warlock. Can be cast from a distance of 200 feet (61 m) per level of the warlock.

Creature of the Waves

Range: Self

Duration: One melee (15 seconds) per level of experience.

Saving throw: None

P.P.E.: 70

The warlock is temporarily transformed into a water elemental like being composed of water vapor. The appearance is a shiny, silver colored semi-opaque featureless figure in a humanoid form. In this form the warlock can swim at a speed of 120 mph (192 km) or 2 miles per minute (3.2 km), turn completely invisible in water, is an M.D.C. being with 200 M.D.C., impervious to lasers, mega-damage attacks inflict half damage (fire does double damage), can squeeze through key holes and cracks in one melee action, and is +2 on initiative, +1 to strike and parry and +2 to dodge, but cannot inflict mega-damage, just normal S.D.C. damage. Although he can pick up and carry up to 500 pounds (225 kg), the warlock is -2 to strike using weapons of any kind.



The Palladium Role-Playing Game

Player Character Races, D-Bees, Aliens & Mutants

Bearmen of the North

There are a variety of intelligent, humanoid bear-like creatures. The most common, so-called bear men, are the mutant bears created by **Lone Star** and other Coalition sponsored genetic research facilities engaged in experimentation to create mutant animals, like the famous *Dog Boys*. There are also occasionally other animal mutations and bear type D-Bees, but none of these are the **Bearmen of the North**. The

term "Bearman" or "Bearman of the North" is usually a specific reference to the bearmen from the world of Palladium. These giant humanoid bears are recognizable by their black or very dark brown fur and vile tempers. These Palladium Worlders seem to resent their very existence and vent their anger on anyone foolish enough to cross them. Their hatred for other beings is only occasionally overcome by their desire to get drunk. They are mean, bellicose, cantankerous and intolerant of those around them and prefer to be left alone.

Yet, for all their antisocial behavior, the bearmen are not murderously aggressive and have a great respect for life and nature. All Palladium bearmen act bossy, rude, abrupt, and threatening, but the hulking mountains of muscle and fur rarely attack without being provoked and seldom fight with murderous intent nor engage in meaningless slaughter or torture. On the other hand, they have no qualms about taking what they desire from others and use whatever force is necessary. Their volatile temperament also means that they are easily agitated. A constantly cheerful and friendly bearman is a mutant animal or other D-Bee, not a Bearman of the North.

On their homeworld, Palladium, the Bearmen are found wandering throughout the world, but are most common in the more remote areas and prefer the cool, dense forests of the Great Northern Wilderness and Old Kingdom. They are also popular sources of entertainment in the gladiatorial arenas of the Western Empire. The same holds true in the world of **Rifts**. The Palladium bearmen are found in mountains and northern forests of Canada and North America, and are coveted as gladiatorial warriors. They are said to have gained entrance into Earth by means of the Calgary rift, but others claim that the Detroit and Windsor rifts are the source of their presence. Regardless, an estimated 100 Palladium bearmen are believed to roam the wilderness of Canada and the northern United States, possibly more.

Bearmen are very simple creatures who shun civilization. Most are nomadic *wilderness scouts* (or Palladium RPG style men of arms) who live off the land and explore its wonders. They find **Rifts** Earth a delightful new home because the wilderness is vast and the people few. They are not at all interested in power or treasure. Two common vices include sweets and alcohol.

Like real bears, the creatures are huge, bulky, and muscular giants of fang and fur that stand nine to ten feet tall (about 3 meters). They are rumored to have been created by some magical experiment gone awry, eons past, on Palladium, and subsequently killed their creator(s). Other tales suggest that they are other-dimensional beings summoned to the Palladium World. Nobody really seems to know, including the bearmen themselves.

Alignment: Any, but often aberrant, anarchist, and unprincipled.

Attributes: The number of six sided dice are designated. I.Q. 2D6+1, M.E. 2D6, M.A. 2D6, P.S. 5D6+2, P.P. 4D6, P.E. 6D6, P.B. 3D6, Spd. 3D6.

Hit Points: Standard: P.E. plus 1D6 per each level

Natural (S.D.C.) Armor Rating: 11, **S.D.C.:** 2D6x 10 S.D.C.

Horror Factor: 14, P.P.E.: 3D6

Natural Abilities: Nightvision 10 ft (3 m), poor day vision (about 120 ft/36.6 m), good nightsight (1000 ft/305 m) can see in one-sixth the light of a human, superior sense of smell and hearing (track by smell alone 44%+4% per level of experience, recognize a familiar scent 60% + 3% per level of experience), instinctive swimmers 70%, instinctive climbers 60%/30%, recognize poison 90% (instinctive), prowl (natural ability) 28%. Unlike their canine cousins, the Palladium Bearmen can not sense magic or the supernatural.

Attacks Per Melee (Rifts): Two plus O.C.C. hand to hand skill and level (NPC villains typically have 4 or 5 melee attacks); claws do 2D6 S.D.C. damage plus P.S. bonuses, bite does 1D3 S.D.C. damage, or by weapon (usually large).

Magic: None

Psionics: Standard as per the **Palladium RPG or Rifts**.

Average Life Span: 60 years

Habitat: Wilderness and forested mountains of cool or cold climate. O.C.C-s: Any Palladium RPG men of arms or **Rifts RPG** wilderness scout, headhunter, grunt (equivalent), or vagabond (limited to only two physical skills for all O.C.C.s). They shun the mystic arts, although they may use magic items.

Skills of Note: Speak Wolfen 98%, Gobblely 80%, and most Bearmen can speak at least some Dragonese (elven) 40%, unless a specific O.C.C. skill selection. 20% also speak either Troll or Faerie.

Enemies: Everybody! Bearmen don't trust or like anybody until the person has proven himself, but they especially hate Bug Bears and Xiticix.

Allies: Mutant canines, kankoran, psi-stalkers, simvan, and faerie folk are tolerated.

Physical Appearance: Huge, hulking, humanoid bears with dark brown or black fur.

Size: 9 to 10 feet tall (2.7 to 3 m).

Weight: 1200-1800 pounds (540 to 810 kg).

Notes: Bearmen never use armor in their native world, but have taken to loose, heavy, M.D.C. armor such as the Crusader and Gladiator styles. Large, two-handed swords and tree trunks used as clubs are S.D.C. weapons of choice. They prefer hand to hand combat with sword, club or axe, but have adapted to technology in the use of heavy body armor and heavy weapons such as pump weapons, particle beams, plasma ejector and rail guns. But their favorite high-tech weapons are all vibro-blades and the neural mace.



Canines: Wolfen

The most civilized and powerful of the three canine races is the **Wolfen**. The wolfen were a fierce warrior people divided into 13 warring tribes. Their constant infighting and their insistence on clinging to barbaric warrior ways, held them back for centuries. However, in the last few decades the wolfen tribes have united and have quickly grown into a well organized, disciplined and orderly society. They still hold to the ways of the warrior, but have developed into a sophisticated military machine, extremely reminiscent of the ancient Romans of Earth.

Although the humans and many other races on the Palladium world see the wolfen as barbaric, children eating monsters, it is not true. The wolfen are as intelligent, compassionate and civilized as the humans of that same era. This belief is perpetuated out of the humans' own ignorance, hatred, bloody confrontations of the past, and same sense of superiority that led to the demise of the elves and dwarves as the dominant intelligent life forms. As humans began to settle the northern portions of the continent they encountered the territorial wolfen. As a warrior people, the wolfen reacted to these settlers and explorers as invaders, and killed them in fair combat.

Many are the stories of bloody and gruesome battles and wolfen atrocities, including the wolfen warriors tearing out their victim's heart and eating it, decapitation, impalement, and eating babies and children. Only the latter is pure fiction. As a political maneuver, the wolfen have been painted as totally inhuman monsters and an enemy of humankind. After all, if the wolfen are horrid monsters, it is okay to invade their lands and slaughter their people in the name of peace and self defense. Unfortunately, the unified wolfen, with their superior size and strength, are becoming a powerful military force. If the animosity and aggression continues on the part of both human and wolfen, a terrible war is inevitable. Indeed, a bloody conflict between these two may be unavoidable as they both vie to dominate the land. Only time will tell.

Alignments: Any, but tend toward principled and aberrant; both alignments have a strong personal code of honor.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+1, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd 4D6

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

S.D.C.: 30 plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: 12, P.P.E.: 3D6

Natural Abilities: Nightvision 40 ft (12.2 m), keen color vision, superior sense of smell and hearing, recognize common/known smells 50% + 3% per level of experience. Track by smell alone 20% + 4% per level of experience. Can not sense the supernatural or magic like intelligent mutant dogs.

Combat: Two without any combat training, or one plus those gained from hand to hand combat and/or boxing.

Damage: Bite does 2D4 S.D.C. damage and claws do 1D6 S.D.C. damage plus P.S. bonus.

Bonuses: +1 on initiative and those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, basically same as humans.

Average Life Span: 60 + years

O.C.C.s (Palladium): Virtually any O.C.C., but likely to lean toward highly skilled and warrior occupations and magic, with increasing frequency.

O.C.C.s (Rifts): Virtually any O.C.C. (except glitter boy), including the Coalition Dog Pack and CS military (equivalents). Lean toward magic, wilderness, highly skilled and men of arms occupations.

Wolfen are new to the ways of magic and they find the mystic arts both exciting and frightening. They are warriors and technicians who will be more allured by high-technology than magic, but there will definitely be wolfen masters of magic.

Skills of Note: 60% speak and read the Wolfen and Elven/Dragonese languages at 98%, knows basic math (+10%) and one extra ancient W.P. in addition to O.C.C. skills.

Habitat: Can be found anywhere. Considered Dog Boys or D-Bees on Rifts Earth.

Enemies: Traditionally, humans, dwarves, and changelings are despised. Elves are allied to humans and therefore, an enemy; however wolfen covet the knowledge and friendship of elves and are constantly soliciting their favor. Wolfen generally see supernatural forces as evil and a danger. As a result, they seldom ally themselves to the supernatural, but will consider using/commanding supernatural forces in the same way as humans.

Allies: Non-human D-Bees and monster races. Indifferent toward most others.

Physical Appearance: Just as their name suggests, they look like giant humanoid wolves. The body is covered in dark and/or light grey colored fur. The head is wolf-like, with a muzzle, canine teeth, powerful jaws, pointed canine ears, and hazel, brown or green eyes.

Size: 7 to 9 feet tall (2.1 to 2.7 m).

Weight: 350 to 500 pounds (157.5 to 225 kg).

Notes: The Wolfen may be considered to be roughly equivalent to humans in terms of society, philosophy, temperament and intelligence. Back in the Palladium world, the wolfen threaten the supremacy of humankind.

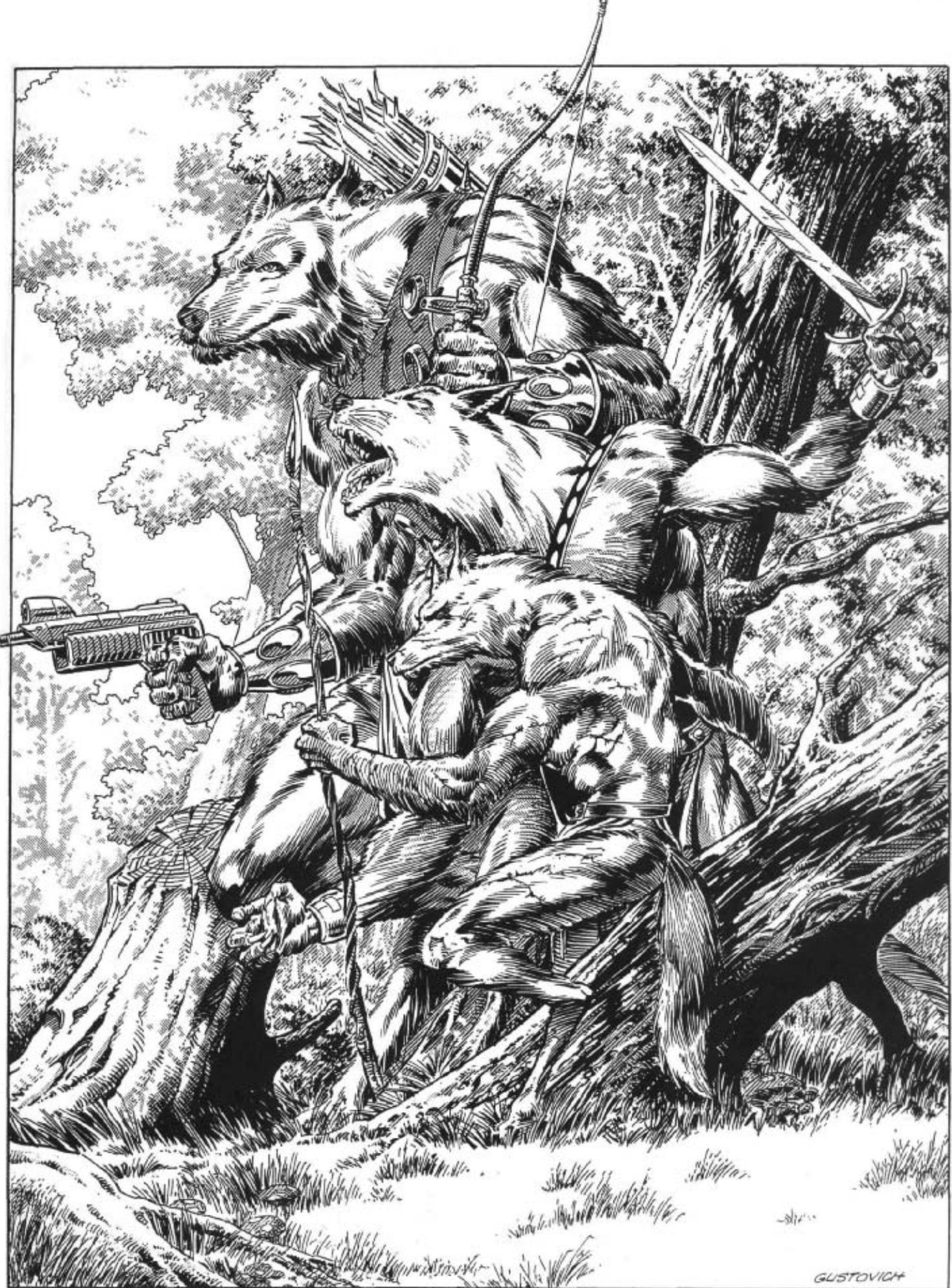
The wolfen birth rate also gives them a survival edge over humans and other races giving birth to 1D4 young after an eight month gestation period. Wolfen reach full physical maturity in 13 years.

Canine: Coyles

The coyles are the smaller cousins to the wolfen and refuse to join the wolfen's quest for civilization and cultural advancement. Coyles, like the wolfen of only a few decades past, still roam in large, individual tribes that often war and bicker amongst themselves; usually over such trifles as which tribe has the best warriors, or the most warriors, or the best leaders, or wisest shaman, prettiest women, and so on. They are wild, aggressive, carefree, rebellious and barbaric compared to their wolfen cousins, and are a constant source of consternation to the Wolfen Empire. The coyles operate in large, loose-knit tribes and engage in a lifestyle of raiding and murder. Coyles view themselves, and to a lesser extent, the wolfen and kankoran, as the chosen people of the world. Consequently, a coyle doesn't recognize the rights of any creature who is not a canine. Stealing from or killing members of other races is no crime under any circumstances.

The coyles are particularly dangerous because of their skill as warriors. Their superior physical prowess combined with a sharp intelligence and wild, daring tactics, makes them a respectable fighting force. Coyles are also known for their tactical leadership in battle, engaging in ambush, flanking attacks and feints. These tactics make them far superior to most other sub-human troops on the Palladium world and equal to humans. Even elven and human commanders have been humbled by superior coyle tactics. For example, coyles disdain heavy armor and delight in drawing knights in plate mail into pitfalls and traps.

Generally, wolfen look upon their cousins as barbarians who foolishly cling to their old ways. Renegade coyles and coyle tribes are moving ever southward to avoid the wolfen government. Unfortunately, this has led to increasing conflict with humans, especially in the Eastern Territory, and is largely responsible for the stories of wolfen atrocities, for, to human eyes, coyles and wolfen are one and the same. This is a tragic mistake, as most wolfen view the coyles' acts of savagery with equal disdain. While the wolfen, even during their days of barbarism, were generally noble and fair warriors, the coyles have always delighted in torture and massacres. The coyles are frequently aware of their mistaken identity and pretend to be wolfen, creating trouble for their



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wolfen kin and escalating hatred among humans. Fortunately, coyle raiding parties rarely number more than one hundred.

Alignments: Any, but tend toward unprincipled, anarchist, and miscreant.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 3D6+1, P.P. 4D6+1, P.E. 3D6, P.B. 3D6, Spd 3D6

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

S.D.C.: 20 plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: 11, P.P.E.: 3D6

Natural Abilities: Nightvision 40 ft (12.2 m), keen color vision, superior sense of smell and hearing, recognize common/known smells 50% + 3% per level of experience. Track by smell alone 30% + 4% per level of experience. Can not sense the supernatural or magic like intelligent mutant dogs.

Combat: Two without any combat training, or one plus those gained from hand to hand combat and/or boxing.

Damage: Bite does 1D6 S.D.C. damage and claws do 1D6 S.D.C. damage plus P.S. bonus.

Bonuses: +1 on initiative and those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, basically same as humans.

Average Life Span: 45 + years

O.C.C.S (Palladium): Any O.C.C., but generally too lazy to study magic or scholarly pursuits, likely to lean toward men of arms occupations.

O.C.C.S (Rifts): Technically, any O.C.C. (except glitter boy), including the Coalition Dog Pack, but is typically too lazy and hyper to study magic, scholarly or demanding occupations; tend to be wilderness scout, city rat, headhunter, or vagabond-thief. Occasionally a borg, juicer or crazy.

Skills of Note: Speak (but illiterate) Wolfen and Gobblely at 98%, and knows one extra ancient W.P. in addition to O.C.C. skills. Also give a +5% skill bonus to any espionage or wilderness skills.

Habitat: Can be found anywhere. Considered Dog Boys or D-Bees on Rifts Earth.

Enemies: Traditionally, humans, dwarves, and changelings are despised. Coyles have mixed relations with wolfen. In the past they have been bitter enemies, currently, many are solid allies, while others are still enemies.

Allies: Non-human D-Bees, goblins, hob-goblins, kobolds, orcs, ogres and trolls. May also associate with supernatural beings.

Physical Appearance: Although they are similar to wolfen, they have more similarity to coyotes than wolves. The body is covered in light grey or brown colored fur; muzzle, canine teeth, powerful jaws; brown, grey, blue or green eyes.

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

Weight: 200 to 300 pounds (90 to 122 kg).

Notes: Coyles prefer light armor, love energy weapons and small, fast vehicles.

Canine: Kankoran

The kankoran believe in living a simple life as hunters. They are at harmony with nature and fiercely protective of their remote wilderness habitat. Although a gentle, loving and compassionate people, their society is anything but easy. As the young enter adulthood they are required to go through a rite of passage. This varies according to the tribe and the location. Typically, it involves the young kankoran living alone, off the land, for six months to a year. Even more severe is the rite of the Emirin Tribe of kankoran. Theirs is a rite of combat where two young kankoran must seek out a single young emirin and battle it to the death. Since it's a very even battle, the emirin approve of this ritual.

These rites of passage are crucial to kankoran society. All kankoran have names that reflect their rite. For example: Left-Side-Wound, Mountain Shadow, and Knife Handle are typical kankoran names. Kankoran call scars "stripes," and respect anyone with an impressive collection.

Kankoran have a rather naive view of other creatures. Wolfen, humans, and other sub-humans are considered to be "children," unless they can show that they know how to take care of themselves in the wilderness. Outsiders who subject themselves to a rite of passage can be completely accepted as a fellow kankoran. It is not unusual for kankoran to adopt stray children of any race. One of the great legends of the kankoran is that they were created by the elves in the distant past. For this reason they respect elves and will go out of their way to help them. They also get along with most of the gentler faerie folk and elemental spirits.

Alignments: Any

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 3D6, Spd 4D6

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

S.D.C.: 20 plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: 10, P.P.E.: 4D6

Natural Abilities: Nightvision 20 ft (6.1 m), keen color vision, superior sense of smell and hearing, recognize common/known smells 40% + 5% per level of experience. Track by smell alone 30% + 5% per level of experience. Can not sense the supernatural or magic like intelligent mutant dogs.

Combat: Two without any combat training, or one plus those gained from hand to hand combat and/or boxing.

Damage: Bite does 1D6 S.D.C. damage and claws do 1D6 S.D.C. damage plus P.S. bonus.

Bonuses: +2 on initiative and those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, basically same as humans.

Average Life Span: 45 + years

O.C.C.s (Palladium): Any O.C.C., but generally a woodsman/ranger or long bowman, or ranger. Occasionally a mind mage or clergy.

O.C.C.s (Rifts): Technically, any O.C.C. (except glitter boy), including the Coalition Dog Pack, but is so attuned to life in the wilderness that the kankoran is typically a wilderness scout, headhunter, or vagabond (scout or thief). Occasionally a mind melter or cyber-knight. Kankoran hate magic, but there is the occasional little mage. Also, no kankoran will willingly submit to cybernetic, bionic or any other means of unnatural augmentation, they'd rather lose a limb.

Skills of Note: Speak (but illiterate) Wolfen and Gobblely at 98%, and knows one extra ancient W.P. in addition to O.C.C. skills. Also give a +5% skill bonus to any espionage or wilderness skills.

Habitat: Can be found anywhere. Considered Dog Boys or D-Bees on Rifts Earth.

Enemies: No formal enemies.

Allies: Traditionally, their principal allies are the wolfen. They also have a strange alliance/relationship with the emirin. They are friendly towards faerie folk and other woodland creatures. On Rifts Earth, the kankoran will be most comfortable with non-humans, especially mutant animals, that are forest people.

Physical Appearance: Although they are similar to wolfen, they share more similarity with foxes than wolves. The body is covered in reddish-brown colored fur; muzzle, canine teeth, powerful jaws; brown or green eyes.

Size: Four to five feet plus 1D6 inches tall (about 1.2 to 1.6 m).

Weight: 80 to 140 pounds (36 to 63 kg).

Notes: Kankoran are full-time hunters and woodland dwellers. They are usually on the move with their villages of skin huts, travelling to wherever the hunting is best. On Palladium they will usually be armed with obsidian daggers and obsidian-tipped spears, but on Rifts Earth they have taken to vibro-blades, energy weapons and light armor.

A typical tribe rarely numbers more than 50 kankoran, although other races may be allowed as tribesmen and expand the tribe's ranks to 80 or more. They are often employed by wolfen as scouts.

Changelings

Changelings are an ancient race of shape changers universally feared and hunted by all other races of the Palladium world, except elves. But even elves exhibit caution and suspicion when dealing with a changeling. They are feared because they can assume the shape of any humanoid and are so skilled with their shape changing ability that they can imitate specific people perfectly. Thus they make the ideal assassin, spy, and invader. Palladium legend is rife with yarns of evil acts and claims that changelings once plotted the destruction of other races by assuming their shape and slaying them in their sleep. As a result, all races engaged in mass genocide of the fiends, actively hunting them down and destroying them wherever they were found.

Currently in the world of Palladium, it is believed that changelings no longer exist. However, a few thousand are scattered throughout the world, careful to disguise themselves as other humanoids. The changeling's natural form is a thin, seven foot tall (2.1 m), hairless humanoid with pale yellow skin. However, height, complexion, apparent age and racial features can all be changed with a thought. This makes it virtually impossible to identify a changeling that's disguised as a different life form. Even their aura is too similar to human and elf to be conclusive evidence. Their high mental endurance makes other psionic probes difficult. They do have some physical traits that can be telling to a trained eye. Changelings have a weak constitution so they tire easily and are more susceptible to disease. They are also comparatively slow moving. But the most telling sign is that they cannot eat salt. Consuming salt will make a changeling nauseous, lasting 1D4 + 2 hours.

Alignments: Any

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 5D6, M.A. 4D6, P.S. 3D6, P.P. 3D6, P.E. 2D6, P.B. 2D6, Spd 2D6

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

S.D.C.: Five plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: 10, **P.P.E.:** 5D6

Natural Abilities: Superior mental endurance and affinity.

Shape changing ability: Can alter its shape and size to assume the appearance of any humanoid creature. They cannot shape change into animals, insects, or objects. Nor can they grow additional limbs or other appendages, like a tail or wings. This means the creature cannot temporarily eliminate one limb if the person it is imitating has lost a limb. Likewise, a changeling who loses an arm or leg in battle cannot regenerate the missing limb, but can instantly grow hair or fur of any type and color. In addition, the changeling has size limits. The absolute smallest size is three feet (0.9 m) and the tallest is ten feet (3 m). Mass/weight varies by only thirty pounds or so, consequently, when they are small they are fat, and when tall, they are thin. One full melee (15 seconds) is required to complete a transformation.

When assuming the guise of a particular living person the changeling can adjust its diet accordingly, gaining or losing weight to make the impersonation perfect. Note that only the physical appearance, size and shape of the body changes. The changeling's attributes are always the same, regardless of size and appearance. Nor do clothes magically change to fit the new body. New clothes will have to be acquired. Also note that changelings are *asexual*, having no one gender. They can physically change to be either male or female, or both.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.

Bonuses: +2 to save vs telepathic probes, mind control and horror factor, in addition to bonuses gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, same as humans.

Average Life Span: 250 + years

O.C.C.s (Palladium): Any O.C.C.

O.C.C.s (Rifts): Any O.C.C. (including Coalition military), except borg, crazies, or juicer.

Skills of Note: Elven/Dragonese is their natural language 98% and 50% are also literate in the language. Also have the disguise skill (+ 20%) and imitate voices (30% + 5% per level of experience) in addition to O.C.C. skills.

Habitat: Can be found anywhere. Considered D-Bees on **Rifts** Earth.

Enemies: All races are feared.

Allies: Traditionally, elves are the closest to being an ally. However, likes to keep secret company among humans, elves, wolfen and other humanoid canines, ores, and trolls.

Size: Seven feet (1.2 m) tall.

Weight: 180 to 250 pounds (81 to 112.5 kg) is average.

Notes: The Splugorth use changelings among their bounty hunters, spies and slavers. Only a handful outside of Atlantis have made it to **Rifts** Earth. Changelings NEVER get bionics nor major cybernetics unless absolutely necessary (like losing a limb).

Dwarves

Dwarves are a race of short, powerfully built, subterranean people who once built fabulous underground cities, held the secrets of rune and summoning magic, and co-ruled the Palladium world in the shadow of the elves. For thousands of years they suffered what was first the biting wit and sarcasm of the elves. For thousands more they endured numerous forms of humiliation and degradation at the hands of the arrogant elves. Eventually, a senseless feud erupted into an insane war that would crush both elf and dwarf in a blood bath that would span centuries. Toward the end, the dwarves, desperate to turn the tide of a battle they were finally losing, turned to supernatural and demonic forces of magic. Forces that, in the end, would see the greatest dwarven kingdoms annihilated through their own folly.

Today, in the Palladium world, there is said to be little over a million dwarves and even a few of the last, great subterranean kingdoms, nestled in the mountains of the Old Kingdom. But since their glory days of long ago, the dwarves have lost the secrets of rune magic and have abandoned the pursuit of all magic so that they will never again unleash its terrible forces. Instead, they have turned to perfecting their art as the world's greatest weapon and armor smiths and the arts of combat.

Perhaps to no one's surprise, dwarves, in the world of **Rifts**, are attracted to warrior O.C.C.s, high-tech weapons, and the craft of building and modifying weapons. This is especially true of those born on **Rifts** Earth. These second and third generation Earth dwarves are often masterful operators, skilled city rats, headhunters and borgs. Some have even dared to study the mystic craft of techno-wizardry which very much barks back to the ancient time of rune magic. An occupation that elves, and many tradition minded dwarves, find terribly disturbing.

Alignments: Any

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+2, P.P. 3D6, P.E. 4D6, P.B. 2D5, Spd 2D6

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

S.D.C.: 20 plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: None, **P.P.E.:** 3D6

Natural Abilities: Superior physical strength and endurance, generally high to average intelligence. Nightvision 90 ft (27.4 m; can see in total darkness). Natural aptitude for weapon design, mechanics and manufacturing, providing a bonus of + 5% to all mechanical, military, electrical, and computer skills.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.

Bonuses: Only those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, same as humans.

Average Life Span: 250 + years

O.C.C.s (Palladium): Any O.C.C., except magic. Leans toward warrior occupations.

O.C.C.s (Rifts): Any O.C.C., except the Coalition military and most magic. Lean toward operators(!), city rats, rogue scientists (in the area of electrical and/or mechanical engineering), and men of arms. Some have become techno-wizards. Many dwarves show a high interest in combat and weapon smithing/building/design and love high-tech weapons, bots and bionics.

Skills of Note: 70% speak and read the Dwarf languages at 98% and Dragonese/Elven (+ 30%) in addition to O.C.C. skills.

Habitat: Can be found anywhere. Considered D-Bees on **Rifts Earth**.

Enemies: Traditionally, elves, wolfen, ogres, trolls, kobolds, goblins and hob-goblins. Most dwarves still exhibit great animosity toward elves, giants and changelings.

Allies: Traditionally, humans, kobolds, and troglodytes. Surprisingly, dwarves, like elves, like humans and frequently work with them and ally themselves with them against the so-called monster races, like giants, ores, and wolfen.

Size: Three (0.9 m) plus 3D4 + 2 inches tall.

Weight: 150 to 200 pounds (67.5 to 90 kg). Dwarves are a husky, muscular people with broad shoulders and bronze or ruddy complexion.

Notes: Dwarves are very disciplined in the ways of combat, iron working, smithing, weapon and mechanical design and physical training. They are generally gruff and short tempered, especially toward elves, who they treat with disdain. Not many, perhaps a few thousand, are known to exist on **Rifts Earth**. A number are known to live and work at Northern Gun, the Manistique Imperium, and Triax.



Elves

The race of handsome humanoids known as elves, has been a dominant force on the Palladium world for eons. They are one of the so-called archaic races that survived the Age of Chaos during the time of the Old Ones' rulership. They grew out of the Age of Chaos to become one of two fabulous races, the other being the dwarves, that would take control over a savage world and bring to it peace and culture. Right behind them in scope, power and grandeur were the dwarves. But arrogance, greed and petty prejudice would bring the two super powers into a bloody, centuries long, war that would obliterate both races.

Today, the elves and dwarves of the Palladium world have lost much in the way of magic, knowledge, power and people. The population, which once numbered nearly a hundred million, is suspected to be less than three million. There are no known elven kingdoms nor even a town that is predominately elven. Instead, the elves have taken to wandering the world, helping, counseling to, and adventuring with the humans, whom they see as the heirs apparent of the world they once ruled. In the largest human cities one can sometimes find as many as a thousand or more elves living among them.

Readers should not assume that all elves are kind or serve as benevolent mentors to humans, for many are the elven adventurers, lords and scoundrels who seek only personal glory and power. They simply find humans to be the most worthy or their presence and aid than others. This is in part, because the two races share many similarities in physical appearance, size, intellect, and capacity for cunningness and savagery. Elves genuinely like humans very much.

Alignments: Any

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6+ 1, M.E. 3D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 5D6, Spd 3D6

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

S.D.C.: 10, plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: None, P.P.E.: 5D6

Natural Abilities: Superior physical prowess and beauty, generally high intelligence. Nightvision 90 ft (27.4 m; can see in total darkness). Natural aptitude and eons of tradition in the art of the long bow (add one extra attack per melee if the archery skill is taken) and wilderness/ranger skills (+ 2% on all wilderness skills).

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.

Bonuses: Only those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, basically same as humans.

Average Life Span: 600 years

O.C.C.s (Palladium): Virtually any O.C.C., but lean toward highly skilled and prestigious occupations.

O.C.C.s (Rifts): Virtually any O.C.C., except the Coalition military. Lean toward highly skilled and prestigious occupations.

Many elves show an extremely high interest in magic and scholastic or scientific pursuits, as well as interest in areas of the wilderness scout/ranger, and long bowman. Their belief that they are a superior race of people often drives them to be the best, thus there are far more knights/cyber-knightswarriors of renown, scientists, and men of magic than there are vagabonds/peasants and city rats.

Skills of Note: 90% speak and read the Elf languages at 98%, and will be literate in one other and know basic math (both +20%), in addition to O.C.C. skills.

Habitat: Can be found anywhere. Considered D-Bees on **Rifts Earth**.

Enemies: Traditionally, dwarves, gnomes, ogres, trolls, kobolds, goblins and hob-goblins. Most elves still exhibit great animosity toward dwarves and the dwarves' old allies, kobolds and gnomes.

Allies: Traditionally, humans, titans, and the gentler faerie folk. Wolfen long to win the elves' favor, but are generally snubbed.

Size: Six feet (1.8 m) plus 1D6 inches tall.

Weight: 150 to 230 pounds (67.5 to 103.5 kg).

Notes: Elves tend to be impudent, arrogant, and elitist in attitude, as well as noble, valiant and spirited. Not many, perhaps a few thousand, are known to exist on **Rifts** Earth, and those are found mainly in Europe.

Goblins

Goblins and ores are among the most common of the sub-human races on the Palladium world and are known to exist on several other worlds, including ancient Earth, probably gaining access to them through dimensional rifts at ley line nexuses, or as the minions of a powerful wielder of magic, shifter, summoner, or supernatural being. They are distant cousins to the smaller and magical faerie folk, but most lack any mystic or innate powers themselves. This may be the result of evolution or genetic mutation. Only the cobbler goblin, one in twenty, possesses faerie-like magic powers.

Goblins are generally mean spirited, vindictive, and cruel people. The typical goblin society operates on the principle of the strong preying upon the weak, in a shabby, lose-knit tribal unit that can number into the hundreds or thousands. Other dumb and mean beings are also typically included among the tribe's members, particularly ores and hob-goblins. A warrior chief rules the tribe, assisted by a war chief (second in command) and a shaman or clergy (third in command) and members of his family and cobblers. Goblins and ores will frequently associate with evil creatures of magic or supernatural monsters, gladly striking out at the larger and handsomer races.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd 3D6

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

S.D.C.: 10 plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: None

P.P.E.: 6D6 average goblin or 2D8 x 10 for cobblers.

Natural Abilities (average goblin): Superior physical prowess, generally low intelligence. Nightvision 90 ft (27.4 m; can see in total darkness) and good overall vision and hearing.

Natural Abilities (cobbler goblin): The cobbler is a goblin that retains his or her faerie folk powers. To randomly determine whether a goblin is a cobbler, roll percentile dice; a roll of 1-15 indicates a cobbler. A cobbler's most significant power is the ability to metamorphosis, at will, into a small animal. There is no limit to how often metamorphosis can be performed other than as often as once every two minutes, nor how long the animal shape can be maintained. They usually select ominous animals like a rat, toad, raven, black cat, weasel, etc. This makes them perfect spies, thieves and assassins.

They can also cast the following spells twice per day/24 hours: Mend wood, wither plants, sense magic, tongues, charm and darkness. All magic spells are equal to a third level mage. New spells cannot be learned. Cobblers also have an aptitude for woodworking and get a + 10% bonus in carpentry and boat building.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.

Bonuses: Only those gained from attributes, O.C.C., and skill bonuses. Cobblers are +1 to save vs magic.

Psionics: Standard, basically same as humans.

Average Life Span: 80 years

O.C.C.s (Palladium): Most O.C.C.s, except long bowman, knight, paladin, and magic (except witch and cobbler). Lean toward assassin, thief and mercenary fighter.

O.C.C.s (Rifts): Many O.C.C.s, except the Coalition military, glitter boy, cyber-knight, cyber-doc or magic. Lean toward city rat, headhunter, wilderness scout, vagabond and vagabond-thief. Note that goblins like cybernetics and bionics.

Skills of Note: Speak Gobblely and Faerie Speak at 98%, typically illiterate. Add a bonus of +2% to rogue/thief skills.

Habitat: Can be found anywhere. Considered D-Bees on **Rifts** Earth.

Enemies: Traditionally, humans, elves, dwarves, gnomes, and most large and handsome/beautiful beings.

Allies: Traditionally, ores, hob-goblins, trolls and wolfen. Indifferent toward ogres, and giants. The wolfen have hope of uniting goblins and ores to join them in their struggle against the humans. On **Rifts** Earth they will also associate with ugly and dumb non-humans, mutant animals, magic creatures and supernatural evil.

Size: Three feet (0.9 m) plus 2D6 inches tall.

Weight: 60 to 100 pounds (27 to 90 kg).

Notes: Goblins tend to be impudent, malevolent, and cruel toward other creatures. They love vibro-blades and energy weapons. Only a thousand or so are known to exist in North America, mostly in and around Calgary and Windsor. But tens of thousands plague Europe, especially eastern Europe.

Ores

Ores are the commonest of the sub-human races found on the Palladium world, with goblins next in line. They are large, dull wilted brutes, heavily muscled and broader built than humans. Their heads are large, often with a heavy ridged brow, bushy eyebrows, pointed ears, large, fang filled mouth, a snout-like nose and dark colored eyes and hair. They, like the goblins, operate in loose-knit tribes of warriors and brigands. The ores of the Palladium world tend to be warrior parasites who would rather fight and steal from others than engage in more civilized activities. Yet despite their legendary ferocity, dwarfed only by their legendary dumbness, they can make excellent farmers and heavy laborers.

Impressed by power, and true power to an ore is the ability to do whatever you want to whomever you want, they will obey and follow any being who possesses great physical strength or incredible magic power. Consequently, they frequently become the minions or army for powerful ogres, trolls, giants, sorcerers, dragons, supernatural beings and even humans and elves. They revel in destruction and mayhem, so they love to participate in torture, murder, pillaging, massacres, and general carnage. In fact, the high they enjoy from such destruction and combat can be so strong that they cannot be controlled. However, a show of mystic or supernatural might will usually bring them back in line, as ores live in awe and fear of powerful magic.

On **Rifts** Earth, ores are found in the D-Bee populations of the Burbs around Chi-Town, Iron Heart, and Lone Star. They also compose a full thirty percent of the bandits in the Pecos Empire and are found in Juarez and scattered throughout Mexico and parts of the America west. Up north they can be found in and around Calgary and southern portions of Canada. Tens of thousands are found, with their goblin buddies, in Eastern Europe. Ever lustful for power and wealth, especially power, ores have been known to embrace all manner of human augmentation, especially bionic conversions and crazies and juicer conversions, and will submit to all kinds of experimentation for the promise of power.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 3D6, P.S. 4D6+1, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 3D6

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

S.D.C.: 40, plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: None, P.P.E.: 2D6

Natural Abilities: Superior physical strength and stupid courage, but easily startled and bluffed, especially by magic and the supernatural. Nightvision 40 ft (12.2 m; can see in total darkness) and good overall vision and hearing.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.

Damage: Bite with canine-like teeth inflicts 1D6 S.D.C. damage.

Bonuses: Only those gained from attributes, O.C.C., and skill bonuses.

Psionics: None!

Average Life Span: 50 years

O.C.C.s (Palladium): Any men of arms except paladin. Magic O.C.C.s are limited to witch and warlock.

O.C.C.s (Rifts): Limited to city rat, vagabond, wilderness scout, or any men of arms O.C.C.s, except the Coalition military, glitter boy, and cyber-knight. Lean toward city rat, headhunter, borg, juicer and wilderness scout.

Skills of Note: Speak Gobbly at 98%, typically illiterate.

Habitat: Can be found anywhere. Considered D-Bees on **Rifts** Earth.

Enemies: Traditionally, humans, elves, dwarves, gnomes, changelings and most large and handsome/beautiful beings.

Allies: Traditionally, goblins, hob-goblins, ogres, trolls, and wolfen. Indifferent toward most others. The wolfen have hope of uniting ore tribes to join them in their struggle against the humans, with minimal success. On **Rifts** Earth they will also associate with ugly and dumb non-humans, mutant animals, magic creatures and supernatural evil.

Size: Five feet (1. m) plus 3D6 inches tall.

Weight: 150 to 250 pounds (67.5 to 112.5 kg).

Notes: Ores tend to be savage, cruel, and aggressive toward other creatures. They love energy weapons, rail guns and bionics. Only a thousand or so are known to exist in North America, mostly in the Canadian and American southwest, but tens of thousands plague Europe.

Ogre

Ogres resemble a giant, neanderthal-like, pre-historic cousin to the humans. There is a growing number of scholars who believe that ogres and humans share a common ancestry. This is given further credence by the fact that ogres can and do successfully mate with humans, producing healthy offspring (such offspring are giant and are generally considered to be ogres). In the Palladium world the ogre females are frequently sterile, about 45%, and there are typically less females than males. Consequently, a raiding party of males will attack travelers and villages to kidnap human women for breeding.

Ogres are a dying breed. Their problem with sterility is compounded by the long gestation period of one year, and the ogres' belligerent and aggressive nature, which leads to widespread fear and persecution by other races. Ogres are extremely aggressive and driven by passion; love, anger, hate. They delight in physical combat and sport to prove their physical superiority. A coward or weakling has no place among ogres and will be driven from the tribe or killed. A typical tribe is small, rarely exceeding a hundred. However, ogres may establish a tribe among other sub-humans, particularly ores. Of course, it is the ogres who rule and dominate the ores. Sadly, these misanthropes distrust all humanoids, loathe humans and elves, and don't even get along with other ogres. /

Ogres are found on the **Rifts** world, though their numbers are limited to a few hundred. They enjoy the vast primal wilderness and challenges for survival. They have readily taken to mega-damage armor, energy weapons and rail guns, as well as partial bionic reconstruction. Unlike the stupid ores, the ogres are as smart as humans and have reservations about massive bionic conversion and are extremely leery about being operated on by anybody.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6 + 2, P.P. 3D6, P.E. 4D6, P.B. 2D6 + 2, Spd 3D6 + 2

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

S.D.C.: 40 plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: 10, P.P.E.: 3D6

Natural Abilities: Superior physical strength and endurance. Nightvision 40 ft (12.2 m; can see in total darkness) and good overall vision and hearing.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.

Bonuses: + 2 to save vs horror factor, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans.

Average Life Span: 90 years

O.C.C.s (Palladium): Any

O.C.C.s (Rifts): Any O.C.C.s, except the Coalition military and glitter boy.

Skills of Note: Speak Ogre and Gobbly at 98%, typically illiterate, and get an extra W.P. of choice.

Habitat: Can be found anywhere. Considered D-Bees on **Rifts** Earth.

Enemies: Traditionally, humans, elves, dwarves, gnomes, changelings and most handsome/beautiful beings. Dislikes and doesn't trust most others.

Allies: Traditionally, ores. On **Rifts** Earth they will also associate with ugly and dumb non-humans and mutant animals, but are leery of mutant canines/wolfen.

Size: Six feet (1.8 m) plus 4D6 inches tall.

Weight: 180 to 300 pounds (81 to 135 kg).

Notes: Ogres tend to be savage, aggressive and domineering toward other creatures. They love mega-damage weapons and armor. Only a few hundred are believed to exist on **Rifts** Earth. Ogres love raw flesh, especially human flesh, 75% are cannibals!

Troll

Trolls are a race of vindictive, foul-hearted giants who detest humans, elves and other handsome humanoids. They are intelligent and cunning predators that prey on smaller humanoids and occasionally, animals. They often resemble giant, hairy corpses with pale white or light grey skin covered with darker grey and purple blotches. Huge canine fangs protrude from the lower jaw for tearing flesh, and they have large molars for crushing bone.

Trolls are fierce fighters with a love for hand to hand combat. Their legendary ferocity enables them to deal amicably with most non-human races, including dwarves. However, they love the company of kobolds above all others.

On **Rifts** Earth, trolls are even more uncommon than on the Palladium world, with perhaps as many as a hundred worldwide. They are found mainly in remote wilderness areas where they can prey on low-tech humanoids. But a few can be found in an occasional burb, often the king of his own little neighborhood of ores and D-Bees, or the leader of a D-Bees gang. They love vibro-blades and traditional blade weapons with a passion, but have also adapted to energy weapons and basic technology.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 5D6, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd 2D6

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

S.D.C.: 60 plus those gained from O.C.C.s and physical skills.

Natural Armor Rating: None

Horror Factor: 10, P.P.E.: 3D6

Natural Abilities: Superior physical strength and endurance. Nightvision 40 ft (12.2 m; can see in total darkness) and good overall vision and hearing, instinctive climbers 75%/65%, and swimmers 60%.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.



Bonuses: + 3 to save vs horror factor, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: None

Average Life Span: 120 years

O.C.C.s (Palladium): Any, except psionic and illusionary magic. Tend to lean toward men of arms occupations.

O.C.C.s (Rifts): Any O.C.C.s, except the Coalition military, glitter boy, and mind melter.

Skills of Note: Speak TrolVGiant and Gobblely at 98%, typically illiterate, and get an extra W.P. of choice.

Habitat: Can be found anywhere. Considered D-Bees on **Rifts** Earth.

Enemies: Traditionally, humans, elves, dwarves, gnomes, changelings and most handsome/beautiful beings. Dislikes and doesn't trust most others.

Allies: Traditionally, kobolds, goblins, ores and giants. On **Rifts** Earth they will also associate with ugly and dumb non-humans and giants, but are leery of supernatural beings.

Size: Ten feet (3 m) plus 4D6 inches tall.

Weight: 300 to 600 pounds (135 to 270 kg).

Notes: Trolls prey on other humanoids, but also enjoy torture and wanton bloodshed. They love vibro-blades, mega-damage weapons and armor. Less than a hundred are believed to exist on **Rifts** Earth.

True Giants

Indigenous to the Palladium World

Giants are usually feared by most humanoids and are often charged with crimes they did not commit or attacked out of fear. Consequently, most giants will build their domains in remote areas away from humans and other life forms. Mountains and dense woodlands are two popular habitats.

Algor: Frost Giants

The legendary frost giants of Palladium's past are a fading race found almost exclusively in the Great Northern Wilderness, and are particularly common in the mountains that bear their name. The Algor frost giants are extremely hostile toward elves and dwarves because it was the giants' involvement in the Elf-Dwarf Wars that has severely diminished the Algor as a race (they sided with the elves). Feeling that they have been used and manipulated by elven-kind, elves are hated above all others. Dwarves, who nearly obliterated the frost giants, are sworn enemies. Unfortunately, this animosity is extended to include humans, who are allies to both elf and dwarf. Algor giants are allies to the wolfen, who, in an earlier day, worshipped them as gods.

Alignments: Any, but lean toward selfish.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 5D6 + 2, P.P. 4D6, P.E. 4D6-I-1, P.B. 3D6, Spd 2D6

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

S.D.C.: $4D6 \times 100$ on **Rifts** Earth plus those gained from O.C.C.s and physical skills, making the giant an equivalent mega-damage creature with limited M.D. (every 100 S.D.C. equals one M.D.C.).

Natural Armor Rating: None

Horror Factor: 10, P.P.E.: 6D6

Natural Abilities: Superior physical strength and endurance. Nightvision 60 ft (18.3 m; can see in total darkness), good overall vision and hearing, impervious to cold (including M.D. cold; no damage). **Frost Breath:** Range 30 feet (9 m), inflicts 4D6 M.D. damage on the **Rifts** world, counts as an additional attack in combat.

Combat: Two plus breath without any combat training, or breath plus those gained from hand to hand combat and/or boxing.

Bonuses: + 2 to save vs horror factor, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans.

Average Life Span: 300 years

O.C.C.s (Palladium): Any, tend toward men of arms.

O.C.C.s (Rifts): Any O.C.C.s, except the Coalition military and glitter boy. Tend toward men of arms.

Skills of Note: Speak Troll/Giant and Gobblely at 98%, typically illiterate, and get an extra W.P. of choice.

Habitat: Can be found anywhere. Considered D-Bees on Rifts Earth.

Enemies: Traditionally, elves, dwarves, and humans. Dislike orcs, goblins, and most others.

Allies: Traditionally, wolfen/canines, trolls, jotans, cyclops. Indifferent toward all others.

Physical appearance: Giant, pale white or pale blue skin, golden or silver hair, dark eyes.

Height: 14 to 16 feet tall (4.2 to 4.9 m)

Weight: 600 to 1500 pounds (270 to 630 kg)

Notes: Algor tend to be a simple, wilderness people who prefer to live a quiet and secluded life away from other humanoids. Tend to be hostile and intolerant of humans, elves and dwarves. They may use mega-damage weapons and armor, but avoid bionics. Less than a hundred are believed to exist on Rifts Earth.

Cyclops

The cyclops are said to have walked the Palladium world when the Old Ones ruled and the planet was young. If true, they are one of the very few surviving races of that turbulent era, eons past. Titans, dragons, and elves are the only known survivors of that period. Certainly, these lightning wielding beings have visited Earth during ancient times and were recorded by the Greeks as demi-gods. Likewise, it may be a cyclops who was the original source of inspiration behind the myth of the one-eyed Norse god, Odin, and his son Thor, god of thunder and lightning. With the coming of the rifts the cyclops again walk the Earth.

Only the cyclops possess the mystic knowledge to create lightning bolt javelins and arrows (a form of techno-wizardry?). These powerful weapons are molded by combining ground dragon bone, demon blood, and arcane magic. Scholars believe that the magic invoked to produce these lightning shafts actually calls upon the power of the Old Ones and only the cyclops can cast it without retribution. Indeed, should any creature other than the cyclops learn and use the ancient magic, 2D6



greater demons will appear, seize the weapons, torture and/or slay the creator, and disappear. If the demons should allow that person to live, his tongue will be removed and hands crippled.

A cyclops can amass great wealth and power by creating and selling the lightning shafts to powerful kings, warlords, clergy, wealthy adventurers and practitioners of magic. On the Palladium world, it is said that even the gods are willing to grant favors to acquire them.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 4D6, P.S. 5D6 + 2, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd 2D6

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

S.D.C.: $3D6 \times 100$ on **Rifts** Earth plus those gained from O.C.C.s and physical skills, making the giant an equivalent mega-damage creature with limited M.D. (every 100 S.D.C. equals one M.D.C.).

Natural Armor Rating: None

Horror Factor: 11, **P.P.E.:** 1D6x 10

Natural Abilities: Superior physical strength and endurance. Nightvision 60 ft (18.3 m; can see in total darkness), good overall vision and hearing, impervious to lightning/electricity (including M.D. electricity; no damage) and resistant to all other forms of energy (inflict half damage).

The Cyclops' Lightning Shafts (magic): The cyclops can create four types of javelins and two types of arrows. On **Rifts** Earth the lightning inflicts mega-damage.

Javelins: Light: 1D4x10 M.D., medium: 1D6X10 M.D., heavy: 2D6x 10 M.D., Mega: 4D6x10 M.D. Javelins appear to be crooked rods, pointed at both ends, and range from six to ten feet (1.8 to 3 m) long. Effective range thrown (magically enhanced): 1000 feet (305 m). Note that only a cyclops can hurl the lightning twice as far.

Arrows: Light: 1D4x10 M.D. or heavy 1D6x10 M.D. Arrows can be designed to fit short bows, long bows, or crossbows. Like the javelins, they appear crooked. Effective range 200 feet (61 m) farther than the normal bow weapon, 600 feet farther for a cyclops.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing. Love to use their own lightning weapons and particle beam rifles.

Bonuses: + 3 to save vs horror factor, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans.

Average Life Span: 600 years

O.C.C.s (Palladium): Any, tend toward men of afmsL

O.C.C-s (Rifts): Any O.C.C.s, except the Coalition military and glitter boy. Tend toward men of arms and the operator and techno-wizardry; enjoys an additional + 5% skill bonus on all techno-wizard and electrical skills.

Skills of Note: Speak Troll/Giant and Gobblely at 98%, 50% will be literate in Dragoneese/Elf or other language, and get the W.P. archery & targeting skill.

Habitat: Can be found anywhere. Considered a monster or D-Bee on **Rifts** Earth.

Enemies: Traditionally, titans, changelings, and trolls. Generally, indifferent to others, but are feared by humans.

Allies: Traditionally, kobolds, ogres, jotans, gigantes, nimro and dragons. Indifferent toward most others, but may associate with the supernatural and creatures of magic.

Physical appearance: Olive skin giants with one large eye in center of the head and usually have long, dark hair.

Height: 14 feet tall (4.2 m)

Weight: 600 to 1000 pounds (270 to 450 kg)

Notes: Cyclops tend to be surprisingly civilized, though aggressive toward smaller or weaker beings. They prefer their own lightning weapons but love mega-damage weapons, armor, and high-technology (and have a gift for electronics). They are greedy and covet vast wealth

and prestige if not power. On the Palladium world they are frequently worshipped by kobolds.

Little more than a hundred are believed to exist on **Rifts** Earth. There have been rumors that the Manistique Imperium has hired several cyclops to produce their lightning arrows and javelins for resale. Northern Gun spies are trying to find out whether the rumors are true, but there has been no sign of the giants or their handiwork. But Manistique has been periodically experimenting with some sort of energy projectile.



Jotan

The largest and most powerful giants of the Palladium world are the jotan. Bitter and cruel, they savagely lash out at any non-giant race they may happen upon. They are masterful metal workers and are frequently employed to create weapons and armor for the other giant races, particularly for cyclops and nimro. The craftsmanship of the jotan's work is second only to that of the dwarves.

In the world of **Rifts** only a handful of jotan are known to exist. The giants take an immediate interest in mega-damage armor and alloys. In fact, a secret jotan operation in or near the New German Republic is rumored to be manufacturing giant-size mega-damage body armor and weapons for fellow giants and gargoyles.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 5D6 + 6 (supernatural), P.P. 4D6 + 6, P.E. 4D6 + 6, P.B. 2D6, Spd 3D6

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

S.D.C.: Becomes a mega-damage creature on **Rifts** Earth.

M.D.C.: 1D6x10 + 20

Natural Armor Rating: Not applicable

Horror Factor: 12, **P.P.E.:** 1D4x10

Natural Abilities: Superior physical strength and endurance, considered supernatural. Nightvision 40 ft (12.2 m; can see in total darkness), good overall vision and hearing, and resistant to mega-damage heat

and fire (inflict half damage; impervious to normal fire). Have a natural aptitude for mechanics and metalworking, only needs an I.Q. of 10 to select the techno-wizard O.C.C. and gets a special bonus for mechanical skills.

Combat: Three without any combat training, or one plus those gained from hand to hand combat and/or boxing.

Bonuses: +3 to save vs horror factor, +2 to pull punch and roll with impact, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans. If a major psionic, the jotan can choose to select the psi-powers of object read, resist fatigue and tele-mechanics.

Average Life Span: 300 years

O.C.C.s (Palladium): Any men of arms, clergy, witch, or warlock.

O.C.C.s (Rifts): Any O.C.C.s, except the Coalition military and glitter boy. Tend toward men of arms and the operator and techno-wizard; enjoys an additional +10% bonus on all mechanical skills. Interested in bionics but not other forms of augmentation.

Skills of Note: Speak Troll/Giant and Gobbley at 98%, 50% will be literate in Dragonese/Elf or other language.

Habitat: Can be found anywhere. Considered a monster or D-Bee on Rifts Earth.

Enemies: Traditionally, titans, elves, dwarves and humans. Generally indifferent to others, but are feared by humans.

Allies: Traditionally, cyclops, nimro, trolls, ogres, ores, and goblins. Indifferent toward most others. May associate with the supernatural and creatures of magic.

Physical appearance: Bronze-skinned giants with powerful builds, dark eyes, and brown hair.

Height: 18 to 20 feet tall (5.4 to 6.1 m)

Weight: 800 to 2000 pounds (360 to 900 kg)

Notes: Jotan are not the smartest of the giants and actually prefer a life of labor, usually as fighters, miners, unearthing ores and excavating mountains, and manufacturing weapons and armor. Like dwarves, the jotan seem to have an aptitude for the mechanical and working with metals. They tend to keep to themselves, largely because their numbers are small, but are quite aggressive toward smaller or weaker beings, and dislike humans, elves, dwarves, and titans. Jotan can be extremely hostile and frequently command troops of ores, goblins, and other monster races.

Gigantes

Perhaps the most feared and bizarre of all the Palladium giants is the gigantes. They are undoubtedly mutants, with an ever-changing genetic structure responsible for a host of monstrosities. The gigantes are ignorant, aggressive misanthropes with a lust for bloodletting. Although humans and elves are their primary victims, the other non-human races, as well as other giants, also fall prey to their senseless aggression.

The gigantes possess a host of powers and abilities which vary greatly from individual to individual. Insanity also plagues these monsters. They are found throughout the Palladium world but are most numerous in the Yin-Sloth jungles and the Northern Mountains. They are fairly uncommon in Rifts Earth, which is fortunate as they become mega-damage beings on Earth. However, their simple-mindedness, senseless savagery, and low numbers will always keep them from becoming a serious threat to humans.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 1D6, M.A. 2D6, P.S. 4D6 +6 (supernatural), P.P. 3D6 +6, P.E. 4D6 +6, P.B. 2D6, Spd 4D6

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

S.D.C.: Becomes a mega-damage creature on Rifts Earth.

M.D.C.: 1D6x10 plus possible mutation variation.

Natural Armor Rating: Not applicable

Horror Factor: 13, **P.P.E.:** 2D4x10

Natural Abilities: Superior physical strength and endurance, considered supernatural. Nightvision 40 ft (12.2 m; can see in total darkness), good overall vision and hearing, instinctive swimmers 60%.

Combat: Two without any combat training, or those gained from hand to hand combat and/or boxing.

Bonuses: +4 to save vs horror factor, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans.

Average Life Span: 150 years

O.C.C.s (Palladium): Any men of arms, clergy, or witch.

O.C.C.s (Rifts): Any O.C.C.s, except the Coalition military and glitter boy. Tend toward men of arms and the operator and techno-wizard; enjoys an additional +10% bonus on all mechanical skills. Interested in bionics but not other forms of augmentation.

Skills of Note: Speak Troll/Giant and Gobbley at 98%, and will have one additional W.P. of choice.

Habitat: Can be found anywhere. Considered a monster on Rifts Earth.

Enemies: Traditionally, titans, elves, dwarves, humans, wolfen/canines and most non-giants.

Allies: Traditionally, cyclops, nimro, trolls, ogres, ores, and goblins. Generally indifferent to others. Frequently join other forces of evil and the supernatural.

Physical appearance: Varies dramatically.

Height: 12 to 20 feet tall (3.6 to 6.1 m)

Weight: 800 to 2000 pounds (360 to 900 kg)

Notes: Gigantes are wild, daring and merciless fighters. They are extremely hostile, aggressive, and cruel, given to berserker rages and wholesale slaughter. They are especially murderous toward non-giant races and eat the flesh of their enemies. Titans are their archenemies and the villainous gigante will attack on sight. Often work with other giants, creatures of magic and supernatural beings.

Special Mutations and Abilities: Roll four times to determine random abilities and features.

01-05 Nightvision 3D6x10 yards/meters

06-10 See the invisible

11-15 Turn invisible at will

16-20 Impervious to M.D. fire (and add 20 M.D.C.)

21-22 Poisonous bite (3D6 S.D.C. damage)

23-24 A second mouth (bite does 1D6 M.D.)

25-26 Single large horn (add 1D6 M.D. to ram attack)

27-32 Additional arm (adds one melee attack)

33-40 Scaly skin (2D6x10 additional M.D.C.)

41-45 Thick, lumpy skin (1D6x10 additional M.D.C.)

46-50 Leather wings (50% chance can fly: speed 2D6x10)

51-54 Additional eye (+2 to initiative, nightvision 30 ft/9 m)

55-59 Large, heavy tail (can strike with tail, doing 2D6 M.D.)

60-64 Large fangs (bite does 3D6 M.D.)

65-69 Ape-like body covered in fur (add 10 M.D.C.)

70-75 Feather wings (50% chance can fly: speed 3D6 x 10)

76-80 Claws (an additional 1D6 M.D. to punch)

81-84 Large, flat teeth (bite does 2D4 M.D.)

85-90 Breathe fire (20 foot/6.1 m range, does 3D6 M.D.)

91-95 Spit acid (20 foot/6.1 m range, does 4D6 M.D.)

96-00 Additional leg (adds 20% to balance, + 1D4x10 speed)

Insanity: Roll once.

01-10 Psychosis

11-34 No insanity

35-44 Obsession

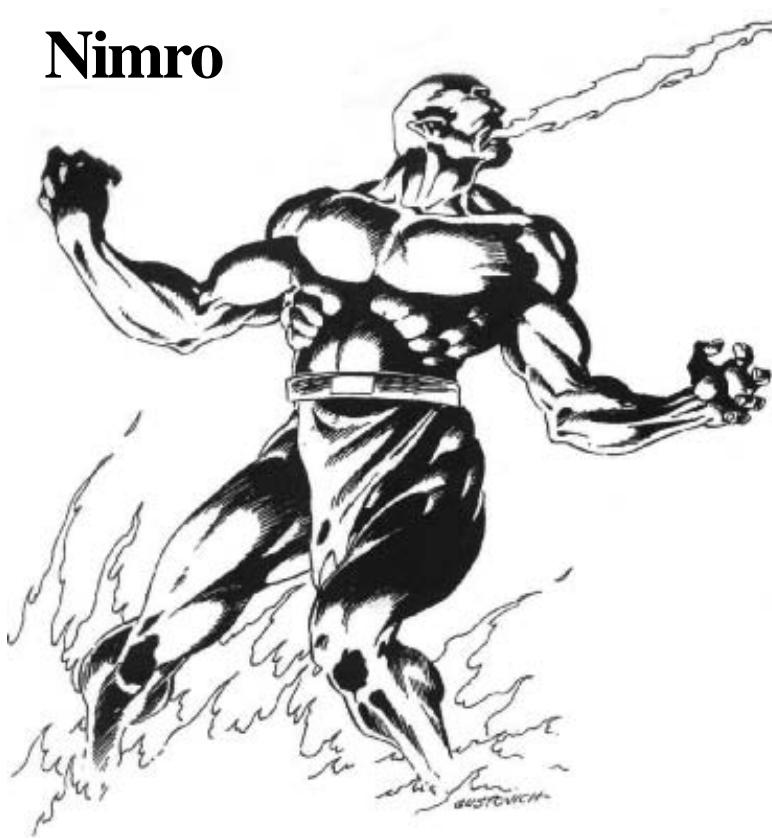
45-77 Phobia

78-91 Neurosis

92-00 Affective disorder



Nimro



Another giant of legend on the Palladium world are the mighty nimro, fire giants. The volcanic Mount Nimro and Mount Nimrod are both named after the fire giants. They are common to the Old Kingdom and the warm southern lands. Like so many others, they resent elves and dwarves and their human allies. The nimro sometimes command troops of ores, goblins, and occasionally, ogres and other giants. They are especially friendly with the jotan.

Nimro are clever schemers and surprisingly organized and social with other giants. They dream of establishing a kingdom of giants, but are hounded by the tiny humanoids on Palladium.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 3D6 + 6, P.P. 3D6 + 6, P.E. 4D6 + 6, P.B. 3D6, Spd 2D6

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

S.D.C.: 3D6 x 100 on **Rifts** Earth plus those gained from O.C.C.s and physical skills, making the giant an equivalent mega-damage creature with limited M.D. (every 100 S.D.C. equals one M.D.).

Natural Armor Rating: None

Horror Factor: 11, **P.P.E.:** 1D4x10

Natural Abilities: Superior physical strength and endurance, considered supernatural. Nightvision 40 ft (12.2 m; can see in total darkness), good overall vision and hearing, impervious to M.D. fire and M.D. energy does half damage. Breathe fire: range is 40 feet (12.2 m), inflicts 4D6 M.D. and counts as a extra melee attack.

Combat: Two plus fire breath without any combat training, or those gained from hand to hand combat and/or boxing, plus fire breath.

Bonuses: +1 to save vs horror factor, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans.

Average Life Span: 300 years

O.C.C.s (Palladium): Any, except knight, paladin or longbowman.

O.C.C.s (Rifts): Any, except the Coalition military and glitter boy.

Skills of Note: Speak Troll/Giant and Gobblebley at 98%, 50% will be literate in Dragonese/Elf or other language.

Habitat: Can be found anywhere. Considered a monster or D-Bee on Rifts Earth.

Enemies: Traditionally, titans, elves, dwarves, humans, and non-giants. Generally indifferent to others.

Allies: Jotan, gigantes, ogres, trolls, ores, goblins, and fire dragons. Indifferent to all others. May associate with the supernatural and creatures of magic.

Physical appearance: Copper or red skinned giants with black or red-brown hair and bright yellow eyes,

Height: 14 to 18 feet tall (4.3 to 5.8 m)

Weight: 800 to 1400 pounds (360 to 630 kg)

Notes: Aggressive and hostile, but also calculating, cunning and tricky. Tend to be quite greedy, which gets them into trouble. The nimro have desired to build a kingdom of giants; a faction of dimension travelers have decided to try to establish such a kingdom in what was once pre-rifts Turkey. About 60 nimro, a dozen cyclops, two dozen gigantes and trolls, and 4000 ores are the current members of the kingdom. Giants of all kind are welcome.

Titans

The most famous and glamorous of the Palladium giants is the noble warriors known as the Titans. The champions of justice, they wander the world, typically in pairs (seldom more than four), seeking adventure, combating evil, and righting wrongs. They have done so for thousands and thousands of years and have become a symbol of strength, honor, and courage. So great are these warriors that both humanoids and giants alike consider them to be demi-gods.

The titans are one of the archaic races that survived the battle with the dreaded Old Ones. For eons they were the elves' greatest ally, but the titans chastised them for their decadence, arrogance and injustices to the dwarves and other races. Unable to bring themselves to act against their beloved elven allies, they abandoned the elves, marking the beginning of the end of the elven golden age. Since that day, no titan has called an elf friend.

Titans are an intelligent, secretive people whose exact numbers are unknown, but believed to be very few. Their never-ending quest to combat evil and injustice has sent them to many worlds, including **Rifts** Earth. Though less than a hundred have visited Earth since the coming of the rifts, many are the local stories stemming from their acts of heroism.

Alignments: Any, but strongly lean toward good.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 4D6 + 6 (supernatural), P.P. 3D6 + 6, P.E. 4D6 + 6, P.B. 4D6 + 6, Spd 3D6 + 6

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

S.D.C.: Becomes a mega-damage creature on **Rifts** Earth.

M.D.C.: 3D6x10 + 60

Natural Armor Rating: Not applicable

Horror Factor/awe: 12, **P.P.E.:** 2D6x10

Natural Abilities: Superior physical strength, prowess, endurance, and beauty. Nightvision 90 ft (27.4 m; can see in total darkness), excellent overall vision and hearing, see the invisible, bio-regenerate 4D6 M.D. per minute (4 melees), turn 6D6 dead at will (80% success ratio), impervious to a vampire's bite, and dimensional teleport at will (45% success ratio, add + 10% on a ley line and + 20% at a nexus; similar to the demon's teleport).

Combat: One plus those gained from hand to hand combat (and boxing). Punches and kicks inflict mega-damage.

Bonuses: +4 to save vs horror factor, +2 on initiative, +4 to pull punch, +2 to roll with impact, plus those gained from attributes, O.C.C., and skill bonuses.

Psionics: Standard, about the same as humans.

Average Life Span: 1000 years

O.C.C.s (Palladium): Any men of arms, healer, wizard, and warlock.



O.C.C.s (Rifts): Any, except the Coalition military, glitter boy, borg, juicer, crazies, techno-wizard, or shifter. Tend toward headhunter, wilderness scout, ley line walker, mystic, warlock, and especially cyber-knight! Avoid implants and bionics and other forms of augmentation.

Skills of Note: Speak Troll/Giant and Elf/Dragonese 98%, and are literate in Elf/Dragonese, hand to hand combat: martial arts, and one additional W.P. of choice.

Habitat: Can be found anywhere. Considered a monster or D-Bee on Rifts Earth.

Enemies: Traditionally, gigantes, jotans, ogres, trolls, supernatural evil and all manner of evil and injustice.

Allies: Traditionally, humans, spirits of light, kukulcan, and all champions of justice and goodness. Indifferent toward most others.

Physical appearance: Majestic, muscular, giant men and women, powerful of limb, with golden, silver, or brown hair, and warm eyes.

Height: 12 to 14 feet tall (3.6 to 4.2 m)

Weight: 600 to 1000 pounds (270 to 450 kg)

Notes: There is an occasional evil titan. Also note that not all titans travel in pairs and a lone individual may join a larger group of humanoids in their search of adventure or evil.

Faerie Folk — Optional Player Characters

Faerie folk are a host of tiny, magical people with little concern regarding the affairs of man (or any of the other races). These include a variety of faeries, sprites, brownies, pixies and others. They are happy, freewheeling spirits, tiny in stature (rarely more than 6 inches to a foot tall), often winged, and glow of magic. Most are deceptively attractive, cute, seductive, and friendly. Goblins, hob-goblins, kobolds, and orcs, are large, distant cousins to true faeries, but lack the innate magical abilities of true faerie folk. Furthermore, the tiny, cute faerie folk dislike most of their larger, crueler cousins and look upon them with disdain or indifference.

The faerie folk quite often seem to be lost in their own business. By civilized standards, these bizarre creatures of magic may seem quite insane, content to a vagabond life of mischief and wandering. Volatile in temperament, faerie folk can exhibit extraordinary degrees of emotion and malice over the most trivial of matters (at least to humans). Like spoiled children, they do, say, and act as they damn well please and woe to the person that dares to interfere in their play. It is the temper-tantrum or a desire for vengeance of a perturbed faerie that brings then malice to the fore.

The mischief stems from their selfish, carefree, wild, scatterbrained antics and complete lack of concern for non-faerie folk. They will steal horses and livestock, riding them wildly throughout the night, tease dogs or twirl cats by their tails, creating a ruckus that could wake the dead. Other favorite tactics include moving or hiding objects (often into the pocket of some poor, unwitting bystander, then tattling on the poor fellow, accusing him of being a thief), picking pockets, tying shoelaces together, removing energy clips from weapons, flicking weapon safeties on or off, souring milk, howling, hooting, stomping or banging around, whisper lies, tell wild stories (all or mostly untrue), tattle on others, pinch, pull hair, steal fresh baked bread and fruit pies or milk, candy and wine (they love the latter two with a passion), and all manner of similar mischief.

However, faerie folk are far from harmless pranksters and some are positively deadly. Even under the friendliest of circumstances with the friendliest faeries, a wise person will mind his tongue, not drink their drink, eat their food, or dance with their maidens. Their worst mischief arises from their spell magic and magic foods, which they use to make people dance till they drop, become charmed or enchanted, turned different colors, put to sleep, etc. Faerie folk enjoy beguiling, confusing and deceiving those not of their ilk. Even some of their harmless pranks can become deadly because they have no understanding of the human condition, laws, or morals.

Despite their tricks and volatile tempers, they *are not evil* and have been known to aid the helpless and unfortunate. Frivolous, jovial people, they hate sorrow and despair, and will often attempt to cheer a sad person with gifts of fruit and flowers, or by the mending of clothes, or the performance of spectacular dances and acrobatics. Sometimes one or two may become attached to a particular household or individual and secretly performs chores and/or gives their protection. The home with a guardian faerie person need never worry about intruders or bad luck. Only elves are spared the games and wiles of most faerie folk as they are beloved by the denizens of faerie.

Although rumors of faerie gold abound, faeries, pixies, brownies and sprites have no need or desire for gold or any other precious metals, moneys or gems, and never keep them. They're more likely to keep a magic wand, bag of candy or bottle of booze.

Faerie mounds, rings and circles

Many faerie folk are nomadic and travel continually, seldom staying in one place for more than a few months. Nomadic tribes can be as small as half a dozen to as many as six dozen (72), rarely more. All faerie folk welcome one another openly and are frequently found living with or near other faerie folk. They seldom live in human towns or villages and shun cities and sad/gloomy or evil places.

The largest communities of faerie folk are found in secluded woodlands where they live under hills, mushrooms, flower beds, in trees and sometimes caves and animal burrows. These places are known as **faerie mounds**, small hills, or large mounds of earth and grass, typically ringed by a circle of wild flowers and/or mushrooms. They are typically the abodes of large groups of faeries, sprites, or pixies. Anywhere from 50 to 200 (504 x 10) of these faerie people can be found under a faerie mound, singing, dancing, drinking and playing into the wee hours of the morning. To disturb a faerie mound is to invoke the full wrath of its inhabitants. If lucky, the disturber will be turned colors, charmed and made to perform stupid and embarrassing things, like dancing naked and/or doing somersaults for 3D4 hours. More serious offenders, such as those who try to plunder or destroy a mound, may be slain or captured and kept inside the mound, locked in an enchanted slumber. Loners like brownies, leprechauns, and bogies are often found living near a mound. Faerie mounds are believed to be quite uncommon, but the destruction of human civilization, the rise of great wildernesses and the proliferation of magic has made some parts of **Rifts** Earth a haven for faerie folk. A mound will always be found miles away from a city, in bright, sunlit areas in secluded forests, meadows, and grasslands filled with wild flowers.

Faerie rings are circles in the grass rimmed by mushrooms or flowers. One to a dozen are often found near a faerie mound or places where faeries or sprites play. This is where the faeries dance. Such rings can be a place of magic and danger for the unsuspecting passerby. If a human (or other non-faerie folk) steps into the ring during the faerie's dance, that person is compelled to join the dance until the festivities cease or he is released. The enchantment of the faerie ring is even more powerful than normal faerie magic (often on a ley line or near a nexus), requiring a saving throw vs magic of **16 or greater**, and requires only one faerie or sprite to activate it. Faeries have been known to dance and sing for weeks without pause. Victims of a faerie ring are completely helpless (— 10 to strike, parry and dodge) and magically sustained for the length of the dance. The captive can be rescued by a friend who, with at least one other holding his coattails, joins the dance, always keeping one foot out of the ring, and pulls the dancer out. Faerie folk may participate without being affected by the ring's magic.

The faerie ring is a powerful place of magic that also offers the following powers and abilities. Can be used as a circle of protection (simple or superior), as a sanctum (the area within the circle; same as spell), the circle holds 80 P.P.E. within it, and can be used to place non-faerie life forms into enchanted slumber. The enchanted slumber places its victim into a state of suspended animation (does not age). The enchanted slumberer will remain asleep for 1D6 hours after being removed from the circle and tossed to the wayside, but if left in the circle or placed inside a faerie mound, that individual will remain in enchanted slumber until he is rescued and removed from the circle or mound, or until the faeries release him from their enchantment, or until the faeries move out of the area. The occasional unfortunate soul can be held in enchanted slumber for decades.

Faerie circles have periodically appeared throughout human history and throughout the world. The most famous were the *crop circles* of the British Isles, some decades before the great cataclysm of the rifts. Faerie circles are simply circular designs created by flying faeries or sprites who gently push plants down, weaving them together to create a circular pattern. The circles can be large or small, rings or full, flattened circles. There may also be flukes and designs shooting out from the circle or ring. Spriggans became intrigued with making crop circles and are generally responsible for the largest and most elaborate designs. Unlike faerie rings, these flattened circles are not magical in any way, but do indicate that some faerie folk live within 50 miles of the circles. Crops such as wheat and other grains provide the best plants for weaving faerie circles.

Faerie Food & Drink

As far as normal food goes, faerie folk eat very little. Favorite foods include nectar, morning dew, flower buds, honey, nuts, fruit, fresh baked bread and fruit pies. Some are also quite addicted to alcohol, especially wines, and most have a terrible sweet tooth and eat honey, and sweet syrups, and love candy, especially chocolates.

The wise person **never** accepts food or drink from any faerie folk, especially from sprites pixies, leprechauns, faeries or bogies. The substances, usually breads, syrups, nectars, and ales, are almost always tainted resulting in strange enchantment.

Faerie foods are sometimes available for purchase in some of the most ancient, expensive or decadent alchemist shops and drug dens. Their availability is usually subject to special rare arrangements (pacts) with faerie folk or one time raids on faerie mounds.

The most sought after, for recreational purposes, are for decadent aristocrats and men of magic, and include cinnamon sticks, bubbly wine, burgundy wine, c o r d i a l s , tarts, peanuts and beetle nuts. The cost of these rare magic foods varies from as little as 400 to as much as 2400 credits per dose.

The more debilitating faerie foods such as squash, beets, pears, sloe wine, mixed nuts, roast pigeon, frog legs, mussels and so on, are usually rarer and cost 2000 to 8000 credits depending on the item and the particular seller. Saving throws are the same as for most faerie magic: 14 or higher. The following are some common examples of magic faerie food. *Originally written and developed by Randy McCall and presented in Adventures on the High Seas.*

Beef Cake: Males who eat this will immediately consider themselves to be of surpassing beauty and skill. Females who eat this will fall in love with the **first** male they see. Effects last 1D4 days, though a remove curse will break the spell.

Beets: The victim becomes extremely violent and will attack the closest *non-faerie* immediately. This unreasoning rage will last 3D6 melees. Fortunately, the magic incites a physical pounding and not blasting away with weapons.

Bubbly Wine: This enchanted drink causes the drinker to feel light-headed and very happy and giggly. However, moments later he or she will actually be floating into the air. The effect is much like a balloon floating up, up and away without control. The character will be a victim of the wind unless anchored down with an extremely heavy object (500 lbs or more) or tied to a tree or vehicle. In addition, every time the victim speaks, little bubbles escape from his nose and mouth. However, the victim is too drunk and cheerful to care, until the effects are over, then he has a terrible hang-over and may have floated miles away. Duration is 1D4 hours per every eight ounces drunk.

Burgundy Wine: The drink makes the drinker feel very happy, but turns him a vivid burgundy (purple) color. The pigment change is permanent until a remove curse spell is performed.

Beetle Nuts: A drug-filled nut that causes mild hallucinations in which the victim will see a civilization of friendly giant beetles. Lasts 1D6 + 2 hours for every nut eaten.

Cauliflower: This amusing vegetable causes the eaters ears to grow four times larger than normal. The enlargement lasts 1D4 months unless a remove curse is used.

Candy Walnut: A random phobia is picked up, lasting 1D6 days.

Candy Almond: The eater of this enchanted candy will see his skin take on the look and texture of tree bark, temporarily reducing the player's physical beauty by half. Those who see him will assume he is a D-Bee. The effects last 1D6 + 2 days.

Cinnamon Sticks: The victim has the urge to commit acts of sinful evil at irregular periods, for 1D6 months unless a remove curse is used. However, the person will be very pleased and self-satisfied during the entire time, regardless of alignment.

Coffee: The victim of faerie coffee will begin to cough continuously, ruining their sleep, interfering with their concentration, etc. Reduce prowl skill by 70%, reduce skills by 10%, and initiative by half. Effects last 1D6 weeks.

Cordial: This is a light wine which makes the victim feel very relaxed and good, but also makes them behave extremely politely to everyone and *everything* they meet. They will try to talk themselves out of dangerous situations and be polite and mild toward their most hated enemy. It also makes the victim lose his initiative and desire to fight. The victim of a faerie cordial can only enter into combat if he is attacked first. Effects last 1D6 days for every eight ounces he drank.

Duck: Whether the character who eats this is lucky or not is a matter for consideration. The said individual gains +3 on all rolls to dodge, but becomes very timid. The affected person will never lead a charge and would much rather run than fight. Effects last 1D6 days.

Flounder: The victim is confused and unable to make up his mind. He loses initiative and is -6 to strike, parry and dodge. Effects last 1D6 days.

Frog's Legs: The victim's legs assume the shape of frog's legs, enabling him to leap a number of feet straight up equal to his P.S. and twice his P.S. if jumping forward. This reduces the character's P.B. by half. Most people assume the person is a D-Bee. The effect is permanent until negated by a remove curse spell.

Goose: The victim feels like he is being pinched at random times, usually when sleeping or when silence is required, causing him to cry "ouch", or suddenly turn toward the apparent source of the pinch. Effects are permanent until a remove curse is used. No damage is taken, but reduce initiative bonus (if any) by half, and the person tends to get jumpy and a bit paranoid.

Green Beans: This vegetable simply causes the character's skin to turn green. Unless a remove curse spell is used to negate the magic, the effects are permanent.

Mixed Nuts: The victim picks up 1D4 random phobias which last 1D6 weeks. Once the magic is ended, the person will forget ever being frightened by such things and insist that accusers to the contrary are mistaken or liars.

Mussels: Increases a person's P.S. by 10 points, but they become so muscle-bound that their P.P. and Spd are reduced by half as well as losing one melee attack. Lasts 1D6 hours for each mussel eaten.

Peanuts: The victim suffers from the "call of nature" every 1D4 hours or uncontrollably when under stress. Effects last 1D4 days.

Pears: This creates a temporary, physical double of the victim (a la Doppelganger spell), but of the opposite alignment. The double will exist for only 2D4 + 2 days. Note: The double will automatically dislike its opposite and flee from him or her.

Pigeon Roast: The victim will believe anything he is told while under the effects of the food. Effects last 24 hours.

Red Wine: Extreme drunkenness for 2D6 hours, rendering the drinker -5 to strike, parry and dodge, and reduce speed 5 points.

Skunk Cabbage: This food causes the player to have a rather offensive body odor which can be smelled up to 10 feet (3 m) away. Thankfully, the smell only lasts 1D6 hours, but each character who smells this odor must roll under his/her mental endurance to avoid vomiting.

Sloe Wine: This reduces the drinker's speed and number of attacks per melee by half for 1D6 days. This is wine, however, and has the same effects as normal alcohol for the full duration. Drinking a lot of the wine does not have an accumulative effect (does not add more days to the duration).

Squash: This reduces the victim to one-half normal size for 1D6 weeks. (Only the victim's body shrinks, not his clothes or weapons.)

Tomatoes: Causes the victim to temporarily grow 1D6 extra toes on each foot, making it impossible for him to wear normal shoes/boots. Effects last 1D6 months; -10% to prowl, +5% to scale walls.

Turkey: This causes the victim to become obnoxious and irritating for 1D4 days.

Tarts: The victim becomes extremely amorous and giddy, almost as if he were drunk, and falls in love with every person of the opposite sex he sees. Effects last 1D4 days.

Note: A remove curse will negate the faerie's magic immediately. Unfortunately, finding somebody who is willing to perform a remove curse spell or ritual can be difficult and costly.

Protection from Faeries

There are a handful of very strange but effective methods of protection from faeries, sprites, pixies, and bogies. Some are quite ridiculous and must only be effective at striking the faeries' funny bone.

1. One of the best ways to ward away faeries is to turn one's clothes inside out and wear them that way. No faerie will bother that person unless that person attacks them. The laughter of the folk will ring from the branches of every tree they inhabit.
2. A red ribbon tied in a bow, above a doorway or on the tails of horses and livestock. Works the same as turning clothes inside out.
3. The crucifix or cross keeps them at bay just like a vampire, but they can still cast their magic or attack from a distance.
4. Horseshoe(s) placed under a pillow or hung over a door or bed will keep faeries away and prevent their use of magic in that specific area.
5. Faerie folk cannot step on or over salt, including faeries, sprites, pixies, bogies, toadstools, pucks and leprechauns! A circle of salt will prevent faerie folk from entering the circle. Likewise, a line of salt in a doorway or on a window sill will prevent them from entering by that means. Sprinkling salt on a faerie or sprite will prevent them from flying and causes them to itch and reduces their combat bonuses and number of attacks by half.
6. Various magic symbols and circles will also ward away faeries, including the simple protection circle (same effect as salt).
7. Except for the meaner, ugly denizens of faerie, like the puck, most faerie folk avoid places that are ugly, frightening looking or filled with sad emotions.

Faerie Folk Descriptions

Optional Player Characters

The general data noted in the *things common to most faerie folk* includes all the generalities about faeries and their kin. The specific descriptions that follow include only specific information and irregularities.

Some things common to most faerie folk

- Average alignment.** Most are anarchist or unprincipled, but can be any alignment.
- Natural armor rating & hit points:** Not applicable on Rifts Earth; see M.D.C.
3. M.D.C.: The small folk, like faeries, sprites, brownies, bogies and pixies, have 1D4x10M.D.C.; the larger and/or meaner folk, like the leprechaun, spriggan, toad stool, puck, satyr, mermaid and merrow, have 1D6x10 + 20, and some get an additional M.D.C. bonus. Faerie folk become mega-damage creatures on Rifts Earth, but can still be affected by magic, psionics, poison and chemicals.
4. P.P.E.: 1D6 x 100 plus can automatically draw on the P.P.E. around them, like a line walker, especially from ley lines, to spin magic.
- Horror Factor.** 8, from awe of their beauty, strangeness, or realization that faerie folk mean trouble. Pucks, will-o'-the-wisps, nymphs, merrows, and mermaids have an H.F. 10.

6. Combat. Combat varies from faerie folk to faerie folk. Generally, the small folk have three or four attacks per melee, while the larger folk, like the *satyr, spriggan, merrow, and puck* have five or six attacks per melee. Magic and physical attacks can be combined during combat.

7. Bonuses, speed and dexterity. All faerie folk are exceptionally fast and dexterous. Consequently, they have several attacks per melee when it comes to hand to hand combat/mischief, and bonuses. **Bonuses in addition to attribute bonuses:** + 2 to strike, parry and dodge. + 3 to dodge when flying. Also, + 3 on initiative, + 2 to pull punch and + 2 to roll with impact or fall. They are also + 2 on all saving throws and + 6 to save vs horror factor. In *Rifts* Earth the creatures are invulnerable to conventional weapons and can only be hurt by mega-damage weapons, psionics, magic, poison/drugs, and salt. Note that all faerie magic always requires a saving throw of 14 or higher.

8. Faerie Magic. All faeries are magic and visibly glow, both day and night, with an aura of magic. Faerie folk magic is very powerful, requiring a saving throw versus magic of *14 or higher*, and has a spell strength, duration, and range equal to a *tenth level wizard*. Only the faerie ring is more potent requiring a save of 16 or higher.

Unlike normal magic which burns up P.P.E., faerie folk can weave their magic endlessly, without exhausting their own, natural P.P.E.! These little troublemakers can cast spells all night long, up to three times per melee. However, faerie magic does have its *limitations and conditions*.

First, faerie folk can not cast the same spell more than once on the same person within a 24 hour period. The only exception is magic that affects only themselves, like chameleon and tongues. So if a faerie threw a charm spell on someone, after the spell ended or was canceled, or if the person saved against magic, that particular faerie could not cast a charm spell on that same person again until 24 hours had passed. The faerie adversary can continue his magic attack but must try a different spell to affect that person. Or a *different faerie* could cast the *same spell* upon that same person, requiring him to save vs magic or fall under the influence of his magic. This can make encountering a gathering of faeries (and faeries seldom travel alone — usually in pairs, if not by the dozen) extremely dangerous. **This applies to all faerie folk magic unless otherwise stated.** **Second**, faerie folk can't learn additional magic. The only magic at their disposal is the magic that comes natural to them. **Third**, faeries of the same species are impervious to their own magic, that is magic cast by other faeries of the same species. But they are vulnerable to the magic of other faerie folk, humanoids and supernatural creatures.

9. The faerie's dance (6 P.P.E.). This is a magic spell or enchantment possessed by most faerie folk. It compels the victim to dance until the spell elapses or is canceled. The dancer cannot be rescued except by convincing the faerie responsible to cancel the magic. Faeries often strip the dancer's clothes off while he dances in a circle, and hide his clothes and valuables. The victim is fairly helpless, -8 to strike, parry and dodge, and can perform no other skill/function other than dance. See faerie magic.

10. Psionics. Usually none.

11. Allies. Other faerie folk, most dragons, spirits of light, druids, nature spirits, and creatures of friendly, tolerant and cheery disposition. Faerie folk are very loyal and friendly toward each other, and will always come to the aid of another faerie person, with the exception of the evil pucks, toad stools, will-o'-the-wisps, goblins, hob-goblins, ores, and kobolds.

12. Enemies. Banshees, most demons, the undead, most supernatural monsters, forces of evil, and intolerant, cranky fuddy-duddies who have no sense of humor. Humanoids are generally seen as trouble.

13. Average life span. Faeries, pixies, sprites, nymphs, will-o'-the-wisps, and bogies are effectively *immortal* and can die only by being slain.

Leprechauns, spriggans, mermaids, merrows, and brownies live for about 5000 years, sometimes longer. Satyrs, kobolds, pucks and toad

stools live for about two or three hundred years.

Goblins, hob-goblins and ores' average life span is about 50 to 80 years.

14. Habitat. In bright, sunlit areas of secluded forests, meadows, and grasslands filled with wild flowers and away from cities.

15. Value. Faerie wings are extremely valuable, fetching 40,000 to 80,000 credits per pair. Unfortunately, one must kill the faerie before its wings can be plucked. The wings are used in teleportation circles and some alchemy and techno-wizardry. Faerie food can sell for 2D6x100 credits depending on the seller and the particular food. An alchemist will usually pay one-third the average market price.

16. Special weapons. The larger or meaner faerie folk, like goblins, pucks, and spriggans, may use any type of weapon, from ancient types to energy weapons. However, the smaller faerie people seldom use weapons, relying on magic, but they do have a small variety of arms. The following is a list of weapons used by faeries, pixies, bogies, brownies and sprites, along with the damage inflicted.

Normal bow and arrow (tiny): 1 point of S.D.C. damage per arrow.

Tiny swords or spears: 1 point of S.D.C. damage per strike.

Magic arrows, spears and short swords do 1 point of S.D.C. damage plus one of the following magic enchantments: **Sleep:** Victim falls into a magic slumber for 2D6 melees (will affect mega-damage creatures). **Paralyze:** The limb that was struck by the arrow is instantly paralyzed for 2D6 melees. Multiple arrow strikes have an accumulative affect and can be shot into several different limbs.

Jitters: The victim struck by the weapon is instantly afflicted by severe waves of shaking which reduces his number of attacks and combat bonuses by half. Lasts 2D6 melees.

Ants in the Pants: This attack causes the person to be so afflicted by itches in his or her britches that the victim must scratch or hop around, saying "Oh, oh, arg" for 1D6 melees; loses two melee attacks, loses initiative and combat bonuses and skill proficiencies are reduced by half. **Poison:** Inflicts 2D6 points of damage direct to S.D.C. or hit points if they sting the flesh (1D6 M.D. to mega-damage critters).

Note: Effective range of faerie size bows and arrows is 60 feet (18.3 m). Thrown spears is about 20 feet (6 m). Thrown knives and swords about six feet (1.8 m). May also throw rocks, sticks and spoiled fruit and vegetables (inflict no damage, just a nuisance and a distraction).

Game Master Note: Players and GMs alike, may be surprised by how much fun it can be to play a faerie folk character. Over the years of playing the **Palladium RPG**, I, as Game Master, and many of my players, have had the opportunity to play virtually all faerie folk and they can be a blast. We've found that the most fun as player characters are the pixie, frost pixie, leprechaun, bogie, spriggan, and puck. As GM, I've had tons of fun with faeries, leprechauns, bogies, pucks and toad stools.

Bogie

Bogies are tiny, malignant forces of mayhem standing 8 inches tall, with spindly, black, insect-like bodies. Ugly and ill tempered, they enjoy tricking travelers, leading them into swamps, quicksand, or other places of danger. They also love to scare and terrorize people by making frightening noises and eerie images. Bogies collect gold, gems, spoiled food and good ale, beer, or wine (able to drink a full gallon before passing out).

Bogies live anywhere, from grasslands to forests, to swamps, but always prefer a place that looks odd, mysterious, or frightening. Their lairs can be found under rotting logs, hollow trees, and animal burrows. Despite their malevolent mischief, bogies are loyal and downright defensive of the gentler, prettier faerie folk, while they shun the evil faerie people such as goblins and toad stools.

Alignment: Lean toward anarchist, miscreant and aberrant evil.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6+1, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 3D6, P.B. 1D6, Spd. 4D6 running.

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 40%, sense the location of ley lines 55%, and metamorphosis into a large, tarantula size spider, scorpion, or centipede.

Magic Spells: Wind rush, fear, wisps of confusion, purple mist, befuddle, repel animals, ventriloquism, globe of daylight and animate objects.

Combat: Four hand to hand attacks per melee or three using magic.

Additional Bonuses: +1 to strike, +2 to dodge (automatic, like a parry), +2 on initiative, +4 to save vs horror factor, and +2 to save vs magic and poison.

R.C.C.: Creature of magic and nature/faerie warrior & scout.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruits 75%, holistic medicine 45%, land navigation 80%, wilderness survival 85%, track animals 60%, preserve food 75%, faerie lore 85%, sing 45%, dance 75%, prowl 77%, climb 90%/80%, acrobatics 65%, swim 80%, pilot/horsemanship: large, crawling insects 80%, and three ancient W.P.s of choice. Skills do not increase.

Size: 8 inches tall (203 mm).

Weight: 8 ounces (226.8 grams).

Notes: Never wear clothes or armor, but may use weapons. They don't trust or like most big folk. Likely to be seen in the branches of trees. Travel in groups of 6 to 36.

Brownie

The brownie is the least mischievous and the most helpful and friendly of the faerie folk. Shy and withdrawn, they hide in shadows, doing favors and chores while their humanoid friends are asleep or gone for the moment. They may attach themselves to a house or family, helping and guarding them, sometimes for generations. Even to these people a brownie will rarely show himself, taking his reward of cream or honey only when none are looking. Brownies have an incredible sweet tooth, with a love for ice cream, sugar, honey, syrups and sweet cakes. They also enjoy cream, milk, wine and beer.

Brownies stand one foot tall, with long hair (fur) covering their entire body except for their cute, round faces, hands and large feet. Usually naked, they like to wear old (never new) clothes and big, floppy hats. Besides the usual habitats of faerie folk, brownies can be found living in hollow trees, tree stumps, under porches and in wells.

Alignment: Lean toward good.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6, M.A. 3D6+2, P.S. 2D6+2, P.P. 3D6, P.E. 2D6, P.B. 3D6+2 (minimum of 10), Spd. 4D6 running

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), keen normal vision and sense of smell, sense the location of water 50%, sense location of secret compartments/doors 40% and sense the location of ley lines 50%.

Magic Spells: Mend wood & clay, sleep, animate objects, cure minor disorders and purification.

Combat: Four hand to hand attacks per melee or three using magic.

Additional Bonuses: +2 to save vs poison, and +1 to save vs magic and psionics.

R.C.C.: Creature of magic and nature/wilderness scout.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruits 85%, land navigation 85%, wilderness survival 95%, preserve food 85%, cook 85%, holistic medicine 55%, faerie lore 85%, sing 60%, dance 70%, gymnastics 50%, swim 80%, prowl 45%, climb 60%/50%, pick pockets 50%, pick locks 40%, and select two W.P.s (any). Skills do not increase.



Size: One to two feet tall (0.3 to 0.6 m).

Weight: 1D4x10 pounds.

Notes: The most liked of the faerie folk, brownies never wear armor and seldom use weapons.

Common Faerie

The common faerie appears as a tiny, handsome man or woman standing no more than 6 inches tall, with brightly colored butterfly wings of gold, red, violet, blue or yellow. They are golden haired, often nude or draped in delicate robes or gowns spun from silk or spider's web. They are a merry, carefree people with a penchant for mischief.

Alignment: Lean toward selfish.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6+2, P.S. 1D6, P.P. 4D6, P.E. 2D6, P.B. 4D6+6 (minimum of 17), Spd. 3D6 running and 3D6x10 + 40 flying.

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 80%.

Magic Spells: Charm, love charm, cloud of smoke, sleep, tongues and the faerie's dance.

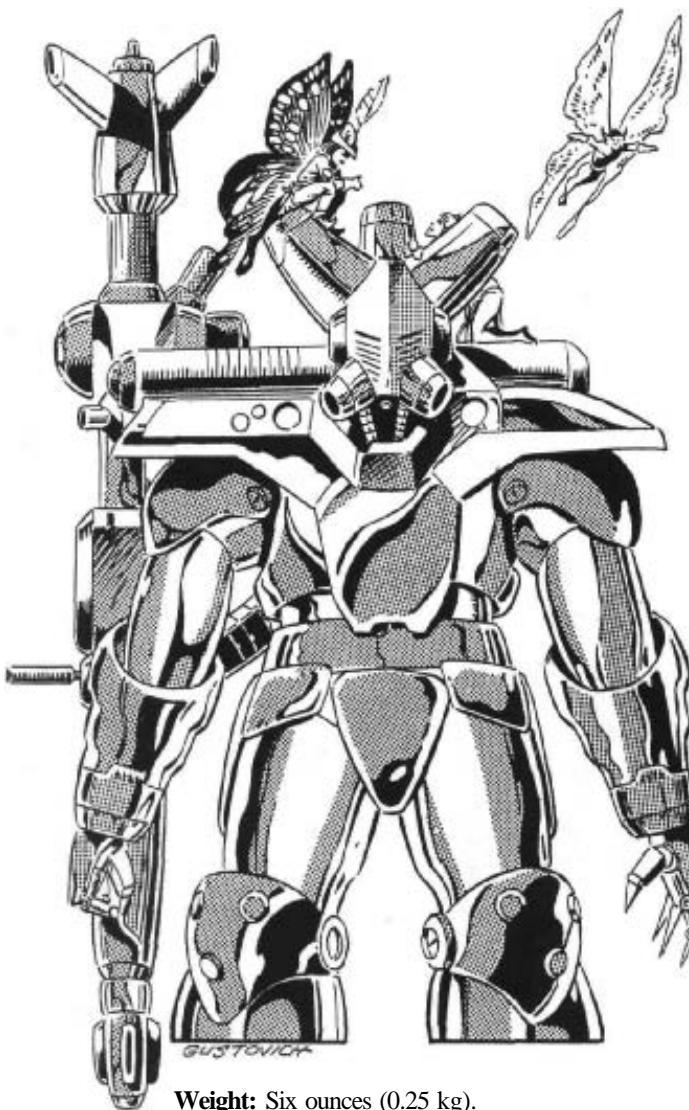
Combat: Three hand to-hand attacks per melee or three using magic.

Additional Bonuses: +2 to parry and dodge in flight, and +1 to save vs magic.

R.C.C.: Creature of magic and nature/faerie scout.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruits 75%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 32%, faerie lore 90%, sing 60%, dance 70%, prowl 60%, climb 60%/50%, and W.P. knife and W.P. archery/targeting. Skills do not increase.

Size: Six inches tall (0.15 m or 152 mm).



Weight: Six ounces (0.25 kg).

Notes: Never wear armor and don't trust most big folk.

Faerie: Green wood

The Green wood faerie are slim, handsome faeries with a green complexion, topped with long, jet-black hair. Their wings resemble butterfly wings, but are darker than those of the common faerie, such as deep reds, oranges, browns and greens. They are fond of green and yellow clothes, pointed shoes and feathered hats. They are most commonly seen in dense forest regions.

Alignment: Lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6 + 6, P.E. 2D6, P.B. 4D6 + 5 (minimum of 16), Spd. 3D6 running and 3D6x10+40 flying.

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 70%, and sense the location of ley lines 80%.

Magic Spells: Charm, circle of rain, circle of flame, grow plants, animate plants, purification, tongues, and the faerie's dance.

Combat: Three hand to hand attacks per melee or three using magic.

Additional Bonuses: + 2 to parry and dodge in flight, and + 1 to save vs magic.

R.C.C.: Creature of magic and nature/faerie wilderness scout.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruits 80%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 62%, faerie lore 90%, sing

50%, dance 64%, pick pockets 50%, prowl 80%, climb 80%/70%, and one ancient W.P. of choice. Skills do not increase.
Size: Six inches tall (0.15 m or 152 mm).

Weight: Six ounces (0.25 kg).

Notes: Never wear armor and don't trust most big folk. Use tiny bows and arrows (see faerie weapons) and knives; mischievous in the extreme.

Faerie: Night-elves

Despite their name, these mischievous little spirits are faeries, not elves. Night-elves are of a dark grey-green complexion, dark brown or black hair and sport luminous blue, gossamer wings. They are usually seen in the buff, with tiny wooden swords hanging from a belt at the waist. They love sweets and wine almost as much as they love causing trouble.

Alignment: Lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6 + 6, P.E. 2D6, P.B. 4D6 + 1 (minimum of 16), Spd. 3D6 running and 3D6x10 + 40 flying.

Natural Abilities: Fly and hover, nightvision 120 ft (36.6 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 80%, and sense the location of ley lines 80%.

Magic Spells: Befuddle, blinding flash, mend wood & clay, invisibility (simple), turn self into mist, tongues, and the faerie's dance.

Combat: Four physical hand to hand attacks per melee or three using magic.

Additional Bonuses: + 1 to strike, + 2 to parry and dodge in flight, and + 1 to save vs magic, + 2 to save vs horror factor.

R.C.C.: Creature of magic and nature/faerie warriors.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruits 80%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 70%, faerie lore 90%, sing 50%, dance 54%, pick pockets 50%, prowl 80%, climb 80%/70%, W.P. sword, W.P. archery & targeting, and one ancient W.P. of choice. Skills do not increase.

Size: Six inches tall (0.15 m or 152 mm).

Weight: Six ounces (0.25 kg).

Notes: Never wear armor and don't trust most big folk. Use tiny bows and arrows (see faerie weapons) and knives; mischievous in the extreme.

Faerie: Silver Bells

Silver bells are tiny (6 inches tall) faeries of pale complexion, pale golden hair and adorned with magnificent white, gossamer wings. They are often clad in milky white or light pastel colored, silken gowns. They love to dance and sing more than any of the other faeries. The silver bell faeries' voices are said to sound like a thousand tiny bells chiming in harmony, hence their name.

Alignment: Lean toward good and selfish.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6 + 4, P.S. 1D6, P.P. 3D6, P.E. 2D6, P.B. 4D6 + 7 (minimum of 18), Spd. 3D6 running and 3D6x10 + 40 flying.

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 80%, locate secret compartments/doors 54%.

Magic Spells: Befuddle, charm, love charm, sense evil, wind rush, tongues and the faerie's dance.

Combat: Three hand to hand attacks per melee or three using magic.

Additional Bonuses: + 2 to parry and dodge in flight, and + 1 to save vs magic.

R.C.C.: Creature of magic and nature/faerie minstrels.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruits 60%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 32%, faerie lore 90%, sing 98%, dance 94%, prowl 72%, climb 60%/50%, and one ancient W.P. of choice. Skills do not increase.

Size: Six inches tall (0.15 m or 152 mm).

Weight: Six ounces (0.25 kg).

Notes: Never wear armor and don't trust most big folk. Likeliest to be seen at dawn, playing in the morning sun.

Leprechaun

One of the larger faerie folk, leprechauns are usually well groomed, wearing fine black, or dark green suits adorned with large silver or gold buttons, snaps, or buckles, a wide belt, black shoes and hat. They stand about two feet tall, with white, curly hair, neatly trimmed beard, bushy eyebrows, and a winning smile.

Leprechauns are characteristically moody, tricky, sly and mischievous. These merry little people are particularly fond of playing tricks on anyone not of faerie descent. They are very skilled thieves and con-artists. Travelers who encounter one (heaven help them if there are two or more) should guard their valuables carefully. Leprechauns will always attempt to steal valuables and do not intentionally show themselves for any reason except to cause mischief.

Hoarders of gold, gems, and magic items, the treasures of leprechauns are legendary. These treasures are always well hidden, and seldom in the leprechaun's lair. Leprechauns are huge sissies and rarely draw blood in a struggle or when captured. If captured, they will always try to lead their captors away from their treasure (often into danger) until they can escape. These cool operators can smoothly talk and/or trick their way out of any situation and have been known to lead captors on a merry expedition that lasts weeks, only to end in the leprechaun's escape. Torture is useless, for these little people are no cowards when it comes to protecting their treasure or secrets. If you torture a leprechaun, be sure you kill him when you are done, because if he lives to escape, his vengeance is terrible, causing disaster after disaster.

Alignment: Almost always anarchist (unprincipled or miscreant are the next most likely). However, will never hurt or betray another of the faerie folk.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6 + 3, M.A. 2D6 + 2, P.S. 2D6 + 2, P.P. 3D6 + 6, P.E. 3D6, P.B. 2D6 (minimum of 8), Spd. 4D6 running.

Natural Abilities: Nightvision 60 ft (27.4 m; can see in total darkness), keen normal vision, turn invisible at will, ventriloquism 88%, and sense secret compartments/doors 64% (automatic ability). **Magic Spells:** Escape, chameleon, charismatic aura, detect concealment, concealment, reduce self to six inches and fool's gold.

Combat: Five physical attacks/actions per melee or three using magic.

Additional Bonuses: + 1 to parry and dodge, + 1 on initiative, + 2 to roll with impact, + 3 to save vs magic, + 2 to save vs horror factor.

R.C.C.: Creature of magic and nature; faerie thief.

R.C.C. Skills: Speaks Faerie' and Dragonese 98%, player characters can learn two additional languages and literate in one at the base skill + 30% skill bonus, land navigation 55%, wilderness survival 60%, preserve food 60%, recognize precious metals/stones 96%, track animals 40%, faerie lore 90%, sing 60%, dance 70%, swim 80%, prowl 40%, climb 60%/50%, palming 60%, concealment 60%, pick pockets 82%, pick locks 55%, locksmith 40%, basic electronics 70%, streetwise 54%, operate computer 55%, and select two W.P.s of choice (any). Skills do not increase.

Size: Two to three feet tall (0.6 to 0.9 m).

Weight: 1D4x10+40 pounds (tend to be roly-poly).

Notes: Never wear armor. They don't trust most big folk, but are much more daring than faeries in their dealings with humanoids. May use light energy weapons and knives; mischievous and playful. Notes: Thief, con-man, super greedy, extremely mischievous, always loyal to faerie folk, hoards only gold and expensive gems or magic items. They live in secluded places, usually alone.

Besides their greed for riches, they also adore good liquor. In fact, 60% of all leprechauns are alcoholics and the rest are on their way to becoming alcoholics; most leprechauns can out-drink the average human, consuming 6 times his body weight before getting intoxicated. Even drunk as a skunk, a leprechaun is quick and cunning, and should be watched carefully.

Nymph

These strange supernatural beings are among the most mysterious and mystical of the faerie folk. They are spirits of nature that will adopt an area of land (typically 1D4 x 10+ 10 miles) as their domain, where they become the protectors of the land and all that live on it. Although ethereal, ghost-like creatures, who appear as a beautiful elven maiden bathed in white light and slightly aglow, they will normally inhabit an ancient tree, giant boulder, river, well, spring, cave, or hill.

Nymphs cannot be harmed except by magic. Physical attacks are futile, harmlessly passing through her like air. Fortunately, they are gentle, compassionate spirits who aid the good, the helpless, and the lost. However, they seldom take a direct hand in the affairs of mortals, preferring to help secretly, if at all. They will not allow senseless destruction of their land, the animals, or faerie people in their domain. Nymphs are particularly protective of faeries, sprites, pixies, and brownies. To invoke the wrath of a nymph is to flirt with death, for their vengeance is as terrible as it is just.

Alignment: Lean strongly toward principled and scrupulous good.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6+1, M.E. 2D6 + 2, M.A. 2D6 + 2, P.S. 2D6, P.P. 3D6, P.E. 2D6 + 6, P.B. 3D6 + 6 (minimum of 16), Spd. 3D6 running and 2D6x10 + 40 flying.

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal vision, turn invisible at will, sense the location of water 90%, sense the location of ley lines 90%, magically knows all languages, impervious to all forces except magic, can disappear by entering a living plant, and the ability to pass through natural materials such as wood, earth, and stone (not plastic or metal alloys) as if it were air!

Magic Spells: Sleep, dust storm, summon fog, purple mist, call lightning, wind rush, finger of the wind, thunderclap, extinguish fires, part waters, calm waters, calm storms, repel animals, grow plants, animate plants, wall of thorns, breath of life, ley line transmission, and the faerie's dance.

Combat: Six hand to hand attacks per melee or three using magic.

Additional Bonuses: + 1 to save vs magic and poison, + 2 to save vs horror factor.

R.C.C.: Creature of magic and nature/nature spirit or demi-god.

R.C.C. Skills: Magically speaks all languages 98%, basic math 98%, identify plants & fruits 98%, botany 98%, biology 60%, holistic medicine 98%, astronomy 98%, land navigation 98%, wilderness survival 98%, preserve food 98%, cook 80%, track animals 90%, faerie lore 98%, demon & monster lore 60%, sing 60%, dance 60%, prowl 80%, climb 90%/80%. Skills do not increase. Not recommended as a player character.

Size: About human size.

Weight: Three ounces (85 grams).

Notes: Never wears clothes or armor and doesn't use weapons. Tend to be loners, secretive, kind and compassionate. Likeliest to be seen during the day at beautiful locations, playing with faeries or sprites.

Pixie: Common



Pixies are similar to faeries, except they are twice as big (12 inches tall), don't have wings (but can fly) and are not quite as beautiful, but still quite cute. They are generally a handsome, slender people with flaming red hair and fair complexion. Like all faerie folk, the pixies have an irrepressible tendency for mischief. They prefer to live in fields, meadows, or small groves of trees.

Alignment: Lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+2, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 3D6+1 (minimum of 9), Spd. 4D6 running and 2D6x10+50 flying.

Natural Abilities: Fly and hover, nightvision 60 ft (27.4 m; can see in total darkness), keen normal vision, turn invisible at will, and sense the location of ley lines 50%.

Magic Spells: Charm, sleep, wind rush, globe of daylight, mend wood & clay, tongues, chameleon, and circle of rain.

Combat: Four physical hand to hand attacks per melee or three using magic.

Additional Bonuses: +1 to strike, +1 to parry and dodge in flight, and +1 to save vs magic, +2 to save vs horror factor.

R.C.C.: Creature of magic and nature; pixie wilderness scout.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +20% skill bonus, identify plants & fruits 60%, land navigation 62%, wilderness survival 70%, preserve food 60%, track animals 50%, faerie lore 90%, sing 50%, dance 64%, gymnastics 64%, pick pockets 50%, pick locks 40%, prowl 60%, climb 70%/60%, and three ancient W.P. of choice. Skills do not increase.

Size: 12 inches tall (0.3 m or 304 mm).

Weight: One pound (0.45 kg).

Notes: May wear soft leather armor or colorful clothes. They don't trust most big folk, but are much more daring than faeries in their dealings with humanoids. May use tiny bow weapons, spears, and knives; mischievous and playful.

Pixie: Frost

Like the common pixie, they are a handsome, wingless, slender people born to mischief. They are approximately one foot tall, with light blue skin and white or silver hair. Frost-pixies inhabit climes with cold, cool, or moderate temperatures, and are particularly fond of snow, glaciers, and mountaintops. Impervious to cold, they can bound through snowdrifts completely nude, but do wear a variety of light colored furs (rabbit, fox, weasel, etc.).

Alignment: Lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+2, P.S. 1D6+1, P.P. 3D6+6, P.E. 2D6, P.B. 4D6 (minimum of 16), Spd. 4D6 running and 2D6x10+100 flying.

Natural Abilities: Fly and hover, nightvision 60 ft (27.4 m; can see in total darkness), keen normal vision, turn invisible at will, sense the location of ley lines 30%, and they can also pass through ice much like an earth elemental can pass through earth.

Finger of Frost unleashes a bolt of ice and cold. Range: touch. Creates frost/frost patterns, causes 1D4 S.D.C. points of damage and makes victims feel terribly cold. If a person fails to make his saving throw vs faerie magic, he is stunned for 1D6 melee actions/attacks. Effective against all living creatures, but not effective against bots, borgs, or machinery. However, the frost pixie can use his frost touch to cover

the visor or window in frost, temporarily blinding his opponent (lasts until frost is scraped away, takes about two melee actions/attacks).

Frost breath: Range is four feet (1.2 m), and inflicts 2D6 points of S.D.C. damage and temporarily blinds victim for 1D6 melees unless the intended victim saves vs magic or is wearing protective goggles or helmet.

Magic Spells: Globe of daylight, windrush, north wind, freeze water, hail, snowstorm, and wall of ice.

Combat: Four physical and/or finger of frosts, and/or frost breath attacks per melee or three using magic.

Additional Bonuses: +1 to strike, +2 to parry and dodge in flight, and +1 to save vs magic, +2 to save vs horror factor.

R.C.C.: Creature of magic and nature/pixie warrior & scout.

R.C.C. Skills: Speak Faerie and Dragonese 98%, player characters can learn two additional languages at the base skill +20% skill bonus, land navigation 62%, wilderness survival 70%, preserve food 70%, track animals 50%, faerie lore 90%, sing 50%, dance 64%, gymnastics 64%, swim 60%, prowl 50%, climb 80%/70%, and select two ancient W.P.s of choice. Skills do not increase.

Size: 12 inches tall (0.3 m or 304 mm).

Weight: One pound (0.45 kg).

Notes: Never wear armor. They don't trust most big folk, but are much more daring than faeries in their dealings with humanoids. May use knives; mischievous and playful. Jack Frost is the most famous of these pixies; they are believed responsible for frosts, hail and unseasonal snowstorms or cold snaps.

Puck

The pucks are black-hearted fiends resembling the satyrs, except that their upper body is more demonic than human, and the complexion is a dirty grey. Their pranks are destructive and brutal, being responsible for the senseless slaughter of livestock and pets, setting fires, vandalism, and sometimes the kidnapping of children and young maidens. Pucks enjoy the torture of others, as well as a multitude of sadistic depravities. They are also fair thieves, hoarding gold and silver only.

Alignment: Lean toward miscreant and diabolic evil.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 2D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd. 4D6+6

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), fan normal vision, sense the location of water 50%, sense the location of ley lines 50%, and metamorphosis into a goat, dog, pony or wild boar.

Magic Spells: Spoil, repel animals, death trance, and concealment.

Combat: Six hand to hand attacks per melee or three using magic.

Damage: Claws/punch 1D6 S.D.C. damage, power punch 1D4 M.D. (counts as two attacks), kick 3D6 S.D.C. damage, bite 1D6+2 S.D.C. damage, or magic or mega-damage weapon.

Additional Bonuses: +2 to strike, parry and dodge, +3 on initiative, +6 to save vs horror factor, +3 to save vs magic and poison, and +25 physical M.D.C.

R.C.C.: Creature of magic and nature/faerie assassin & thief.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, land navigation 70%, wilderness survival 75%, track animals 60%, track humans 55%, faerie lore 85%, demon & monster lore 70%, dance 75%, prowl 50%, palming 55%, concealment 48%, pick pockets 60%, pick locks 65%, streetwise 48%, climb 90%/80%, swim 80%, select two piloting skills and five W.P.s (any) of choice. Skills do not increase.

Size: Three to four feet tall (0.9 to 1.2 m).

Weight: 3D6+60 pounds (about 30 kg).

Notes: Never wear clothes, but may use armor or weapons of any kind; particularly fond of blade/cutting weapons for torture. They hate most big folk and pretty faerie folk. Customarily inhabit dark, solitary places



of foul or evil appearance, like caves, sewers, swamps, bogs, ruins and so on. Travel in pairs or small groups of 2D4 members.

Spriggan

Spriggans are a three foot tall, husky people, with wild, dark brown hair, ruddy complexion, and great strength. Grumpy and ill tempered, they are often the targets of playful sprites. Spriggans generally ignore non-faerie people (not that they pay much attention to faerie folk), and get quite violent if pestered.

Their apparent mission in life is to erect large slabs of stone in a multitude of circular patterns. They also build tall pillars of stones that have reached heights of over 30 ft and have, in recent centuries, taken to making crop circles of intricate design. Why they build these monoliths and circles is a mystery even to the spriggans, who do what they do "because!" It's best to leave these insane builders alone; don't talk to them, don't offer to help, don't even go near them, and never laugh at them. Foul tempered, they will bully and/or beatup anyone who bothers them (and that may simply be someone who looks cheerful). Weapons are usually heavy chisels, hammers, and picks, but those of **Rifts** Earth have taken to using energy tools and weapons, as well as hurling large stones or boulders.

Alignment: Lean toward anarchist and miscreant.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6, M.A. 2D6, P.S. 3D6+20, P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd. 2D6

Natural Abilities: Nightvision 40 ft (12.2 m; can see in total darkness), keen normal vision, sense the presence of earth elementals 65%, and

the ability to pass through stone/rock or clay (not dirt/earth) as if it were air!

Magic Spells: Dust storm, hopping stones, mend stone, crumble stone, rock to mud, clay to stone, and stone to flesh.

Combat: Six hand to hand attacks per melee or three using magic.

Damage: Restrained punch inflicts 4D6 S.D.C. damage +P.S. bonus, full strength punch or kick does 3D6 M.D., power punch 6D6 M.D., hurled boulder (big) 2D6 M.D., or by magic.

Additional Bonuses: +1 to strike, +3 to parry, +3 to roll with impact, +3 to pull punch, +2 to save vs horror factor, +1 to save vs magic and poison, and +20 physical M.D.C.

R.C.C.: Creature of magic and nature/faerie builder & nomad.

R.C.C. Skills: Speaks Faerie and Gobbley 98%, player characters can learn two additional languages at the base skill +10% skill bonus, basic math 92%, art (specifically, sculpting and building) 75%, carpentry 75%, boat building 75%, basic electronics 75%, land navigation 75%, wilderness survival 75%, preserve food 75%, faerie lore 90%, dance 45%, prowl 45%, climb 60%/50%, swim 75%, and pilot/horsemanship 75%, select two additional pilot skills and W.P. blunt and three other W.P.s (any). Skills do not increase.

Size: Two and a half to three feet tall (about 0.9 m).

Weight: 2D6 + 50 pounds (about 24 kg).

Notes: Spriggans seldom wear armor, but use all kinds of weapons and tools. They love laser scalpels, fusion torches, etc. Don't trust or like anybody; grumpy, cantankerous, and intolerant of everybody, including faerie folk. Loners, seldom work in large groups. They chew tobacco, enjoy beer and ale, eat bread, roots, sticks, bark and small stones. They have no need for precious metals or gems and never take them from those they beat or kill in anger.

Sprite: Tree

Sprites are very similar to faeries, but are even smaller, standing a mere 4 inches tall. They are cheerful, wild spirits, full of fun and mischief. Tree sprites are bright yellow-green, complete with semi-transparent yellow wings. They are content to raid beehives, and birds' eggs, and eat flower nectar, and play in the sun among the butterflies and treetops. They will often buzz travelers, undoing belts, saddles, and trousers, stealing sweets, pinching and pulling hair.

Alignment: Lean toward anarchist.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6+1, P.B. 3D6 + 7 (minimum of 16), Spd. 3D6 running and 3D6x10+60 flying.

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 40%.

Magic Spells: Chameleon, charm, animate plants and the faerie's dance.

Combat: Three hand to hand attacks per melee or three using magic.

Additional Bonuses: +4 to dodge in flight (automatic, like a parry), and +1 to save vs magic and poison.

R.C.C.: Creature of magic and nature/faerie minstrels.

R.C.C. Skills: Speak Faerie 98%, player characters can learn two additional languages at the base skill + 10% skill bonus, identify plants & fruits 98%, land navigation 90%, wilderness survival 90%, preserve food 90%, faerie lore 90%, sing 80%, dance 84%, prowl 80%, climb 80%/70%, and acrobatics 80%. Skills do not increase.

Size: 4 inches tall (101 mm).

Weight: Three ounces (85 grams).

Notes: Never wear clothes or armor, don't use weapons and don't trust most big folk. Likeliest to be seen at dawn and dusk, playing in the trees. Travel in groups of 8 to 48.

Sprite: Water

Pale skin, dark hair, and blue, iridescent wings are the trademarks of water sprites. They prefer glens, meadows, quiet pools, and gentle streams, where they spend their time teasing frogs, chasing dragonflies and skimming across the water. They will tease and pester travelers and torment unwitting fishermen or hunters who have come to plunder their domain.

Alignment: Lean toward anarchist.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6 + 6, P.E. 2D6 + 2, P.B. 3D6 + 7 (minimum of 16), Spd. 4D6 running and 3D6x10 + 40 flying.

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal" vision, hold breath 4D4 minutes, sense the location of water 90%, and sense the location of ley lines 40%. Magic Spells: Befuddle, swim as the fish, summon fog, summon & control animals (frogs only), circle of rain and purple fog.

Combat: Three hand to hand attacks per melee or three using magic.

Additional Bonuses: +4 to dodge in flight (automatic, like a parry), and +1 to save vs magic and poison.

R.C.C.: Creature of magic and nature/faerie wilderness scout.

R.C.C. Skills: Speak Faerie 98%, player characters can learn two additional languages at the base skill + 10% skill bonus, identify plants & fruits 60%, land navigation 85%, wilderness survival 85%, preserve food 85%, faerie lore 80%, sing 60%, dance 70%, prowl 60%, climb 50%/40%, swim 98%, and pilot/horsemanship: frogs 70%. Skills do not increase.

Size: 4 inches tall (101 mm).

Weight: Three ounces (85 grams).

Notes: Never wear clothes or armor, don't use weapons and don't trust most big folk. Likeliest to be seen at dawn and dusk, playing near, in or on a body of water. Travel in groups of 6 to 36.

Sprite: Wind-Puffs

The wings of these beautiful creatures are large and frilled, so when fluttered, they appear to be little puffs of white, or white and pink. They typically make their homes in fields of flowers and grassy plains. Shy, but curious, they often sneakup on dozing travelers to examine them and rummage through their belongings, scattering them all about. Wind-puffs also have a habit of tying knots in shoelaces, cords, and clothes.

Alignment: Lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6 + 2, P.S. 1D6, P.P. 3D6 + 6, P.E. 2D6, P.B. 3D6 + 8 (minimum of 16), Spd. 4D6 running and 3D6x10 + 40 flying.

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 40%, and sense the location of ley lines 40%. **Magic Spells:** Charm, mend wood & clay, globe of daylight, fingers of the wind, wind rush, and the faerie's dance.

Combat: Three hand to hand attacks per melee or three using magic.

Additional Bonuses: +4 to dodge in flight (automatic like a parry), and +1 to save vs magic and psionics.

R.C.C.: Creature of magic and nature/faerie wilderness scout.

R.C.C. Skills: Speak Faerie 98%, player characters can learn two additional languages at the base skill + 10% skill bonus, identify plants & fruit 75%, land navigation 75%, wilderness survival 75%, preserve food 75%, faerie lore 75%, sing 75%, dance 75%, prowl 60%, climb 50%/40%, swim 50%, and pilot/horsemanship: butterflies 60%. Skills do not increase.

Size: 4 inches tall (101 mm).

Weight: Three ounces (85 grams).

Notes: Never wear clothes or armor, don't use weapons and don't trust most big folk. Likeliest to be seen from dawn till dusk playing in the sun and flowers. Travel in groups of 6 to 36.

Toad Stools

Toad stools are one of the ugliest of the faerie people, appearing as a humanoid toad-creature with great, gaping maw and putrid breath. They are two to three feet long, with lumpy, grey or brown skin covered with warts. Toad stools are as mean as they are ugly, preying on the unsuspecting and smaller, prettier faerie folk, particularly sprites, faeries and pixies. They also eat all types of poison mushrooms and berries. Toad stools are found living among their mushroom namesake, in swamps, bogs, and humid caves and caverns.

Alignment: Lean toward miscreant and diabolic evil.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6, P.E. 3D6, P.B. 1D6, Spd. 3D6

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), fair normal vision, hold breath for up to 30 minutes, sense the location of water 80%, sense the location of ley lines 40%, and metamorphosis into a toad. **Magic Spells:** Summon fog, animate plants, spoil (water only), and repel animals.

Combat: Five hand to hand attacks per melee or three using magic.

Damage: Claws/punch 1D6 S.D.C. damage, bite 2D6 S.D.C. damage. The faerie monster's bite is also poisonous, but not deadly, causing 1D6 + 2 S.D.C. damage and inflicting fever and nausea that lasts for a 24 hour period, unless the victim saves vs poison. Victims of the fever are - 3 to dodge and parry.

Every time a person touches a toad stool with bare flesh, 1D6 painful and ugly warts will appear on the body within the hour. The warts will first appear on the hands, and then the arms, face and other areas of the body. Even mega-damage creatures are affected by the wart touch. The warts reduce P.B by 2 points, and cause the following penalties: - 2 on initiative, - 10% on skills (distracted by the painful warts), and touching them, even by clothes, is painful. The only way to remove the warts is by remove curse.

Additional Bonuses: + 2 to strike, parry and dodge, + 1 on initiative, + 4 to save vs horror factor, and + 3 to save vs magic and poison.

R.C.C.: Creature of magic and nature/faerie warrior & vagabond.

R.C.C. Skills: Speaks Faerie and Gobbly 98%, player characters can learn two additional languages at the base skill + 10% skill bonus, identify plants & fruits 55%, land navigation 60%, wilderness survival 80%, track animals/faeries 55%, faerie lore 85%, sing 45%, dance 55%, climb 70%/60%, swim 98%. Skills do not increase.

Size: Two to three feet long (0.6 to 0.9 m).

Weight: 2D6 + 40 pounds (about 20 kg).

Notes: Never wear clothes or armor nor use weapons. They don't trust or like most big folk and are cruel, malicious, spiteful. Likely to be seen in or around bogs and swamps. Travel in groups of 2 to 6.



Monsters & Animals Conversions

The **Palladium Book of Monsters & Animate** was originally designed as a source book for use with the **Palladium Role-Playing Game (fantasy)** and to a lesser degree, **Beyond the Supernatural** and any of our other S.D.C. based games that can use monsters. What you will find on the following pages are the *specific changes* that occur when many of these beasts enter the world of **Rifts**. This means that in the Palladium RPG fantasy world the stats from **Monsters & Animals** should be used. But for **Rifts** the stats presented here should be used.

Remember, the increased mystic energies that abound on **Rifts Earth** transform supernatural monsters, creatures of magic, so-called demons and users of magic into more powerful beings than they were in their home dimension. In many instances, these changes will turn creatures such as a dragon, who is a powerful S.D.C. creature in the world of Palladium, into an incredible M.D.C. creature in **Rifts**.

Creatures such as the acid lizard, floaters, hoppers, kappa, and normal animals are either too pedestrian or are normal animals that do not possess a human intelligence and/or do NOT change when they enter the **Rifts** world. The monsters that follow are either magical in nature, intelligent, or one of the more interesting creatures from the book.

Where do Monsters Live in Rifts?

Future supplements may identify specific regions where a particular type of monster or monster race dominates an area. Even some of the descriptions that follow will occasionally mention a territory where a particular monster can be found, but few of these alien creatures dominate any land area in so complete a way as the Xiticix.

Many of the monsters will enter the world of **Rifts** as a solitary adventurer, pair or small group. Armies or swarms of monsters and alien life forms rarely emerge through rifts. But the abundance of ley line nexus points, natural rifts, and the creation of dimensional rifts by Shifters, allows a variety of creatures to enter the Earth, all over the planet. Those that can best adapt may even proliferate, such as the Xiticix, but most remain isolated creatures in a strange and hostile world. Remember too, that Shifters and supernatural intelligences will be seeking to enlist intelligent or incredibly powerful monsters to aid them in their schemes of treachery and bids for power. It's these horrible and mystical monsters of other worlds that are brought into the world of **Rifts** by evil and conquering forces, not chickens and donkeys. Of course, from time to time, common and innocuous life forms are accidentally rifted from one dimension to another.

Animals

Animal life abounds in the wildernesses of **Rifts Earth**, which means animals that existed before the time of the rifts still roam the earth. In fact, many indigenous life forms have flourished over the last few hundred years. Of course, some animals, like the tigers and elephants of North America, inhabit regions where they never existed before. These are typically escaped zoo animals that have successfully adapted to their new home. The fauna and flora in many places appear much the way they did in the days before the rifts, but there are also areas that appear completely alien, like England, though animals of old may still prowl amongst the alien landscape.

Throughout the world, there are animals that are not indigenous to Earth. These strange, alien, often monstrous creatures are life forms that have come to Earth by means of the many rifts. Some are ugly monsters, others are gentle and beautiful; all are alien to our planet. Some are fragile and may not last long in the hostile **Rifts** environment,

others, like the dinosaurs and fury beetles, have adapted well and have claimed large expanses of land as their domain.

Monsters & Animals contains statistical RPG data on nearly 200 different, real animals. The inclusion of animals is an important element in an environment that is largely wilderness. In a game context, animals can also be an important element of the story. Wild predators are potential menaces, while domesticated animals can function as a source of transportation, labor, protection, and companionship. Wizards and druids may use a variety of ordinary beasts as familiars, pets, guardians and sacrifices.

Using the animal section of **Monsters & Animals** is simple. All normal animals are unchanged by magic energy, so their stats do not change. Simply take the animals from **Monsters & Animals** and drop them into **Rifts** or any other world. Only exotic animals have made it into the **Rifts Conversion Book**.

Monsters

Beast Dragon

This weird, three-headed monstrosity is not a true dragon, but so named for its dragon-like body and one serpentine head. Each of its terrible heads is a different animal: lion, antelope and serpent. No such creature existed in the Palladium World until the end of the great dwarf/elf wars, thus it is believed that either the dwarves or the elves conjured the monsters. Neither has ever accepted the blame.

Beast dragons are extremely aggressive, ill-tempered creatures of low intelligence and wicked intent. They are quite territorial and once the monster lays claim to a particular area it will never leave unless forced away by a natural disaster or is captured or slain. Beast Dragons are especially fond of ancient ruins, tall hills and mountains in any climate. The horrible creatures do possess a human-like intelligence and take great delight in dominating lesser beings, frightening travelers or local citizens, torturing, and collecting a treasure so that they are the envy of both man and beast. Beast Dragons see themselves as being the most fearsome of all creatures and try to prove it by evoking terror and inflicting torment. Fortunately, they are quite uncommon in the Palladium World and none are currently known to exist on **Rifts Earth**. The last reported sighting of Beast Dragons was during the great battle waged against Chi-Town by the evil Federation of Magic.

Alignment: Any, but almost always evil.

Typical Attributes: The number of six-sided dice to roll are as designated. I.Q. 1D6+3 lion head, I.Q. 1D6+1 antelope head, I.Q. 1D6 serpent head (all work together as one), M.E. 2D6+2, M.A. 1D6, P.S. 4D6+10, P.P. 3D6+6, P.E. 5D6, P.B. 2D6, Spd 6D6.

Hit Points: See M.D.C.

Natural A.R. for Rifts: Mega-damage creature.

M.D.C.: 6D6x10 main body, plus each head has 1D4x10+20 M.D.C., which serves as a possible weakness, for destroying the three heads will slay the monster.

Horror Factor: 16, **P.P.E.:** 1D6x 10

Natural Abilities: Each head has a separate brain and power; all work together as one. Lion Head: Nightvision 40 ft, track by smell 80% and impervious to psionics. Antelope Head: Nightvision 40 ft and impervious to magic. Serpent Head: Can see the invisible (i.e., magic ability),



O.C.C.: Not applicable; the beast is a creature of brute force. Not recommended as a player character.

Skills of Note: Languages: Dragonese/Elf, Dwarven, Gobblely and two new languages. Can also select a total of four skills from the following Rifts RPG categories: Rogue, Technical (limited to languages and lore), and/or wilderness. No skill bonuses.

Average Life Span: 2500 years.

Habitat: Ancient ruins and lightly populated wilderness areas worldwide. Prefers mountainous, hilly or forested regions.

Enemies: True dragons, humans, elves, dwarves, wolfen and most humanoids.

Allies: None per se, but have been known to work with supernatural beings and practitioners of magic.

Size: Length of necks from head to trunk of body is typically 20 feet (6m), 10 feet (3 m) tall at the shoulders; 12 to 15 ft long (about 4 m) from chest to buttock; tail is an additional 10 to 15 feet long, for an average overall length of 42 to 50 feet from the tip of the nose to tip of the tail.

Weight: Three to four tons.

Notes: Vile, wicked tempered creatures with a lust for inflicting pain, sorrow and terror. Fears real dragons and will always back down from one. They are also suspicious and nervous about men of magic, although they sometimes ally themselves with them.

A typical treasure-trove will contain 4D6x1000 credits in gems and precious metals, 3D6 M.D. weapons, 2D4 suits of M.D.C. body armor (half M.D.C. is gone, and the remains of the original owner is likely to be inside) and there is a 40% chance of containing 1D4 commoner magic items (no rune weapons, please). There is also likely to be a ton of junk that the beast considered impressive to humans, like a demolished truck or skeletal remains of a giant robot (nothing worth salvaging), filthy and deteriorating articles of clothing, and so on.

The Boogie-Man

A malignant creature of unknown origin, these terrible little creatures have plagued man since the beginning of time both in the Palladium world and on Earth. The boogie-man appears as a bizarre, child-size, one-eyed clown or jester, with sharp, pointed, yellow teeth and adult-size, clawed hands. The appearance is both ugly and humorous. It is their humorous appearance and small size that they use to lure children to their doom.

Evil predators, a boogie-man preys on the small, weak and helpless. Boogie-men *always* live in communities populated by humanoids, preferably humans. The ideal locations are large, old cities with their many shadows, dark alleys and slums to hide in. Although a number of boogie-men might occupy the same city, they seldom gather in groups larger than five. Typically, one or two, usually a mated pair, will find a suitably ugly, abandoned house, ruined building, sewer, or mausoleum to inhabit in or near the human community. The poorer Chi-Town Burbs/slums are infested with boogie-men.

Boogie-men are twilight people and rarely show themselves during the day or late at night. Around dusk they emerge in search of human or D-Bee prey. Tragically, their victims are children, the elderly, sick, and helpless. A common attack ploy is to lure a child or infirm person away from the crowds and into the seclusion of the shadows, then attack. In the case of babies and children, the horrible monsters will scoop them up in their arms and run away with them to a secret lair or safe place before hurting or killing them. Frequently, the boogie-man will keep a kidnapped infant or small child as a pet or plaything for several days (2D4) before he kills and eats him. Sometimes the fiends will ransom an abducted child for candy, clothing, jewelry, tools, weapons, magic or other valuables, but most often the unfortunate child is never seen again; "Beware, lest the boogie-man get you!" Terrible cowards, they will usually flee if a victim proves to be too powerful,

infrared vision 1200 feet (366 m), and is impervious to poison. **General Abilities:** Prowl 30%, climb/scale walls 60%/50%, swim 78%, bio-regenerate 2D6 M.D.C. per melee.

Combat: Nine (9) attacks per melee! Each head controls and directs three attacks per melee. Generally, each head will use two attacks (6 total) biting or using their toxic breath, while the other three attacks are from the main body in the way of slashing claws. The fact that the three heads work as a simultaneous three-man team means that the creature can fight three different opponents at the same time and from three different directions, including from behind (because the neck is so long and flexible). Three heads are better than one, enabling the monster to see and respond to multiple attacks and/or be more aware of what's going on around it. Each head can control the body with a thought, providing incredible agility.

Damage: Lion Head: Bite: 4D6 M.D. Antelope Head: Bite: 1D6 M.D., head butt with horns 2D8 M.D., or fire breath doing 3D6 M.D. (range: 80 ft/24 m; can perform two breath attacks per melee). Serpent Head: Bite does 2D6 M.D. or toxic breath doing 6D6 S.D.C. damage to any who breathe it unless victim saves vs poison (range: 40 ft/12 m, covers a 20 foot area, dissipates instantly; can perform two breath attacks per melee) Main Body/Claws: 3D6 M.D.

Special Bonuses: +3 to strike, +4 to parry, +6 to dodge, +4 initiative, -1-3 on all saving throws; all in addition to attribute bonuses.

Magic: None other than natural powers.

Psionics: None

noisy, or if others come to help the victim. A boogie-man will never fight to the death unless cornered or protecting its mate.

Boogie-men are generally ignorant, cruel creatures who like to scare and abuse humanoids. Yet, even though they are stupid, they are *not* fools and exhibit cunning, deceit, and common sense. Boogie-men also exhibit a sadistic sense of humor and find great sport in terrifying people, especially children. The act of frightening others may be as simple as making scary noises or leaping out of the darkness and screaming "boo." More elaborate scares may include dangling a gutted animal or person from a doorway, throwing or leading frightening creatures (spiders, rats, snakes, etc.) at somebody, and so on.

Boogie-men are greedy for the things of man even though they have no use for them. A typical lair will reveal a potpourri of household utensils, rags, clothing, coins, weapons, and jewelry (both junk and valuables). Because they most often victimize the poor and children, their treasure-trove is rarely worth more than a few hundred credits.

Although excellent thieves, they are usually too cowardly to practice their thieving arts on a regular basis. Being not too bright and super-greedy, they can be easily bought off with a small handful of coins, a shiny, new dagger, candy, and broken weapons.

Alignment: Any, but almost always evil.

Attributes: The number of six-sided dice to be rolled is as follows. I.Q. 1D6+ 1, M.E. 2D6, M.A. 1D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 4D6

Hit Points: P.E. plus 1D6 per level of experience. S.D.C.: 1D6x 10

Natural A.R.: None, M.D.C.: None, by armor only.

Horror Factor: 12, **P.P.E.:** 2D6

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), poor daylight vision (about half as good as a human's), prowl 77%, climb 80%/70%.

Combat: Four (4) attacks per melee. Clawed hands inflict 1D6+1 S.D.C. damage, bite does 2D6 S.D.C. damage, or by weapons. Favorite weapons are clubs, knives, small swords, and ice picks.

Bonuses: +2 to dodge, +4 to save vs all poisons.

Magic: None

Psionics: None



Average Life Span: 600 years.

Value: None

O.C.C.: Most are unskilled predators, some become thieves or pick up other simple skills (peasant or vagabond O.C.C.s). Not recommended as a player character.

Skills of Note: Two ancient W.P.s, Languages: Goblin/Gobblely 98% and two others (usually human); pick two. Can also select a total of five skills from the following **Rifts RPG** categories: Rogue, Technical (limited to languages and lore), wilderness and any W.P.s. No skill bonuses.

Habitat: Old cities and large towns worldwide.

Enemies: Humans, elves, and most humanoids. Fearful of all others.

Allies: None per se, but have been known to associate with goblins, hob-goblins, orcs, ghouls, and vampires.

Size: 2 to 3 feet tall (0.6 to 0.9 m).

Weight: 35 pounds (15.9 kg).

Notes: Favorite weapons are knives and clubs. Chi-Town Boogie-Men have taken to wearing light body armor and using vibro-blades and energy pistols. Worship evil gods, demi-gods, dragons, and powerful supernatural beings. Boogie-Men seldom attack a healthy human-sized adult even if they might outnumber him four to one. Likewise, a typical boogie will back down from any potentially threatening situation, fleeing into the shadows.

Boogie-men are a growing problem in the poorer Chi-Town Burbs and many of the other CS Burbs. They are known to inhabit Ciudad Juarez, Lone Star, Iron Heart and the ruins of Windsor, Old Detroit, and Washington DC.

Bug Bears

Optional Player Character

Bug bears are a strange race of mischievous, cruel humanoid beasts who resemble vicious looking teddy bears. They are indigenous to the Ophid's Grasslands in the Palladium world. They are barbaric nomads who wander the grasslands hunting small humanoids and occasional animals and gathering roots and wild berries. Despite the abundance of small game animals, bug bears feed almost entirely on other humanoids. Goblins, common to the region, are their favorite prey, but they will as readily attack a lone wolfen or human. Bug bears will rarely confront groups unless they greatly outnumber them, at least three to one. Consequently, in their home environment, they hunt in packs of three to eight, clad in animal skins and using crude stone and wooden tools and weapons.

Although not considered to be faerie folk, bug bears are creatures of magic, able to turn invisible at will, metamorphosis into a full size bear, and teleport. Like faerie folk, they are very inquisitive, mischievous and shy, avoiding contact with most other creatures, except to hunt them. Surprisingly, bug bears never molest nor attack even the most helpless faerie folk. Likewise, faeries and their kin seldom pester bug bears, perhaps further indication of some distant relationship.

In the Palladium world, bug bears are found exclusively in Ophid's Grasslands far to the North. However, entrepreneurs from the Western Empire have taken to capturing them for sale to gladiatorial arenas, the decadent rich and to men of magic. Ophid's Grasslands is also notorious as a place of magic and known for strange events of time distortion and dimensional rifts. It is little wonder then that bug bears have somehow found their way to Earth and are known to exist in the plains of Western America, Canada and China.

Alignment: Any, but tend toward selfish or evil.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 5D6, P.P. 3D6, P.E. 4D6, P.B. 2D6 + 2, Spd 4D6

Hit Points: See M.D.C.



Natural A.R.: Standard in the Palladium World, but in **Rifts** Earth bug bears are M.D.C. creatures.

M.D.C.: 6D6+10M.D.C.

Horror Factor: 12, P.P.E.: 4D6

Natural Abilities: Nightvision 60 ft and see the invisible (automatic ability). Turn invisible at will: There is no limitation as to how often or how long invisibility can be maintained, but the bears tend to turn invisible only when stalking, fighting or when frightened. Metamorphosis into a full size bear: This huge form can be maintained for up to 20 minutes at a time. There is no limit as to how often the mystical creature can perform the metamorphosis. Teleport at will: Distance is limited to 40 feet (12 m) maximum. Teleportation can be performed as often as once every other melee round (every 30 seconds).

Combat: Four (4) attacks per melee. **Bonuses:** +3 to strike, parry and dodge, +3 to save vs magic, +3 to save vs poison/drugs. Note: +7 to strike, parry and dodge when invisible, but only if the bear's opponent can not see the invisible.

Damage (bug bear form): Bite inflicts 1D4 M.D., restrained claw strike inflicts 3D6 S.D.C. damage, full strength claw strike inflicts 1D6 M.D., or by weapon.

Damage (full size bear form): Bite inflicts 1D4 M.D., restrained claw strike inflicts 6D6 S.D.C. damage, full strength claw strike inflicts 2D6 M.D.; can not use a weapon in this form.

Magic: None, other than natural abilities. Also radiates strong magic and has a magic aura similar to a brownie (faerie folk).

Monies: None

O.C.C.: If any specific occupation, select from any Palladium RPG men of arms, shaman or healer, or **Rifts** vagabond.

Skills of Note: Languages: Wolfen and Dragoneese/Elven 92%. Track animals 50%, track humanoids 82%, land navigation 82%, identify plants and fruits 70%, and W.P. Blunt. Can also select a total of five skills from the following **Rifts** RPG categories: Physical (limited to climbing, running, swimming, and wrestling), Rogue, Technical (limited to languages and lore), Wilderness and any W.P.s except heavy weapons. No skill bonuses.

Average Life Span: 80 years

Value: Alive and restrained: 2D6 x 1000 credits for the arena; fur is worth about a 100 credits.

Habitat: Grasslands; known to live in Western USA, Canada and China. Less than 100 are believed to exist in North America and perhaps as many as 200 in the plains of western Canada.

Enemies: None, indifferent to all races.

Allies: None, indifferent to all races.

Physical Appearance: Squat, broad, fur-covered people of great strength. Light brown colored fur, canine teeth, and bear-like features.

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

Weight: 150-200 pounds (67.5 to 90 kg).

Notes: Their favorite weapons are stone axes, hammers, clubs, maces and slings. They are lousy craftsmen, not previously familiar with armor or iron weapons. They don't worship any gods, but revere the four elemental forces of nature.

Centaurs & Cyber-Horsemen

Optional Player Character

The centaur is a creature of legend from Earth's ancient past, so perhaps these strange beings have visited the planet before. Beings who are half-man and half-horse. Their origin is lost to antiquity.

On the Palladium World the centaur is a fearsome plains warrior whose people gather in tribes of 40 to 60 members. They are a nomadic people who dislike staying in any one place longer than a season.

Although they are good craftsmen, they rarely have access to a proper hearth or tools. The Palladium centaur is a dying breed, succumbing to the superior numbers and weapons of both man and wolven.

The centaurs of **Rifts** Earth have come from both the Palladium world and another, more advanced world of unknown origin. The former tend to be warriors, men of arms, and rangers/wilderness scouts. The latter are familiar with energy weapons, mega-damage armor, cybernetics and bionics. These civilized centaurs are also known as **Cyber-Horsemen** or simply as "the Horsemen," and are viewed with great suspicion, especially by the Coalition.

The first cyber-horsemen were recorded about 30 years ago, around 73 P.A. At first they were believed to be strange bots or mutant animals, but now it is known that they are a race of technologically advanced centaurs. Their tech level appears to be several degrees less than the Coalition's, although they have mastered the sciences of cybernetics and mega-damage alloys. Rumor has it that the cyber-horsemen have built a city called **Ixion** (eye-zon) somewhere in the northern plains of Canada. Here, it is said, all centaurs, mutant animals and the persecuted are welcome. So far, no human has found any trace of such a city.

Most centaurs and cyber-horsemen have become suspicious of all other races. However, once befriended, they will remain loyal for life. Centaurs are also magnificent hunters, archers, and woodworkers.

Alignment: Any, but mostly principled or other good alignments.

Attributes: The number of six-sided dice to roll is designated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6, P.P. 4D6, P.E. 5D6, P.B. 3D6, Spd 6D6x2

Hit Points: Standard

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

M.D.C.: None, body armor or bionics.

Natural A.R.: None, requires body armor or bionics.

Horror Factor: 12, P.P.E.: 4D6

Natural Abilities: Prowl 60%, track 77%, great physical endurance.

Combat: Three attacks per melee plus those from hand to hand combat training. **Bonuses:** +4 to damage and +2 to dodge when running; both are in addition to possible attribute bonuses.

Damage: Kick with front legs does 2D6 S.D.C. damage, kick from rear legs 4D6 S.D.C. damage, or by weapon. Those with a particular O.C.C. training may have more attacks per melee.

Magic: By O.C.C.

Psionics: Standard

O.C.C. (Palladium Centaur): Any Palladium O.C.C., but rarely study magic. Their wanderlust and need for adventure means they lean toward being a long bowman, druid, ranger/wilderness scout, mercenary/ headhunter, scholar/rogue scholar and wandering vagabond/peasant.

O.C.C. (Rifts Cyber-Horseman): Any O.C.C., except Coalition Samas, Crazies, Juicer, Glitter Boy, or Shifter; tend to avoid magic. Like their primitive cousins, they suffer from wanderlust and a craving for adventure, which means they too lean toward scholarly and adventurous character classes.

Average Life Span: 90 years

Value: 15,000 to 50,000 credits as a trained slave or gladiator.

Palladium Habitat: Ophid's Grasslands, Lopan, and the Eastern Territory grasslands.

Rifts Habitat: Canadian and North American plains.

Skills of Note (Palladium Centaur): Languages: Dragoneese/Elven 98% (50% are literate too) and Faerie Speak 60%, wilderness survival 88% and land navigation 82%. Cyber-horsemen get the specific skills offered by the selected O.C.C.

Enemies: None per se, humans and humanoids in general.

Allies: Faerie folk are fond of centaurs and seldom pester them. Furthermore, faerie folk have been known to come to a centaur's aid without being asked. Both races are extremely tolerant of each other and treat each other as friends, playmates, and allies.

Physical Appearance: They look like large, powerful horses with a human torso rising out of the shoulders. The head, hands, arms, and chest are all human.

Size: 7 to 8 feet (2.1 to 2.4 m) at the horse's shoulders, about 11 feet (3.3 m) from the top of the head to the hoof.

Weight: Centaur: 800 to 1100 pounds (360 to 495 kg). Cyber-Horseman: 1800 to 2400 pounds (810 to 1080 kg).

Notes: Traditionally, Palladium centaurs prefer bow weapons to any other. They are skilled at making long bows, compound bows, crossbows, and all kinds of arrows and bolts. Their next favorites are spears and pole arms for hand to hand combat.

Centaurs are somehow linked to nature and are free spirits, driven to adventure and wandering. They can not live in captivity. Even a few weeks in chains may kill them or drive them to make desperate attempts to escape. Nevertheless, many cruel and greedy individuals have attempted to enslave them for labor and entertainment in the gladiatorial arena. Sadly, their animal visage has lead many to think of the centaur as an animal.

The Cyber-Horsemen of Ixion (optional player character)

The centaur data previously presented is applicable for attributes and most other considerations in the designing of cyber-horsemen. The following is information regard the horsemen's bionic nature.

Bionics: 90% of the male cyber-horsemen of Ixion undergo partial bionic reconstruction of their lower body when they reach adolescence. They will also have numerous cybernetic and bionic implants and receive bionic armor. Only 25% of the females will undergo bionic reconstruction, although most will have received cybernetic implants to augment their senses. **Note:** Except for medical reasons, the cyber-horsemen avoid replacing the human portions of their bodies and rarely subject themselves to full bionic conversion.

Bionic reconstruction: The lower body of the horse is reinforced with bionics, and the legs, including the hip and thigh areas, are replaced with bionic limbs. The bionic legs give the centaurs even greater speed and power; P.S. equivalent of 40 and Spd of 220 (150 mph/241 km.).

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

Damage from Bionic Limbs: 4D6 +25 S.D.C. damage from front kick attack, 6D6 +25 S.D.C. (P.S. bonus) damage from rear kick. 1D4 M.D. damage from power kick (rear), but counts as two attacks.

M.D.C. Body Armor: Protects the entire body. Light armor: 100 M.D.C., medium armor: 200 M.D.C., heavy armor: 400 (reduce speed by 10%).

Standard Bionic Body Features: Attached hip holster (pistol or rifle) on either hip or both and attachments for body armor.

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

High-Tech Weapons: The cyber-horsemen and centaurs can use any of the human's weapons. Both generally avoid heavy weapons like rail guns.

Combat Energy Rod: A weapon of the cyber-horsemen's own design, the rod has two modes of attack. One is as a charged energy staff that inflicts 1D6 M.D. when it hits. Or 3D6 S.D.C. when the M.D. energy charge is not on (+6 when the strike is from a running attack). The second combat mode is as an energy blaster. The rod can fire as many as ten single shots, inflicting 3D6 M.D. per blast, and has a range of 1600 feet (488 m). The rod recharges at a rate of one blast every 30 minutes. The rod has 15 M.D.C.

Sensory Deprivation Web (SDW): This is a crackling energy net with bola-like weights attached (typically tucked along the centaur's back as seen protruding under the hip belt in the illustration). The net is thrown over its intended victim and instantly short-circuits the senses. The victim of the web suffers from blurred vision, deafness, and a feeling of vertigo. **Penalties:** -5 to strike, parry, dodge, and on initiative, -50% on skill performance, and speed is reduced by half. The penalties are in place as long as the person is inside the web/net and for 1D4+1 melees after freeing oneself from the web. The SDW has 3 M.D.C., but a person can easily pull himself free of the net without having to cut or blast the SDW; takes two melee actions to get free.

Note: Cyber-horsemen have never been seen in the midwest or eastern USA or Canada. However, they have been reported with increasing frequency in the west. A cyber-horseman and his female centaur companion are recent additions to *Reid's Rangers* operating in Colorado and New Mexico.

Chimera

The chimera is another mythical beast from legends of Earth's past. The creature is part lion, part goat, and part dragon. In the Palladium world it is commonly found in the Yin-Sloth Jungles and the Western Empire. In *Rifts* Earth the creatures inhabit the continent of Africa and are also said to roam what was once the Middle East, the island of Madagascar, India, Burma, Thailand and Vietnam. The minions of Splugorth are rumored to capture and tame chimera for use as watchdogs on the continent of Atlantis. The monsters prefer hot climates and love steamy jungles; however, they can survive in temperate zones and sometime stray far from their usual jungle environment.

These malevolent predators are said to have been the accidental creation of a diabolist or alchemist, but their numbers would seem to indicate that they are indigenous to another dimension. They may have arrived on Earth through the Mediterranean Triangle.

Fortunately, while a mega-damage monster, the creature is not a real dragon in any way and does not possess a human intelligence (but is extremely intelligent for an animal).

Alignment: Evil

Attributes: The number of six-sided dice to roll are as designated. I.Q. 1D6 (high animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 5D6 (never less than 20), P.P. 4D6 (never less than 14), P.E. 6D6 (never less than 20), P.B. 2D6, Spd 6D6

Hit Points: See M.D.C.

Natural A.R.: See M.D.C.

M.D.C.: 2D6x10+10

Horror Factor: 14, **P.P.E.:** 3D4x10

Combat: Four attacks per melee.

Damage: Nipping bite 5D6 S.D.C., full strength bite 2D6 M.D., kick from hooves 1D8 M.D. and mega-damage fire breath 3D6 M.D., has a range of 16 feet (5 m) and a 4 foot (1.2 m) wide flame.

Bonuses: +4 to strike and dodge, +1 on initiative, +2 to save vs magic.

Magic: None

Average Life Span: 2,000 years

O.C.C.: None

Value: Alchemists may be interested in various body parts; maximum of 1000 credits. 300,000 credits as a tamed pet/watchdog (difficult to train); especially coveted by evil practitioners of magic because the creatures offer great P.P.E. to draw upon, as well as its obvious strengths as a protector.

Habitat: Deep jungles and remote, hot areas.

Language: None — animal

Enemies: None per se, but hate good and beauty and feed on humanoids and other large mammals.



Allies: None
Size: 4 feet (1.2m) tall at the shoulders, 10 to 14 feet (3 to 4.3m) long.
Weight: 800 to 1200 pounds (360 to 540 kg)

Devil Diggers

The devil digger is a fierce, burrowing creature that vaguely resembles a hyena, wild bear, and mole all crammed into one. Its ferocity and head-plate of bone and horns have given it its name of devil. They are very tough and tenacious beasts who often adopt ancient ruins and subterranean dwellings abandoned by dwarves, kobolds, and troglodytes. Very territorial, they will not tolerate intruders and will bark and grunt slobbering warnings to stay back. Any creature who ignores its warning will be attacked without hesitation or mercy. Devil diggers defending their home or young will attack without hesitation. They will fight to the death or until they have driven the intruders away. A single devil digger has been known to slay as many as six adventurers within a few minutes.

Alignment: Considered to be anarchist; animal.

Attributes: Animal attributes are much more consistent than humanoids so there is less range for variation, the weak perish. I.Q. Animal, M.E. 10+1D6, M.A. 6+1D6, P.S. 20+1D6, P.P. 10+1D6, P.E. 14+1D6, P.B. 6+1D6, Spd 10+1D6

Hit Points: 6D6+ 12, S.D.C.: 20

Natural S.D.C. Armor Rating: 8

Horror Factor: 13, P.P.E.: 10

Natural Abilities: Nightvision 90 ft (27.4 m), track by smell 30%, climb 30%, swim 50%, dig/burrow at a rate of 4 feet a melee round (15 seconds) through the toughest clay and gravel. Their powerful legs enable them to leap up or across up to 4 feet (1.2 m).

Combat: Six attacks per melee. **Bonuses:** +3 S.D.C. damage from bite, +3 S.D.C. damage from claws plus P.S. attribute bonus, +1 to parry, +2 to dodge, +3 to save vs poison and magic.

Damage: Bite 1D8 S.D.C. damage or claws doing 1D8 S.D.C. damage plus bonuses.

Magic: None

Psionics: None

Average Life Span: 35 years.

O.C.C.: None, animal.

Languages: None, other than grunts, barks, and hisses, but can learn to understand the basics of any language as would a dog.

Value: None, although some wilderness monster races have been known to train babies as dog-like pets; fiercely loyal to its master.

Habitat: Dark, cool, subterranean dwellings; temperate and cool climates.

Enemies: Bears, feline predators, and humanoids.

Allies: None, per se.

Size: 3 to 4 feet tall (0.9 to 1.2 m), and 5 to 7 feet long (1.5 to 2.1 m)

Weight: 85 to 200 pounds (38 to 90 kg)

Notes: Devil diggers feed on rodents and carrion. They mate for life, living in a nest of rocks, rags, and twigs. A mature, six year old female,



can bear a litter of 1D6 young every three years. Young leave the nest at the age of two or three. Although devil diggers don't gather into packs, they are extremely tolerant of their own kind and may share their territory with as many as three other families. In such cases, a dominant male will be selected through non-lethal combat, with all other males subordinate to him. The other males will offer a piece of their kills to the dominant male and his family as a sort of obligatory tribute.

No devil diggers are known to inhabit **Rifts** Earth.



Drakin The Luck Bird

The drakin are featherless, bird-like creatures with great leathery wings, and tearing claws. Despite its animal appearance, they are intelligent, cunning predators who have exhibited a startling affection for humans, D-Bees of human appearance, elves, and wolfen. Many a ranger or trapper has returned from the north with tales of how a drakin appeared out of nowhere to save him from the jaws of a bear or other antagonist. For this reason the drakin are also called "Luck Birds" and it's said that even sighting one will bring good fortune (which sounds great, but isn't true).

Drakin are gentle, loving creatures of magic that put their family and freedom above all else. Almost always of good alignment, they will come to aid most intelligent creatures when that creature is endangered. A drakin might even *temporarily* join a group if its goal is to destroy a terrible evil and if the group's members are predominately good. Invoke a drakin's wrath by treachery or evil actions and you had better hope you can kill it before it slays you. They will never allow anybody to torture or harm any living creature while in its presence, except to hunt for food. Lies and betrayal are viewed as evil and such actions will result in the drakin's disdain and departure.

Alignment: Any, but almost always good.

Attributes: The number of six-sided dice to roll is as designated. I.Q. 2D6+1, M.E. 3D6, M.A. 5D6, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 2D6+2, Spd 3D6 walking and 1D6x10+40 for flight.

Hit Points: See M.D.C.

Natural A.R.: See M.D.C.

M.D.C.: 2D6x10 M.D.C. on Rifts Earth.

Horror Factor: 10, **P.P.E.:** 1D4+10

Natural Abilities: Fly, nightvision 220 ft (67 m), keen hawk-like color vision (can see a rabbit two miles away), see the invisible, keen hearing (60% likelihood of hearing an intruder, even from behind, see initiative bonus). In the **Rifts** world, the drakin can also sense evil and the supernatural identical to the psi-stalker.

Combat: Four attacks per melee. **Bonuses:** +2 to strike, +4 to parry, and dodge (dodge is automatic, like a parry and does not use up a melee action/attack), +3 on initiative.

Damage: Bite 1D8 S.D.C. damage. Restrained claw attack inflicts 3D6 S.D.C damage, full strength claw attack 1D6M.D., diving power strike 3D6 M.D. but counts as two attacks.

Magic: None, other than its own mystical nature.

Psionics: Standard

O.C.C.: Not applicable; natural hunters and champions of good. Not recommended as a player character, but certainly is playable.

Skills of Note: Wilderness survival 90%, land navigation 90%, astronomy 70%, track animals 80%, identify plants and fruits 70%, demon and monster lore 50%, prowl 40%, detect ambush (from the air) 45%, detect concealment (from the air) 40%, and basic math 75%. Understands the languages of Dragonese/Elven and Wolfen 98% (not literate) and can learn two additional languages (+30%). Can't actually speak, except for squeaks, whistles, and shrieks. Those few drakin with psionics may be able to communicate via telepathy.

Average Life Span: 300 years.

Value: 1000 credits for alchemical purposes; some wealthy and cruel believe owning an imprisoned drakin will bring good luck and have been known to pay as much as 30,000 credits for a single animal.

Habitat: Lightly populated forests and mountains of cool and cold climate.

Enemies: Feathered death, peryton, and other creatures of evil.

Allies: All creatures of good alignment; particularly fond of humans, wolfen and mutant canines.

Size: 3 to 4 feet tall (about the same as a booted eagle, 0.9 to 1.2 m).

Weight: 30 to 45 pounds (13.6 kg to 20.5 kg).

Notes: Drakin mate for life. Lay 1-4 eggs, bearing young as often as every twelve years. Young reach full maturity within eight years. Do not collect nor want valuables. Worship no gods, but respect the beliefs of others. They may establish small communities of 2 to 8 members, but one or two are usually encountered at any one time.

Their magic nature has made the drakin, indigenous to the Palladium world, aware of **Rifts** Earth and the evil forces that have been attracted to it. Consequently, hundreds have found the means to get to Earth to help combat the forces of evil. Drakin have been reported in Canada, northern USA, the Ohio Valley (USA), Northern Europe, and the New German Republic (Europe).

Dragondactyl

Dragondactyls are somewhat akin to the pegasus, but are typically black or grey in color, with large leather wings, a serpent's tail, and clawed feet. According to Palladium legend, the nine elven lords of old, as well as mages of incredible power, tamed and rode these powerful beasts as mighty war horses. While reputed to have once roamed the plains of the Old Kingdom in vast herds, the dragondactyls have become extremely rare and are found almost exclusively in the lower regions of the Old Kingdom mountain range. Although tales of dragondactyls



trickle in from time to time, none have been captured or tamed for hundreds of years.

Encounters in the wild can be most harrowing, especially if an attempt is made to capture one. These are fierce predators with the strength of a tiger. Male dragondactyls can breathe fire and all are magic resistant. The females tend to do most of the hunting while the males protect their mates, herd members and territory.

Alignment: Any, but mostly anarchist.

Attributes: The number of six-sided dice to roll is as designated. I.Q. High animal, M.E. 4D6, M.A. 3D6, P.S. 5D6, P.P. 4D6, P.E. 5D6, P.B. 3D6+1, Spd running 38 + 1D6, around 30 mph, and 84+ 1D6, around 60 mph (96.5 km), flying.

Hit Points: See M.D.C.

Natural A.R.: See M.D.C.

M.D.C.: In *Rifts*, the creatures are mega-damage nightmares with 4D6x10 M.D.C.

Horror Factor: 12, **P.P.E.:** 3D6

Natural Abilities: Climb 66%, swim 30%, prowl 66%, track animals 60%, nightvision 90 ft (27.4 m), keen hawk-like vision (can see a rabbit at two miles), good sense of smell, impervious to all fires, including magic. Breathes Fire: (males only) does 4D6 M.D.; range: 10 ft (3 m).

Combat: Four attacks per melee. **Bonuses:** + 2 to strike and parry, + 5 to dodge when flying, +4 to save vs magic. These are in addition to any attribute bonuses.

Damage: Bite 1D8 S.D.C. damage, claws 2D6 S.D.C. damage plus P.S. bonus, kick from front legs 1D4 M.D., kick from rear legs 2D4 M.D., or by fire breath (if male), inflicting 4D6 M.D.

Magic: None

Psionics: None

O.C.C.: Not applicable, animal.

Languages: None, other than horse-like whines, whinnies, and snorts, but can learn to understand commands in any language like a normal horse or dog.

Average Life Span: 800 years.

Value: Alive and untrained: 40,000 to 70,000 credits (possibly more), trained as a riding animal: 100,000 to 225,000 credits. Note that the supernatural sowki love to use the dragondactyl as a mount and are adept at capturing and training them.

Habitat: Mountains. *May* be occasionally sighted in lowlands. None are known to exist in *Rifts* Earth.

Enemies: All humanoids, perytons and mountain predators.

Allies: Only their own kind, indifferent towards all others.

Size: 6 to 7 feet (1.8 to 2.1 m) at the shoulders.

Weight: 3000 to 5000 pounds (1350 to 2250 kg)

Notes: Omnivorous, the dragondactyl feeds on both meat and plants, although the bulk of its diet is the former. Typical prey consists of sheep, goats, deer, and even small humanoids like faerie folk, goblins and kobolds.

On Palladium, herds are extremely rare and quite small, with the largest seldom exceeding more than 24 members. A mature female (at least 100 years old) will give birth to one foal approximately every 30 years. The gestation period for these animals is four years. The young foal will stay with its parents for a full decade before leaving to find its place in the world. A male in heat (every autumn) is extremely aggressive and cranky, often challenging any large creature(s) that cross its path.

Dragondactyls are not even remotely related to dragons. They derive their name from their appearance, ability to breathe fire and in that they were often found to inhabit the same general regions as dragons.

Dragon Wolf

Optional Player Character

The dragon wolf is not related to true dragons, but is so named because of its scaly serpent's tail, great leather wings, human intelligence and supernatural abilities. The dragon wolf, although cunning, tough, and treacherous, is surprisingly playful and enjoys interfering in the affairs of men. They derive great pleasure from adventure, intrigue, and the manipulation of others. However, this means even a dragon wolf that seems to be an ally should be viewed with suspicion, for they are masters of deception and usually value their own life above all others.

Alignment: Any, but usually selfish.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd 4D6 running, 1D6x 10 + 46 flying.

Hit Points: See M.D.C.

Natural A.R.: See M.D.C.

M.D.C.: 4D6x10; the dragon wolf is a mega-damage monster in *Rifts*.

Horror Factor: 14, **P.P.E.:** 2D4 x 10

Natural Abilities: Fly, nightvision 60 ft (18.3 m), magic fire and cold does half damage, recognize a familiar scent 70%, track by smell 78%, prowl 44%, and heals twice as quickly is normal. The hands have stubby, clawed fingers and an opposable thumb, enabling them to write, use weapons and tools, operate a computer, and pilot a vehicle. ALL dragon wolves can assume any humanoid form, but only when the moon is full. The light of day will automatically transform the creature back into its wolf form.

Combat: Two plus attacks gained from hand to hand combat skill if any. **Bonuses:** +2 to parry and dodge and +2 to save vs magic.

Damage: Bite 1D8+2 S.D.C. damage, claws 1D6 S.D.C. damage plus P.S. damage bonus, and frost breath 2D6 M.D. (range: 10 ft/3 m) or by magic, or weapon if in humanoid form.

Magic: Only those abilities gained from a magic O.C.C.; many dragon wolves pursue some area of magic, preferring spell casting over rituals, wards, or summoning (N.P.C.s average 4th to 5th level).

Psionics: Standard

O.C.C.s (Palladium): Any men of magic, thief, assassin, or mercenary fighter.

O.C.C.s (Rifts): The ley line walker, mystic, city rat, and rogue scholar are likely to be the most appealing O.C.C.s, but can be any of the magic O.C.C.s, an operator, rogue scientist, vagabond, headhunter or mind melter.

O.C.C. Note: Use the dragon experience table regardless of O.C.C.

Skills of Note: Understands and speaks all languages (an innate ability) but must study and learn written languages.

Average Life Span: 1000 years

Value: None, per se.

Habitat: Seem to like moderate temperatures and forested areas, but are notorious adventurers/travelers and can be found anywhere. Word of great adventures and mega-powerful magic has lured a number of these creatures to the world of *Rifts*.

Enemies: None natural, but are leery of elves, clergy, men of magic, dragons and the supernatural.

Allies: Tolerates most races, including demons.

Size: About the same as a normal wolf; stands about three and a half feet tall at the shoulders (1.05 m).

Weight: 150 to 200 pounds (67.5 to 90 kg).

Notes: Dragon wolves are mischievous and cunning schemers and high rollers who share few of man's laws or values. Enjoy adventure and intrigue. A dragon wolf can be an ally or a terrible enemy. Although most have little value for wealth or magic, adventure is their life, they often accumulate a surprising amount of both.

The Adult Dragon

Dragons are magical creatures cloaked in mystery and legend. People tell many contradicting tales about dragons, because little is truly known about them. What is known is that all dragons are the embodiment of magic. Most of the rudimentary data about dragons is found in the *Dragon Hatchling section of the Rifts RPG*, pages 97 to 101. What's presented here is the much requested information about *adult* dragons. At the end of dragon adolescence, approximately 600 years of age, the young dragon/hatchling reaches full maturity. After six hundred years of experience the hatchling should be about a tenth or twelfth level dragon. Which means it has steadily increased in skill, magic and knowledge of the world. Yet despite the hatchling's apparent power, upon reaching full maturity they undergo a startling transformation that increases their power five to ten times. Players and Game Masters will notice that the wimpiest adult dragon is easily as powerful as the average greater demon or supernatural being. In many instances, even more powerful, especially in the magic rich world of **Rifts**. This is why many primitive people frequently worship dragons or include them among their pantheon of gods.

Fortunately for humanoids, dragons get along well with humans. Unlike supernatural creatures of evil, dragons, generally, don't prey on humans nor torment them. Most dragons have spent decades among humans, during their early hatchling years. Like humans, the alignments and ethics of dragonkind ranges across the gamut of possibilities, from good to selfish to evil. But, with rare exceptions, most dragons exhibit a strange attraction and affection toward humanoids, especially humans and elves. Dragons, even evil dragons, like to be around humanoids. Whether they are manipulating and abusing them or living harmoniously among them, dragons like people.

Of course, there are always dragons of evil alignment who may use and torment humans. The worst will try to establish themselves as the ruler, and even god, of a land or kingdom and terrorize the countryside. They may manipulate people for their own gain, command great armies, destroy cities, slaughter thousands, demand tribute, and torture the innocent. The best can make a cyber-knight pale by comparison. They will thwart evil wherever it is found, combat supernatural forces and sacrifice their own life to save a single child. A noble dragon may be the protector of a kingdom and associate with titans, paladins, spirits of light, and other forces of good.

As creatures of magic, dragons are drawn to places of magic. **Rifts** Earth is one such place. But even here, dragons are rare when compared to other races and supernatural beings. Dragons will adapt to their environment and are typically students of history, anthropology, literature and science. They are often adept in the use of technology, adults much more than hatchlings, and will use weapons, tools, optical enhancements (scopes & goggles), sensor equipment, computers, vehicles and other high-tech equipment. The use of body armor (in human guise) is typically a means of disguise more than anything else. Bionic and cybernetic implants and augmentation are avoided because they negatively affect their magic and natural abilities, like making them unable to perform metamorphosis. Hatchlings are typically too busy exploring the world, or worlds, and life around them to pick up more than a handful of skills, but the adult may know dozens; usually scholarly and science skills.

Some things common to most dragons

1. Many dragons, particularly fire, ice, thunder, and horned, are dedicated magic-users, primarily studying spell magic/wizardry, symbols, wards/diabolism and, to a lesser degree, circle magic (typically focus on dimensional travel/shifting, power and protection, seldom big on

summoning circles). Thus it is not surprising to find one of these dragons having mastered one or all of the above at tenth level proficiency or greater.

2. Most dragons possess some level of psionics but rarely exceed third level abilities.

3. Life spans generally extend into the thousands of years.

4. Greedy by nature, even the nicest dragons of good alignments tend to be greedy, with a penchant for hoarding artifacts, valuables and magic. This where the legends of great dragon treasures arise, although these treasure-troves are more like the coveted items of a dedicated or psychotic collector than pure greed. A dragon is usually reluctant to share even among their own kind. Evil dragons are greedy in the extreme and will often do anything to get what they want. While dragons of a good alignment will share their possessions if it means saving a life or thwarting evil.

5. Dragons are frequently accused of laziness and sloth. Neither is usually true. Laziness results from the fact that by adulthood, dragons have mastered the art of intimidation and have learned that a subtle threat, sometimes as little as a grunt or groan, will send people scampering to do as they have been requested. Thus, the dragon's arrogance and methods of persuasion often create an illusion of laziness. However, when a dragon is truly motivated it can literally move mountains to attain a goal or an object of desire.

The dragon's physical endurance and need for little rest or food is legendary. A dragon's constitution is greatly different than mortal creatures, enabling them to perform great feats of magic or prolonged, intense activity at peak efficiency for weeks, without an ounce of food or water, or an hour of sleep. However, few people know that the amazing creatures do, eventually, require rest and may, after months of activity, find a safe haven and sleep for weeks, sometimes for years. These long periods of hibernation are also sometimes construed as laziness.

6. Periods of hibernation is common among adult dragons. Scholars speculate that dragons need a great amount of sleep to both replenish their magical energies and for bio-regeneration after combat. They may hibernate for a season or a decade.

7. Dragons do not need to eat but, as with all else, indulge themselves in the pleasures of eating and drinking. They are particularly fond of fresh, raw meats and good ale.

8. Metamorphosis is a common natural ability that dragons greatly enjoy. They love to disguise themselves, deriving almost child-like glee from such trickery. Metamorphosis comes as natural to a dragon as walking does for a human. A favorite ploy is to suddenly assume their true form in the middle of a thronging crowd, scaring people senseless. This technique is also employed for dramatic effect.

9. None are more loyal to a true friend than a dragon. They will rarely desert or betray a friend, standing at their side even in the face of death.

10. The wrath of a dragon is frightful to behold, especially if avenging personal injustice or death of a friend. As with all their goals, they will not rest until vengeance has been achieved, and a dragon's revenge is usually tenfold more terrible than the crime.

11. Dragon bones and teeth are instilled with great magic and as such, are coveted components in the creation of the most powerful wards, circles, and magic. A tooth will usually garner about 10,000 credits, bones, about 1000 credits an ounce, dragon blood about 500 credits a pint, and a fresh dragon's tongue can command 100,000 credits and more. Of course, buyers of such commodities are not always very accessible and prices can vary up and down by as much as 80%. The *Coalition States* have outlawed the sale and possession of dragon parts, because they promote the use of magic, which is illegal. Possession of such items will result in lifetime imprisonment for the lucky ones and execution for the less fortunate.

12. A dragon's lair is frequently underground or carved into the wall of a sheer cliff of a mountain. Lairs are generally guarded by some other creature or magic force in addition to the dragon itself. Treasure hoards found in the lair are often greater than a king's ransom, with 4D6x100,000 credits worth of precious metals and gems, 2D6x100,000 credits' worth of books and artifacts, 1D6x100,000 credits worth of weapons and armor, and a plethora of magic (at least a dozen scrolls, potions, items, etc.). **Note:** The mighty wooly dragon and cockatrice accumulate one-tenth that degree of wealth. While an adult basilisk or kukulcan's fortunes can be twice as rich with magic.

13. A female will lay 1D4 eggs once every 400 years. The eggs will take ten years to hatch. Dragon eggs are of interest to the occasional wizard or demon, as well as to some operators of gladiatorial arenas and slave traders. Price varies depending on the buyer, but usually ranges around 2D4x10,000 credits each.

14. Some dragons have the natural ability to perform a dimensional teleport, which is very similar to the supernatural ability of some so-called demons. The dragon can instantly teleport to another dimension that it has been to in the past. A dimensional teleport can be attempted as often as once every ten minutes; roll under the percentile number indicated. A roll above that number means an unsuccessful attempt, no teleportation. Most dragons are familiar with the world of Rifts Earth, the Palladium world, Hades, Xibalba, and at least 1D4 others.

15. **Note:** The horror factor of a hatchling in dragon form is generally a ten. They do look a bit young and lack the confidence and charisma of the adult dragon, whose H.F. is 12 to 18.

16. **Note:** The conversion of M.D.C. stats to an S.D.C. world such as **Heroes Unlimited or Beyond the Supernatural** is as follows. Change M.D.C. to S.D.C. and reduce by half. For example: 6000 M.D.C. is changed to 6000 S.D.C./hit points, then reduced by half, giving the dragon 3000 S.D.C./hit points. Armor Rating is now applicable; the average dragon has an A.R. of 14. Reduce P.P.E. and I.S.P. by half. It may also be advisable to reduce the level of experience by 25% to 50% depending on the campaign.

In a mega-damage world that co-exists in an S.D.C. world and does not have vast mystic energy permeating the planet, like the **Mechanoids or Robotech**, the dragon remains a mega-damage being, but reduce the dragon's M.D.C. by 70%, which will make an adult dragon about equal to a heavily armored mecha unit. In this environment it is advisable to reduce P.P.E. and I.S.P. by 50% as well.

Note that the current *Revised Edition of the Palladium RPG* is not entirely an S.D.C. system, but largely a hit point system. Characters don't have physical S.D.C. and even hit points are low when compared to our other S.D.C. based games. See the **Palladium RPG** for applicable dragon stats and powers.

Adult dragons are not recommended as player characters. However, the additional dragons from the **Palladium RPG** can be played as hatchlings, just like those in the **Rifts RPG**.

Basilisk (adult)

The basilisk are nefarious dragons who love to use and manipulate others to achieve their goals. Greedy and lustful for power in the extreme, they are often the secret masters of despot lords and puppet kings. They are terribly cunning and equally treacherous to the point that most other dragons shun them. This is also due in part to the basilisks' insane jealousy toward their more powerful cousins.

Basilisks are loners who prefer dark, cool sanctuaries, rarely appearing during the day. Rarely is more than one or two seen in any one place (2D4 maximum). They are intrigued by magic, gems and wealth, power, and the domination of lesser beings. Basilisks appear as thin, serpentine creatures with a beaky maw, bone-ribbed crown on top of the head, and a long, slashing tail. Feared for their power of petrification.

Alignment: Any, but typically anarchist or evil.

Attributes: I.Q. 1D6+12, M.A. 1D6+6, M.E. 2D6+12, P.S. 2D6+22, P.P. 2D6+12, P.E. 1D6+20, P.B. 2D6+1, Spd4D6+6 running.

M.D.C.: 5D6x10+70 (2D6x10+30 for hatchlings)

Horror Factor: 15, **P.P.E.:** 1D6x 100 (adult) /

Natural Abilities: Nightvision 200 ft (61.5 m; can see in total darkness), see the invisible, turn invisible at will, track by smell 46%, bio-regeneration 4D6 M.D. per minute, and magically knows all languages. Note, cannot metamorphosis, fly or teleport. Sneaky and cunning.

Combat: Five physical or two physical and three by petrification attacks per melee. (Three physical or two physical and one by petrification as a hatchling.)

Damage: Restrained punch or bite inflicts 4D6 S.D.C., full strength punch or bite does 3D6 M.D., power punch or bite 6D6 M.D. (counts as two attacks), kick or slashing tail attack 3D6 M.D. or by petrification.

Petrification: The basilisk can turn its victims into stone with its crimson gaze (eye beams). The creature struck by the beams must save vs magic by rolling 13 or higher (even inanimate objects get a save in this situation), or be turned to stone. Characters in vehicles and power armor are lucky in that there is a 1-90% likelihood that only the body of the vehicle or power armor is transformed by the terrible eye beams. But the oxygen supply inside the vehicle or power armor is limited to 4D6 minutes and the mechanism is completely useless and immobilized. To escape, the victim(s) inside must break out or be broken out by others or suffocate when the air is gone.

Being turned to stone is permanent unless the basilisk is slain (then everybody is returned to normal) or a stone to flesh spell is used to restore the victim. A combination of negate magic and restoration spells will restore inanimate objects (very P.P.E. costly).

A mirror, or glitter boy, will reflect the eye beams back at the basilisk, turning the basilisk into stone. Unfortunately, the effect on the basilisk is temporary, 1D4 weeks, but if shattered while turned to stone the beast is forever dead (same M.D.C. as before the transformation). Likewise, petrified victims can only be restored as long as they are not shattered or severely damaged. A broken limb will mean that limb is gone when restored.

Bonuses: +3 to strike, +3 to parry and dodge, +3 on initiative, +2 to pull punch, +2 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 1D6x 100, but few are well versed in the ways of magic. Roll on the following table.

01-40 Knows no additional magic.

41-60 A 1D6 level wizard/line walker. Select 2D6 spells from each of the levels 1-4.

61-70 A 1D6 level warlock (any one area of elemental magic).

71-80 A 1D6 level diabolist.

81-90 A 1D6 level summoner or shifter.

91-00 A 1D6 level techno-wizard. Select 2D4 spells from each levels one through eight.

Psionics: None.

R.C.C. Skills: Basic math 98%, magically understands and speaks all languages, literate in Dragonese/Elven 98% and one other (your choice), demon & monster lore 70%, track 40%, wilderness survival 70%, land navigation 70%, prowl 50%, swim 80%, climb 70%/60%, as well as three selections from each of the skill categories of communication, pilot, rogue, technical and weapon proficiencies. Average equivalent experience level is 1D4+6, plus I.Q. bonus (if any) and a skill bonus of 5% for selected skills.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 600+ years. The life expectancy of a basilisk is comparatively low because they are feared and often slain on sight by humanoids, because of their petrification power. A hatchling reaches full maturity in about 200 years and some basilisks have lived to the ripe-old-age of 2000.

Enemies: Humanoids

Allies: Demons and supernatural beings.

Size: 8 feet (2.4 m) long from head to rump; long, whip-like tail is frequently 8-10 feet long itself.

Weight: 800 pounds (360 kg).

Notes about hatchlings: The basilisk cannot perform a metamorphosis (other than by magic spell or ritual), nor fly or turn invisible. Reaches maturity at 200 years old. P.P.E. is 2D4x10+40 during hatchling years. All the natural abilities, attacks per melee, damage, and R.C.C. skills are available at half the adult level. Player characters may select a magic O.C.C.

Cockatrice (adult)

This strange serpentine dragon has a bird-like beak and head, powerful claws, feathered wings, and rooster-like crown on top of its head. It is sometimes mistaken for the benevolent kukulcan, but is a malevolent predator that feeds on humanoids and animals. It possesses a wicked disposition, delighting in hunting, killing, and torture, particularly small humanoids. Presumably, the cockatrice is a distant cousin to the kukulcan, but like the savage wooly dragon, it has a low intelligence and knows no magic.

Although active during both night and day, they take to cover during the morning hours, for the crow of a cock will paralyze a cockatrice for 1-4 hours, rendering it completely helpless (only a real cock's crow will affect them). Cockatrices usually travel in pairs (male and female), and are found throughout the Palladium world and have been reported in western Canada.

Alignment: Any, but typically diabolic evil.

Attributes: I.Q. 1D6+2, M.A. 1D6, M.E. 2D6+10, P.S. 2D6+22, P.P. 2D6+10, P.E. 1D6+10, P.B. 2D6, Spd 5D6 running or 2D6x10+10 flying.

M.D.C.: 2D6x10+60 (1D6x10+30 for hatchlings)

Horror Factor: 12, **P.P.E.:** 5D6x10 (adult)

Natural Abilities: Nightvision 200 ft (61.5 m; can see in total darkness), see the invisible, keen, hawk-like vision and hearing, track by sight 64%, bio-regeneration 4D6 M.D. per minute, and the presence of a cockatrice withers all plant life within a 10 foot (3 m) area. Note: cannot metamorphosis or teleport. Sneaky, cruel, and vicious predator.

Combat: Five physical, or two physical and three by breath attacks per melee. (Three physical, or two physical and one by breath as a hatchling.)

Damage: Restrained punch or bite inflicts 4D6 S.D.C., full strength punch or bite does 3D6 M.D., power punch or bite 6D6 M.D. (counts as two attacks), kick or slashing tail attack 3D6 M.D. or by petrification.

Bonuses: +3 to strike, +3 to parry and dodge, +4 on initiative, +2 to pull punch, +2 to roll with impact, +3 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 5D6x10, but knows no magic.

Psionics: None.

R.C.C. Skills: Basic math 48%, understands and speaks a guttural dialect of Gobbly and Dragonese/Elven at 90%, demon & monster lore 50%, track animals 64%, track humans 60%, wilderness survival 90%, land navigation 80%, swim 50%, climb 50%/40%. Average equivalent experience level is 1D4+2.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 600+ years. The life expectancy of a cockatrice is comparatively low because they are feared and often slain on sight by humanoids, and have comparatively little M.D.C. A hatchling reaches full maturity in about 200 years.

Enemies: Humanoids

Allies: Basilisks and supernatural evil.

Size: 12 to 16 feet (3.6 to 5 m) long from head to tail.

Weight: 800 pounds (360 kg).

Notes about hatchlings: The cockatrice cannot perform a metamorphosis nor turn invisible. Reaches maturity at 200 years old. P.P.E. is 2D6x10 during hatchling years. All the natural abilities, attacks per melee, damage, and R.C.C. skills are available at half the adult level. Tends to be aggressive, hot-headed and reckless. Player characters can learn two additional languages at +10%.

Fire Dragon (adult)

Fire dragons can appear in various shades of red, from scarlet to alizarin, and have massive wings and powerful limbs. Fire dragons are among the most prolific in the use and study of magic. They can be found anywhere but prefer warm climates. Most are familiar with technology and use modern computers, weapons and equipment.

Alignment: Any, leaning toward anarchist.

Attributes: I.Q. 2D6+12, M.A. 2D6+12, M.E. 2D6+12, P.S. 2D6+26, P.P. 2D6+12, P.E. 3D6+12, P.B. 4D6+6, Spd 2D6x10 running or 2D6x10+80 flying.

M.D.C.: 1D6x1000 (1D4x100 for hatchlings)

Horror Factor: 16, **P.P.E.:** 2D4x100 (adult).

Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4x10 M.D. per minute, impervious to fire (does no damage, including M.D. magic fire and plasma energy), teleport self 88% (see **Rifts**, page 100), dimensional teleport 32%, and metamorphosis at will (duration: 4 hours per level of experience).

Combat: Eight physical attacks per melee, or four fire breath and four physical, or two by magic. Favorite weapons are fire breath and magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch does 4D6 M.D., power punch 1D6x10 M.D. (counts as two attacks), kick or slashing tail attack 5D6 M.D., bite does 4D6 M.D., or fire breath: range 200 feet (61 m), six feet wide (1.8 m), inflicts 6D6 M.D. and can be used as often as four times a melee.

Bonuses: +4 to strike, +3 to parry and dodge, +3 on initiative, +3 to pull punch, +3 to roll with impact, +3 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 2D4x100. All spell magic from levels 1-6, plus animate & control dead, turn dead, exorcism, resurrection, and remove curse. Equal to a 2D4+6 level practitioner of magic. There is also a chance that the creature will know additional areas of magic. Roll on the following table.

01-30 Knows an additional 1D6 levels of spells.

31-55 A 1D4+2 level techno-wizard. Select an additional six spells from each levels 5-13.

56-70 A 1D4+2 level diabolist.

71-85 A 1D4+2 level summoner or shifter.

86-00 A 1D4+2 level warlock (leans toward fire and water).

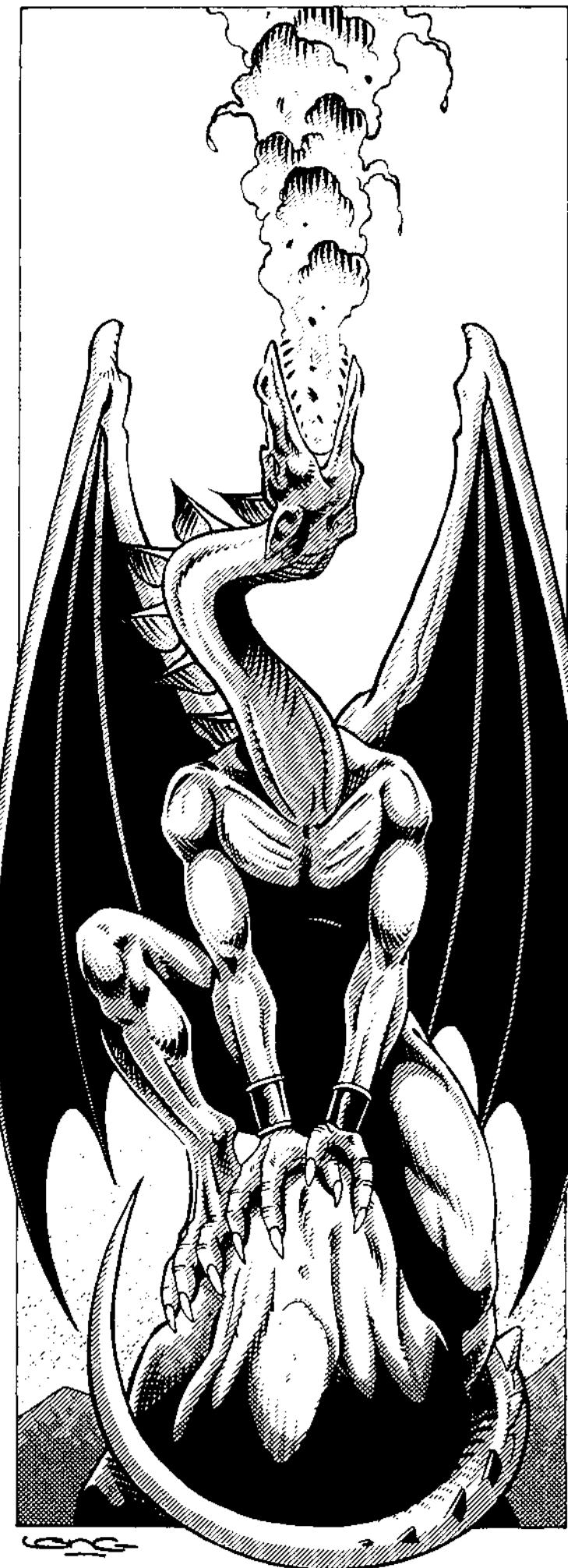
Psionics: I.S.P. 2D6x10+20. **Palladium RPG** style characters have all level one and two abilities. **Rifts** style characters have all sensitive and physical psi-powers.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 90%, faerie lore 40%, basic electronics 92%, computer operation 92%, as well as four selections from the skill categories of communications, physical (other than combat, like climb, swim, prowl), pilot, pilot related (3 skills), rogue, science, technical and weapon proficiencies. Average equivalent experience level is 2D4+6, plus I.Q. bonus and a +10% skill bonus for selected skills (skill level should be the same as level of magic).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 6000 years.

Enemies: None per se.



Allies: Fellow dragons, Algor and other giants.

Size: 20 to 30 feet tall (6 to 9 m), up to 65 feet (20 m) long, wingspan 100 feet (30.5 m).

Weight: 25 tons.

Notes about Hatchlings: See **Rifts**, page 100, for the description of the fire dragon hatchling.

Great Horned Dragon (adult)

The horned dragon is the most feared and powerful of all dragons and a master of magic. They tower 30 to 50 feet tall, with expansive wings. Skin colors vary widely, from light green to golden orange. All adults are versed in two types of magic and follow scholarly pursuits. Most are comfortable with technology and will use high-tech computers, weapons, tools and vehicles. They enjoy the company of humans and humanoids and commonly walk among them in human guise through metamorphosis.

Alignment: Any, but tend toward principled good and aberrant evil, or other good alignments.

Attributes: I.Q. 2D6+18, M.A. 2D6+18, M.E. 2D6+18, P.S. 2D6+40, P.P. 2D6+12, P.E. 3D6+12, P.B. 4D6+10, Spd 2D4x10 running, but 2D6x10+100 flying.

M.D.C.: 2D4x1000+500 (1D4x100+50 for hatchlings)

Horror Factor: 18, **P.P.E.:** 2D6x100+200 (adult)

Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self 92% (see **Rifts**, page 100), dimensional teleport 52%, and metamorphosis at will (lasts for an indefinite period, days, weeks, months; human or animal form).

Combat: Eight physical attacks per melee, or four fire breath and four physical, or three by magic. Favorite weapon is magic.

Damage: Restrained punch 1D6x10 S.D.C. damage plus P.S. bonus, full strength punch does 6D6 M.D., power punch 1D6x10+20 M.D. (counts as two attacks), kick or slashing tail attack 6D6 M.D., bite does 6D6 M.D., or fire breath: range 100 feet (30.5 m), six feet wide (1.8 m), inflicts 6D6 M.D. and can be used as often as four times a melee.

Bonuses: +3 to strike, +4 to parry and dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 2D6x100+200. All spell magic from levels 1-11, plus restoration and resurrection. Equal to a 1D6+8 level practitioner of magic. There is also a chance that the creature will know additional areas of magic. Roll on the following table.

01-30 Knows all spell magic through level 15.

31-50 A 1D4+3 level diabolist.

51-70 A 1D4+3 level techno-wizard. Select an additional six spells from each levels 5-13.

71-90 A 1D4+3 level summoner or shifter.

91-00 A 1D4+2 level warlock (any).

Psionics: I.S.P. 3D4x 10+80. **Palladium RPG** style characters have all level one, two, and three abilities, plus extended telekinesis. **Rifts** style characters have all sensitive, physical, and healing psi-powers, plus bio-manipulation and psi-sword.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven and Spanish 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 98%, faerie lore 90%, as well as four selections from the skill categories of communications, domestic, electrical, pilot, pilot related (3 skills), rogue, sci-



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ence, technical, wilderness, and weapon proficiencies. Average equivalent experience level is 1D6+8, plus I.Q. bonus and a +10% skill bonus for selected skills (skill level should be the same as level of magic).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 6000+ years.

Enemies: Supernatural monsters and power-hungry forces of evil.

Allies: Typically other dragons, spirits of light, and powerful beings.

Size: 20 to 30 feet tall (6 to 9 m), up to 70 feet (21.3 m) long, wing span 120 feet (36.6 m).

Weight: 30 tons.

Notes about Hatchlings: See *Rifts*, page 100, for the description of the great horned dragon hatchling.

Hydra (adult)

The seven headed hydra is the savage monster-dragon of dragon-kind. Like the mighty wooly dragon, the hydra is an aggressive predator with a low intelligence, but great physical power. They are vicious, wicked tempered beasts who delight in killing and devouring humanoids and other dragons. Legend says that the hydra cannot die but this is not true, but they do possess impressive regenerative powers.

Alignment: Any, but typically anarchist or miscreant.

Attributes: I.Q. 1D6+2, M.A. 1D6+6, M.E. 2D6+10, P.S. 2D6+36, P.P. 2D6+14, P.E. 2D6+12, P.B. 4D6, Spd 3D4x10 running.

M.D.C.: 1D6x1000+2000 (1D6x100+100 for hatchlings)

Horror Factor: 17, **P.P.E.:** 1D6x100+200 (adult)

Natural Abilities: Nightvision 600 ft (183 m; can see in total darkness), see the invisible, exceptional normal vision, head number one can see in the infrared light frequency, head number two can see ultraviolet light, turn invisible at will, track by smell 84%, bio-regeneration 1D6x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), and teleport self 40% (see *Rifts*, page 100).

Note that each head can act independent of each other and can ward off attacks from all sides. If a head, tail or limb is severed it can completely regenerate within 30 minutes.

Combat: Sixteen total attacks per melee, nine physical (bite /punch)

and seven by breath attacks. The hatchling has eight total attacks, four physical and four by breath.

Bonuses: +4 to strike, +2 to parry and dodge, +5 on initiative, +2 to pull punch, +2 to roll with impact, +2 on all saving throws, in addition to attribute bonuses.

Damage: Restrained punch or bite inflicts 1D6 M.D., full strength punch, stomp or bite does 6D6 M.D., power punch, stomp or bite 1D6x10+20 M.D. (counts as two attacks), kick or slashing tail attack 5D6 M.D., or magic breath.

Head One: Fire breath: Range 300 feet (91.5 m), six feet (1.8 m) wide blast, inflicting 1D6x10 M.D.

Head Two: Frost breath: Range 100 feet (30.5 m), six feet (1.8 m) wide blast of magic cold, inflicting 6D6 M.D.

Head Three: Poisonous vapors: Range 100 feet (30.5 m), six feet wide (1.8 m), paralyzes victim who breathes the vapors for 1D6+2 melees.

Head Four: Breath of death: Range 30 feet (9 m), six feet (1.8 m) wide gust of wind that inflicts 6D6 M.D. to mega-damage creatures or 6D6 points of S.D. C/hit point damage regardless of armor or encasement inside a vehicle.

Head Five: Corrosive spray: Range 30 feet (9 m), six feet wide, inflicts 1D6x10 M.D.

Head Six: Cloud of slumber: Range 300 feet (91.5 m), six foot (1.8 m) radius, victim sleeps for 2D6 melees.

Head Seven: Psionic evil eye: Identical to bio-manipulation psionic power. This head is also invulnerable to psionic and magic mind control.

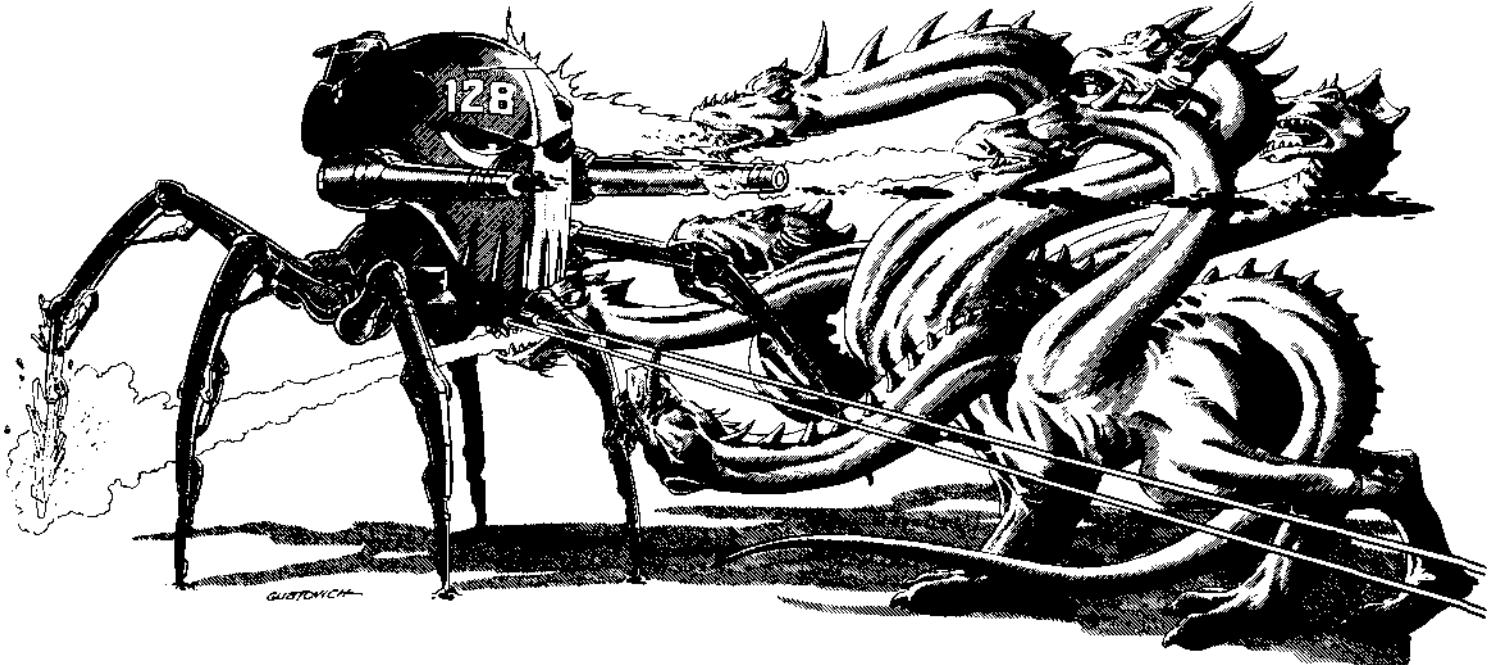
Saving Throw Note: All magic and psionic attacks from the heads/breaths require a saving throw of 14 or higher. A successful roll means no damage or effect.

Psionics: I.S.P. 100. None, other than head number seven (bio-manipulation).

Magic: P.P.E. 1D6x100+200. Spells are limited to sense magic, sense evil, repel animals, animate & control dead, and turn dead.

R.C.C. Skills: Basic math 50%, understands and speaks a guttural form of Gobblety and Dragonese/Elven 90%, faerie lore 50%, track animals 70%, track humanoids 60%, wilderness survival 90%, land navigation 70%, swim 90%, climb 70%/60%. Average equivalent experience level is 1D6+2.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.



Average Life Span: 3000+ years.

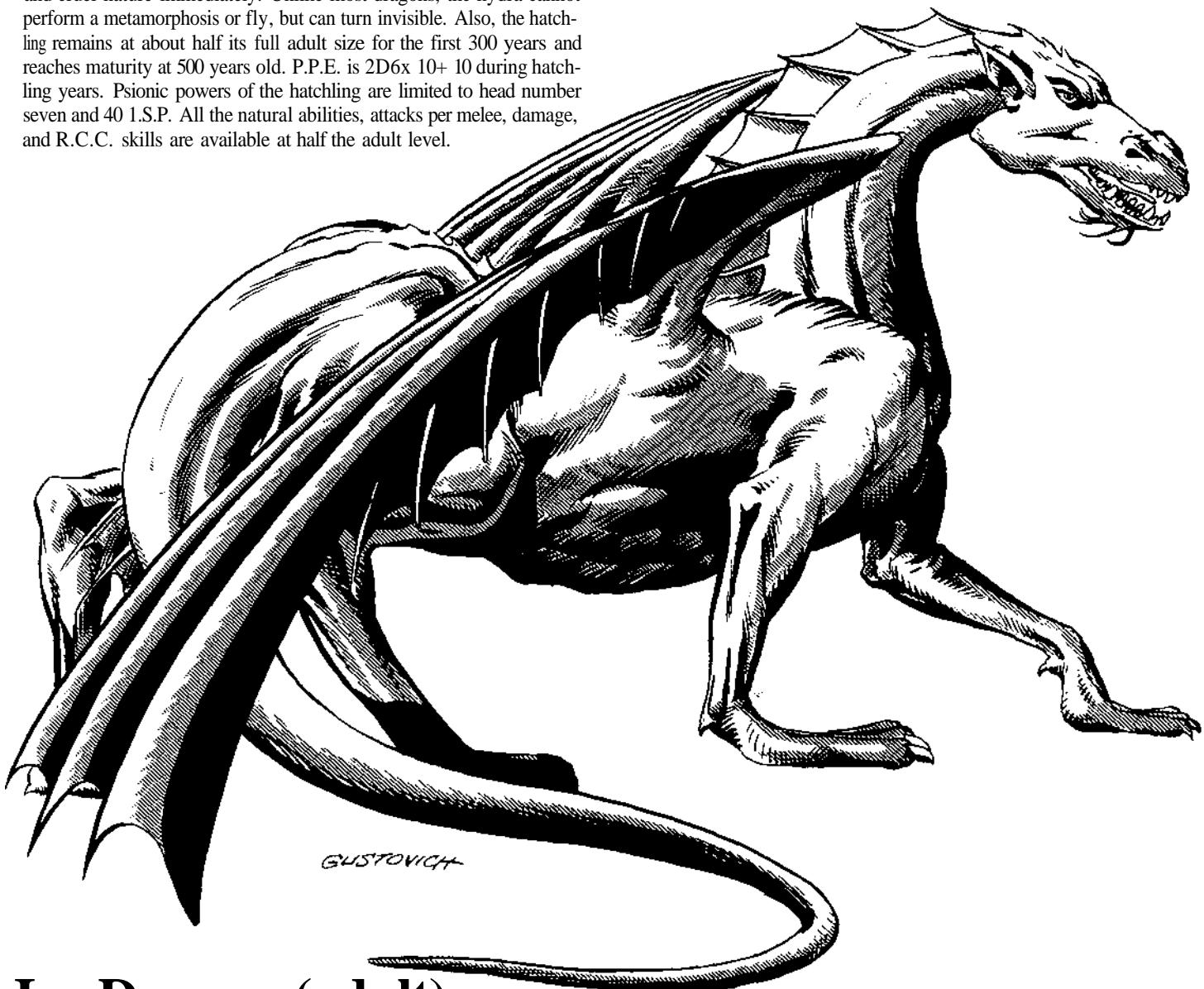
Enemies: None per se.

Allies: None per se, will even attack fellow dragons.

Size: 25 feet (7.6 m) tall, 50 feet (15 m) long.

Weight: 4D6 tons.

Notes **about hatchlings:** A young hydra shows its tough, aggressive, and cruel nature immediately. Unlike most dragons, the hydra cannot perform a metamorphosis or fly, but can turn invisible. Also, the hatchling remains at about half its full adult size for the first 300 years and reaches maturity at 500 years old. P.P.E. is 2D6x 10+ 10 during hatchling years. Psionic powers of the hatchling are limited to head number seven and 40 I.S.P. All the natural abilities, attacks per melee, damage, and R.C.C. skills are available at half the adult level.



Ice Dragon (adult)

The majestic ice dragon can be any shade of blue, from light to dark with white highlights. These dragons once held great power in the Palladium world and commanded large tribes/troops of orcs, goblins, and wolfen. At one time, long ago, ice dragons were worshipped by wolfen and are still known to be especially fond of wolfen and other canine humanoids. Ice dragons can be found anywhere but prefer cold climates, snow, glaciers, and grassy tundra. Like most of the highly intelligent dragons, ice dragons are familiar with technology and will use modern weapons and equipment.

Alignment: Any

Attributes: I.Q. 3D6+8, M.A. 2D6+12, M.E. 2D6+12, P.S. 2D6+26, P.P. 2D6+12, P.E. 3D6+12, P.B. 4D6+6, Spd 2D4x10 running or 3D6x10+60 flying.

M.D.C.: 1D6x1000+100 (1D4x100 for hatchlings)

Horror Factor: 16, **P.P.E.:** 2D4x100 (adult)

Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4X 10 M.D. per minute, impervious to fire and cold (does no damage, including M.D. magic fire and plasma energy), teleport self 66% (see **Rifts**, page 100), dimensional teleport 25%, and metamorphosis at will (duration: 4 hours per level of experience).

Combat: Seven physical attacks per melee, or four fire breath and three physical, or two by magic. Favorite weapon is magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch does 4D6 M.D., power punch 1D6x10 M.D. (counts as two attacks), kick or slashing tail attack 5D6 M.D., bite does 4D6 M.D., or ice breath: range 200 feet (61 m), six feet wide (1.8 m), inflicts 5D6 M.D. and can be used as often as four times a melee.

Bonuses: +3 to strike, +4 to parry and dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 2D4x100. All spell magic from levels 1-6, plus animate & control dead, turn dead, exorcism, resurrection, and remove curse. Equal to a 2D4 + 6 level practitioner of magic. There is also a chance that the creature will know additional areas of magic. Roll on the following table.

01-30 Knows an additional 1D6 + 2 levels of spells.

31-55 A 1D4 + 2 level techno-wizard. Select an additional six spells from each levels 5-13.

56-70 A 1D4 + 2 level diabolist.

71-85 A 1D4 + 2 level summoner or shifter.

86-00 A 1D4 + 2 level warlock (leans toward water and air).

Psionics: I.S.P. 2D6x10 + 20. **Palladium RPG** style characters have all level one and two abilities. **Rifts** style characters have all sensitive and physical psi-powers.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 90%, faerie lore 60%, basic electronics 98%, computer operation 98%, as well as four selections from the skill categories of communications, physical (other than combat, like climb, swim, prowl), pilot, pilot related (3 skills), rogue, science, technical and weapon proficiencies. Average equivalent experience level is 2D4 + 6, plus I.Q. bonus and a +10% skill bonus for selected skills (skill level should be the same as level of magic).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 6000 years.

Enemies: None per se.

Allies: Fellow dragons, Algor and other giants.

Size: 20 to 30 feet tall (6 to 9 m), up to 65 feet (20 m) long.

Weight: 22 tons.

Notes about Hatchlings: See **Rifts**, page 101, for the description of the ice dragon hatchling.

Kukulcan (adult)

The kukulcan, also known as the serpent bird, is the symbol of light and healing. They are usually gentle, peaceful creatures of the wind who protect the weak and innocent. The kukulcan have visited Earth in the past, where they were worshiped by the Mayan and Aztec as the "feathered serpent," as well as by the Egyptians.

This small, elegant dragon appears as a beautiful, nine foot long serpent with spindly arms, bird-like head and legs and brightly colored plumage of gold, silver, and bright blue-white. The kukulcan are particularly fond of both elves and humans and often take on their guise to walk among them. They will aid or protect any good creatures from evil or injustice, but rarely show their true dragon form. They are among the favorite prey of the cockatrice and basilisk.

Alignment: Any, but tends to be scrupulous or other good alignment.

Attributes: I.Q. 2D6+16, M.A. 2D6+18, M.E. 2D6+18, P.S. 2D6+12, P.P. 2D6+10, P.E. 2D6+10, P.B. 4D6+8, Spd 4D6 running, but 2D4x 10 + 60 flying.

M.D.C.: 1D4x1000 (1D4x100 for hatchlings)

Horror Factor: 13, **P.P.E.:** 1D6x100 + 200 (adult)

Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self 88% (see **Rifts**, page 100), dimensional teleport 20%, and metamorphosis at will (duration: 4 hours per level of experience; human or animal).

Combat: Seven physical attacks per melee, or four fire breath and three physical, or three by magic. Favorite weapon is magic.

Damage: Restrained punch does 4D6 S.D.C. damage plus P.S. bonus, full strength punch does 3D6 M.D., power punch 6D6 M.D. (counts

as two attacks), kick or slashing tail attack 3D6 M.D., bite does 3D6 M.D., or breathe poisonous vapors: range 100 feet (30.5 m), six feet wide (1.8m), paralyzes victim who breathes the vapors for 2D6 melees and can be used as often as four times a melee.

Bonuses: +3 to strike, +4 to parry and dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 1D6x100 + 200. All air elemental magic from levels 1-6, plus animate & control dead, turn dead, exorcism, restoration, resurrection, remove curse, cure minor disorders, cure illness, and heal wounds. Equal to a 1D6 + 6 level practitioner of magic. There is also a chance that the creature will know additional areas of magic. Roll on the following table.

01-40 Knows all additional air elemental spells.

41-60 A 1D4 + 1 level wizard/line walker. Select an additional six spells from each levels 1-6.

61-80 A 1D6 level diabolist.

81-90 A 1D4 level summoner or shifter.

91-00 A 1D4 level techno-wizard. Select 1D6 additional spells from each levels 1-6 spell magic.

Psionics: I.S.P. 2D4x10 + 60. **Palladium RPG** style characters have all level one, two, and three abilities. **Rifts** style characters have all sensitive, physical, and healing psi-powers, plus bio-manipulation and group mind block.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven and Spanish 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 90%, faerie lore 90%, basic electronics 98%, as well as four selections from the skill categories of communications, medical, pilot, pilot related (3 skills), science, technical, wilderness, and weapon proficiencies. Average equivalent experience level is 1D6 + 6, plus I.Q. bonus and a + 10% skill bonus for selected skills (skill level should be the same as level of magic).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 1500 to 3000 years.

Enemies: Supernatural evil and all forces of evil.

Allies: Other dragons, spirits of light, and all creatures of a good alignment.

Size: Nine feet (2.7 m) long, with a 15 foot (4.6 m) wingspan.

Weight: 300 pounds (122 kg).

Notes about Hatchlings: A young kukulcan dragon will intuitively know all the air elemental magic from level one and the rudimentarys of magic. As the dragon reaches a new level of experience, it can select two new air spells. The level of the spell selected is limited to the experience level of the serpent. This means a dragon that is second level can select a total of two new spells from level two. At attaining third level, the kukulcan select another two air spells from level two or three, or one from both, and so on. P.P.E. is 2D4x10 + 20 during hatchling years. Psionic powers of the hatchling are limited to a selection of four powers from each, sensitive, physical, and healing. I.S.P.: 1D4x10 + 20. Early skills are limited to only those specifically itemized, do not make the additional selections from skill categories.

Night Stalkers (adult)

Night stalkers are the symbol of darkness and the undead, because they are nocturnal and frequently ally themselves with vampires and other nocturnal predators and also like to utilize animated dead, mummies and zombies. They covet wealth, magic, and power, more than some dragons, and are generally evil. Many night stalkers enjoy hunting, torturing, killing, and eating humanoids, especially ogres, elves, dwarves, and humans.

During the day they take cover in an underground lair. Night stalkers are night creatures and are virtually blinded by bright sunlight unless their eyes are protected (sunglasses). However, other than having light sensitive eyes, the dragons can function equally well during the day or night. They are dull green, grey, or black in color, with large, watery blue eyes, long, serpentine body, powerful wings and terrible claws.

Alignment: Any, but typically anarchist or evil.

Attributes: I.Q. 2D6+10, M.A. 3D6+10, M.E. 2D6+12, P.S. 2D6+22, P.P. 2D6+10, P.E. 3D6+10, P.B. 5D6, Spd 1D6x10+10 running and 2D4x10+30 flying.

M.D.C.: 1D4x1000+200 (1D4x100+30 for hatchlings)

Horror Factor: 14, **P.P.E.:** 1D4x100+150 (adult)

Natural Abilities: Fly, nightvision 600 ft (183 m; can see in total darkness), poor day vision (about half of a human's), see the invisible, track by smell 84%, bio-regeneration 1D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self 88% (see **Rifts** page 100), dimensional teleport 24%, and metamorphosis at will (duration 4 hours per level of experience).

Combat: Six physical attacks per melee, or four fire breath and two physical, or two by magic. Favorite weapons are breath and magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), kick or slashing tail attack 2D6 M.D., bite does 2D6 M.D., or breathe fire: range 30 feet (9 m), 6 feet wide (1.8 m), does 4D6 M.D. and can be used as often as four times a melee.

Bonuses: +3 to strike, +3 to parry and dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 1D4x100+150. All spell magic from levels 1-3, plus animate & control dead, turn dead, exorcism, resurrection, remove curse, and heal wounds. Equal to an 8th level practitioner of magic. There is also a chance that the creature will know additional areas of magic. Roll on the following table.

01-30 Knows an additional 1D6+1 levels of spell magic.

31-60 A 1D6 level diabolist.

61-90 A 1D6 level summoner or shifter.

91-00 A 1D6 level techno-wizard. Select an additional 2D4 spells from each levels 4-12.

Psionics: I.S.P. 2D4x10+10. **Palladium RPG** style characters have all level one abilities. **Rifts** style characters have all sensitive psi-powers.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and two other languages of choice, plus speaks four additional languages at 98%, forgery 60%, streetwise 60%, demon & monster lore 90%, faerie lore 70%, track 80%, identify plants & fruits 80%, holistic medicine 76%, as well as three selections from the skill categories of communications, espionage, military (both), pilot, pilot related, rogue, science, technical and weapon proficiencies. Average equivalent experience level is 8th, plus I.Q. bonus (if any) and a skill bonus of 10% for selected skills (skill level should be same level as magic).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 4000 years.

Enemies: Generally speaking, intelligent humanoid life.

Allies: Vampires and night predators.

Size: 8 to 10 feet tall (about 3 m), 30 to 40 feet long (9 to 12 m), 60 foot (18.3 m) wingspan.

Weight: 2.5 tons.

Notes about Hatchlings: A young night stalker dragon will intuitively know 1D6 first level magic spells and the rudimentarys of magic. Additional spell knowledge is acquired the same way as a wizard/line walker. P.P.E. is 2D4x10+10 during hatchling years. Psionic powers of the hatchling are limited to a selection of three sensitive and three physical; I.S.P.: 1D4x10+10. Skills are limited to only those specifically itemized, do not make the additional selections from skill categories.

Serpent of the Wind (adult)

Serpents of the wind are long, thin, snake-like, wingless dragons, with copper, red-brown, or dark brown skin. They are greedy, conniving schemers, the perpetrators of dark deeds and the masters of subterfuge. These serpents hoard gold, silver, gems, and magic. Woe to the person who owns an item craved by a serpent of the wind for they will not rest until the item is theirs. They are unrelenting in the pursuit of their goals and will do absolutely anything without conscience or regard for life to achieve their ends. This insane greed has led many serpents to destroy hundreds of lives and sometimes, destroy themselves in their mad quests.

Alignment: Any, but typically anarchist or evil.

Attributes: I.Q. 2D6+10, M.A. 2D6+10, M.E. 2D6+10, P.S. 2D6+18, P.P. 2D6+10, P.E. 3D6+10, P.B. 4D6, Spd 1D6x10+10 running, 3D6x10+20 flying.

M.D.C.: 1D4x1000+100 (1D4x100+20 for hatchlings)

Horror Factor: 14, **P.P.E.:** 1D4x100+50 (adult)

Natural Abilities: Fly, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, turn invisible, track by smell 45%, bio-regeneration 4D6 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self 88% (see **Rifts**, page 100), and metamorphosis at will (duration 4 hours per level of experience).

Combat: Six physical attacks per melee or two by magic. Favorite weapon is magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch does 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), kick or slashing tail attack 3D6 M.D., or bite does 2D6 M.D. **Bonuses:** +2 to strike, +3 to parry and dodge, +2 on initiative, +2 to pull punch, +2 to roll with impact, +3 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 1D4x100+50. All levels 1-7 air elemental magic, plus animate & control dead, turn dead, exorcism, resurrection and heal wounds. Equal to a 1D6+5 level practitioner of magic. There is also a chance that the creature will know additional areas of magic. Roll on the following percentile table.

01-40 No additional area of magic knowledge.

41-80 A 1D4 level wizard/line walker. Select 2D4 spells from each levels 1-5 and 1D4 spells from levels 6-10.

81-90 A 1D4 level diabolist.

91-00 A 1D4 level summoner or shifter.

Psionics: I.S.P. 2D4 x 10 + 20. **Palladium RPG** style characters have all level one and two psionic abilities at tenth level proficiency. **Rifts** style characters have all sensitive and physical psi-powers.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and two other languages of choice, plus speaks four additional languages at 98%, forgery 65%, streetwise 80%, demon & monster lore 80%, faerie lore 80%, as well as three selections from the skill categories of communications, pilot, rogue, science, technical and weapon proficiencies. Average equivalent experience level is 1D6+5, plus I.Q. bonus (if any) and a 5% skill bonus for selected skills (magic and skill levels should be the same).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 3000 years.

Enemies: None per se.

Allies: None per se.

Size: 20 feet long (6 m).

Weight: One ton.

Notes about Hatchlings: A young serpent of the wind will intuitively know all first level air elemental magic. As the dragon reaches a new



level of experience, it can select two new spells. The level of the spell selected is limited to the experience level of the serpent. This means a dragon that is third level can select a total of two new spells from level two or three, but not higher. At level four, the dragon can select a total of two spells from level four or levels two or three. P.P.E. is $2D4 \times 10$ dui.ig hatchling years. Psionic powers of the hatchling are limited to a selection of three sensitive and three physical; I.S.P.: $2D4 \times 10$. Skills are limited to only those specifically itemized, do not make the additional selections.

Thunder Lizards (adult)

The thunder lizard is a wingless, emerald green and gold, reptilian dragon that once dominated the Old Kingdom of the Palladium World. Today they are multi-dimensional adventurers and avid practitioners of magic. Most thunder lizards are of a good alignment and are protectors of the innocent and downtrodden. To see one is considered a sign of good luck.

Alignment: Any, but typically selfish.

Attributes: I.Q. $2D6+14$, M.A. $2D6+14$, M.E. $2D6+14$, P.S. $2D6+20$, P.P. $2D6+10$, P.E. $2D6+14$, P.B. $4D6+8$, Spd $6D6$ running.

M.D.C.: $1D6 \times 1000 + 500$ ($1D4 \times 100 + 50$ for hatchlings)

Horror Factor: 15, **P.P.E.:** $2D4 \times 100 + 200$ (adult)

Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regeneration $1D4 \times 10$ M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self 88% (see **Rifts**, page 100), dimensional teleport 20%, and metamorphosis at will (duration: 4 hours per level of experience).

Combat: Seven physical attacks per melee, or four fire breath and three physical, or three by magic. Favorite weapon is magic.

Damage: Restrained punch $4D6$ S.D.C. damage plus P.S. bonus, full strength punch does $3D6$ M.D., power punch $6D6$ M.D. (counts as two attacks), kick or slashing tail attack $3D6$ M.D., bite does $3D6$ M.D., or breathe poisonous vapors: range 100 feet (30.5 m), six feet wide (1.8m), paralyzes victim who breathes the vapors for $2D6$ melees and can be used as often as four times a melee.

Bonuses: +3 to strike, +4 to parry and dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. $1D4 \times 100 + 150$. All spell magic levels 1-5, plus animate & control dead, turn dead, exorcism, resurrection, remove curse, cure illness, and heal wounds. Equal to a $1D6 + 6$ level practitioner of magic. There is also a chance that the creature will know additional areas of magic. Roll on the following table.

01-30 Knows an additional $1D6 + 1$ levels of spells.

31-50 A $1D4 + 3$ level techno-wizard. Select an additional six spells

from each levels 5-13.
51-70 A 1D6 level diabolist.

71-90 A 1D6 level summoner or shifter.

91-00 A 1D6 level warlock.

Psionics: I.S.P. 2D4x10+ 10. **Palladium RPG** style characters have all level one and two abilities. **Rifts** style characters have all sensitive and physical psi-powers.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%, forgery 60%, streetwise 60%, demon & monster lore 90%, faerie lore 50%, basic electronics 98%, computer operation 98%, as well as four selections from the skill categories of communications, mechanical, pilot, pilot related (3 skills), rogue, science, technical and weapon proficiencies. Average equivalent experience level is 1D6 + 6, plus I.Q. bonus and a + 10% skill bonus for selected skills (skill level should be the same as level of magic).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 6000 years.

Enemies: None per se.

Allies: None per se.

Size: 20 feet tall (6 m), up to 45 feet (13.7 m) long.

Weight: 20 tons.

Notes about Hatchlings: See **Rifts**, page 101, for the description of the thunder lizard hatchling.

Wooly Dragon (adult)

These furry giants are the neanderthals of dragonkind. The wooly dragon is a giant, dinosaur-like being, rippling with muscles. Its scaly body is covered in fine body hair, the neck and base of the skull are topped with a wild, heavy mane, with tufts of fur trailing down its spine and tail. Body hair is tan or reddish, with a darker colored mane. Unlike most dragons, the wooly dragon possesses absolutely no magic powers, is of low intelligence, and is incapable of flight. They are cranky predators that prey on other large animals. The wooly dragon is extremely territorial, mean tempered and aggressive. It will chase away or kill any creature that it considers a threat or an annoyance. They are a dying species, known only to exist in the Palladium world.

Alignment: Any, but typically anarchist.

Attributes: I.Q. 1D6 + 6, M.A. 1D6 + 6, M.E. 2D6+10, P.S. 2D6 + 36, P.P. 2D6+14, P.E. 2D6+14, P.B. 4D6, Spd 3D4x10 running.

M.D.C.: 2D4x1000 (1D4x100 + 150 for hatchlings)

Horror Factor: 16, **P.P.E.:** 1D6x100 (adult)

Natural Abilities: Nightvision 600 ft (183 m; can see in total darkness), see the invisible, turn invisible at will, track by smell 86%, bio-regeneration 1D6x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), and teleport self 50% (see **Rifts**, page 100).

Combat: Eight attacks per melee (half as hatchling).

Damage: Restrained punch or bite inflicts 1D6 M.D., full strength punch, stomp or bite does 6D6 M.D., power punch, stomp or bite 1D6x10 + 20 M.D. (counts as two attacks), kick or slashing tail attack 5D6 M.D. **Bonuses:** + 3 to strike, + 3 to parry and dodge, + 3 on initiative, + 2 to pull punch, + 2 to roll with impact, + 4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 1D6x100, but knows no magic.

Psionics: I.S.P. 2D6x10+ 16. **Palladium RPG** style characters have all level one abilities. **Rifts** style characters have all sensitive psi-powers.

R.C.C. Skills: Basic math 75%, understands and speaks a guttural form of Gobblely and Dragonese/Elven 90%, faerie lore 50%, track 60%, wilderness survival 90%, land navigation 85%, swim 80%, climb 70%/60%, as well as three selections from the skill categories of wilder-

ness and weapon proficiencies. Average equivalent experience level is 1D6 + 6 for selected skills.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 1000+ years.

Enemies: None per se.

Allies: None per se.

Size: 30 to 50 ft (9 to 15 m) tall, 60 to 80 ft (18 to 24 m) long.

Weight: 30 tons.

Notes about Hatchlings: A young wooly dragon shows its tough, aggressive, and cantankerous nature immediately. Unlike most dragons, the wooly cannot preform a metamorphosis into human form, but can turn invisible. Also, the hatchling remains at about half its full adult size for the first 300 years and reaches maturity at 400 years old. P.P.E. is 2D4x10 during hatchling years. Psionic powers of the hatchling are limited to a selection of six sensitive psychic powers; I.S.P.: 1D6x10. All the natural abilities, attacks per melee, damage, and R.C.C. skills are available at half the adult level.

Eandroth

Optional Player Character

The reptilian eandroth race may have been the result of some strange magical experiment or creatures of another dimension brought to the Palladium world by a summoner's circle or dimensional rift.

The young eandroth matures quickly and reaches physical adolescence by the age of six to begin a life as a hunter in the great deserts of the world. For the first 24 years of their lives they appear as short, thin, hairless, youthful, smooth skinned, humanoids that resemble human-like theropod dinosaurs. After this age they begin to bulk up and show more muscular definition.

All of the eandroth under the age of 25 are rather childlike and solitary in character. They are a good-natured, honest, caring, jovial people, except during the violent mating period. Tribes are typically small, with 50 members or less. Other than their desert survival skills, they are only capable of learning Men of Arms O.C.C.s.

Those eandroth, male and female, who survive 50 or so mating seasons (25 years) undergo a dramatic biological change. The body becomes much more muscular, height increases a few inches, the skin becomes loose and wrinkled, and certain attributes increase. The eandroth's previous gentle temper is replaced by a far more aggressive, bellicose and intolerant disposition due to the change in body chemistry. The changed ones are called "rogues." These rogues are much tougher, meaner and smarter than the young eandroth and are feared by their own kind (*See Eandroth Rogues*).

Their mating habits can be lethal. At mating season (twice yearly), the males, who outnumber the females by some eight to one, go through ritual combat in an attempt to gain the right to mate with the females. Although ritual combat, this contest can become startlingly fierce and every season sees about 20% of the overcrowded male population slain. Mating season lasts about two weeks. Young are born live after a three month gestation period. Only one infant is born at a time.

Alignment: Any, but usually anarchist or good.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd 3D6

Hit Points: Standard

Natural S.D.C. Armor Rating: 10, **Physical S.D.C.:** 1D4x10

Horror Factor: 10, **P.P.E.:** 2D6

Natural Abilities: Able to survive for several weeks without water and food (1D4 + 2 weeks) and can function at peak levels of efficiency on



a surprisingly tiny amount of food and water (half gallon of water a week and two pounds of food) for as long as two months. Can tolerate great heat with no ill effects, but hates the cold.

Attacks Per Melee: Two or three as simple hunters. At rogue stage, three melee attacks plus those gained by hand to hand combat skills and experience.

Magic: None

Psionics: Females possess great psionic power after they become rogues. Prior to this, they possess a 10 times the normal 2D6 P.P.E. and the psionic power: sense evil.

Heat Point is a natural psionic power common to all eandroth. By concentrating for 1D6 minutes, an eandroth can raise the temperature of a single point to a flame point. The eandroth must stay motionless and the heat point must be one target or tiny location. This limited pyrokinetic power enables the eandroth to create campfires and cause what appears to be spontaneous combustion. The ability can be used to cause a piece of paper, book or article of clothing to suddenly ignite into a small fire (about a four inch area of flame).

Another threat from the heat point is the ability to direct the pyrokinetic energy to an antagonist's head. The heat point attack can only be

used on one, stationary (not moving around) opponent whose head is clearly visible and within a 90 foot (27.4 m) range. The subtle attack will cause the victim to suddenly feel feverish and groggy (-2 on initiative). If he moves away the heat point is broken and the eandroth must refocus his attack. But if the individual stays in one spot he can be rendered unconscious at the end of 1D6 minutes of heat point concentration. The attack inflicts no permanent damage. Unconsciousness lasts 1D4 minutes or as long as the eandroth maintains his concentration on that heat point. Moving beyond the range of the psionic attack or moving out of sight/behind closed doors, will prevent a heat point attack.

G.M. Note: This attack can be inflicted on characters inside M.D. body armor and power armor and on borgs as long as the head area is accurately located. It cannot be used on bots or people inside bots or vehicles unless they can be seen through a window. Also note that this attack can be easily thwarted by simply walking or moving every 30 seconds or so. The narrow point of focus is a great limitation. The victim of the attack will also begin to feel feverish shortly before he falls unconscious, tipping off anybody who is familiar with eandroth that they are being attacked and should move.

O.C.C.s (Palladium): Generally considered a simple member of the tribe, males are hunters, the females raise the child; society is quite

simple. But can become mercenary fighter, ranger, thief, assassin or shaman as a young eandroth. However, an O.C.C. is not usually selected until the eandroth turns rogue and then almost all O.C.C.s are available. **O.C.C.s (Rifts):** Generally considered a simple member of the tribe, males are hunters, the females raise the child; society is quite simple. But can become a city rat, vagabond, or wilderness scout as a young eandroth. However, an O.C.C. is usually not selected until the eandroth turns rogue and then almost all O.C.C.s are available.

Skills of Note: Language is Dragonese/Elven 98% (illiterate). All males know land navigation at 65%, wilderness survival at 65%, and track animals at 60%. All females know first aid 70%, cook 70%, sewing 70%, sing 50%, and skin and prepare animal hides 60%.

Average Life Span: 30 years in the wilds of Palladium; those that live past 25 years become rogues and set off for decades of wandering. Life expectancy is not much higher in the Burbs or other places on **Rifts** Earth.

Habitat: Extreme desert.

Enemies: None

Allies: No special affiliations; loners.

Size: 4 to 5 feet (1.2 to 1.5m)

Weight: 75 to 135 pounds (32 to 60.75 kg).

Notes: All eandroth are trained in riding silonar and can easily adapt to riding Ostrosaurus or bipedal dinosaurs. They are always interested in trading for superior weapons and armor. Modern weapons of choice are vibro-blades, magic weapons, particle beam rifles and pump-action weapons.

No large number of eandroth are known to exist in **Rifts** Earth, although some rogues have definitely come in search of knowledge and adventure.

The Male Eandroth Rogue

Male eandroth who have undergone the rogue change will become hungry for an education and adventure. At this stage the male hunter will go out into the non-eandroth world and may spend up to 100 years wandering and learning of combat, science, magic, technology and other places. Rogues in this phase learn very quickly.

After a hundred or more years of exploration, the rogue returns to his desert tribe where he will become the principal war leader and/or teacher of the other eandroth. Those who think of the eandroth as being mild mannered and minimally skilled in combat will find themselves in deep trouble with a powerful rogue. Aside from their mental and physical prowess, only the finest warriors ever survive into the rogue phase.

Alignment: Any, but mostly good.

The Eight Attributes: The original attributes of the young eandroth increase. The number of additional six-sided dice to be rolled and added to the existing attributes is as designated. I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 2D6, P.P. 1D6, P.E. 2D6, P.B. 0, Spd 1D6.

Hit Points: Add 10

Natural S.D.C. Armor Rating: Increases to 12, tougher skin.

Physical S.D.C.: Add 2D6x10

Horror Factor: Increases to 13, **P.P.E.:** Add 2D6

Psionics: Unchanged

O.C.C.: At age 25 the rogue eandroth selects an O.C.C.; any are available from the **Palladium RPG** or **Rifts RPG**, except mind mage, mind melter, and Coalition occupations. The rogue will tend to shy away from bionic reconstruction. **The O.C.C. and experience** starts at first level as the rogue is considered a first level character with his new O.C.C. and new life. Use the same experience table as the Psi-Stalker regardless of O.C.C. selection.

Average Life Span Increases: 350 years if the eandroth survives to become a rogue.

Habitat: During their wanderlust years a lone rogue might be found almost anywhere (rarely in cold regions).

Size: Add 1D6 inches to height.

Weight: Add 2D6x10 pounds, mostly muscle.

Notes: Palladium rogues seldom use armor beyond their natural A.R., but in the world of **Rifts** they have taken to wearing mega-damage body armor, preferring loose fitting and flexible types. The **Rifts** rogues are also adept with many different modern M.D. weapons, although the vibro-blades for close combat are likely to remain a favorite. Rogues rarely associate with other eandroth during their wanderlust years and tend to be grumpy and hot-tempered toward any of their kind when encountered.

Female Eandroth Rogue

Female Eandroth also have a rogue phase if they have managed to survive 25 to 40 arduous deliveries. These rogue females are extremely rare and are the true leaders of the eandroth community. While the female may wander the world for a few years, they are not obsessed by wanderlust like the males. Consequently, a female will join one particular group or settle down at one place. Also unlike the males, they are less cantankerous and aggressive, but are incredibly protective of their tribe members and friends. If a tribe member or loved one is slain, injured, or threatened, the female eandroth will launch a devastating attack of her own. The vengeance of a female eandroth is a terrible thing.

The female enters the change by becoming grossly fat, while their other physical attributes do not change. However, the female's mental and psionic abilities grow enormously. All female rogues are Mind Mages or Mind Melters.

Alignment: Any, but mostly good.

The Eight Attributes: The original attributes of the young eandroth increases at rogue stage. The number of additional six-sided dice to be rolled and added to the existing attributes is as designated. I.Q. 2D6, M.E. 3D6, M.A. 3D6, P.S. 0, P.P. 0, P.E. 1D6, P.B. 0, Spd 0.

Hit Points: Add 10

Natural S.D.C. Armor Rating: Increases to 12; tougher skin.

Physical S.D.C.: Add 1D6x10

Horror Factor: Increases to 13, **P.P.E.:** Becomes 1D6x10

Psionics: At rogue stage the female's latent psionic energy and powers transform her into a master psionic, typically a mind melter or mind mage.

I.S.P.: Initial Inner Strength Points are an incredible 2D6x10+140 and gains an additional 10 I.S.P. per each level of experience.

O.C.C.: At age 25 the rogue female eandroth erupts with psychic powers. Select one of the following O.C.C.s from the **Palladium RPG**: Mind mage, or shaman or healer, both with master psionic powers (levels 1-3). **Rifts RPG:** Mind melter, burster, or wilderness scout or body fixer, the latter two with master psionic powers. The female rogue will avoid bionic reconstruction.

The O.C.C. and experience starts at first level as the rogue is considered a first level character with her new O.C.C. and new life. Use the same experience table as the Mind Melter regardless of O.C.C. selection.

Average Life Span Increases: 350 years if the eandroth survives to become a rogue.

Habitat: During their early rogue years, a lone female rogue might be found almost anywhere (rarely in cold regions).

Size: Add 1D6 inches to height.

Weight: Add 6D6x10 pounds.

Notes: Female rogues are often too large to use any mega-damage body armor other than the loose fitting crusader type. The **Rifts** rogues are also adept with many different modern M.D. weapons, although the vibro-blades for close combat are likely to remain a favorite. Rogues rarely associate with other eandroth during their wanderlust years and tend to be grumpy and hot-tempered toward any of their kind when encountered.

Emirin

An Optional Player Characters

The Palladium wilderness is inhabited by giant psionic cats known as the Emirin. They are solitary creatures found in various mountainous areas, particularly in the north. Emirin are intelligent in a way that is different from any other creature. They communicate solely by psionics and encourage psionic prowess in their young. The big cats live either alone or with their mates and young. Mating is for life and an emirin will stop at nothing to avenge the death of a mate or kitten. The cats have a very loose society and usually visit the territories of all their neighbors in a yearly circuit.

The emirin are intensely curious about other creatures. Using their skill at prowling, they will spend hours watching the camps of travelers. These travelers generally find out about their visitors only by happening upon the emirin's 12 inch wide footprints.

If an emirin wilderness domain is threatened, the emirin will first attempt to persuade the visitors to leave by subtle means. If the interlopers fail to get the message from sudden bad dreams or from the large claw and teeth marks found on mangled equipment, the invaders may start disappearing by ones and twos. Eventually, the emirin may form a large group and completely wipe out any stubborn foe or destructive interlopers.

Alignment: Any, but usually principled or other good alignment.

The Eight Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 4D6, M.A. 3D6+1, P.S. 3D6+1, P.P. 4D6, P.E. 4D6, P.B. 3D6+1, Spd 4D6

Hit Points: See M.D.C.

Natural A.R.: See M.D.C.

M.D.C.: 1D4x10+ 15; emirin are mega-damage creatures in **Rifts**.

Horror Factor: 8, P.P.E.: 1D4x10

Natural Abilities: Nightvision 60 ft (18.3 m, can see in total darkness), track by smell alone 80%, identify tracks by smell 60%, prowl 70%, and recognize poison 40%. Also see psionics.

Combat: Five attacks per melee. Can combine psionic attacks with the physical attacks. **Bonuses:** + 1 to strike, +3 on initiative, +2 to save vs psionic attack. All are in addition to attribute bonuses.

Damage: Bite inflicts 1D8 S.D.C. damage, restrained claw does 1D6 S.D.C. damage, full strength claw attack 3D6 S.D.C. damage plus P.S. bonus, or by psionics.

Magic: None

Psionics: All emirin possess the powers of a Mind Mage or Mind Melter. **I.S.P.:** M.E. plus 3D6x10. Receives an additional 13 I.S.P. per each level of experience. **Special:** Telepathy is an innate and automatic ability that does not use up I.S.P. when used for communication. I.S.P. is expended only when telepathic probes are used on others. The majority of the emirin's psi-powers usually lean toward sensitive, healing and communication, more so than combat.

O.C.C. (Palladium RPG): Mind Mage equivalent in psi-powers.

O.C.C./R.C.C. (Rifts RPG): Mind Melter equivalent in psi-powers. Use mind melter experience table.

R.C.C. Skills of Note: No vocal cords; can't make a sound. But they understand the Wolfen and Elven language 98% (illiterate). Emirin learn new languages very quickly (select three, all at +30%) and can communicate via telepathy and/or empathy. Basic math 98%, wilderness survival 80%, land navigation 80%, track animals 80%, identify plants & fruits 80%, climbing 80%/50%, swimming 80%, fishing 60%, and holistic medicine 50%.

Habitat: Mountains and dense forests on high hills; prefer mild climates and changing seasons.

Enemies: None per se.

Allies: No traditional allies, though very friendly toward the kankoran, unicorns, brownies, and nymphs.

Average Life Span: 80+ years.

Physical Appearance: These are NOT humanoid creatures. They look very much like large mountain lions.

Size: 6 to 8 feet (1.8 to 2.1 m) tall at the shoulders and about 12 feet (4.2 m) long from head to buttock.

Weight: 250 to 500 pounds (112 to 225 kg).

Notes: Since the emirin have no hands, they do not use tools or weapons except by means of ectoplasm or telekinesis. They do, however, recognize tools, weapons, machines, magic items and dangerous artifacts. If they deem the item too dangerous they may steal and bury it. Rarely more than two emirin are encountered at any one time (usually a mated pair), even in the widely populated emirin territory of the Palladium's Northern Wilderness. In **Rifts** Earth an emirin could be found almost anywhere, but they dislike deserts and tropical places. A typical litter of kittens numbers 1D4, and they reach maturity within a year and a half.

No emirin are known to exist in the **Rifts** world.

Eye Killer

The eye killers are another race of ugly, supernatural creatures that may have visited Earth before the Time of Rifts. This is evident by American Indian myths which accurately describe the monster's strange appearance and power to kill with its eyes. The eye killer is a malevolent being with the body of a serpent, the front legs of a coyote (no hind legs), and a demonic owl head with large, black eyes. It is said that these horrible monsters can cause fear, inflict pain, or kill a person by staring at him. In reality, fear is caused by the psionic power of empathic transmission and pain or death is the result of bio-manipulation.

Although more intelligent than an animal, the eye killer's intelligence is low by human standards. Their sole intent is to inflict suffering and death to humanoids. Consequently, they wander the North American plains and forests looking for victims to torment and kill. Eye killers often ally themselves with other evil forces.

Alignment: Evil or anarchist.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 1D6 + 2, M.E. 3D6 + 2, M.A. 2D6, P.S. 1D6 + 2, P.P. 2D6, P.E. 3D6, P.B. 2D6, Spd 2D6

Hit Points: See M.D.C.

Natural A.R.: See M.D.C.

M.D.C.: 6D6 + 6; the eye killer is an M.D.C. creature on Rifts Earth.

Horror Factor: 14, P.P.E.: 2D6

Natural Abilities: Nightvision 120 feet (36.5 m), dig/burrow two feet per minute, but only digs shallow burrows to inhabit.

Combat: Four attacks per melee by bite or psionics. +3 to save vs psionic attack.

Damage: Bite 1D4 S.D.C. damage or psionic attacks.

Magic: None

Psionics (Palladium RPG): All level one through three psionic abilities, except hypnotic suggestion, limited telepathy, extended telepathy, pre-cognition, and teleport objects. **Inner Strength Points:** M.E. +100; equal to a 4th level Mind Mage.

Psionics (Rifts RPG): All sensitive (except clairvoyance) and physical abilities plus bio-manipulation (the primary means of killing) and empathic transmission. **Inner Strength Points:** M.E. +100; equal to a 4th level Mind Melter.

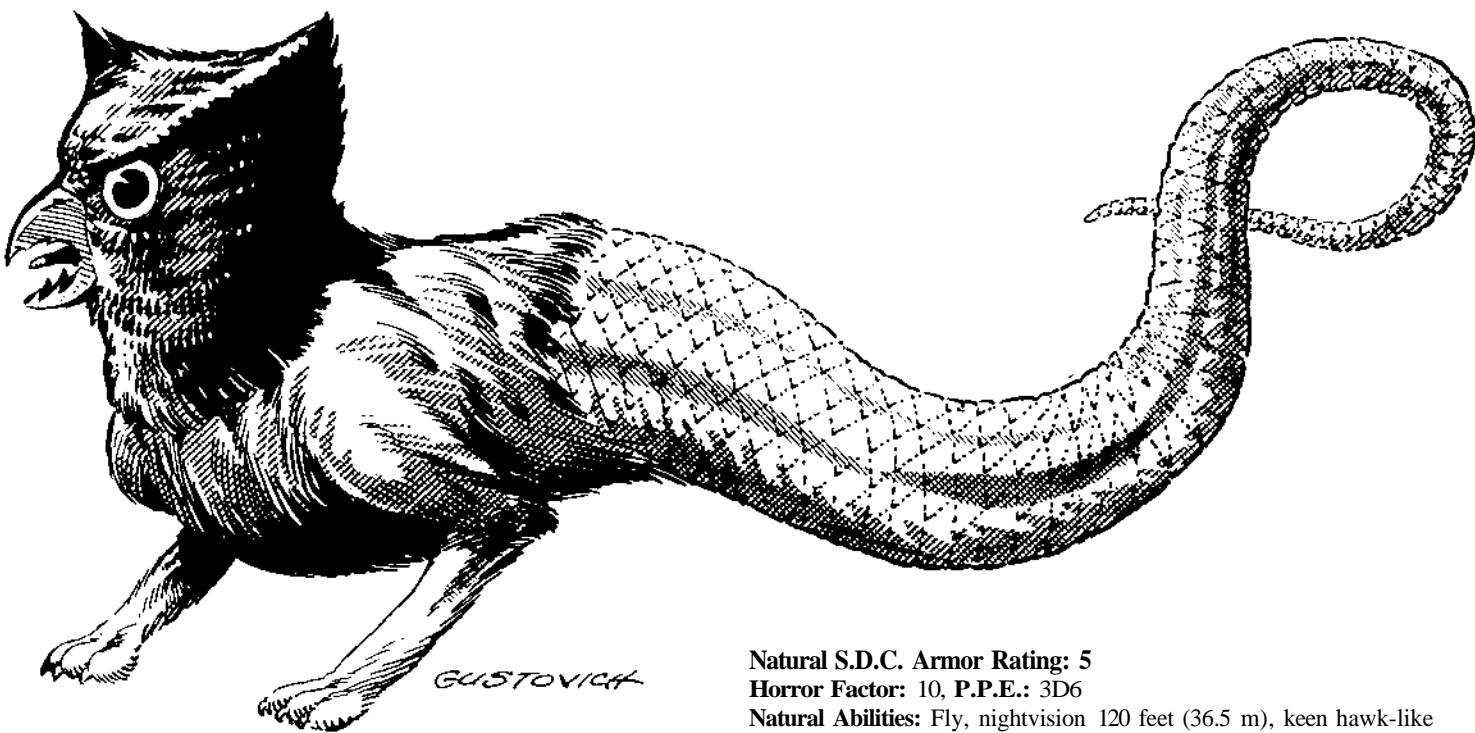
O.C.C.: None. Not recommended as player character.

Skills of Note: Track humanoids 52%, prowl 80%, climb 50%/25%, swim 60%, languages: speaks none but understands all the pre-rifts Indian languages, Gobblely and can learn three additional (can also communicate by psionic empathy).

Average Life Span: 120 years.

Value: None, commercially; may be worth something to a man of magic. Can not be tamed.

Habitat: Loves the wide open spaces of the American west and is found in the grasslands and prairies of Nevada, Utah, Colorado, Kansas,



Arizona, New Mexico, Texas and northern Mexico.

Enemies: Humans, D-Bee humanoids, elves, and champions of good. Indifferent toward giants and most other races.

Allies: Evil doers of any race.

Size: 3 to 4 feet (0.9 to 1.2 m) long from head to tail tip.

Weight: 35 to 60 pounds (20 to 27 kg).

Notes: Often ally themselves to evil beings. Use no weapons or armor, and have little use for wealth or magic except to lure humans to their doom. They seldom associate with members of their own kind except to mate. A fertile female will lay 1D6 eggs, in sand or under rocks, once every other year. Eye killers rarely travel in groups larger than three and are typically solitary prowlers. Occasionally, eye killers in league with a more powerful evil force, whether it be an evil Shifter or a demon, may be found in a group as large as a dozen.

Feathered Death

Wicked and cruel creatures, the feathered death, also known as birdmen or the falconmen, are bird-like creatures with clawed, human hands on their wings and ugly human faces. They are deceptively small, seldom larger than a hawk or horned owl, approximately 16 to 25 inches tall (about 0.6 m); however, they are incredibly strong, quick, and armed with oversized, slashing, clawed feet.

Vindictive, maleficent villains, they enjoy abducting and torturing small humanoids and children for their own perverse pleasures. They also like to harm or endanger the handsomer humanoids such as D-Bees, elves, gnomes, and even wolfen and kankoran, by stealing crucial items, sudden ambushes, or alerting other hostile creatures to their presence. They are cunning liars who will always try to lead the innocent to their doom. They may follow a group, or an individual, for miles just to cause them grief. Fortunately, the feathered death are common only to the world of Palladium, where they are found in the *Great Northern Wilderness* and northern mountain area of the *Eastern Territory*. They are not known to exist in the world of **Rifts**.

Alignment: Any, but mostly evil.

Attributes: The number of six-sided dice to roll is as designated. I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 2D6, P.B. 2D6, Spd. 2D6 on foot or 2D6x10 in flight.

Hit Points: P.E.+ 20, **S.D.C.:** P.E.x10

Natural S.D.C. Armor Rating: 5

Horror Factor: 10, **P.P.E.:** 3D6

Natural Abilities: Fly, nightvision 120 feet (36.5 m), keen hawk-like vision, and can metamorphosize into a small, approximately 4.5 foot tall (1.3m), human on a night when the moon is full. Transformation into bird form is automatic at the first light of day.

Combat: Three attacks per melee. **Bonuses:** +2 to strike and parry, +4 to dodge, +1 on initiative, +2 to save vs all magic.

Damage: Clawed feet inflict 1D6 S.D.C. damage plus P.S. damage bonus, bite 1 S.D.C. point, or by small hand-held weapon.

Magic: None

Psionics: None

O.C.C. (Palladium RPG): Thief, others not really applicable. Not recommended as player character.

Skills of Note: Languages: Faerie Speak, Dragonese/Elven, and Gobbley 90%, plus a 50% chance of knowing two other languages at 76% proficiency. Land navigation 90%, wilderness survival 90%, and prowl

Average Life Span: 30 years.

Value: None in general, although occasionally trained by agents of evil as spies and watchdogs.

Habitat: Forests and low mountain regions of moderate climates.

Enemies: The pretty faerie folk (sprites, faeries, pixies, etc.) are the most hated and either group will attack one at sight. Hates humanoids, and mutant canines. Wolfen, kankoran, humans, elves, and gnomes of the Palladium world know and hate these monsters. Indifferent toward most others.

Allies: Coyles, ogres, trolls and supernatural forces of evil. Like to tease and taunt the dumb ores and goblins, but can be loosely associated with them.

Size: 16-25 inches tall (about 0.6 m).

Weight: 10-15 pounds.

Notes: 1D4 young are born per mated pair each spring, but only one out of every four ever reaches maturity. The eggs are large and green-blue in color. The feathered death are generally solitary creatures, with only one or two mated pairs living in the same area. 30% of the time they will flock into a loose-knit community that can range anywhere from 10 to 80 members. Because the feathered death are NOT animals (they are more intelligent), they can not be linked with as a familiar by a wizard, nor controlled by a druid. In the case of the **Palladium RPG** druid, there is an 8% chance per level of being able to calm or summon feathered death.

They may use small weapons and covet the precious objects of man; thus, they steal gems, gold, magic items, and weapons of value.



Grimbor — Optional Player Character

The grimbor are an ancient race of giant ape-men once common to the Yin-Sloth Jungles and Floerry Isles of the Palladium world. However, their numbers have increasingly dwindled over the centuries, unable to cope against attacks by the more intelligent races and natural predators. Despite the grimbor's legendary strength, they are not as agile nor as aggressive as humans or the other humanoids of the Palladium and Rifts worlds.

The grimbor is a large, lumbering, semi-intelligent race of gorilla-like people. They make their home on the jungle floor among its lush vegetation and cool, leafy shadows. Their diet consists of fruit, vegetation, birds' eggs, and small animals like birds, amphibians, lizards, and snakes. They are quite dull-witted, relying on instinct rather than reason. Gentle giants, they care very much about the well-being of their mates and fellow tribe members. Females gather fruit and bear the responsibility for the rearing of the young. Males protect the tribe, hunt and gather food. Very social and community oriented, a grimbor rarely turns his back on his fellows. Death of a tribesman, friend, or loved one is mourned by all.

Although clumsy and inarticulate, the grimbor are fair primitive craftsmen, using wood and stone as simple tools, weaving vines for rope and twine, and carving wood. Their most famous tool is the fearsome looking "yumbuto club." The club is fashioned from wood, with a carved, heavy ridged top for striking and crushing, and a sharp claw or tooth like appendage at the handle's base for scraping and digging for edible roots. Slow and ill-suited for dexterous movement or combat, their raw physical strength and endurance is awesome. They can be brutal and devastating combatants when threatened or frightened, killing without even intending to do so. This has made them coveted for combat in the gladiatorial arena by unscrupulous people.

When the tribe is threatened, the males will engage the threat with bared fangs and much breast beating. If this fanfare doesn't dissuade

a foe, the largest dominant male will attack first, quickly followed by his fellow protectors. A grimbor will *never kill* unless he feels that his own life, or the safety of the tribe, is endangered. Thus, they will usually be satisfied with chasing an intruder or predator away. Unfortunately, because they are constantly hunted, captured, and tortured by humans, all grimbor have learned to hate humans, elves, and human looking D-Bees, because they all look human to the undiscerning eye of the ape-men. Humans and the Splugorth slavers have become so hated and feared that the grimbor view them as their natural and most terrible enemies and will often attack them without provocation.

The grimbor of Rifts Earth. Apparently, the mighty grimbor have been known to the Splugorth slavers for eons and have been captured, bred in captivity, and sold as slaves and gladiators for centuries. The Splugorth have brought thousands of grimbor with them to Atlantis where they use them for labor, amusement and as livestock to be sold as slaves to other dimensional beings. This may also explain the grimbor's dramatically declining numbers on the Palladium world.

Alignment: Any, but usually good or selfish.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 1D6 + 3, M.E. 2D6, M.A. 3D6 + 2, P.S. 5D6, P.P. 2D6, P.E. 5D6, P.B. 2D6, Spd 1D6 + 1

Hit Points: Standard (P.E. + 1D6 per level of experience).

Natural S.D.C. Armor Rating: 6, tough hide, **S.D.C.:** 1D6x100

Horror Factor (Rifts): 10, **P.P.E.:** 2D6

Natural Abilities: Nightvision 40 ft (12.2 m), good color vision, track by smell 60% (males only), and swim 20%; terrible climbers.

Combat: Four attacks per melee or two plus hand to hand combat bonus. **Bonuses:** +6 to damage (yes, this is in addition to any likely damage bonus from the P.S. attribute), +1 to parry.

Damage: Bite 1D8 S.D.C. damage, hand doing 2D6 S.D.C. damage plus P.S. bonus, or by weapon.

Magic: None

Psionics: None

O.C.C. (Palladium RPG): None. All males are protectors/hunters, while all females gather food and rear young. They do not have an O.C.C. or develop many skills.

Skills of Note (Palladium): Language: A dialect of goblin 98%, and can learn two additional languages of choice with a +15% bonus. Identify plants & fruits 90%, identify tracks 50% (males only), sense of direction 80%, and carpentry 60%.

Palladium characters brought to **Rifts** Earth can learn six secondary skills from the following categories: communication (only radio: basic), domestic, espionage (only tracking and wilderness survival + 10%), medical (only first aid or holistic medicine +5%), physical (excluding hand to hand martial arts and assassin, acrobatics, gymnastics, and prowl), pilot (ground vehicles only), rogue skills (excluding computer hacking), science (basic math only), technical (art, language, lore only), W.P. (any) and Wilderness (any + 10%).

O.C.C. (Rifts RPG): Vagabond or wilderness scout. Occasionally a headhunter or borg. Grimbor are creatures of nature and will avoid mechanical implants and augmentation. The occasional borg is the creation of a cruel slave-master. Even the grimbor headhunter will have half as many implants and bionic reconstruction.

Skills of Note (Rifts): In addition to O.C.C. skills, knows language: Gobbly 90%, and can select two additional languages both at a 75% proficiency. Identify plants and fruits 60%, land navigation 80%, wilderness survival 80%, track animal 50% (males only), and carpentry 60%. Can never learn hand to hand martial arts or assassin, acrobatics, pilot robot, or fly aircraft.

Average Life Span (Rifts): 60 years.

Value: As slaves 50,000 to 150,000 credits; those bought as warriors or gladiators get the highest price. Grimbor can never be completely domesticated, they are creatures of nature who are only at home in the jungles.

Habitat: Jungles and rain forests. A small tribe of escaped grimbor are known to live in Dinosaur Swamp (Georgia). Occasionally found in gladiatorial arenas and burbs throughout the world.

Enemies: Splugorth and Splugorth Slavers, humans and animal predators. Fear and dislike humanoids who resemble humans.

Allies: In Palladium, the tezcat who revere the grimbor as demi-gods (the lost children of the long forgotten monkey god, Melek).

Size: 6 feet (1.8m) tall when bent over walking on knuckles, 10 to 12 (3 to 3.6 m) feet tall completely erect.

Weight: 600 to 800 pounds (121 to 360 kg).

Notes: A typical tribe will have 8D6 adults and 2D6 young. Grimbor mate for life, bearing one or two offspring once every six years. Young reach full maturity within eight years. They usually don't collect treasure or magic, although they may keep an occasional shiny or unusual item if it strikes their fancy. Likewise, the wild grimbor have no use for man's metal forged weapons or armour.

Domesticated or worldly grimbor have learned to use M.D.C. body armor, energy weapons and a handful of moderns skills. Yet even these renegades tend to be simple and mild mannered. Most grimbor are gentle and compassionate, except when threatened or angered. They will avoid bionics and cybernetics like the plague. The occasional grimbor cyborg was turned into a borg against his will by a cruel slave owner and he hates it (tend to be aggressive and mean).

Gruunor

The gruunor is a giant, segmented insect that lives in dark, subterranean dwellings such as caves, tunnels, sewers, and ancient ruins. They appear to have two heads, one at both ends of their long, plated, caterpillar-like body. One head is genuine, the other is a its rear stinger, a clever, natural disguise to trick predators (can't tell which end is which). The front, real head can deal a vicious bite, while the false head at its tail has a retractable stinger. The gruunor is an aggressive predator but not too intelligent and makes little distinction about its prey. The insect will attack just about any mammal, including humanoids. If its prey proves too difficult or dangerous, the gruunor will curl up into a ball, like an armadillo, and stay still, its natural body armor protecting it against most attacks. The monster's most vulnerable vital spot is its soft underbelly, which is only visible when it rears up to bite.

Alignment: Considered evil or selfish.

Attributes: Insect attributes are much more consistent than those for humanoids so there is less range for variation, the weak perish. I.Q. Low animal, virtually a mindless predator, M.E. 8 + 1D6, M.A. 1D6, P.S. 20+ 1D6, P.P. 11 + 1D6, P.E. 20+ 1D6, P.B. 1D6, Spd 4 + 1D6.

Hit Points: 6D6 + 2 (can be damaged directly when the underbelly is struck).

Natural S.D.C. Armor Rating: 16 (19 when rolled up in a ball).

S.D.C.: 2D4x100, which means it can suffer minor mega-damage and survive (remember, 100 S.D.C. is roughly equivalent to one M.D.).

Horror Factor: 13, **P.P.E.:** 1D6

Natural Abilities: Nightvision 60 ft (18.3 m; can see in total darkness), climb/scale walls 90%/80%, fire and cold resistant (does half damage).

Combat: Four attacks per melee. + 1 to strike, +3 to parry, +2 to dodge, +1 on all saving throws.

Damage: Bite inflicts 1D8 S.D.C. damage, tail stinger 2D6 S.D.C. damage, plus P.S. bonus.

Magic: None

Psionics: None

O.C.C.: None

Average Life Span: 8 years.

Value: None

Habitat: Ruins and subterranean dwellings in most any climate except extreme cold.

Enemies: None

Allies: None

Size: 4 to 6 feet (1.2 to 1.8 m) long

Weight: 80 to 110 pounds (about 45 kg).

Notes: Lays 3D4 eggs once a year on the ceiling of a cave, sewer or ruin. They hatch within three months, reaching maturity within 6 months. They collect no treasure, but valuables may be scattered about from some unfortunate adventurer who fell victim to the monster. Often found in small swarms of 2D6 insects.

Gromek — Optional Player Character

The gromek are a race of giant aliens who appear to be more demonic than man or beast. Their head is animal-like, with widely spaced eyes, huge maw, fangs, horns, and adorned with a series of bony plates that run from the nose to the top of the head. Their giant bat-like wings and size further gives them a demonic appearance. But the gromek are not demons, they are a warrior race from another dimension with towering mountains. Their aggressive and predatory nature is evident by their disdain for all weaker forms of intelligent life. The gromek's immediate inclination is to destroy or subjugate the weak. They view most humanoids as either their inferiors or as a threat to their domination.

On their homeworld, the Gromek are the masters of their planet, having conquered or obliterated any who dared to oppose them. Their society is extremely strong and communal. Their native level of technology is comparatively primitive, roughly equal to the Earth's Middle Ages. However, they adapt quickly to new environments.

The gromek's homeworld, like the planets Earth and Palladium, has a history of dimensional disturbances which have enabled small groups of explorers and warriors to investigate other worlds. Unfortunately, few gromek are adept in magic or dimensional travel and become trapped in an alien dimension. If trapped, the warriors find an isolated location to build a base of operations and to establish a new tribe (males and females share equal status in the gromek society and all scouting parties have equal numbers of both genders). As the tribe grows, the gromek become increasingly aggressive and they begin a campaign to conquer and control the land around them. Eventually, they can grow to become a dangerous force; this is certainly the case in the Palladium dimension.

The gromek have established a handful of tiny settlements on **Rifts** Earth. They find Earth's hostile, primeval and ever changing environment exciting. They see the many intelligent races of beings and supernatural forces as a tremendously tantalizing challenge for conquest. The Earth may be in real danger because the abundance of ley line nexuses and dimensional rifts provide the monstrous warriors with an excellent chance for finding a way home, or even opening a two-way dimensional gateway, through which they can return home, gather an army and return to conquer the Earth.

Quite intelligent, they are masterful weapon-smiths and craftsmen. The gromek's entire society is oriented to war and training for war, not unlike the ancient Spartans of Greece. Males are trained as warriors from early childhood. Females bear the responsibility of raising children and acting as craftsmen and weapon-smiths. They are deadly, merciless combatants, exhibiting compassion only for the benefit of their own kind. The females are also raised as warriors and serve as healers and military strategists. Both male and female look almost identical. The only distinguishing features are that the females rarely exceed eight feet (2.4 m) in height and possess female reproductive organs.

Alignment: Any, but seem to be predominantly selfish or evil.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 2D6+1, M.E. 3D6, M.A. 2D6, P.S. 4D6+2, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 2D6 running, 6D6 + 6 for flight.

Hit Points: Standard, P.E. + 1D6 per level of experience.

S.D.C.: 50

Natural S.D.C Armor Rating: 12; tough, fine scaled skin.

M.D.C.: Body armor only; gromek like varieties of M.D. body armor that offer maximum protection.

Horror Factor: 14, **P.P.E:** 2D6

Natural Abilities: Fly, keen hawk-like vision, resistant to fire (does half damage), extremely aggressive.

Combat: Two plus those gained from combat skills. **Bonuses:** +1 to strike, +2 to parry and dodge, +4 to dodge in flight, +2 on initiative. All are in addition to attribute bonuses.

Damage: Bite inflicts 1D6 + 4 S.D.C. damage, clawed hands 1D6 + 2 S.D.C. damage plus P.S. bonus, clawed feet 2D6 + 2 S.D.C. damage plus P.S. bonus, or by weapon (which is most likely).

Magic: By O.C.C. only.

Psionics: None

The true Gromek Warrior O.C.C. & Skills: A gromek who is strictly a young gromekian warrior out to prove himself in combat is roughly the equivalent to the **Palladium RPG's** soldier, or to a lesser degree, the **Rifts** wilderness scout (minus the technical skills). The following is the skill selection for a **Gromek Warrior** straight away from his home world. In addition to those already listed, select one ancient W.P.* two modern W.P.s (learned since he's arrived or from a previous expedition to another world), up-grade hand to hand to assassin or martial arts, select two skills from domestic category, two from espionage (females select four), three physical, and four wilderness skills (females select two); all at +10% when applicable. Use the Wilderness Scout O.C.C. experience table.



O.C.C. (Palladium RPG): All men of arms (especially soldier, knight, and palladia), wizard, witch, warlock, priest or healer. Note, most lean toward combat occupations and not magic, although there are definitely gromek practitioners of magic.

O.C.C. (Rifts RPG): Any Men of Arms excluding CS RPA Elite (SAMAS) and Glitter Boy. Can also be a vagabond, rogue scholar, city rat, wilderness scout or any of the practitioners of magic.

Skills of Note: All gromek, raised by other gromek are trained in combat beginning at an early age and know the following skills regardless of any other O.C.C. skills: Hand to hand combat: Expert, wrestling, W.P. Sword, W.P. Blunt, W.P. Archery & Targeting, and literate in native Gromek language 98%. Females also know holistic medicine (+10%).



Note that gromek warriors adapt quickly to the use of modern M.D.C. body armor and energy weapons. Love the vibro-blades and neuro-mace.

Average Life Span: 180 years.

Value: None

Habitat: Prefer mountains and tall hills of moderate to hot temperature. An outpost tribe of about 75 is known to exist in the Allegheny mountains that roams the wilderness of Pennsylvania and Maryland. Another 100 are believed to exist in the Canadian Rocky Mountains, and individuals and small groups are scattered here and there, exploring the world. Note: All gromek are loyal to or working with the homeworld gromekians. Many are lone individuals.

Enemies: Humans and most intelligent life forms.

Allies: Occasionally ally themselves with trolls or giants.

Size: 8 to 10 ft (2.4 to 3 m) tall

Weight: 600 to 800 pounds (270 to 360 kg).

Notes: Although most gromek will unite against a common foe or to engage in a major military campaign, they usually live in small communities of about 80 members, with seldom more than 300 to 400 members in a particular village. However, in lands dominated by gromek, there may be scores of these villages clustered together, representing thousands. The smallest clan or scouting group will contain 2D6 warriors, half are female.

Gromek generally mate for life and are extremely protective of and loyal to family, friends, and clan. Females give birth to one or two offspring after a gestation period of twelve months. Males begin physical and combat training by age five, while females begin to learn holistic medicine, literacy and strategy. Physical training for females starts at age seven. Males reach full maturity by the age of sixteen, females by thirteen.

The gromek of **Rifts** Earth may be part of an invasion force or adventurers lost in a strange dimension. Both will adapt quickly and happily to mega-damage weapons and technology. The gromek could become

a serious threat if they ever launch a full invasion with hundreds of thousands of warriors, and/or if they are able to learn the secrets of advanced technology and rise beyond their current archaic level of pre-industrial knowledge.

Gryphon

Gryphons are incredible creatures first recorded in the pages of Greek mythology. Once believed to be a fictional monster, the inhabitants of **Rifts** Earth know that the mythological animal is real, though no one can explain from where they may have come. The magnificent animal is a combination of eagle and lion, and exudes beauty, grace and power. Gryphons have apparently popped up everywhere. They are known to inhabit the mountains of Canada, North America, Mexico, South America, Europe, and Atlantis. They seem especially numerous in England, Ireland, Greece and the coast of France. Gryphons also inhabit mountainous parts of Asia, but are comparatively scarce. Gryphons love remote mountain ranges and forested islands where they prey on small to medium size mammals, such as rabbit, sea birds, sheep, goats, deer, and wild boar/pig. A hungry gryphon or a bold flock have been known to attack humans and small D-Bees, but such attacks are the exception, not the rule.

Gryphons have become coveted as a trained pet and riding animal. The famous giant cyclops are especially skilled at domesticating and even raising gryphons. The Splugorth, frequently employing cyclops, sell and trade gryphons to a large variety of clients, both on Earth and in other dimensions. The simvan monster riders and psi-stalkers are also excellent trainers of the mythical animal.

Alignment: Any. Wild gryphons are generally considered to be anarchist or evil, tame animals are generally considered unprincipled or anarchist.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. High animal intelligence (about equal to a human I.Q. 5), M.E. 1D6, M.A. 1D6, P.S. 4D6, P.P. 4D6, P.E. 5D6, P.B. 4D6, Spd 4D6 running, 1D6x 10 + 48 flying.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 6D6 + 50; in the world of **Rifts** the gryphon becomes an M.D.C. structure.

Horror Factor: 13, **P.P.E.:** 1D6X 10, a creature of magic.

Natural Abilities: Fly, nightvision 120 ft (36.6 m; can see in total darkness), super-keen vision like a hawk (can see a rabbit two miles away), 180 degree arc for peripheral vision, track by sight 54%, prowl 66%. Can learn as many as three languages (level of understanding is about 50%). Hates vampires.

Combat: Three attacks per melee for a young gryphon or five attacks per melee for an adult who is 50 years old or older. **Bonuses:** +3 to strike and dodge, +2 on initiative, +2 on all saving throws.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage, full strength claws inflict 2D6 + 4 M.D., nipping bite 3D6 S.D.C., full strength bite 1D6 M.D.

Magic: None

Psionics: None

O.C.C.: None

Language: None, other than growls, but can understand spoken words if so trained.

Average Life Span: 200 years.

Value: An untrained hatchling: 10,000 credits, tamed/trained adult: 300,000 credits. Tamed gryphons are surprisingly loyal to their masters.

Habitat: Mountain ranges, especially coastal mountains, and forested islands of almost any climate, tropical to cold.

Enemies: None

Allies: None

Size: 4 ft (1.2 m) tall at the shoulders, about 7 ft (2.1 m) long.

Weight: 150 to 230 pounds (67.5 to 103.5 kg).

Notes: In the wild on Earth they often gather in loose-knit communities of 4D4 to 1D6x10. A mated pair (they mate for life) can bear 1D4 offspring once every eight years. The young leave the parents at the

age of seven and reach full maturity by age 12. Gryphons generally attempt to avoid conflict, attacking only when hungry, attacked first, hurt, scared, threatened, or when protecting its young or mate. Once engaged in combat, they will fight until their opponent is slain or retreats.

Harpies

The appearance of a harpy is that of a large monstrous bird with the head and upper body of a hideous woman, and a smell of decay and defecation. The half-bird, half-woman creatures hate everything that is good or beautiful. Often they will vindictively attack and destroy attractive life forms and things, which they find offensive. They torture and kill for pleasure and can not be reasoned with nor befriended, for they are the embodiment of envy and hatred.

Legend has it that a high priest, vexed at a petty crime, called down a great curse. The god responded, irritated and vengeful, with a plague of harpies. They have been a pox on the world ever since. In reality, the supernatural monsters are demonic scavengers from another dimension where they eat carrion and kill (and eat) the weak and sickly.

Harpies have periodically visited the Earth and the Palladium world for eons. The dimensional rifts have given them renewed and easy access to Earth. The vast mystic energy turns them into mega-damage monsters.



Alignment: Miscreant or diabolic only.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 1D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd. 4D6 running or 1D4x10 + 40 flying.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 2D4 + 20

Horror Factor: 16, **P.P.E.:** 1D6

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), keen color vision, poor sense of smell. Its body reeks of a horrible stench that causes all who breathe the putrefied air to gag and vomit (thus reducing attacks per melee by half and suffering these penalties: -2 to strike, -3 to parry, dodge, and initiative). Range of the stench is a 25 ft (7.6 m) area around the harpy. Victims get the standard saving throw versus poison/toxin; a successful roll means no ill affect. The harpies' supernatural aspect enables them to sense the presence of good or evil by looking at a person and/or within a 120 ft (36.6 m) area; an automatic ability.

Combat: Four attacks per melee. **Bonuses:** +4 S.D.C. damage, +2 to dodge, +2 to save vs magic, +4 to save vs poison/toxin/drugs.

Damage: Restrained claw attack inflicts 3D6 S.D.C., full strength claw attack inflicts 1D8 M.D.C., bite 1D4 M.D.

Magic: None

Psionics: Standard

O.C.C.: None. NOT recommended as player characters; pure evil.

Average Life Span: 2,000 years.

Enemies: Humanoids and beautiful creatures. Sometimes fight with another flying predator, the peryton.

Allies: Creatures of foulest evil.

Value: None

Habitat: Rocky coastlines, islands, and mountain ranges.

Language: None; speaks in shrill whistles and shrieks. Can understand Gobbley and Dragoneese 65%.

Size: 7 ft tall (2.1 m), 18 ft (5.5 m) wingspan.

Weight: 200 pounds (90 kg).

Hytril

Optional Player Character

The hytril are natives of the Palladium world and are also known as "monkey-men." As one might guess, they are not monkeys at all, but an intelligent race of small, tree dwellers that more closely resemble lemurs than monkeys. Physically, they are agile with lightning fast reflexes that assist in swinging, leaping and climbing trees. Hytril are extremely cunning and learn some things very quickly. However, their intelligence is lower than the average human and their emotional state is selfish and childlike. Both limit the extent of their learning. Most hytril can learn to understand and even speak a new language within just a few weeks. This is largely due to their fascination with humanoids.

Whenever a humanoid wanders near a hytril tribe, the little creatures will observe them intensely from the shadows and from leafy tree branches. Inevitably, a handful are likely to come out of hiding, with arms full of fruits, a snappy little dance and a couple of choice human (or whatever) words that they learned from their last encounter.

Although hytril love the companionship of the handsomer humanoids, they are mischievous and crafty thieves. A hytril will search through a person's belongings without hesitation; a manifestation of their selfish and inquisitive nature. If caught rifling through someone's belongings, the little fellow will bat his big, loveable eyes and flash a toothy smile with all the innocence in the world, while it palms a gold piece and scampers off.

Most hytril are fatally attracted to shiny objects, from gold, silver, and gem stones to any highly polished metal or glass. They are especially tickled by mirrors. Unfortunately, like a terribly spoiled child, if a hytril can't win an object from you through favors and personal charm,

the scoundrel will attempt to steal it. If theft is impossible, the little beast will throw a tantrum of astonishing magnitude. Some can be extremely selfish and vindictive, retaliating with vandalism, and cruel tricks. They can also become very jealous of their temporary human companions, which can lead to squabbles and other problems when among a group of hytril.

They are so enthralled by humanoids that the hytril tribe will continue to imitate them long after they have gone. Typically, hytril tribe's members will wear hats, articles of human clothing and jewelry, use daggers, kitchen utensils, mirrors, combs, and other items, as well as bandy about a potpourri of words and phrases from any number of languages (all in the proper context too).

Alignments: Any, but usually selfish.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 4D6, P.S. 2D6, P.P. 5D6, P.E. 2D6, P.B. 4D6, Spd 4D6 running and climbing, but add + 20 when leaping/swinging through branches.

Hit Points: P.E. + 20 and the usual 1D6 per level of experience.

Natural S.D.C. Armor Rating: None, **S.D.C.:** 30

Horror Factor: 6, **P.P.E.:** 2D6

Natural Abilities: Nightvision 60 ft (18.3 m; can see in total darkness), excellent color vision and hearing, climb and rappel (see skill), leap up to 6 ft (1.8 m) high or 12 ft (3.6 m) lengthwise/across, track by smell 44%, and possess a prehensile tail which they can use like a third hand to grab onto branches, hang upside down, grab and carry objects or young, and so on. Also see O.C.C./R.C.C. skills.

Combat: Four attacks per melee. **Bonuses:** +2 to strike, +3 to parry and dodge, +3 on initiative, +5 to roll with punch or fall, and +2 to save vs poison. This is in addition to attribute bonuses.

Damage: Scratching or punching inflicts 1D4 S.D.C. damage, bite 2 S.D.C. points of damage, or by weapon (usually a small weapon like a knife, dart, stick or small club/blackjack).

Magic: None **Psionics:** None

O.C.C.: None.

R.C.C.: Natural thieves, con-men, and scavengers with the following skills (all start at first level): Dance (+ 5%), prowl (+ 20%), acrobatics (+ 5%), climb/rappel (+ 20%), swimming (+ 5%), concealment (+ 4%), palming (+10%), pick pockets (+10%), pick locks, street-wise, track animals, identify plants & fruits (+ 10%), land navigation (+ 10%), wilderness survival (+ 10%), faerie lore, W.P. knife or blunt (pick one), and languages: Gobbley 98% (native tongue) and select two at + 10% and select another three without benefit of bonuses.

Can also select a total of six secondary skills at level one, and two secondary skills at levels four, eight and twelve from the following categories: Communication (radio: basic, only), domestic (any, + 10%), electrical (basic only), medical (first aid only), pilot (automobile, motorcycle, sail- or rowboat, ground hovercraft, only and at a penalty of - 10%), science (basic math only), technical (any, excluding computer programming), W.P. (any, except heavy weapons).

Experience Table: Same as the City Rat.

Average Life Span: 35 years, but some can live to 70.

Value: As a pet: 2000 credits, for fur: 200 credits (many consider the hytril an animal).

Habitat: Prefer tropical and subtropical forests. On the Palladium world the hytril are indigenous only to the Floenry Isles. However, many of those brought back to the mainland as pets and oddities have escaped and now prosper in the Yin-Sloth Jungles and the Land of the South Winds. On Rifts Earth, the hytril are found on Atlantis (sold by the Splugorth) and a few small communities of escaped animals are said to be found among the trees of Dinosaur Swamp (Florida & Georgia) and Central America.

Enemies: Natural jungle predators, especially jungle cats known by the hytril as "hunters." Don't trust or like the larger or uglier humanoids.

Allies: None, per se, but love humans, and human-like humanoids and the prettier faerie folk.

Size: Two and a half feet (0.76 m) tall from nose to buttocks, the tail adds another three feet (0.9 m).

Weight: 25 to 40 pounds (11 to 18 kg).

Notes: They are extremely playful and innocent, roughly equivalent to a seven year old child. They are also inquisitive, curious creatures. The hytril mate as often as every other year (they do not mate for life), bearing 1D4 young who reach maturity by the age of four. A typical tribe or community will range from 30 to 120 members.

Kelpie

The kelpie is a murderous "monster with the head of an ugly horse, clawed hands, human trunk, horse-like rear legs, and dark brown, grey or black complexion. The kelpie lurks near or in deep rivers, streams, and swamps, where the fiend waits for its unsuspecting prey. Although humanoids are favorite targets, no intelligent being is safe from its ravenous hunger. The kelpie will lurk underwater, usually near the water's edge, where he will stalk his victim. The standard method of attack is to suddenly spring out of the water and drag the prey under the waves to be drowned and eaten. But kelpie are also known to engage in hand to hand combat, though they seldom use a weapon, and are fierce combatants upon dry land or in the water.

To make these hateful creatures even more dangerous, they can metamorphosis into the shape of a grey or black stallion. In this guise the kelpie will feign lameness, allowing the traveler to mount it and then run and plunge into a body of water to slay and devour the rider. Ancient pre-rifts myth include the kelpie among the denizens of faerie folk and have plagued mankind since the beginning of humankind. The great mystic energies of Rifts earth have only served to make the kelpie more powerful, transforming the fiend into a supernatural mega-damage monster. Kelpie are typically present anyplace other faerie folk are found, but are especially common in England, Ireland, The New German Republic, and Europe.

Alignment: Miscreant or diabolic evil only!

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 5D6 (minimum P.S. of 22), P.P. 3D6, P.E. 3D6, P.B. 1D6, Spd 4D6 running in humanoid form, 6D6 + 40 running as a horse and is also the speed swimming.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 3D6 + 300 (480 M.D.C. maximum)

Horror Factor: 16, P.P.E.: 2D6

Natural Abilities: Swimming 92%, breathe underwater (indefinitely), breathe air, see underwater, infrared and ultraviolet vision (can see heat emanations of his prey in the dark and in gloomy waters), nightvision 30 ft (9 m; see in total darkness), metamorphosis at will into a horse (no limitation as to length of time, though usually a short period, nor how often the metamorphosis can be preformed).

Combat: Five attacks per melee. **Bonuses:** On dry land: +1 to strike, parry, and dodge. Underwater: Add one melee attack and +3 to strike, +4 to parry and dodge, +2 on initiative.

Damage: Bite inflicts 1D6 damage, restrained claw 4D6 S.D.C. plus P.S. bonus, full strength claw 3D6 M.D., power punch 6D6 (counts as two attacks), kick 4D6 M.D., or by weapon.

Magic: None

Psionics: None

O.C.C.: None, evil faerie folk, not recommended as a player character.

Skills of Note: Languages: Gobbley/Goblin and Faerie Speak 98%, 50% chance of speaking the dominant language of the area at 45%. Also knows faerie lore 80%, demon & monster lore 50%, land navigation 50%, wilderness survival 90%, and W.P. blunt.

Average Life Span: 300 years

Value: None

Habitat: Swamps, bogs, rivers, and streams of any climate; often near or at a ley line.



Enemies: Hates all life.

Allies: Bogies, toad stools, pucks, and waternix.

Size: 6 to 7 ft (1.8 to 2.1 m) tall in humanoid form

Weight: 200 to 300 pounds (90 to 135 kg)

Notes: Kelpies hate all life forms, especially humans and elves. They have no need nor desire for treasure, but may keep an occasional item, gold, gem, or magic, in its lair at the river's muddy bottom. The lair can be recognized by the multitude of skeletons, rusty armor, weapons, and artifacts of the kelpie's many victims. Most items will be corroded beyond salvaging. The actual lair is usually a tangle of weeds, sunken vehicles or rocky out-cropping. A typical treasure will range in value from 600 to 3600 credits.

Ki-Lin

Optional Player Character

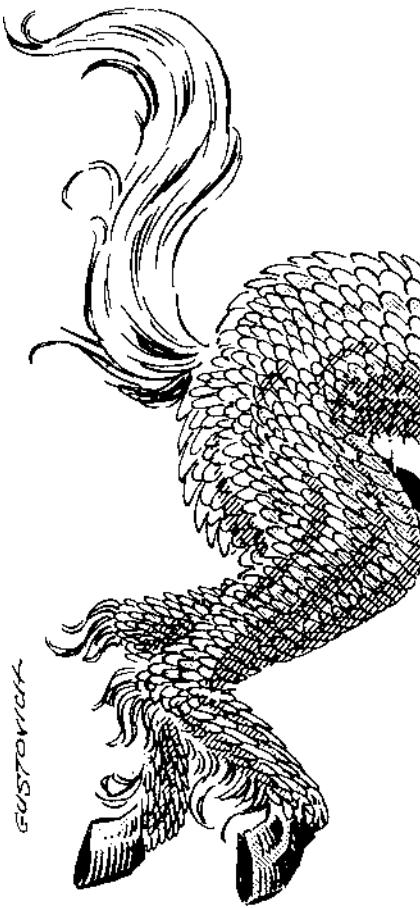
This unusual horse-like, dragon-like creature can hardly be called a monster, for it is a gentle, wondrous being and harbinger of good luck. The ki-lin has been known in the myths of pre-rifts China and appears to be indigenous to that land. One or two are occasionally seen running playfully on the wind or in particularly beautiful or peaceful places throughout the world, but are most common in China and Asia.

The ki-lin are, with rare exception, virtuous, kind, and good supernatural beings. As such, they cannot forsake any living creature in pain or in need of help. Although most tend to avoid interaction with humanoids, including humans, they have been known to aid them in combat against the supernatural, evil forces, disease, and despair. Some will even join a group of human adventurers and may stay with them for years if they become friends. However, the ki-lin is a trouble magnet because they are hated by demons and other evil supernatural beings and because the ki-lin will always try to help the people in trouble.

Alignment: Any, but almost always principled or scrupulous.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 3D6, M.A. 5D6, P.S. 4D6, P.P. 4D6, P.E. 5D6 (never lower than 20), P.B. 5D6 (never lower than 20), Spd running 6D6, flying speed is 22 or 15 mph (24 km)

Hit Points: See M.D.C.



Natural Armor Rating: See M.D.C.

M.D.C.: P.E.+60

Horror Factor: None to good beings, 14 to supernatural evil.

P.P.E.: 2D6x10 (plus 20 per level of experience if a practitioner of magic).

Natural Abilities: Fly, prowl 55%, swim 60%, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible (a natural ability), turn invisible at will (no limitations as to how long or how often), fire and cold resistant (even magic fire and cold do half damage), bio-regeneration (2D6 M.D.C. per melee), healing touch (restores 1D8 hit points or 2D8 S.D.C. per touch), sense evil within 120 feet (36.6 m). The presence of these beautiful, majestic creatures inspires all good people, giving them a temporary skill bonus of +5% to all skills and add +1 to parry and dodge when performing an act of good.

Combat: Five attacks per melee. **Bonuses:** +4 on all saving throws, +2 to parry and dodge.

Damage: Bite inflicts 1D8 M.D., kick: front legs inflict 2D6 M.D., rear kick 3D6 M.D., or by magic if any is known.

Magic: Only abilities gained from a magic O.C.C.

Psionics: Standard

O.C.C./R.C.C. (Palladium RPG): Many young ki-lin are completely without formal education, relying exclusively on their natural abilities. Older ki-lin often study and adopt the skills from one of the following: Scholar, healer, druid, or any men of magic. Regardless of O.C.C. use the **Rifts** dragon experience table.

O.C.C./R.C.C. (Rifts RPG): Many young ki-lin are completely without formal education relying exclusively on their natural abilities. Older ki-lin often study and adopt the skills from one of the following: Body



fixer, rogue scholar, rogue scientist, or any practitioner of magic. Regardless of O.C.C. skills use the dragon experience table. Ki-lin with an O.C.C. start at first level experience.

R.C.C. Skills of Note: Speaks all languages 98%, but must study to become literate. Faerie lore (+20%), demon & monster lore (+15%), land navigation (+20%), astronomy (+20%), basic math (+20%), art (+10%). All are in addition to possible O.C.C. skills.

Average Life Span: 5000 years

Value: At least 250,000 credits as a slave. For alchemical purposes: bones are 1000 credits per pound, hooves 500 credits each, mane or tail 2000 credits.

Habitat: China is their homeland, but can be found wandering the world; very rare.

Enemies: The evil supernatural monsters and other forces of evil.

Allies: Faeries, sprites and faerie folk in general, as well as kukulcans, dragons, and creatures of very good alignment.

Size: 4 feet (1.2 m) at the shoulders.

Weight: 600 to 1000 pounds (270 to 450 kg).

Notes: Ki-lin mate for life, bearing one offspring as often as every 800 years. Their young don't reach full maturity until they're 200 years old. They rarely collect gold or gems, but most do study language, history, art, and magic. Although intelligent, the ki-lin are creatures of the wind and magic, and spend much time enjoying the simple pleasures of playing in the natural world.

Many older ki-lin will be knowledgeable in at least one area of magic, although their skill and ability rarely exceeds sixth level proficiency. They are gentle observers of life and mere dabblers in its mysteries.

Kinnie Ger Optional Player Character

The kinnie ger are a race of subhuman felines with the head and tail of a mountain lion and the torso, arms, and thighs of a powerfully built man. They are legendary for their hunting prowess and enormous appetite for humanoid flesh. Although kinnie ger do eat animals, by far their favorite prey are humanoids. These sly, sneaky creatures find

great pleasure in watching death and pain, almost always toying with their prey, and like to torture their prey before killing them.

This is a generally solitary creature that occupies a defined territory of up to 20 square miles (32 km). Mated pairs are common, as kinnie ger mate for life. Occasionally, two or three mated pairs submissive to one large, dominant male may share one territory, running in a loose-knit pride. They are most active in the early morning and evening.

Alignment: Any, but NPCs are mostly evil or anarchist.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 4D6, P.S. 4D6 (never less than 18), P.P. 4D6 (never less than 18), P.E. 3D6, P.B. 2D6, Spd 2D6

Hit Points: P.E. +25, plus 1D6 per level of experience.

Natural S.D.C. Armor Rating: 6, **S.D.C.:** 3D6x10

Horror Factor: 14, **P.P.E.:** 1D6

Natural Abilities: Nightvision 60 ft (18.3 m; can see in total darkness), keen color vision and hearing, leap 20 ft (6 m) high or lengthwise. The long tail is extremely sensitive and provides a number of special abilities.

1. It can be used as a feeler, like a hand, if blinded. 2. Enables the kinnie ger to sense the approach of a storm (100 mile/160 km radius) and estimate its arrival to his location at 40% +4% per level of experience. 3. The water sensitive tail can also be used as a divining rod to locate water at a proficiency of 40% +4% per level of experience. 4. It can also sense the presences of a kelpie or water and air elementals within a 200 foot (61 m) radius.

Combat: Five attacks per melee. **Bonuses:** +1 to strike, parry and dodge, +2 on initiative and to roll with punch or impact. These are in addition to attribute bonuses.

Damage: Bite inflicts 1D8 + 2S.D.C. damage, claws or kick do 1D8 + 2 S.D.C. damage plus P.S. bonus, or by weapon.

Magic: None

Psionics: None

O.C.C.: None.

R.C.C.: Natural hunters/predators.

R.C.C. Skills: Prowl (+10%), climb (+20%), swimming (+10%), hunting, wilderness survival (+10%), land navigation (+5%), track animals (+10%), skin & prepare animal hides (+10%), W.P. blunt, W.P. knife, and two W.P. of choice (ancient or modern), speaks Gobbley 90% and can select two other languages. Can also select five secondary skills at level one, and two at levels four, eight and twelve. Available categories are: communications (radio: basic only), domestic, espionage, medical (first aid only), pilot (hover vehicles, automobiles, and sail- orrowboats only), rogue (+2%, excluding computer hacking), science (basic math only), technical (+2%, excluding computers), W.P.(any), wilderness (+5%).

Average Life Span: 45 years

Value: 5000 to 30,000 credits as a slave.

Habitat: Grasslands and forests of Europe and Africa.

Enemies: Humanoids and peryton. Instinctive predators of humanoids.

Allies: None, per se; however, they have been known to cooperate with simvan, psi-stalkers, mutant animals, kobolds, ogres, trolls, coyles, and faerie folk.

Size: 5 to 5 1/2 ft (1.5 to 1.65 m) tall

Weight: 150 to 200 pounds (67.5 to 90 kg) of muscle.

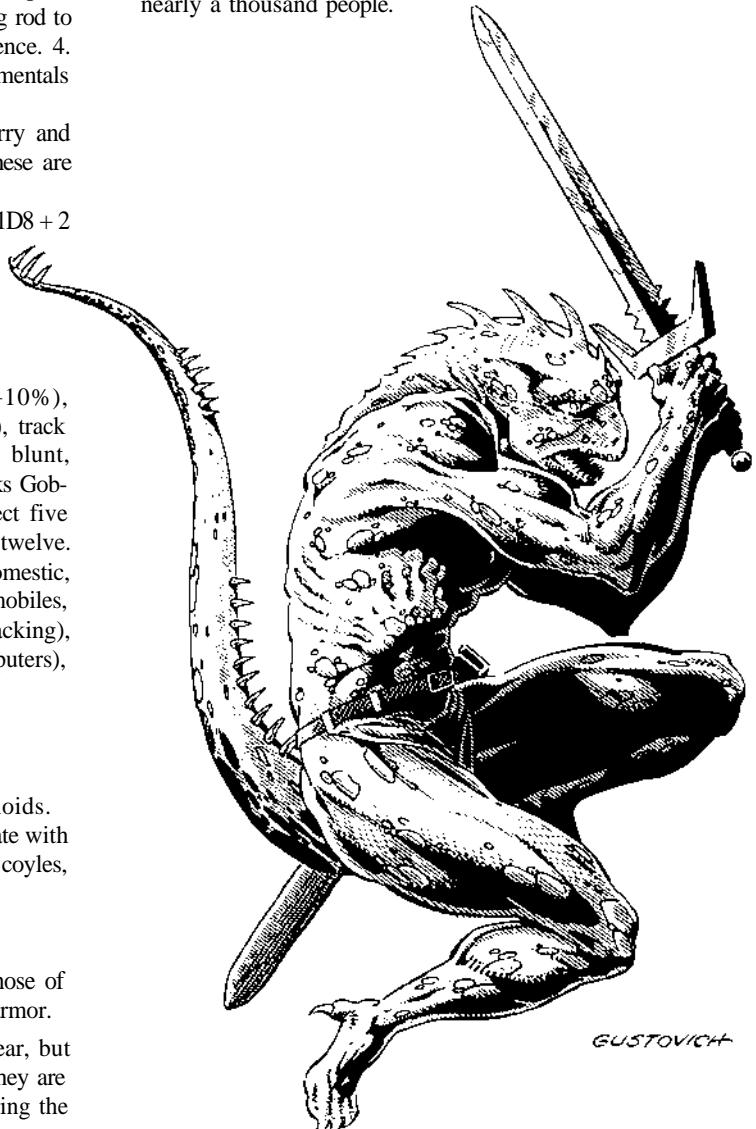
Notes: Rarely use weapons or armor in the wild; however, those of Rifts Earth have learned to use mega-damage weapons and body armor.

A mature female (8 years old) can bear young once every year, but usually waits until the previous young have left her side when they are four years old. A typical litter is 1D4 kittens, usually born during the fall, with a gestation period of eight months.

Palladium Lizard Men

Optional Player Character

A variety of reptilian humanoids exist in the world of **Rifts**. The Palladium lizard men are a vital, aggressive race of semi-aquatic humanoids indigenous to the Palladium world. Their physical appearance is definitely reptilian, with fine, scaly, green skin and bright green or blue eyes. They are typically principled in alignment, but they will allow nothing to stop their steady colonization of the various waterways. A dimension travelling, lizard man summoner discovered the planet Earth shortly after the Great Cataclysm that marked the arrival of the rifts. As fate would have it, the summoner popped in through a rift in *The Land of a Thousand Islands*, a place once known as South America. There his heart swelled with unbound joy, for never had he seen a more suitable land for his people. Everywhere he looked was tributary, after tributary slicing the land into hundreds of smaller islands. A land filled with thousands of natural canals. He raced home, told his tribe of the paradise he had found and returned to Earth with his entire tribe of nearly a thousand people.



The Palladium lizard men have thrived over the last 300 years in this primitive and forsaken land. Impressive cities, consisting of buildings raised on poles directly over the water, are found deep within the Amazon jungle. These cities contain up to 30,000 inhabitants, with smaller villages of 200 to 1200 members scattered throughout the rain forest. Their principal diet consists of aquatic creatures like fish, shellfish, amphibians, snakes and other reptiles.

Palladium lizard men are instinctively driven to spawn in and colonize the land along waterways, especially rivers. Although their colonization is a consuming objective, aggressively pursued, the lizard men will not attack any intelligent creature without cause. They may threaten, chase and even capture and physically remove uncooperative interlopers, but they seldom engage in wholesale slaughter or torture. The lizard men are content to let land dwellers live in peace, so long as they do not threaten their people, or inhabit land coveted by the territorially motivated lizards.

Human travelers, by land or boat, are ignored and left unmolested. Many tribes will offer travelers a meal and place to sleep, provided that the travelers move along the next morning. Some have even established trade with other humanoids in the general area. However, if even a single lizard man is injured by an outsider, the entire community will be mobilized to war. These polite and friendly people can instantly transform into savage warriors when threatened or angered. Many are familiar with mega-damage energy weapons and body armor, although few own any. The lizard men have a comparatively low level of technology. The only high-tech items they have are those captured, stolen, or found.

Alignments: Any

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd 3D6 running and climbing, twice as fast swimming.

Hit Points: Standard (NPCs: P.E. + 12 or by level)

S.D.C.: 1D6x10

Natural S.D.C. Armor Rating: 9; fine, scaly skin.

Horror Factor: 13 when in an attack frenzy, **P.P.E.:** 2D6

Natural Abilities: Breathe underwater (indefinitely), natural polarized vision, swim 90%.

Combat: A minimum of two attacks per melee or by O.C.C., hand to hand training and level of experience. **Bonuses:** + 1 on initiative and + 3 to save vs poison/drugs. + 1 to strike and parry underwater, + 2 to dodge underwater.

Magic: By O.C.C. only.

Psionics: Standard

O.C.C. (Palladium RPG): Any.

O.C.C. (Rifts RPG): Any, except Borg or Coalition military O.C.C.s.

Skills of Note: Language: Dragonese/Elven at 98%.

R.C.C. & Skills: The average, non-skilled Palladium lizard man is basically a hunter, provider, and defender of the his people. The following are the skills of a **Typical Lizard Man Warrior**. Skills: Fishing (+ 20%), dance (+ 5%), play musical instrument (+ 5%, particularly fond of wind and percussion instruments), speak Dragonese/Elven 98% (not literate), basic math (+ 5%), climb (+ 10%), pilot sail- & rowboats (+10%), boat building (+15%), carpentry (+15%), hunting, track animals (+ 5%), skin & prepare animal hides, preserve food (+ 5%), land navigation (+ 10%), wilderness survival (+10%), hand to hand Expert, two ancient W.P.s of choice, and one modern W.P. of choice.

Can also select six secondary skills at level one and two at levels four, eight and twelve from any categories, excluding electrical, mechanical, medical (limited to first aid), science, and computers.

Average Life Span: 50 years

Habitat: Rivers, streams, swamps and lakes. Known to inhabit the northern half of South America.

Enemies: None per se.

Allies: Were-jaguars.

Size: Four and a half to five and a half feet (1.37 to 1.6 m).

Weight: 80 to 150 pounds (36 to 67.5 kg)

Notes: Lizard men prefer large swords, ball and chain, spears or short bows. Although superb carpenters, they are not knowledgeable in making metal weapons and items, nor especially well versed in high technology (some more than others), so they will gladly trade canoes, wood-work, jewelry, food, services and other valuables for mega-damage weapons, armor, and other items of interest.

On the Palladium world they are a dying race. **Rifts** Earth has given the lizard men a new lease on life. Eggs are laid in nests of mud and sticks underwater, hatching within five months. A single female lays 4D6 eggs and will visit the nest often to guard her eggs. On Earth, with fewer natural predators, as many as 50% survive.

Lizard Mage

Another race of lizard men is the fearsome lizard mage. The lizard mage stands about eight feet tall, has a short tail, a dragon-like head and dinosaur-like feet. Their scales are a beautiful gold and silver. The eyes are a glittering, emerald green. In fact, the lizard mage and the eandroth, both warmblooded, could be examples of the logical evolutionary progress of the theropod dinosaurs had they not perished on Earth millions of years ago.

Legend tells us that the lizard mages were among the first rulers of the Palladium World, perhaps even during the Age of Chaos. The legend suggests that the lizard mages were second in power only to the dreaded Old Ones and that it was they who created the elven race! Legend also credits these creatures of magic to be the masters of time, preserving themselves by traveling to other dimensions or placing themselves in a state of suspended animation in magic circles of great power. Circles not known to humans and their kin.

On the Palladium World, lizard mages possess great mystic knowledge and are known to use their magic to explore many alien worlds. The mages were among the most feared and powerful beings to ever walk the Palladium world. During the tumultuous periods during and after the Age of Chaos, thousands of these reptilian lords were hunted down and destroyed. Thousands of others escaped to other dimensions where some prospered and others perished. Still others were frozen in time by arcane magic, never known by elf nor man, and are still found, time to time, slumbering peacefully inside a magic circle hidden deep in an ancient ruin or underground tomb.

Lizard mages are curious about science, magic, the supernatural, and power. All of which are elements that have attracted them to **Rifts** Earth. In the magic rich environment of Earth, they are transformed into mega-damage creatures and pulse with natural powers like they did during those long forgotten eons past, when the Palladium World was a seething, multi-dimensional ley line nexus.

Once they have acquired a position of power or feel that they can easily overpower those around them, they can be surprisingly friendly, easy-going, and helpful. Frequently, they offer their aid to inferior humanoids, while figuring out the new and strange world around them. This is always a temporary allegiance, subject to other, more attractive, opportunities. There can be no denying the extreme egotism of the lizard mages. They tend to treat most other races as subordinates, servants, or slaves. Only supernatural intelligences and an occasional dragon or so-called godling is accepted as an equal. Ultimately, every lizard mage craves supreme knowledge and absolute power. This will often lead to an attempt to conquer those around him through force and intimidation. They are seldom satisfied with fleeting power and desire world domination. However, when the stakes get too high and their lives are threatened, they graciously abandon that particular *game* (and often that world) to pursue some new game of conquest and domination elsewhere. Or to study or explore some other part of the world for a century or two.

Surprisingly, they have little concern or interest in regards to the survival of their own race and exhibit great disdain toward one another. Nor are the lizards interested in the activities of other lizard mages, unless those activities interfere with their own scheme. These beings make great villains, always suave, sophisticated and conniving.

Alignment: Typically aberrant evil, but occasionally some are diabolic, miscreant, or anarchist. Considered a supernatural evil.



Attributes: The number of six-sided dice rolled is as designated: I.Q. 4D6 (never lower than 17), M.E. 4D6 (never lower than 17), M.A. 3D6, P.S. 4D6 (never lower than 17), P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 4D6

Hit Points: See M.D.C., supernatural being.

Natural Armor Rating: See M.D.C.

M.D.C.: $1D6 \times 100 + 400$

Horror Factor: 17

P.P.E.: $5D6 \times 100$ as a result of the transformation from the incredible magic and psychic energy that permeates the Earth. This is close to how powerful the lizard mages were during the Age of Chaos on the Palladium world, when creatures of magic and supernatural beings dominated the planet.

Natural Abilities: Keen vision, sharp hearing, warm-blooded.

Combat: Five attacks per melee, physical or magic, or psionic.

Bonuses: In addition to attribute bonuses: +4 to strike, +4 to parry and dodge, +2 on initiative, +4 to save vs all magic, +3 circle and ward strength.

Damage: Bite 2D6 S.D.C. damage, restrained claw attack 4D6 S.D.C. damage, full strength punch 2D6 M.D., power punch 4D6, but counts as two attacks.

Magic: All power words, all wards, all circles of protection, various circles of summoning and power (select 1D6+ 1 of each), plus spells and so on, learned from their magic O.C.C.s. The typical NPC villain will know eight spells from each level of magic 1-8. Three each from levels 9-15. Most will own one or two rune weapons and 25% (any who are techno-wizards) possess the secrets of rune magic (they will NEVER share/teach this coveted, lost mystic art).

Psionics: All lizard mages are major psionics. **I.S.P.:** M.E. x4, plus 1D6 I.S.P. per level of experience (the average L.M. has 100 to 200 I.S.P.). **Psionic Powers:** L.M.'s developed from the **Palladium RPG** possess all psionic powers from level 1-3 (bio-regeneration restores M.D.C. instead of S.D.C.). Characters developed using **Rifts** know all sensitive and physical powers, five healing powers, bio-manipulation, super regeneration (M.D.C. instead of S.D.C.), and two other super psionic powers of choice.

R.C.C.: Lizard Mage — Lord of Magic. Has learned the equivalent knowledge of two magic O.C.C.s.; e.g., line walker and shifter, or wizard and diabolist, or Palladium summoner and Rifts techno-wizard, or any other logical combination. They are NEVER a witch, priest, shaman or druid O.C.C. and seldom a warlock, because they will never look to another entity or outside force for power.

The first, and primary O.C.C. area of knowledge will be at 2D4 + 6 level, the second O.C.C. area of knowledge will be at 1D4 + 4 levels of experience. Not recommended as a player character.

In addition to O.C.C. magic and knowledge, all lizard mages can read mystic symbols, wards, and runes 98%. Recognizes enchantment 98%, recognize all magic circles 98%, knows all magic words, circles of protection, circles of dimensional travel, and summoning magic (circle and spell).

Skills of Note: Dragonese/Elven 98% (literate 98% too) plus six additional languages (literate in all) at 98%, recognize magic items 80%, recognize precious metals/stones 80%. All are in addition to O.C.C. skills.

Average Life Span: 18,000 years on **Rifts** Earth, because the magic energy keeps rejuvenating them. Normally, without their preservation circles and time distortion through dimensional travel, they live 180 to 400 years.

Habitat: Anywhere, anytime.

Enemies: Elves and Dwarves.

Allies: Evil creatures of magic and supernatural forces. Also uses humans and other intelligent beings as his pawns.

Size: 7 to 8 ft (2.1 to 2.4 m)

Weight: 250-350 pounds (112.5 to 135 kg)

Notes: See **Monsters & Animals** for lizard mage powers/stats in S.D.C. worlds with considerably less P.P.E. than **Rifts** Earth. Note that the lizard mage will immediately become an S.D.C. creature when returning to the Palladium World or most other worlds where magic energy is less.

Loogaroo

The loogaroo are giant, semi-intelligent, vulture-like creatures that prey on the weak and helpless, and feed on the dead. They are commonly found in deserts and wastelands. According to myth, they are witches who in exchange for supernatural powers during their lifetimes, must now, after their death, live as evil carrion eaters. Whether there is any truth to the myth is unknown. What is known is that the loogaroo are foul, unnatural creatures that cannot die from the normal weapons of man.

To add some credence to the myths and legends surrounding the loogaroo, many are masters of the mystic arts, while all seemingly possess some magical/supernatural abilities. On Earth they are supernatural, mega-damage creatures.

Alignments: Evil or anarchist.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 1D6, P.S. 3D6 + 2, P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd. 2D6 running or 1D4x 10 + 20 in flight.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 3D6x10

Horror Factor: 16, **P.P.E.:** 2D4x10

Natural Abilities: Fly, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, hawk-like normal vision (can see a dead carcass two miles away), turn invisible at will (no limit to how often or how long), sense magic (automatic, one mile/1.6 km range), sense good (automatic, 600 ft/183 m range), impervious to poison, impervious to S.D.C. weapons except silver weapons inflict an equivalent M.D.C. damage. **Note:** "Turn Dead" magic spells and the clergy ability will not repel a loogaroo.

Combat: Five attacks per melee. **Bonuses:** + 2 to strike, parry and dodge, + 4 to parry and dodge in the air/flying, + 3 to save vs all magic.

Damage: Bite does 1D4 M.D., restrained claw attack 3D6 S.D.C., small claws 1D6 M.D., large claws 2D6 M.D., or by weapon or magic.

Magic: None, unless of a magic O.C.C. (typically 8-10th level).

Psionics: None

O.C.C. (Palladium): Thief, assassin, wizard, warlock, diabolist, summoner or evil priest. Not recommended as a player character.

O.C.C. (Rifts): Line walker, mystic, shifter (never a techno-wizard), vagabond-thief, or wilderness scout.

Skills of Note: Fluent in Dragoneese/Elven, Dwarf, Gobblely/Goblin, and one other (usually a human tongue). 80% can read and write Dragoneese/Elven and Dwarven 98%.

Average Life Span: 900 years

Habitat: Ancient ruins, deserts, plains and wastelands throughout the world; not very common.

Enemies: Humans, elves, wolfen, and all champions of good.

Allies: Goblins, orcs, ogres, and disciples of evil.

Size: 5 to 6 ft tall (1.5 to 1.8 m)



Weight: 250 to 300 pounds (112.5 to 135 kg)

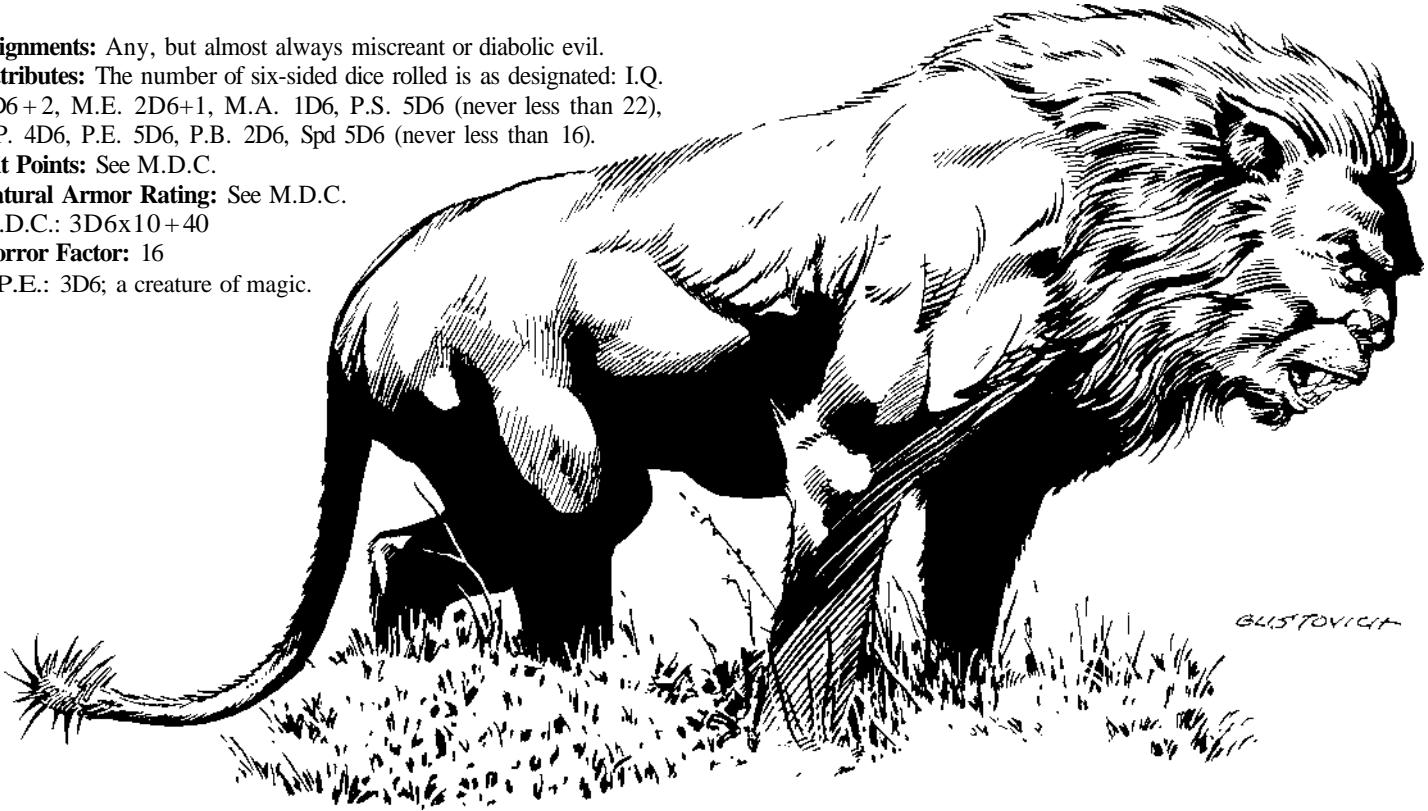
Notes: Favorite weapons are small bladed items for torture, magic weapons and light energy weapons. May worship or serve an evil god(s). NEVER associate with their own kind or other men of magic. Not all loogaroo dabble in magic, but all are terribly evil and cruel, seeking to undermine the forces of good.

Manticore

This unusual beast has the hulking body of a lion, a barbed, poisonous tail, and an ugly, human face. Manticore are cruel, fearsome predators who stalk and slay humanoids, large mammals, like deer and cattle, and other human size animals. They are cruel and vicious killers known to destroy human life and slaughter entire herds of animals for sheer pleasure. They have been known to ally themselves with evil forces to help destroy or harm humans, elves, and other pretty humanoids. Fortunately, manticore are quite uncommon.

The manticore are solitary creatures, avoiding their own kind except to mate. A mature, 20 year old, female will give birth to one or two cubs as often as every three years, although most bear young once every six or eight years. Gestation period is ten months and the young leave the side of their mother after two years. The male leaves to continue his roaming immediately after conception.

Alignments: Any, but almost always miscreant or diabolic evil.
Attributes: The number of six-sided dice rolled is as designated: I.Q. 1D6 + 2, M.E. 2D6+1, M.A. 1D6, P.S. 5D6 (never less than 22), P.P. 4D6, P.E. 5D6, P.B. 2D6, Spd 5D6 (never less than 16).
Hit Points: See M.D.C.
Natural Armor Rating: See M.D.C.
M.D.C.: 3D6x10 + 40
Horror Factor: 16
P.P.E.: 3D6; a creature of magic.



Natural Abilities: Nightvision 60 ft (18 m, can see in total darkness), prowl 50%, swim 50%, climb 30%, track by smell 52%, leap 20 feet (6 m) high or lengthwise.

Combat: Five attacks per melee. **Bonuses:** + 3 to strike, +4 to parry and dodge, +5 to save vs poison.

Damage: Restrained claw attack 4D6 S.D.C., full strength claw strike 2D6 M.D.C. (+ 1D6 if P.S. is over 25), power claw 4D6 M.D. (+ 2D6 if P.S. is over 25), but counts as two attacks, bite 1D8 M.D., lash of the poisonous barbs of its tail, 1D8 S.D.C. plus poison does 6D6 S.D.C. damage unless its victim saves vs poison (the barb must penetrate the skin to do damage).

Magic: None

Psionics: None

O.C.C.: None

Skills of Note: Speaks Dragonese/Elf 98%; may know 1D4 others.

Average Life Span: 400 years

Value: Each quill of its poisonous, barbed tail holds its own individual pocket of poison, making them implements of death and coveted by assassins. An individual barb will bring 100 to 150 credits. The hide is worthless. Worth 50,000 to 75,000 credits caged and healthy, for sale as a slave animal or for the arena.

Habitat: Grasslands, savannas, steppes and wastelands, occasionally light forests and ancient ruins. Warm to hot climate is preferred. Rarely found on Earth.

Enemies: Humans and elves, but they are generally hostile to all humanoids.

Allies: Forces of evil.

Size: 8 to 10 ft long (about 3 m), 4 ft (1.2 m) tall at shoulders.

Weight: 600 to 700 pounds (270 to 315 kg).

Notes: Although a manticore has no use for treasure, they often gather a small treasure-trove which is hidden in their dens (a burrow or cave).

It is typically worth 4D6 x 100 credits. Game masters may add a handful of common weapons and/or armor.

Maxpary

These grotesque humanoids are indigenous to another dimension, but are instinctively drawn to places of magic. Thus, they have somehow found their way to Earth. Maxpary live exclusively in underground complexes. Unlike, the solid dwarven and kobold subterranean tunnels, the maxpary prefer to build their tunnels in soft, moist dirt or mud; the frequent cave-ins don't hurt nor annoy them. They are also known to adopt the tunnels of other creatures and may be found in the damp sewers and subways of ancient pre-rifts ruins and burbs, especially at or near a ley line.

Living exclusively on a diet of alien mushrooms and fungus, the maxpary spend most of their time tending their crops. Aside from planting and watering, this involves scavenging for dead carcasses or hunting and returning with the dead bodies to be used as fertilizer for their strange crops (a key ingredient). These bizarre mushrooms include not only food varieties, but also mushrooms that have magical properties.

When they are not tending the crops, the maxpary are involved in their totally mysterious religious and magical rites. Since no one has ever succeeded in communicating with the maxpary, others have invented the names Drol, Allil, and Mal for their weird gods. Of course, they may not be gods, or even a religion, for all that anyone really knows.

The maxpary are fanatically territorial and protective of their lairs, attacking all interlopers regardless of their intent. Their weapons are typically long, S.D.C., bladed pickaxes or the occasional mega-damage weapon, but most simply bite and claw. Each maxpary carries a small pouch of mushrooms and will take a magic **speed mushroom**, doubling his number of melee attacks, as soon as there is any warning of attack.

Killing maxpary is tricky business, since their brains are not located in their heads, although the removal of the head will kill a maxpary. It takes about 15 minutes for them to die from decapitation. Only deep thrusts into the center of their armored body will quickly kill a maxpary. But the strange supernatural beings don't stay dead! A slain maxpary will return to a sort of undead life as a more powerful, zombie defender of the lair. Bodies of the dead invaders are dragged off and used in the mushroom fields.

One out of every 200 maxpary is the equivalent of a 5th level warlock. In every 50 maxpary there is a 3rd level shaman. Of the rest, roughly a quarter are 2nd level soldiers/fighting drones. All other maxpary are unskilled peasant drones. **Note:** Also see Maxpary Shambler, the undead zombie protector.

Living Maxpary

Alignments: Any, but most are anarchist.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 4D6 (never less than 17), P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd 2D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 6D6 + 40; become an M.D.C. creature on **Rifts** Earth.

Horror Factor: 13 **P.P.E.:** 1D4x10; a creature of magic.

Natural Abilities: Nightvision 90 ft (27.4 m, can see in total darkness), excellent vision for dim light, poor day vision 20 ft (6 m), excellent hearing, dig in soft earth at a speed of 10 feet (3 m) per minute. Can hold breath for 20 minutes, toxic fumes and gases have no or little affect on the maxpary.

Combat: Two attacks per melee plus hand to hand basic. **Bonuses:** +1 on initiative, +8 to save vs poison, toxins, and drugs.

Damage: Restrained claw inflicts 4D6 S.D.C., full strength claws do 1D6 M.D., bite does 1D6 M.D.

Magic: Some may be warlocks, usually earth or air (elemental magic).

Psionics: None

O.C.C. (Palladium): Soldier, while some may be a warlock, shaman or peasant.

O.C.C. (Rifts): Either Warlock or drone. Not recommended as a player character.

Skills of Note: Typical drone: Climb 60%/50%, carpentry 50%, land navigation 80%, wilderness survival 50%, W.P. sword, W.P. knife, W.P. blunt, 50% will know how to use a stolen or found energy weapon (W.P. energy pistol or rifle). Hand to hand basic.

Habitat: Underground complexes; most common among the ruins of pre-rifts earth. Maxpary are not common on Earth, except in the German Republic.

Languages: They have their own strange tongue which is incomprehensible to other life forms. No communication is possible. Using telepathy on a maxpary has a 1-15% chance of causing instant insanity.

Enemies: None

Allies: None

Size: 4 to 5 ft (1.2 to 1.5 m)

Weight: 250 to 300 pounds (112.5 to 135 kg)

Notes: Maxpary are very territorial, aggressive, and hostile toward any creature that invades their domain. The smallest tribes can be a mere 10 or 12 members plus 2D6 shamblers, but most have 40 to 80 tribesmen, plus 1D6x10 undead shamblers. They use no tools except for an occasional club or stone; nor do they use artificial armor, or have any use for magic, gems, gold or power.

Maxpary Shambler

The bizarre supernatural nature of the maxpary creates a zombie drone moments after a maxpary is killed or dies. The undead form of the maxpary has but one purpose: to protect living maxpary by destroying all who invade their tunnels and/or threaten the tribe. Shamblers are fairly mindless and will continue to protect a lair even if all the living maxpary have perished. Shamblers will leave a lair only if the living tribesmen lead them away.

Shamblers have a spongy interior that cannot be damaged by normal weapons except fire (inflicts M.D. equivalent to normal S.D.C. damage). They are simple-minded beings, obedient only to living maxpary. As a strange form of animated dead, they are easily turned by clerical or magic *turn dead* and are held at bay by protection circles and holy water. Holy water doesn't hurt them, but they can not step over a line of holy water until it is dried (the crucifix has no affect). Hurt by magic or fire only.

Alignment: Anarchist, but effectively evil to all non-maxpary.

Attributes: All zombies have the same basic attributes; do not roll dice. I.Q. 4, M.E. 12, M.A. 1, P.S. 26, P.P. 10, P.E. N/A, P.B. 3, Spd 10

Hit Points: See M.D.C.



Natural Armor Rating: See M.D.C.

M.D.C.: 6D6 + 60; become an M.D.C. creature on **Rifts** Earth.

Horror Factor: 14, P.P.E.: 1D4

Natural Abilities: Bio-regeneration of 1D4x10 M.D.C. per every half hour. Immune to all non-magical weapons and attacks, including mega-damage weapons! However, can not pass spilled holy water or fire. Normal fire inflicts M.D.C. instead of its normal S.D.C. and maxpary shamblers sense their prey by supernatural means and cannot be blinded by light nor deafened or paralyzed. Likewise, psionic mind control, empathic transmission, and bio-manipulation have no affect/damage on them.

Combat: Three attacks per melee. **Bonuses:** +11 S.D.C. damage.

Damage: Restrained claw inflicts 4D6 S.D.C., full strength claws do 3D6 M.D., power punch 6D6 M.D., but counts as two attacks, bite does 2D6 M.D.

Magic: None

Psionics: None

Average Life Span: Indefinite — until killed.

Physical Appearance: Skeletal version of the maxpary.

Notes: A slain/dead maxpary will turn into a shambler within 1D4 melees. It instinctively attacks all life forms except other maxpary. A maxpary shambler can be destroyed only by burning it to a cinder, otherwise the zombie will regenerate and continue its mission as defender of the lair. However, depleting all of its M.D.C. by other means will immobilize the creature, seemingly killing it, until it bio-regenerates and walks again a half-hour later.

Maxpary Mushrooms

Food Mushrooms: (Brown with White Spots) Will provide a tasty and complete meal, cold or heated.

Warning Mushrooms: (Pink-Spotted, Brown Puffers) When disturbed by non-maxpary life forms, the mushrooms release clouds of spores. Unless a save is made vs magic, the victims will be seized by uncontrollable choking for 3D6 minutes.

Healing Mushrooms: (Red with White Spots) Each mushroom eaten will heal 1D6 hit points or physical M.D.C. and 2D6 physical S.D.C.

Speed Mushrooms: (Blue with White Spots) Anyone eating this mushroom will double their attacks and physical speed for 2D6 minutes. Exhaustion sets in once the mushroom wears off; -4 to strike, parry, and dodge and on initiative, requiring a couple hours of sleep to recover from its effects (to get back to normal).

Dream Mushrooms: (Mushroom with Green Spots) Whoever eats this will fall into a deep sleep and will experience vivid dreams that cannot be separated from reality. Can't be aroused from sleep for 2D4 hours, during which time the individual is healed of 5D6 hit points or 5D6 physical M.D.C., 8D6 physical S.D.C., plus all I.S.P. will be restored and the individual feels revitalized and energetic.

Death Mushrooms: (All White) The person eating this mushroom will seem to fall down dead. However, this is some kind of paralysis and suspended animation. The victim will seem dead and only the most advanced medical scanners (or psionics) will reveal that the person is still alive. No true damage is inflicted nor does malnutrition or dehydration damage occur from being in suspended animation. The effect can last anywhere from one to 100 days (roll percentile dice).

Maxpary Artifacts

Stone of Drol: Five inch sphere of black stone with a thin, white stripe. This object is reputed to be an essential ingredient to create a Raise Dead Circle, which can be used to either resurrect/restore a person who has been dead for not more than six hours or to animate and control 6D6 skeletons/corpses.

Stone of Mal: Eight inch, white, semi-transparent sphere. Used in ceremonies to control Shamblers and can be used to turn other zombies, mummies and even vampires. It may be a valuable artifact in Diabolist magic.

Stone of Allil: Seven inch, green stone sphere. This is a powerful artifact for performing water elemental magic (any water spell at a fifth level spell strength). Used by shaman & warlocks.

Treasure Spheres: The maxpary create a number of hollow metal globes of gold, silver or other metals. Value varies according to amount of metal. Occasionally, gems, magic items and other artifacts are sealed inside the globes (one in ten).

Melech

The melech are hideous monsters that one might describe as part demonic horse and part dinosaur. These perverse, black-hearted villains are carnivorous predators that delight in the destruction and mutilation of life and beauty. They are masters of terror and torture, often joining forces with other evil beings. Their exact origin is unknown, but it's clear that their roots lie somewhere in the steaming Yin-Sloth Jungles of the Palladium world.

On **Rifts** Earth, the melech's supernatural nature transforms them into mega-damage creatures. They often run in small groups of 2D6; a large group seldom exceeds 30 members, and lone hunters or mated pairs are not uncommon. Greedy and selfish, they often accumulate small hoards of treasure. An individual melech will have 4D6x 100 credits' worth of valuables, is likely to have 1D4 S.D.C. weapons for torture and a 30% chance of having one or two common mega-damage weapons (they have been known to use energy weapons).

The melech mate once every 20 years (though not for life), giving birth to one or two offspring who reach maturity eight years later.

Alignments: Evil or Selfish

Attributes: The number of six-sided dice rolled is as designated: I.Q. 1D6+1, M.E. 2D6+1, M.A. 2D6, P.S. 3D6+2, P.P. 3D6, P.E. 4D6, P.B. 1D6, Spd 5D6x2

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D6X10 + 40

Horror Factor: 16, P.P.E.: 3D6

Natural Abilities: Nightvision 60 ft (18.3 m; can see in total darkness), see the invisible, keen hearing, smell and track the scent of blood 65%, leap 20 feet (6 m) high or 40 feet (12.2 m) across, impervious to poison.

Combat: Five attacks per melee. **Bonuses:** +2 S.D.C. damage, +3 to strike and parry, +4 to dodge, +2 on all saving throws, impervious to poison/drugs.

Damage: Bite inflicts 1D8 M.D., restrained strike by the tiny front claws do 1D6 S.D.C. damage, full strength strike 1D4 M.D., front leg claws do 2D6 M.D., or may use a weapon. Leap attack does 1D4 M.D. with a 70% chance of knocking the victim of the attack to the ground (loses one attack and loses initiative), plus there is a 50% chance of the knocked down person being immobilized/pinned by the melech and therefore, vulnerable to attack from its tiny clawed hands.

Magic: None

Psionics: None

O.C.C.: None. Not recommended as a player character.

Skills of Note: Speaks Dragonese/Elven and Gobblely/Goblin 90%; may know 1D4 others (base proficiency). Wilderness survival 80%, land navigation 80%, track (humanoids) 35%, track animals 45%, swim 40%, climb 20%, W.P. knife and two of choice (any).

Average Life Span: 200 years

Value: None, although they are occasionally used as mounts by evil non-humans, such as ogres.

Habitat: Desolate, not heavily populated areas from northern steppes to jungles. Known to exist in Atlantis and parts of Europe.

Enemies: Humanoids and all creatures of a good alignment.

Allies: Giants, vampires, demons, and creatures of evil intent.

Size: 8 ft (2.4 m) at the shoulders, 18 to 20 ft (about 6 m) to the top of their head.

Weight: 1200 to 2000 pounds (540 to 900 kg).



Notes: Love to torture and torment their victims and may capture people rather than kill outright. Captive may be kept alive for hours or days as a plaything to torment and is eventually tortured and killed. Those

rare individuals who have frequent contact with the civilized world may wear mega-damage body armor similar to horse bardings (typically 70 to 100 M.D.C.).

Minotaur

Optional Player Character

This is another race of beast-men found on the Palladium world and recorded in the ancient Greek myths of pre-rifts Earth. Minotaur are sometimes confused with intelligent mutant cattle or the demonic Gallu Bull. They are giants with the head of a bull and the body of a human with dark bronze or near black skin and blazing yellow-orange eyes. They are usually encountered alone, in pairs, or small bands of 2D4 + 1. Tribes tend to be small, with about 1D6 members. The minotaur were probably wandering vegetarians at one point and still tend to be a bit nomadic and vegetarians.



On the Palladium world, large fields of minotaur bones have been found in the Baalgor Wastelands, testimony to a concentrated effort to annihilate them. It is not known who was responsible for their near extermination on this world; even the minotaur do not seem to know. However, speculation is that the perpetrators were elves or dwarves, because the Palladium minotaur will instantly attack any humanoids who invade their territory.

Palladium minotaur have taken to seeking refuge in underground complexes. They have become quite skilled at constructing traps and pits in the confusing tunnels of their subterranean homes. Many of these minotaur have also resorted to eating meat, but they still prefer to eat any grass, grain, vegetables or fruit over meats.

Alignments: Evil or Selfish

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6+1, M.E. 3D6, M.A. 2D6, P.S. 5D6, P.P. 4D6, P.E. 5D6, P.B. 3D6, Spd 3D6

Hit Points: Standard (P.E. + 1D6 per level)

Natural S.D.C. Armor Rating: 12, **S.D.C.:** 2D6x100; this means that the minotaur can survive minor mega-damage.

Horror Factor: 14, **P.P.E.:** 2D6

Natural Abilities: Nightvision 60 ft (27.4 m; can see in total darkness), good color vision, superior sense of smell, fire and cold resistant (does half damage).

Combat: Two plus O.C.C. hand to hand combat skills. **Bonuses:** +2 to strike, parry, and dodge; all are in addition to attribute and skill bonuses.

Damage: Claws/punch do 2D6 S.D.C. damage plus P.S. bonus, kick does 3D6 S.D.C. damage plus P.S. bonus, charge with horns inflicts 5D6 S.D.C. damage plus P.S. bonus and has a 60% chance of knocking the victim of the charge down (victim loses one melee attack and initiative).

Magic: None

Psionics: Standard

O.C.C. (Palladium): Any Men of Arms

O.C.C. (Rifts): Any Men of Arms, except Coalition, or scholar and adventurer, except cyber-doc.

Skills of Note: Palladium characters will speak and read Dragonese/Elven at 92%.

Average Life Span: 400 years

Value: Some alchemists will pay up to 3500 credits for a minotaur horn. However, since it closely resembles a normal bull's horn, they are especially wary of fakes.

Habitat: Anywhere, although they prefer warm and temperate climates. Known only to exist as slave stock on Atlantis.

Enemies: Palladium minotaur are wary of all humanoids.

Allies: None

Size: Seven and a half to nine feet tall (2.3 to 2.7 m)

Weight: 500 to 800 pounds (225 to 360 kg)

Notes: Minotaur seem to have a liking for large swords and axes. Those familiar with modern weapons like vibro-blades and heavy weapons, including rail guns. They will wear body armor.

Owl-Thing

Owl-things are strange little creatures that resemble long-legged owls with large, rolling, yellow-green eyes. More intelligent than true owls, they do possess a rudimentary intelligence and emotions, but are far from man's equal. Unlike true owls, they roam the grasslands and parched earth of the wastelands on foot, taking wing only to escape predators. Owl-things are terrible flyers.

They generally avoid large humanoids except to steal an occasional meal or glittering trinket. They are obsessed with collecting bright and shiny objects, risking life and limb if the object be deemed worthy. Such objects can range from brilliant, valuable gemstones, gold or jewelry to worthless sparkling rocks, glass, bottle caps and metallic

pop-lids. The treasure hoards are usually buried among the dry grass, sticks, and leaves of their nests, which are hidden under rocks or logs, or the protective arms of a cactus. Frequently, a nest is near, or shared with, a much larger and more ferocious beast. This is easy for the owl-thing because it can psionically commune with animals, making the creature totally accept it as one of its own. The monster will defend its treasure nest to the death using psychic powers, psionically manipulate neighboring animals and monsters to help it, as well as physically biting and clawing.

Alignments: Any, but usually anarchist

Attributes: The number of six-sided dice rolled is as designated: I.Q. 1D6, M.E. 5D6 (never less than 22), M.A. 3D6, P.S. 1D6, P.P. 3D6, P.E. 2D6, P.B. 3D6, Spd 3D6 + 6 running or times 2 in flight, but flight can only be maintained for 2D4 + 2 minutes before needing to perch and rest.

Hit Points: P.E. + 10

Natural S.D.C. Armor Rating: 4, **S.D.C.:** 1D4x10

Horror Factor: 11, **P.P.E.:** 4D6

Natural Abilities: Keen, hawk-like vision (can see a glittering trinket two miles away), exceptional vision in the dark (equal to passive night-sight; range 2000 feet/609 m), good sense of smell, track by sight 75%, track by smell 60%, prowl 64%, pick pockets 35%, and limited flight. They cannot fly for great distances, needing to rest within 10 minutes. Also see psionics.

Combat: Four attacks per melee. **Bonuses:** +2 on initiative, +1 to strike, +3 to dodge, in addition to attribute bonuses.

Damage: Bite and claws both inflict 1D4 S.D.C. damage, or psionic attacks (limited telekinesis).

Magic: None

Psionics: I.S.P.: M.E. x 5. Abilities include presence sense, sixth sense/sense traps, resist fatigue, resist thirst, bio-regeneration, telepathy with animals only/commune with animals, empathy, and telekinesis (limited). Psionic strength is equal to a 4th level Mind Mage/Mind Melter.



O.C.C.: None, although natural thieves and psychic. Not recommended as a player character.

Skills of Note: Own code of chirps, hoots, howls, and whistles. 60% of all owl-things understand and speak (in a shrill voice) one humanoid language, usually Gobbley or Dragonese.

Average Life Span: 50 years

Value: Varies; sometimes wanted by men of magic and demons as guardians of treasure, pets, and familiars. They can be sold for 1D6x1000 credits, if a buyer can be found.

Habitat: The grasslands and desert areas. None are known to exist on Rifts Earth, except perhaps in Atlantis.

Enemies: Canine and feline predators; leery of all humanoids.

Allies: Often ally themselves with, or psionically manipulate, other animals, especially their natural feline enemies, to protect their nests.

Size: Two and a half to three and a half feet (about 0.9 m) tall.

Weight: 20 to 30 pounds (9 to 13.6 kg).

Notes: Owl-things mate for life, bearing 1D4 young once every four years (during the late spring or early summer). They are solitary creatures, living alone, or as a mated pair, or with their young until they reach maturity, two years after hatching. Upon reaching maturity, the owl-things' youngs' natural psionic abilities manifest themselves, signaling the time for them to leave their parents. Owl-things are nocturnal predators.

Pegasus

These extremely rare, winged horses are occasionally sighted in the plains or high in the mountains of the eastern United States, Atlantis, France, Spain and Africa; all are the descendants of animals that have escaped their Atlantean masters. They are typically white or black in color, with large, feathered wings, and majestic in appearance.

Pegasus roost high in the mountains, away from predators and humanoids, making their nests near those of eagles and other hunting birds. They can also be seen grazing in meadows and playing in open fields, though ever alert for danger.

Capturing or training a pegasus is very difficult. In their years of independence they have come to fear all humanoid creatures. They also remember any cruelty inflicted upon them, however minor, for life. Their psionic abilities make them all the more difficult to capture. However, pegasus are smart and loyal when properly trained (ideally, with kindness). At one point on the Palladium world, pegasus were entirely domesticated by elves. Sometime during the Great Elf-Dwarf wars, the entire population was nearly exterminated and were believed to be extinct for many years.

Alignments: Any, but usually good

Attributes: The number of six-sided dice rolled is as designated: I.Q. High animal intelligence, roughly equal to an I.Q. of 5, M.E. 2D6, M.A. 1D6, P.S. 5D6, P.P. 4D6, P.E. 4D6, P.B. 4D6 (never less than 17), Spd 5D6 running (never less than 22) or 3D6 x 10 flying (never less than a speed of 90, about 61 mph/96 km).

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 3D6x10; they are creatures of magic and become mega-damage creatures on Rifts Earth.

Horror Factor: None, **P.P.E.:** 2D4x10

Natural Abilities: Fly, soar/hover on the wind, exceptional, hawk-like vision (can see a rabbit 3 miles away), nightvision 90 ft (27.4 m; can see in total darkness), track by sight 45% (not natural hunters), normal leap is about 20 feet (6 m) across and 10 feet high (3 m), wing assisted soaring leap 100 feet (30.5 m) high or across and this is without actually flying. Also see psionics.

Combat: Four attacks per melee. **Bonuses:** +2 on initiative, +1 to strike, to parry and dodge, +3 to dodge in flight, in addition to attribute bonuses.

Damage: Bite does 1D6 S.D.C. damage, kick with front legs does 2D6 M.D., kick with rear legs does 4D6 M.D., power kick 6D6 M.D., rear legs only and must be on the ground to do a power kick (counts as two attacks).

Magic: None

Psionics: I.S.P. is M.E. x 6. Sense evil, empathy and limited telepathy.

O.C.C.: None, but can be loyal pets, riding animals, and familiars.

Average Life Span: 100 years.

Value: 250,000 to 400,000 credits is a reasonable fee. Even untrained pegasus will sell for around 75,000 credits.

Habitat: Extremely high and rugged mountains; seem to prefer moderate to cold temperatures.

Enemies: Splugorth and their minions, peryton and loogaroo. Fear humanoids.

Allies: None

Size: 6 to 7 ft (1.8 to 2.1 m) at the shoulder, wingspan is about 20 to 30 feet (6 to 9 m).

Weight: 1000 to 1200 pounds (450 to 540 kg)

Notes: Pegasus can mate at full maturity, eight years old, every other spring, giving birth to one. The foal leaves its mother's side after two years.

attacks). Flying or running charge with horns does 6D6 M.D. but counts as two attacks.

Magic: None

Psionics: None

O.C.C.: None; an animal-like predator.

Skills of Note: Language is composed of whines and whistles, but can learn to understand the basics of at least two languages like a normal horse or dog (level of comprehension is 60%).

Average Life Span: 300 years.

Value: As a tame steed: 250,000 to 350,000 credits (seldom used by characters of a good alignment), untrained command about 50,000 credits. Occasionally used as a pet or familiar by evil mages.

Habitat: Mountainous areas, especially those near oceans and seas. Known to exist along the eastern coast of Europe, England, and Atlantis.

Enemies: All humanoids and dragondactyls.

Allies: None per se

Size: 5 ft (1.5 m) at the shoulder, wing-span is about 20 ft (6 m).

Weight: 240 to 340 pounds (108 to 153 kg).

Notes: Although humans/humanoids are their preferred prey, they also feed upon sheep, goats, deer, pegasus and livestock.

Peryton mate once every ten years, giving birth to one or two fawns twelve months after conception. Young leave their mother within five years, but don't actually reach maturity until they're sixteen years old.

These wicked monsters have no need or want of gold or magic; however, the valuables, weapons and armor of their victims can often be found in or near their mountain nests. A typical treasure-trove will include 1D6x 1000 credits, 2D4 ordinary type weapons, 1D4 suits of M.D. body armor (covered in dry blood and have half their normal M.D.) and a 12% chance of 1D4 M.D. handguns.

Peryton — Demon Deer

Another flying anomaly of nature is the deceptively beautiful and elegant creature, the peryton. However, unlike the pegasus or even the dragondactyl, the peryton is a murderous hunter that appears as a winged deer, but casts the shadow of a man! Hence, it is often called the "Demon Deer." Little is known about this supernatural nightmare creature. Its origin unknown; most believe it to be from another dimension, perhaps having gained entry to Earth thorough a rift or brought as livestock by the Splugorthians. It is interesting to note that the peryton are part of Greek mythology, suggesting that their kind may have roamed the Earth in eons past.

The peryton is a malicious predator that attacks and devours humanoids and other handsome animals such as the pegasus and unicorn. However, humanoids are, by far, the monster's favorite prey. Sailors who cannot flee from the confines of their vessel are easy targets for the monsters.

Alignment: Miscreant or diabolic evil (supernatural)

Attributes: The number of six-sided dice rolled is as designated: I.Q. High animal intelligence, roughly equal to an I.Q. of 5, M.E. 3D6, M.A. 1D6, P.S. 4D6 + 2 (never less than 20), P.P. 4D6, P.E. 4D6, P.B. 4D6 (never less than 17), Spd 4D6 running (never less than 22) or 2D6 x 10 flying (never less than a speed of 70, about 48 mph/78.6 km).

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 3D6x10+ 10; they are supernatural creatures and become mega-damage beings on **Rifts** Earth.

Horror Factor: 13, **P.P.E.:** 3D6

Natural Abilities: Exceptional long-range vision equal to the pegasus, nightvision 90 ft (27.4 m), track by sight 77%, prowl 40%, swim 60%, climb 40%, normal leap is about 15 feet (4.6 m) across and 10 feet high (3 m), wing assisted soaring leap 100 feet (30.5 m) high or across and this is without actually flying. Impervious to all S.D.C. weapons (including silver, fire and cold). Only mega-damage weapons, magic, and poison have any affect on them.

Combat: Five attacks per melee. **Bonuses:** +1 on initiative, +2 to strike, +2 to dodge, +4 to dodge while in flight, +2 to save vs poison, in addition to attribute bonuses.

Damage: Bite does 1D6 M.D., kick with front legs does 1D6 + 2 M.D., kick with rear legs does 3D6 M.D., power kick 6D6 M.D., rear legs only and must be on the ground to do a power kick (counts as two

Rahu-Men

Optional Player Character

The rahu-men are an ancient race of four-armed giants indigenous to the Palladium world. They have forsaken the ways of their world and are said to live only in the highest peaks of the Old Kingdom mountains in the Palladium world. Protected by their mountain retreats, they pursue a quite life as scholars, mystics and sheepherders. Many human scholars of the Palladium world believe the rahu-men have become extinct, because none have been seen in over two hundred years.

In ancient times they ranked among the world's most powerful warriors, mind mages, wizards, and scholars. It's said that even the titans respected the rahu-men, but as the world changed, the four-armed giants found themselves unable to adapt. Feared by both humans and non-humans, the rahu-men were the target of many unfair assaults. After a great number were slain in an unsuccessful military campaign waged by the Western Empire to terminate them, the survivors became reclusive and fled into the Old Kingdom mountains. Even then they were hounded by the world's leaders and power hungry individuals for their great combat skills, mystic powers, and wisdom. As a result, the rahu-men have gone to great lengths to perpetuate the myth that they have become extinct.

A comparatively large number live in the Old Kingdom mountains, while others have taken to exploring other worlds such as **Rifts** Earth. In fact, a community of nearly 600 exists in the Himalaya Mountains of Earth, where their ancestors have lived in solitude for over 4000 years! It was the footprints and brief glimpses of these giants, clad in white sheep's skin or furs, that inspired the legend of the Yeti — the Abominable Snowman.

Alignments: Any

Attributes: The number of six-sided dice rolled is as designated: I.Q. 4D6, M.E. 3D6, M.A. 2D6, P.S. 5D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd 2D6



Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 6D6x10; since the coming of the **Rifts**, the rahu-men, who are creatures of magic, are transformed into mega-damage beings.

Horror Factor: 10, **P.P.E.:** 1D4x10

Natural Abilities: Superior I.Q. and great physical power and four arms are among the most obvious things. Also see psionics.

The four limbs provide the following skill modifiers: +10% to climb/scale walls, +5% to pick pockets, +5% to pick locks, +10% to palm, +10 to concealment, +5% to carpentry and boat building, +5% to all electrical and mechanical skills, +5% to military skills, +10% to medical skills. Minus 15% to prowl. Combat skills and bonuses, like parrying, are taken into account and presented in the combat stats.

Combat: Four without any hand to hand combat training, or four plus those gained from hand to hand combat and/or boxing. An experienced rahu-man fighter will have seven to nine melee attacks.

Bonuses: +1 to strike, +4 to parry, and +2 on initiative, in addition to attribute and skill bonuses.

Damage: A restrained, open-handed slap does 1D6 S.D.C. damage, a restrained punch does 2D6 S.D.C. damage plus P.S. bonus, a full strength punch inflicts 2D6 M.D., a power punch 4D6 M.D. (counts as two attacks), or by weapon?, or magic if versed in the mystic arts.

Psionics: All rahu-men possess minor psionics and know all level one abilities if a **Palladium RPG** character, or all sensitive powers if a **Rifts RPG** character. I.S.P.: Standard: M.E. number plus the roll of 2D6 and an additional 1D6 for each level of experience.

Average Life Span: 1000 years

Value: None, other than for services as fighters, scholars, healers, and practitioners of magic, or as slaves.

O.C.C.s (Palladium): Virtually any O.C.C., but lean toward mercenary fighter, knight, paladin, ranger, thief, assassin, healer, scholar, and any magic. Vary rarely pursue the ways of the clergy.

O.C.C.s (Rifts): Any except the Coalition military. Lean toward cyber-knight, headhunter, and all scholars & adventurers (especially operator, body fixer, scholar and scientist) and practitioners of magic, especially line walkers, mystics and techno-wizards.

Skills of Note: Languages: Dragonese/Elven and two additional (your choice) languages and literate in all (+20%), basic math (+30%), and W.P. archery & targeting (with an emphasis on spears and pole arms); all are in addition to O.C.C. skills.

Habitat: Communities of rahu-men are found in mountains and secluded places, away from the prying eyes of fellow humanoids. None are known to exist on Earth (though you, the reader, know otherwise).

Enemies: Most fellow giants, ogres, trolls; distrusts humans and elves.

Allies: Traditionally, titans and kobolds. Rahu-men tolerate any intelligent, hospitable, and/or noble creature. They respect all life forms.

Size: 12 to 15 ft tall (3.6 to 4.6 m)

Weight: 350 to 500 pounds (157.5 to 225).

Notes: The things happening on **Rifts** Earth have caught the giants' attention. Always an inquisitive people, the rahu-men cannot resist the temptation to explore this transformed world, especially since countless other non-human life forms make them less alien than days past. Many are well acquainted with technology and the use of high-tech machines and weapons. In fact, General Rasheen, member of the Council of Governors and celebrated hero of the New German Republic, is a rahu-man (9th level cyber-knight with one bionic replacement arm). Others are steeped in the ways of magic or the sciences, while still others are just young and curious. Young rahu-men, first or second level characters, desire to see the world. They are far more open to travel and adventure than most of the older, more cautious giants.

Generally, the multi-limbed giants respect all people and philosophies. Although a gentle, intellectual people, rahu-men are surprisingly involved in physical activities and love physical sports, tests of combat and contests of all types. Consequently, most are trained and deadly combatants. Those that travel into hostile territory on wild

adventures wear custom-made body armor (costs 20 times more than human size armor). Some elect to wear no armor at all. Favorite ancient weapons include: pole arms, forks, and the ball and chain. Favorite modern weapons include precision lasers and heavy weapons.

A tradition of cannibalism continues among most rahu-men. One of the giants few terrifying and repugnant rituals is to have a triumphant warrior devour the heart, brain, and/or entrails of his victim. Perhaps needless to say, they have no compunction against eating a slain opponent, especially when other food sources are not available. Of course, rahu-men don't generally run around kidnapping, killing and eating people. Although an insane, murdering rahu-man can be a horrific villain.

Note Number Two: The term rahu "man" or "men" is the identifying name of this race of giants, but both male and female genders exist in about an equal ratio.



Ratling

Optional Player Character

Ratlings are a race of humanoids indigenous to the Palladium world, who resemble humanoid rats. Their appearance could easily be mistaken for mutant animal experiments by the Coalition State of Lone Star, but¹ they are not mutant animals. On the Palladium world, they are found only in the subterranean depths of large and ancient cities of the Western Empire. Here, these sly and plotting creatures gather ancient and modern means of magic and plan for the day when they will rule the world. Their existence is kept secret, so very few city dwellers are aware of them. And those who do know about the ratlings are either smart enough to keep silent or encounter a sudden accident. A comparatively tiny number of ratlings, perhaps as many as a thousand, have arrived on **Rifts** Earth, either by means of their own magic dimensional portal or as slaves sold by the Splugorth Slavers.

Magic is a major fascination for the ratlings. There are numerous wizards, warlocks, and shaman among their numbers on the Palladium world, and they will frequently attempt to control powers far beyond their abilities. This is one of the things that has lured the free ratlings to **Rifts** Earth. Ratlings believe that they are the chosen people of Kirgi, the Rat god, and as such shall inherit their world (and perhaps a few others too). The only thing that keeps them from open conquest of the Palladium world is their cowardice. They have low self-esteem and dramatically underestimate themselves. Ratlings rarely attack unless

they have overwhelming odds in their favor. Their cowardice also prevents them from pursuing the mystic arts as far as one might expect. They are especially fearful of diabolism and summoning.

Ratlings tend to be quiet and shrewd observers, staying hidden in the shadows, ever vigilant and patient, until the right moment entices them to take action. They are clever, cunning, sneaky and resourceful, although they sometimes play the fool and let their insecurities get the better of them. They also have an aptitude for spying and building things, so it's little wonder that they have a fascination with traps, tricks, thievery and surveillance devices.

Alignments: Any, but most NPCs are selfish or evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 4D6, M.E. 2D6, M.A. 3D6, P.S. 2D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 3D6

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

S.D.C.: 30

Natural Armor Rating: None

Horror Factor: 11, **P.P.E.:** 1D6

Natural Abilities: Keen color vision, nightvision 40 ft (12.2 m; can see in total darkness), excellent nightvision (can see in one tenth the light that humans need), poor day vision 90 ft (27.4 m), sensitive whiskers help them maneuver in the dark or when blind (usual penalties are half), keen hearing, climb 70% (instinctive), swim 70% (instinctive), imitate voices 60% (instinctive).

Magic: By O.C.C.

Psionics: Standard

O.C.C.s (Palladium): Any, but lean toward mercenary fighter, thief, assassin, wizard, warlock, and shaman.

O.C.C.s (Rifts): Any except Coalition, but lean toward city rat (no pun intended), operator, vagabond (with a focus on rogue, communication, and/or piloting skills), juicer, borg, headhunter, line walker, mystic, and techno-wizard. City rat, vagabond-thief, and mystic are the most common among natives born on **Rifts** Earth. A borg's bionic conversion and crazy's M.O.M. conversion are too scary for most to consider, while body fixer and cyber-doc require too much study and work to be appealing. Cybernetic implants and weapons are very appealing to the tricky ratlings, especially if the cybernetic implant is completely concealed.

Skills of Note: All Palladium RPG ratlings speak the Western Human dialect, Gobblely/Goblin, and Dwarven 98%. 25% are literate, too. **Rifts** ratlings speak Gobblely 98%.

Average Life Span: 55 years

Habitat: Subterranean cities and ancient tunnel systems.

Enemies: Everyone. They don't trust anyone. Plan to conquer their home world. Most hated are changelings.

Allies: None

Size: Four to five and a half feet tall (1.2 to 1.65 m).

Weight: 45 to 90 pounds (20 to 40.5 kg).

Notes: Ratlings will use any weapons or armor they can get their hands on. They love high-tech stuff! Especially cybernetics.

Scarecrows

The creatures appear to be animated scarecrows made of straw, and that is exactly what they are! They look like a typical scarecrow, button-like eyes, floppy hat, sewn lips/mouth, tattered clothing, gloves and boots stuffed with straw, and a straw-filled bag for a head. These supernatural beings were created by an insane diabolist/alchemy before the madman was slain and the means of their creation (or summoning?) was forever lost. Still, he had successfully created a small army of scarecrows, most of whom escaped a fate of destruction. No one knows how many may still exist, certainly hundreds roam the Palladium world. They have spread across the land, but are most common to the Eastern Territory.

Because scarecrows are effectively immortal, many of them have acquired extensive skills. In spite of mass persecution and other difficulties, many scarecrows have not only survived, but managed to learn multiple O.C.C.'s. The most dangerous are those scarecrows who have become proficient as men of magic. No Palladium scarecrows are known to exist on **Rifts** Earth. **Note:** Scarecrows need twice the normal experience to advance a level in any O.C.C.

Alignments: Evil

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6+2, M.E. 3D6, M.A. 3D6, P.S. 3D6+1, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 2D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D4x100 + 200; in the world of **Rifts** the scarecrows' are mega-damage supernatural creatures.

Horror Factor: 15, **P.P.E.:** 4D6 (permanent base)

Natural Abilities: Impervious to cold, heat and poison. Normal weapons do no damage. Likewise, they are impervious to magic that affects the human body, such as clouds and gases, paralysis, blind, mute, age, sickness, and even life drain. Only forceful magic attacks, such as call lightning, fire ball, wind rush, magic net, walls/barriers, all the fire spells, etc., can inflict damage or impair movement.

Perhaps the scarecrow's most terrifying power is supernatural regeneration. If smashed, dismembered, or blown to pieces, the scarecrow will regenerate within twelve hours or sooner. This supernatural regeneration restores 1D4x10M.D.C. at a rate of once every five minutes (20 melees). A scarecrow who appears to have been blown into dust particles will completely reform, at full M.D.C., and full memory, in 12 hours. Dismemberment requires seven hours, while being smashed or losing one or two limbs (including the head) will take one hour to regenerate.

The scarecrow can fight without a head, but all combat bonuses are at half and initiative is completely lost. They don't breathe either and can survive in a vacuum, underwater, or in a toxic gas cloud.

Only fire can destroy a scarecrow! All fires, including S.D.C. flame, inflict mega-damage. Hot coals inflict one M.D. and have a 22% chance of setting the fiend on fire. A flaming torch will inflict 2D6 M.D. and has a 32% chance of setting him on fire. A flare shot into the body will do a minimum of 4D6 M.D. and has a 37% chance of setting him on fire, while an S.D.C. flamethrower does 6D6 M.D. per blast and has a 55% chance of setting him on fire. Being set entirely ablaze or walking into a blazing inferno or wall of flame (not magic) will also instantly set the scarecrow on fire, causing 1D6 x 10 damage per each melee he is ablaze. Mega-damage fires, including plasma weapons, incendiary grenades/missiles and magic fire, inflict double damage. Scarecrows instinctively fear fire and can often be held at bay by a simple torch, campfire or circle of flame, magic or normal.

Combat: Five attacks per melee. **Bonuses:** +4 to S.D.C. damage, +2 to strike, parry, and dodge, +2 on initiative, +3 to save vs magic, impervious to poison, drugs, and gases. Does not need to breathe air.

Damage: Restrained punch inflicts 4D6 S.D.C. damage plus PS bonus if any, full strength punch does 1D6 M.D., a power punch 2D6 M.D. (counts as two attacks), kick 1D8 M.D., or by weapon or magic.

Magic: Standard

Psionics: About half (44%) of the scarecrows have "latent" psychic powers. In **Rifts**, they are considered a major psionic. Determine I.S.P. and powers as usual. Or they may become a mystic.

R.C.C.: Scarecrow — Supernatural Adventurer. Most have two O.C.C.s; the first, and primary O.C.C. area of knowledge will be at 1D6+4 level, the second O.C.C. area of knowledge will be at 1D4+2 levels of experience. Not recommended as a player character.

Available O.C.C.s (Palladium): Any, except priest, witch and shaman. Must have the necessary O.C.C. attribute requirements.

Available O.C.C.s (Rifts): Any, but no hand to hand combat skills, or boxing, are applicable. Tend to stay away from medical and mechan-



ical O.C.C.s, preferring men at arms, scholars and adventurers, and especially magic! Many are mystics. Individual stats must meet O.C.C. requirements. **Note:** Scarecrows need twice the normal experience to advance a level in any O.C.C., Palladium or Rifts.

Skills of Note: All scarecrows know the following skills in addition to O.C.C. skills. W.P. knife (their favorite weapon), demon & monster lore (+ 20%), basic math (+10%), and Languages: Palladium Eastern Human 98%, and two others of choice at + 20%; plus recognize magic items 80% and recognize precious metals/stones 80%. Also select 1D6 + 2 additional secondary skills (no bonuses) from any skill category.

A typical scarecrow spell caster will know all first and second level spells and 1D6 spells from levels three through 11.

Typical level of experience: 8th level in at least one O.C.C.

Average Age: 3D6 x 100

Average Life Span: Effectively immortal — Until destroyed by fire.

Value: None, other than evil or mercenary services.

Habitat: Anywhere. Not known to exist on **Rifts** Earth.

Enemies: None, per se.

Allies: None

Size: 6 ft tall (1.2 m)

Weight: 30 to 80 pounds (13 to 36 kg); they're only made of straw.

Notes: Scarecrows will use body armor only if they are of a men of arms O.C.C. and even in that case, they will only use full suits of light armor. Since they are mega-damage creatures on **Rifts** Earth, the use of armor is often a means of disguise, little more. Blade weapons are their favorite.

Scorpion Devil

A hideous, bellowing mammal with large, tearing maw and poisonous tail stinger. The creature is not a devil or demon, but so named because of its grotesque appearance and evil disposition.

Despite its large, red eyes, the scorpion devil is extremely nearsighted, unable to see clearly beyond three or four feet. However, the vicious predator has an almost supernatural sense of smell and hearing. The scorpion devil is terribly bold, attacking creatures four times its size. Thus, they will feed on anything from rodents to humans. Fortunately, they usually attack only when hungry or when they feel threatened. However, scorpion devils are very nervous and hostile, so that even an innocent, accidental encounter is likely to launch one into a frenzy, fighting to the death. When encountered in the wild, it is best to stand completely still until the creature leaves, or to slay it on the spot. **Note:** A wounded scorpion devil will always fight to the death.

Alignments: Considered evil

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Low animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 14+1D6, P.P. 14+1D6, P.E. 14 + 2D6, P.B. 1D6, Spd 14 + 2D6

Hit Points: 6D6

Natural S.D.C. Armor Rating: 6, S.D.C.: 2D4x 10

Horror Factor: 12, P.P.E.: 2D4

Natural Abilities: Prowl 30%, climb 52%, track by smell alone 90%, superior hearing (see bonuses), swim 25%.

Combat: Four attacks per melee. **Bonuses:** +4 on initiative, +2 to strike and parry, +4 dodge. NO penalties for being blinded/total darkness. All are in addition to attribute bonuses.

Damage: Bite inflicts 2D6 S.D.C. damage, claws 1D6 S.D.C. damage plus P.S. bonus, or by poison stinger, doing 1D4 S.D.C. damage each sting plus poison damage of 3D6, unless the victim saves vs poison.

Magic: None

Psionics: None

O.C.C.: None

Value: None

Life Span: 15 years

Habitat: Wilderness areas with light forests, caves and ruins.

Languages: None, except grunts, growls, and bellows.

Enemies: Humanoids and other forest predators.

Allies: None

Size: 2 ft tall (0.6 m), 3.6 ft long (1.1 m).

Weight: 35 to 50 pounds (16 to 23 kg).

Notes: Scorpion devils live in burrows under fallen trees or large stones. They can mate as often as once a year, in the spring, giving birth five months later, bearing 1D4 offspring. Young leave their mother (scorpion devils don't mate for life) within eight months, reaching full maturity within fourteen months. It is only a mature male or female that can inflict poison (otherwise doing 1D4 points of damage). They are solitary creatures, so one isn't likely to encounter more than one at a time unless found with young or mate.

O.C.C.: None; animal

Average Life Span: 50 years

Enemies: Large predators

Allies: None

Value: Up to 12,000 credits if sold to a gladiatorial arena. An eandroth, simvan monster rider, or psi-stalker might pay as much as 6000 credits for one as a mount. The meat is worthless.

Habitat: Extreme desert; cannot survive long in climates cooler than 40 degrees Fahrenheit. Cold desert nights are tolerable if covered or otherwise sheltered, but 2D6 days of cold temperatures will kill. Not known to exist in the **Rifts** world.

Size: 8 to 9 ft (2.4 to 2.7 m) at the shoulders.

Weight: 400 to 800 pounds (180 to 360 kg).

Silonar

The silonar are dinosaur-like, warm blooded animals with massive hind legs and tiny front arms. They are indigenous to the Palladium world and used by the eandroth as riding animals. They are covered in small red and gold scales and have red eyes. These theropods are extremely hardy and can survive up to three weeks without water and will travel, without rest, for up to 10 hours in a single day.

The major problem with using the silonar as a riding animal is their incredible stupidity. They are nearly as dumb as a rock and cannot be domesticated very well. They accept none as their master and are seldom submissive. They have to be "reminded" who's the boss every time they're mounted. Typically, the eandroth rider will punch the silonar between the eyes several times to stun the beast and to show him who is master. Controlling the silonar is often a matter of grabbing the head and twisting it in the desired direction. Often to get the creature to stop or to stay, it is again necessary to punctuate the command by pounding on his rock-hard skull to get the message across.

Silonar are nasty, smelly, short-tempered creatures that will take a bite out of a rider any time the opportunity presents itself. In combat, the smell of blood will transform the silonar into a seething, uncontrollable beast, hungry for a fight and the taste of flesh and blood. The eandroth have been known to set their beasts loose to attack particularly stubborn or numerous enemies. Surprisingly, a silonar can become very attracted, loyal and affectionate to its rider after a few years, not that such affection will prevent the beast from biting its master when aggravated.

Alignment: Considered anarchist or miscreant.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Low animal intelligence, M.E. 1D6, M.A. 2D6, P.S. 22+1D6, P.P. 18+1D6, P.E. 20+2D6, P.B. 2D6, Spd 34+4D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 3D6x10; the silonar is considered a small dinosaur and becomes a light M.D.C. creature in **Rifts**.

Horror Factor: 13, P.P.E.: 2D6

Natural Abilities: Excellent speed, can run without pause and without exhaustion for 10 hours, leap up to 20 ft (6 m) lengthwise and 10 ft (3 m) high. Can go without food or water for a week without ill effect; eats just about anything, from carrion and shrubs to fresh kills of animals (large and small — humans included). Smell blood one mile away, can track blood scent 55%. The smell of blood and the sight of combat sends the creature into a killing frenzy; unless restrained, it will attack.

Combat: Four attacks per melee. **Bonuses:** +1 to strike and parry, +3 to dodge, +6 to save vs psionic attack (too stupid).

Damage: Bite does 1D6 M.D., small fore-claws 4D6 S.D.C. plus P.S. bonus, clawed feet inflict 2D6 M.D.C..

Magic: None

Psionics: None



Spectre

Believed to be a horrific ghost by primitive people, spectres are wraith-like, supernatural beings of pure energy. They assume a humanoid shape and glow with crackling energy that gives them an eerie illumination and ghostly appearance. They are the embodiment of evil, a malignant alien force content to wander the world, inflicting pain and misery upon intelligent life forms.

They cannot be harmed by the weapons of man, not even mega-damage weapons, but are vulnerable to magic and psionics. Spectres rarely use hand-held weapons, never wear armor, and have no desire for wealth or power.

These energy beings are known to many worlds, but rarely exist in great numbers nor work in large groups with other spectres. Unfortu-

nately, the incredible magic and psychic energy that abounds on **Rifts** Earth has served to attract these monsters in larger numbers than usual. Even so, they are seldom found in groups greater than three, but one or more may be in league with other forces of evil.

Alignment: Typically miscreant or diabolic evil, occasionally anarchist.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 20+2D6, M.A. 1D6, P.S. 2D6, P.P. 2D6, P.E. 3D6, P.B. 2D6, Spd 2D6 running, flying is 22 or 15 mph (24 km).

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: P.E.xS, but invulnerable to poison, drugs, and all weapons, including M.D. weapons. Only magic and psionics can hurt a spectre.

Horror Factor: 16, P.P.E.: 50 + 2D6

Combat: Two physical and one psionic attack per melee or four psionic attacks per melee! **Bonuses:** +2 to strike and dodge. Remember, invulnerable to all normal and mega-damage attacks; vulnerable only to psionics and magic.

Natural Abilities: Fly at a speed of 22 (15 mph or 24 km), change size at will (6 to 15 feet), impervious to normal weapons, drugs and poison, heals twice as fast as a human. Can travel on the astral plane without leaving his body behind; the entire essence of the spectre dimensional teleports to the astral plane. Often travels by means of astral projection and attacks other astral travelers of good alignment.

Magic: None

Psionics: I.S.P. is normally 90, but is doubled (180) on **Rifts** Earth. Psionic power is equal to a 4th level mind mage or mind melter. A **Palladium RPG style spectre** has all levels one, two and three psionic powers. A **Rifts style spectre** possesses all sensitive and physical psionic powers plus detect psionics, bio-regeneration, bio-manipulation, hypnotic suggestion, mind block auto-defense, and mind bolt. There is no reason that there cannot be both varieties of spectres in the **Rifts** world.

O.C.C.: None. Not recommended as a player character.

Languages: None, communicates via telepathy and empathy.

Average Life Span: Unknown — Immortal?

Value: None

Enemies: Humanoids and forces of good.

Allies: Evil supernatural forces, particularly very powerful beings.

Habitat: Virtually any locations on Earth and other dimensions, but avoids areas of extreme cold or heat.

Size: 6 to 15 feet (1.8 to 4.6 m). All spectres can adjust their shape to suit the situation, thus the same spectre can change from human size to as tall as 15 feet at will.

Weight: Approximately 100 pounds (45 kg) regardless of size, such is the nature of this energy being.

Notes: A maleficent energy being to be avoided. Sometimes appear during *ley line energy storms*.

authority, the sphinx will begin demanding all sorts of expensive delicacies and, if a student of magic, magical books and artifacts. As soon as the church fails to deliver (usually because of bankruptcy), the sphinx will depart with a smile and his blessings.

Other than their hatred of so-called demons and forces of supernatural evil, very little is known about the motivations of the sphinx. They have a knack of showing up whenever significant magic, artifacts or books have been unearthed and are known to be born adventurers. Although a sphinx may settle down in one place for decades, sooner or later he will find it necessary to leave in pursuit of greater knowledge and adventure.

Alignments: Any, but tend to be good or selfish.

Attributes: The number of six-sided dice to roll is as designated: I.Q. 14+2D6, M.E. 14+2D6, M.A. 3D6, P.S. 25 + 1D6, P.P. 12+2D6, P.E. 20 + 2D6, P.B. 5D6, Spd 6D6 running or 2D4x 104-60 flying.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.



M.D.C.: 5D6x10; these creatures of magic become mega-damage beings on **Rifts** Earth.

Horror Factor: 17, P.P.E.: 3D4x10 is the natural base, plus P.P.E. gained from a magic O.C.C. (divided by half).

Natural Abilities: Fly and never tires when flying, nightvision 120 ft (36.6 m; can see in absolute darkness), keen, hawk-like vision (can see a magic book two miles away), keen night sight (can see in one-sixth of the light needed by humans), prowl 60%, track by sight 77%, swim 40%, normal leap 30 feet (9 m) high or lengthwise and flight assisted leap 200 feet (61 m) up or across. Also can magically understand and speak all languages!

Combat: Four attacks per melee. **Bonuses:** +3 to strike, parry and dodge, +4 to dodge in flight, +2 on initiative, +2 to roll with punch or impact, +4 to pull punch, +2 on all saving throws, plus attribute bonuses.

Damage: Bite 1D6 M.D., restrained claw/punch 4D6 S.D.C. plus P.S. bonus, full strength claw 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), flying dive attack 4D6 M.D. plus a 1-60% chance of knocking one's opponent to the ground (victim loses one melee attack and initiative), counts as two attacks.

Magic: May study any form of magic, particularly wizard, line walker, mystic and techno-wizardry. Love spell casting. See R.C.C. below.

Psionics: Standard

R.C.C.: Sphinx — Creatures of Magic and Knowledge.

R.C.C. Skills: Magically speaks all languages 98%. Literate in Dragonese/Elven 98% and four others of choice 92%, math: basic and advanced 98%, anthropology 75%, computer operation 90%, sing 85%, writing 85%, and art 85%.

Sphinx

Optional Player Character

The sphinx is a creature that has existed in the myths of ancient humans and is known to exist on other worlds, including Palladium. The part lion, part eagle, part human creature is very mysterious, their origin lost to antiquity. They are quite intelligent, often pursuing scholarly study in the areas of magic, medicine, history/anthropology, and exploration. In addition, they are lovers of expensive food, wine, and art. They are found throughout the Palladium world, particularly in the southern hemisphere. The eruption of the rifts on Earth has served to bring the sphinx back to that planet as well.

Many primitive cultures see the sphinx as the embodiment of magic, knowledge, power, and good fortune. Many cults revere them as a holy symbol. Sphinxes find this both amusing and gratifying. The typical selfish animal will accept the accolades, gifts and worship of lesser (or more foolish) beings. Once installed as the head of a church, or other

An additional 12 secondary skills can be selected; all categories are available. All skills start at first level/base skill proficiency plus I.Q. bonus.

Then select a specific scholarly or magical O.C.C. from **Rifts** or the **Palladium RPG**. Any of the magic O.C.C.s may also be selected as an additional area of study. Most sphinx are versed in some form of magic, usually spell casting types, diabolism or techno-wizardry. OR the character may select one of the following O.C.C.s: Body fixer, cyber-doc, operator, rogue scholar, rogue scientist, or vagabond. HOWEVER, only the O.C.C. skills (not "other" nor additional secondary skills) are selected. The sphinx also learns or acquires any special O.C.C. skills and/or powers specifically a part of that occupational character class. For example: If the Line Walker O.C.C. is selected, the character would acquire the three O.C.C. skills and the line walker abilities listed in numbers 1-11 in **Rifts**, pages 84 & 85.

Average Level of O.C.C. Experience: NPCs: 1D6+1. Player characters: 1D4 level. Player characters grow in experience slowly. Use the character's selected O.C.C., but needs two times the normal experience points to reach each subsequent level. Only the oldest and most powerful sphinx are 10th level or higher.

Average Life Span: 2,000+ years

Value: A live sphinx is almost beyond price to those cults that worship them; they will treat him better than a king. Some alchemists and techno-wizards will pay thousands of credits for particular body parts (like feathers, tooth, claw, tongue, wings) as magic components. A captured and confined sphinx for sale to an evil sorcerer can fetch 100,000 to a million credits depending on the purchaser. A sphinx will never allow himself to be enslaved, at least not for long, and will try to continuously escape or destroy his captors.

Habitat: Unknown

Enemies: Supernatural evil

Allies: Faerie folk and champions of good.

Size: 5 ft (1.5 m) tall, 8 to 10 ft long (2.4 to 3 m) plus tail.

Weight: 1500-1800 pounds

Note: Sphinx avoid bionic conversion like the plague. Will only get the best cybernetic bio-systems with synthetic flesh when medical reasons demand it, like to replace a limb or eye, etc. However, a sphinx might consider a couple minor cybernetic implants.

Beyond the Supernatural Note: Many (70%) are equal to a 1EM-level arcanist; know all lore skills at 80% proficiency and know the usual number of spells for its level of experience. Also has a psychic power to understand all languages almost instantly (89% proficiency).

Syvan

A syvan is a supernatural being that appears as a decaying, animated corpse. The left side of the body is always far more ugly than the right. They are generally evil, hate beauty, and are terribly jealous of prettier creatures. This jealousy is vented by acts of manipulation, cruelty, and harm directed toward other living creatures. They are intelligent, cunning beings whose main weapons are deception and trickery. Syvans are mere shadows of the living and must conceal their deformity in full body armor, robe, mask or other disguise.

Although they are, themselves, powerful beings, syvan are usually content to be the secret power behind a puppet who appears to be the true leader/ruler. They use others as living pawns and warriors like the pieces in a chess game, while they orchestrate the movement of their pawns and direct the game from the shadows. So masterful at the arts of subterfuge is the syvan, that they have been found posing as heads of states, cardinals, paladins, wizards, and powerful advisors.

The origin of the syvan is unknown. If they were once among the living, they apparently lose all memory of their past lives. Many scholars and men of magic suspect that their origin is somehow linked to the



Western Empire of the Palladium world. Fortunately, syvan are extremely rare, with perhaps as few as two hundred in existence.

Alignments: Selfish or evil.

Attributes: The number of six-sided dice to roll is as designated: I.Q. 3D6+1, M.E. 14 + 2D6, M.A. 3D6, P.S. 3D6+1, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 2D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D4x100; becomes a mega-damage being on **Rifts** Earth.

Horror Factor: 13, **P.P.E.:** 1D4x 10

Natural Abilities: See the invisible, nightvision 90 ft (27.4; can see in total darkness), normal color vision, recognize all illusions (and therefore, NOT affected by them) 90%.

Combat: Two physical attacks per melee or three psionic attacks.

Bonuses: +1 to strike, +2 to parry and dodge, +3 to roll with impact, +3 to save vs psionics, +2 to save vs all magic, in addition to attribute bonuses.

Damage: Normal punch 4D6 S.D.C. damage plus P.S. bonus if any, full strength punch or kick 1D6 M.D., 2D6 power punch (counts as two attacks), or by weapon, or psionics.

Magic: None

Psionics: I.S.P.: M.E. x 10; level of proficiency is equal to a 1D6 + 4 level mind mage or mind melter. **Palladium style syvan** possess all psi abilities from levels 1-6. **Rifts style syvan** possess all healing, sensitive, and physical psi-powers, plus bio-regeneration (M.D.C.), bio-manipulation, empathic transmission, electrokinesis, telekinesis (super), telekinetic force field, mentally possess others, mind block auto-defense, mind bond, mind wipe, psi-shield and psi-sword!

Special (possessed by both types): Automatically senses emotions around him. Can identify the source of specific emotions at 80% accuracy. The syvan can be considered a sort of empathic receiver. Can also sense the presence of the supernatural identical to a psi-stalker. **R.C.C.:** Syvan — The Deceiver. Not recommended as a player character.

Skills of Note: Horsemanship (+ 20%), prowl (+10%), play a musical instrument (+10%), languages: Dragonese/Elven 98% (literate too), plus speaks four additional languages of choice (+15%). May also select a total of 11 skills from the following categories: Communications (+10%), domestic, espionage (+ 10%), military, pilot, pilot related, rogue (+ 5%), technical (+ 5%), and W.P.; all are at a level of proficiency equal to the level of psionic power (1D6 + 4 level).

Average Level of Experience: **1D6 + 4.**

Average Life Span: Immortal — live until destroyed.

Value: None

Habitat: Found worldwide, in all environments.

Enemies: All intelligent life.

Allies: None, per se.

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

Weight: 160 to 200 pounds (72 to 90 kg).

Notes: Never cooperates with another syvan. Uses other creatures as his pawns or playthings. Worships no gods, respects no religion nor the laws of any being. However, a syvan may pretend to work within the confines of the law or a philosophy to achieve his goals.

Treasure hoards of gold and other valuables are gathered to finance the syvan's destructive activities. Likewise, a syvan understands and appreciates the virtues of magic. Thus, a syvan with a small operation of manipulation in progress will have 100,000 to 400,000 universal credits with 1D4 common magic items. A medium-sized operation will have five times as many credits, while a large operation will have ten times as many credits, plus 500,000 credits worth of gems and/or precious metals and 2D4 magic items.

Even a syvan traveler will be garbed in the finest clothes and body armor, and have 1D6 x 10,000 in gems and gold, plus 3D6 x 10,000 credits on his person. Of course, game masters can modify these valuables as appropriate for their campaign. A syvan often wears armor,

loves magic and heavy energy weapons, and usually hides his face as inconspicuously as possible. Their favorite magic items are things that appear to be something they are not or look deceptively innocuous.

Unicorn

The unicorn is a creature of pre-rifts myth, said to be a beautiful, delicate, horse-like creature with a long, silver horn in the center of its head, a billy goat's beard, and cloven hooves. Legend says that they will allow no one to ride or tame them except for a virgin (male or female) who is pure of heart.

The unicorn is a creature of magic common to several worlds including Earth. The legend of the pure virgin is, in part, true. Unicorns are psychic sensitivities and of good alignment. They can automatically sense the presence of evil and are skittish about contact with humanoids. Consequently, they hate and avoid evil and selfish forces. Only creatures of an innocent nature and of a very good alignment are allowed close to them. A unicorn will automatically help or protect creatures of a very good alignment and will often play with children and those with an innocent nature or even allow them to ride on their backs, lending more false credence to the myth about virgins.

Alignments: Good only!

Attributes: The number of six-sided dice to roll is as designated: I.Q. Extremely high animal, roughly equal to a human I.Q. of 8, M.E. 2D6+2, M.A. 2D6+2.P.S. 18+2D6, P.P. 18+2D6, P.E. 14+2D6, P.B. 18+2D6, Spd40+6D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 106x100

Horror Factor: 10 (awe), **P.P.E.:** 4D6x 10

Natural Abilities: Exceptional running speed, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen color vision, prowl 50%, never tires, can leap 50 feet (15 m) high and 100 feet (30.5 m) lengthwise from a gallop, heals three times faster than humans.

Combat: Four attacks per melee. **Bonuses:** +1 to strike, parry, and dodge, +4 to pull punch/kick, +4 to roll with impact, and +3 on all saving throws, in addition to attribute bonuses.

Damage: Restrained kick or head butt 4D6 S.D.C. damage plus P.S. attribute bonus, full strength head butt or kick with front legs does 2D6 M.D., kick with rear legs does 3D6 M.D., power kick does double damage (counts as two attacks), stab with horn does 4D6 M.D. (1D6x10M.D. to supernatural demons/monsters).

Magic: None, other than its own being.

Psionics: I.S.P. is M.E.x10. Psionic powers include the automatic abilities to sense evil, sense magic, and sixth sense (bum up no I.S.P.). Plus empathy, telepathy (limited), mind block, and psychic purification (must touch the person with the horn).

O.C.C.: None — Animal; not recommended as a player character, but could be; GM decision.

Skills of Note: Magically understands all languages (but is illiterate) and can communicate both telepathically and empathically. Basic math 80%, land navigation 98%, wilderness survival 90%, identify plants 85%, holistic medicine 50%.

Value: Alive, they are nearly priceless. A live unicorn can garner 2D6 million credits as a fighter for the gladiatorial arena or as a caged beast whose very presence is said to bring good luck and protection against demons (neither are true). Or as a slave to evil creatures, but the captive unicorn must be shackled and/or caged and observed constantly, because he will always try to escape or kill his evil slave master. They can be phenomenal work animals because they possess supernatural strength and never tire.

The horn of a unicorn will fetch at least 2D6 x 100,000 credits from an alchemist or evil techno-wizard for its healing and magic properties. But to remove the horn, one must kill the unicorn first! **Magic uses:**

A severed unicorn horn can be used as a P.P.E. battery. The horn always radiates 1D4x 10 P.P.E. and can hold as much as 120 P.P.E. The horn can also be used as a mega-damage weapon that inflicts 2D6 M.D. against normal M.D.C. and 4D6 M.D. to supernatural creatures. The horn can be smashed into powder and used in a variety of potions, and is a key ingredient in many potions of healing. Techno-wizards can use the horn as a P.P.E. battery or to instill the magic properties of speed, unicorn psionics (helmet), weaponry and others.

Note: Characters of a good alignment will never kill nor keep a unicorn against its will. NEVER! Thus, they are seldom used as riding animals or slaves by good characters. Characters of a good alignment may even feel compelled to free an enslaved unicorn.

Average Life Span: 10,000 years.

Habitat: The deepest forests, usually of temperate or cool climes.

Enemies: Peryton, loogaroo, demons and all creatures of evil.

Allies: Faerie folk, drakin and creatures of good.

Size: 4 to 6 ft (1.2 to 1.8 m) at the shoulder.

Weight: 400 to 700 pounds (180 to 315 kg)



Waternix

The waternix is a rare creature of magic who may be a distant cousin to faerie folk. They appear as a winged dog or fox that walks on its hind legs. They are known for their playfulness (often to the point of annoyance), riddles, and puns, often used to confuse, trick and waylay travelers. The waternix is envious of man and his kin, from goblin to wolfen, and delights in the theft of his possessions, and sometimes his death. Fortunately, a waternix seldom plays the role of assassin, much preferring to play the part of the mischievous trickster or agent of doom, rather than the actual executioner. Consequently, they may lead or send the unsuspecting or greedy on a deadly quest, woven with a web of lies equal to any devilkin.

Fearful of powerful supernatural beings and clergy, the waternix avoids confrontations with these beings. Large groups of humanoids also make them nervous, for the supernatural and clergy often walk among them. Thus, they seldom enter a city or large town, or if they do, it will be at night. Instead, the waternix make their home at, or near, a watering hole, well, pond, or stream frequented by *manlings*, as they call all humanoids. It is at these locations that they may engage in their immature games and brutal tricks. It must be pointed out that while a waternix doesn't often kill a manling himself, those of evil or anarchist alignment may maul, beat, bite, or torture without hesitation. Their lust for the acquisition of gold, gems, jewelry, and magic items makes men of magic and the wealthy their favorite targets, although no one is immune from their whims. Some of these wily creatures become so bold that they have been known to lead bands of thieves (usually non-humans), assist men of magic (if the rewards are satisfactory), inhabit a city well, and, on occasion, counsel kings.

Although these malicious pranksters covet the magic and riches of man, they are far too lazy to pursue the road to riches or the mystic

arts themselves. It is much easier to let others do the hard work and steal what one wants from them. Only on rare occasion will one encounter a waternix with any knowledge or ability in magic.

Alignments: Any, but almost always anarchist or evil.

Attributes: The number of six-sided dice to roll is as designated: I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 2D6, P.P. 3D6, P.E. 3D6, P.B. 4D6, Spd 4D6 running or 1D6x10+20 flying.

Hit Points: See M.D.C.

Natural Body Armor: See M.D.C.

M.D.C.: 4D6x10; a mega-damage creature in Rifts Earth.

Horror Factor: 12, P.P.E.: 4D6

Natural Abilities: Fly, prowl 77%, swim 77%, climb 50%/40%, track by smell 52%, nightvision 90 ft (27.4 m), keen normal vision and hearing, turn invisible at will, see the invisible, bio-regenerate 1D8 M.D. per melee, normal leap: 20 ft (6 m) high or lengthwise, wings assisted leap is three times greater. The waternix has small paw-like hands with stubby fingers and an opposable thumb, enabling him to pick up, hold and use weapons and tools.

Combat: Three attacks per melee. **Bonuses:** +2 to strike and parry, +4 to dodge, +6 to dodge while in flight, +1 on initiative, +2 to all saving throws.

Damage: Bite doing 1D6 M.D., restrained claws doing 4D6 S.D.C. damage, full strength claws 1D6 M.D., may also use magic, magic items, or weapons.

Magic: None, unless a magic O.C.C., which isn't likely. May use magic items and potions.

Psionics: None

R.C.C.: The waternix really learns no full occupational character classes, although many have an in depth knowledge of thievery, trickery, or wilderness skills; see skills of note. Not recommended as a player character, but possible; GM's decision.

Waternix that have leanings toward **thief** get ALL rogue skills plus computer operation, computer programming, pilot hover vehicle, and locksmith. All get a +12% skill bonus.

Waternix that have leanings toward **ranger/scout** get ALL wilderness skills plus astronomy, holistic medicine, espionage intelligence, detect ambush, and cooking. All get a +10% bonus.

Waternix that have leanings toward **tricksters** get ALL communications skills plus escape artist, forgery, palming, concealment, pilot hover vehicles, read sensory equipment, and basic mechanics. All get a +10% skill bonus.

Waternix that have leanings toward **real magic** can learn some degree of magic as a line walker or shifter, or wizard, warlock, witch, diabolist or summoner. In each case the character only learns the magic and O.C.C. skills. No skill bonuses. Tend to be spell casters and diabolists. Only ten percent of the waternix pursue the mystic arts; roll percentile dice, 1-10 means a mage.

Skills of Note: All waternix have the following skills: hunting, fishing (+20%), play 1D4 musical instruments, dancing (+5%), basic electronics (+5%), wilderness survival (+15%), demon and monster lore (+5%), faerie lore (+10%), basic math (+20%) and speaks faerie folk 98%, speaks and is literate in three additional languages (+20%) and speaks 1D4 others (+10%).

Average Level of R.C.C. Experience: NPCs: 1D4 + 2. Player characters: 1D4 level. Player characters grow in experience slowly. Use the Dragon experience table, but needs two times the normal experience points to reach each subsequent level. Only the oldest and most ambitious waternix ever reach 8th level or higher.

Value: None

Average Life Span: 1000 years.

Habitat: Forests worldwide; not common in the deep south and jungles.

Enemies: Powerful beings and clergy; dislikes all humanoids, especially humans and elves.

Allies: None, per se. Friendly with trolls and most faerie folk, especially the crueler types, like bogies, pucks, and toad stools.

Size: About the same as a fox or smallish dog, approximately three feet (0.9 m) long from head to buttock. About four to four and a half feet tall (4.3 m) when standing on hind legs (their usual posture).

Weight: 20 to 45 pounds (9 to 20 kg).

Notes: They are solitary creatures, never running in packs or even with a mate. Their favorite ancient weapons are knives and light chain weapons (can't use anything much larger or heavier without it becoming too awkward to handle) or modern handguns, especially light lasers.

Wing Tips

These bizarre creatures of magic appear to be nothing more than a pair of iridescent, feathered wings attached to a softball size cotton ball. Wing tips usually have wings of a radiant yellow-gold or bright, light blue or pink color. They are frisky, graceful flyers of amazing speed and skill.

Wing tips are playful, empathically sensitive little beings that hate sadness and pain. Whenever sorrow or pain is found, they always attempt to dispel it, using their powers to heal and make people happy (may include empathic transmission and hypnotic suggestion). They fight only to protect themselves or to help another creature of good alignment. They never kill unless there is absolutely no other recourse.

Alignments: Any, but almost always good or selfish.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 4D6, M.A. 5D6, P.S. 1D6, P.P. 5D6, P.E. 2D6, P.B. 5D6, Spd 4D6 hopping around or 1D6 x 10 + 70 flying.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 3D6 + 2; become mega-damage creatures on **Rifts** Earth.

Horror Factor: 9 (awe), **P.P.E.:** 1D4x 10

Natural Abilities: Flight, psionics, and magic aura. Although they appear to have no eyes, ears, nose, or mouth, wing tips have exceptional vision and hearing and chirp and whistle somehow. They communicate via telepathy or empathy.

Combat: Four by psionics. **Bonuses:** +4 to dodge (automatic, like a parry), +1 on initiative, +3 on all saving throws.

Magic: Wing tips radiate a magic aura that makes all creatures within a 30 ft (9 m) area +3 to save vs magic (psionics not included), and +20% to save vs coma/death.

Psionics: I.S.P.: M.E. +100. Psionic proficiency is equal to a sixth level mind mage or mind melter. **Palladium RPG** style characters possess all psi-powers from levels one through four. **Rifts** style characters have all psionic healing, sensitive and physical powers plus the following super psionic powers: Bio-manipulation, empathic transmission, hypnotic suggestion, mind block auto-defense, group mind block, mind bolt, and bio-regeneration.

O.C.C.: None — Happy-go-lucky forest inhabitants.

Skills of Note: Communicate via telepathy, land navigation 98%, wilderness survival 80%, identify plants and fruits 80% and sing by whistling 90%.

Value: 50,000+ credits as beautiful singing pets and believed to be living good luck charms (used for its magical aura). Most captive wing tips are constantly drugged so that they don't use their formidable psionic powers against their captors or to escape. Worthless dead.

Average Life Span: Unknown; some believe them to be immortal, although they are vulnerable to most types of attacks and are easily slain.

Habitat: Exclusive to the forests of the Eastern Territory and the Great Northern Wilderness of the Palladium world. Rumored to exist in the Magic Zone (Ohio valley) on Earth.

Enemies: Forest predators and unscrupulous humanoids.

Allies: None, per se, but known to associate with humans, elves, drakin and creatures of good alignment.

Size: 2 foot wingspan (0.6 m)

Weight: 2 to 4 pounds (0.9 to 1.8 kg)

Notes: Generally, wing tips are encountered in small groups of 2D6. Mating habits are unknown. Use no weapons or armor, accumulate no treasure.

Worms of Taut — Demon Worms

The Worms of Taut are considered to be demons from the deepest pits of hell, but in actuality, they are supernatural monsters from another dimension. The belief that they are demons is given credibility in that they can be summoned with a circle of summon lesser beings (or demons). To summon them in this fashion, a poisonous snake must be sacrificed and the name of the specific "type" of demon worm written in its blood. The Worms of Taut can also be summoned with a circle of summon serpents (**Palladium RPG**), but only if the circle is drawn with the blood of a dead demon worm. On most worlds the demon worms must be within the geographic area to be summoned by the serpent circle, but even this minor Palladium summoning circle will conjure these nightmare creatures from another dimension. However, because they are not magical or real demons, they can't be sent back to their natural world. At best, they can be controlled by the person who summoned them.

Occasionally, they are found in the wild among ancient ruins, especially in the eastern United States and the jungles of the Yucatan and the Land of a Thousand Islands (South America). Here, many primitive tribes worship a variety of snake gods and inadvertently rift the creatures to Earth when they perform ceremonies at old pyramids and ley line nexus locations. **Note:** Because they are not real demons, their blood and bones are valueless/useless for mystic purposes, nor do they respond to the magic used to control or dispel demons.

The Worms of Taut

Blow Worm

Fire Worm

Nippers

Serpent Beast

Tomb Worms

Tri-Fang

Blow Worms

The blow worm is the largest and least common of all the demon worms. Its massive, 120 to 200 ft (36.6 to 61 m) length and easygoing demeanor makes it a much less subtle agent of death and mayhem than its kin. Thus, it is seldom intentionally summoned by men of magic unless wholesale destruction is desired. Such was the case during the siege against Chi-Town by the evil *Federation of Magic*.

The blow worm tends to be lethargic, moving as little as possible and then only to hunt for food. They are not communal animals, territorial, or particularly aggressive unless agitated. A common ploy used to arouse the ire of these sluggish monstrosities is to refrain from feeding them for a period of time. Once unleashed, the hungry monsters will attack any living creatures they encounter and have been known to swallow hundreds whole during a feeding frenzy. Another method is to hurt or agitate the monster with energy or magic so that it will plow through buildings smashing anything in its path and gobbling and eating several dozen people. The monsters can also be manipulated psionically via empathic transmission, telepathy and bio-manipulation (agitation).

Blow worms attack by spitting, or blowing, out a great glob of mucous-like slime up to 60 feet (18.3 m) away. This thick, slimy glob measures about 18 ft (1.8 m) in diameter, engulfs its prey and smothers it. Once the victim appears to be smothered, the worm swallows it whole. **Alignment:** Considered anarchist; attacks only to feed or when provoked.



Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Very low animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 30+4D6, P.P. 10+1D6, P.E. 18+2D6, P.B. 1D6, Spd 2D6

Hit Points: See M.D.C.

Natural S.D.C. Armor Rating: See M.D.C.

M.D.C.: 2D4x100; the blow worm becomes an M.D.C. creature on Rifts Earth.

Horror Factor: 12, **P.P.E.:** 2D4

Natural Abilities: The blow worm is virtually blind, but has an excellent sense of smell and the head is encircled by dozens of special motion receptors that work like sensors, registering even minute movement (range of detection: 700 feet/213 m). The acute sense of smell and natural motion detectors enable the worm to accurately locate and track prey; track by smell 89%. Other abilities: burrow through dirt/soil at a speed of 8 and swim 19%.

Combat: One glob attack per melee plus two crush/smash attacks; three total. **Bonuses:** +1 to strike with body, +3 to strike with glob, +5 to save vs poison and other toxins, +2 to save vs magic and psionic attacks.

Damage: Crush/smash by slamming its body into something, or inadvertently rolling on top of somebody or something inflicts 1D6x 10 M.D.

Glob attack: Spits a huge glob of thick, sticky mucous. Range: 60 ft (18.3 m). An intended victim must roll a dodge to avoid the glob. Those struck by the glob are engulfed in the thick, sticky substance and cannot move, speak or breathe. Entrapment in its thick glob reduces most victims' speed to one eighth and melee actions/attacks to one! Characters with a P.S. of 24 or higher have their speed reduced to one third and melee actions to half. It generally requires an intense effort over 10 melee actions to pull oneself free of the glob. Those without an independent oxygen supply will lose consciousness within four melees (one minute) and die from suffocation within eight melees (two minutes). Of course, characters in body armor, power armor, bot vehicle

or those having some other means of independent oxygen supply will not smother, but are greatly impaired.

While trapped in the glob, victims cannot fight or attack anything other than the glob. Those without a face cover will be blinded and choked by the mucous as well. Victims must concentrate on escaping the gooey substance or perish. If a victim should escape, he will find himself covered in a thick, sticky, unpleasant smelling slime. To clean himself completely will take at least an hour and to thoroughly clean his armor and possessions will take another 1D4 hours. Note that the blow worm will not swallow a victim stuck in the glob as long as the individual is still moving. No movement means the victim has been subdued and is now ready to be swallowed whole, glob and all.

Blow worm weakness! This is a disgusting possibility, but in the Rifts environment, with bots, borgs and body armor (with an independent oxygen supply), there is a real chance of being swallowed up without being dead. This can actually be good news. The insides of the blow worm are far more vulnerable to attack than the its tough outer skin. A victim with great strength and fire-power can maneuver inside the gullet and blast his way out. The M.D.C. for a 10 foot area (3 m) of the inner epidermis is 6D6.

Magic: None

Psionics: None

O.C.C.: None — Animal predator.

Value: None

Average Life Span: 600 years.

Enemies: None

Allies: None; tolerates its fellow Worms of Taut.

Habitat: Infrequently found throughout the world as the result of being summoned by magic. The giant blow worm must have a cool, preferably dark, damp environment to survive and burrows in soft earth, not clay or bedrock. It will die in a matter of 1D4 days if left in the hot sun.

Size: 120 to 200 ft (36 to 61 m)

Weight: 1D4 tons

Notes: Uncommon. A person rarely encounters more than one.



Nippers

This serpent resembles a multi-legged salamander or newt with a maw of terrible, tiny, razor-sharp teeth, and slashing tail. While nippers may resemble amphibians, they are far different from the slow-moving, soft-skinned water dwellers. They are fast, tough, and deadly.

Alignments: Considered diabolic; extremely hostile, aggressive night predator.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Highish animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 10 + 2D6, P.P. 6 + 2D6, P.E. 10 + 2D6, P.B. 1D6, Spd 6 + 3D6.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 104x10+10; becomes a mega-damage creature on **Rifts** Earth.

Horror Factor: 14, P.P.E.: 2D6

Natural Abilities: Nightvision 120 ft (36.6 m; can see in total darkness), climb 90%, a lousy digger (shallow burrows only), prowl 56%, swim 40%, and can leap up to 6 ft (1.8 m) high and long.

Combat: Four attacks per melee. **Bonuses:** +2 to strike, +3 to parry and dodge, +2 on initiative, +2 to save vs all magic.

Damage: Bite does 1D8 M.D. or can use its tail as a whip doing 4D6 S.D.C. damage plus P.S. bonus. It can also use the tail to wrap around a victim's neck and constrict, killing its prey by strangulation; inflicts 4D6 S.D.C. plus P.S. bonus every melee.

To pry the tail loose, the person(s) must have a combined P.S. greater than the npper's and even then the player must roll a natural 18-20. The tail is articulated like a snake's, so it can also be used to entangle an arm, leg, or object.

Magic: None

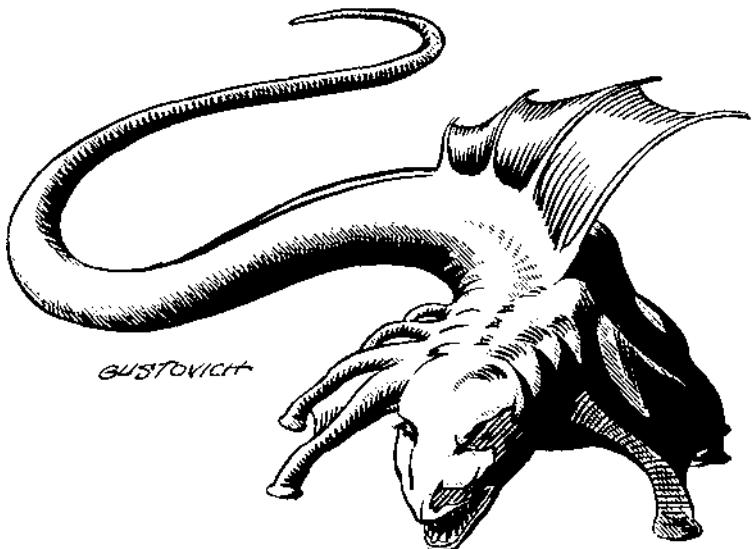
Psionics: None

Value: None

O.C.C.: None

Skills of Note: Can be taught to learn basic commands in any language and a certain degree of obedience to one or more masters, like a dog.

Average Life Span: 240 years



Habitat: Infrequently found throughout the world as the result of being summoned by men of magic. Have been reported to flourish in the jungles of Central and South America. They are occasionally bred by unscrupulous individuals. However, nippers are still very uncommon.

Enemies: Humanoids and mammals.

Allies: None; tolerates its fellow Worms of Taut.

Size: 10 to 12 ft (3 to 3.6 m) long, 60% of which is tail.

Weight: 60 to 75 pounds (27 to 34 kg)

Fire Worms

The bright red fire worm is the second smallest of its kin, but every bit as deadly. They are able to spit forth balls of flame. Like the other Worms of Taut, it is not a true worm, but called such because of its worm-like appearance. Likewise, it is extremely cranky, aggressive, and hostile.

Alignments: Considered diabolic

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. animal intelligence, M.E. 2D6, M.A. 1D6, P.S. 10+1D6, P.E. 10+1D6, P.B. 1D6, Spd. 10 + 2D6.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 4D6; becomes a mega-damage creature on **Rifts** Earth.

Horror Factor: 13, P.P.E.: 2D6

Combat: Three attacks per melee, usually by fire. **Bonuses:** +1 to strike by bite, +2 to strike with fire ball, +1 to dodge, +2 on all saving throws, impervious to fire and heat.

Damage: Spit fire balls doing 4D6 M.D., range 60 feet (18.3 m), or bite 1D4 M.D.

Natural Abilities: Climb 40%, swim 30%, track by smell 66%, prowl 60%, infrared vision and heat sensor in its nose offer an additional bonus of +1 to strike. The fire worm is impervious to all fire and heat, including magic fire. Vulnerable to cold (does double damage) and can burrow through dirt at a speed of 6.

Magic: None

Psionics: None

Value: 200 to 800 gold alive for use as a guard animal or assailant by men of magic or clergy. However, the buyers' market is generally very small and a seller of a fire worm may find no buyers at all or get a fraction of the going price.

Average Life Span: 260 years.

Enemies: None

Allies: None; tolerated by the other Worms of Taut.

Habitat: Infrequently found throughout the world as the result of being summoned by men of magic. They are best suited to hot and dry climates, but also seem to do well in the Yin-Sloth Jungles. The fire worm dies quickly in cold environments.

Size: 3 ft (0.9 m) long.

Weight: 15 pounds (6.8 kg)

Notes: 1D4 fire worms may be encountered at any given time. They tend to be very aggressive and jumpy, striking out at anything that moves or that invades their domain. Fire worms enjoy dry, rocky terrain the best. Fortunately, they don't seem to flourish in the Palladium World or Earth.

Notes: Nippers can be tamed and trained much better than any of the other so-called Demon Worms of Taut. However, they are very jumpy, irritable, and aggressive, with a 50/50 chance of attacking its trainer or master, even under the best of conditions.

When encountered in the wild, they may be found in loose knit packs of as many as 15 or 20. However, most nipper packs are, thankfully, much smaller; usually 2D4 maximum. An occasional encounter in the wild can be extremely harrowing, for even a single nipper is rarely satisfied with simply chasing an intruder out of its territory, and may try to chase down all interlopers and slay them or give chase for 1D4 miles before giving up. A single nipper's territory will extend to about a two mile (3.2 km) radius, while a pack of six or more can have a territory covering a 25 mile (38.5 km) area. Non-summoned nippers found in the wild are usually found in the tropical or semi-tropical jungles, light forests and swamps.



Serpent Beasts'

This is a large and, perhaps, the most grisly in appearance of all the Worms of Taut. The creature has a 25 foot long serpent's body with four stubby legs and a hideous, human-like head. The savagery of the serpent beast is legendary. They are reputed to kill any living creature that invades their territory or disturbs their sleep. Although only slightly more intelligent than a predatory animal, this terrible monster kills for sheer pleasure. Deriving especially great enjoyment in slaying humanoids. Although the serpent beasts have no need for magic or gold, they often collect such items because they know they are coveted by humanoids and can be used to lure unsuspecting humans to their doom.

The immortality of the serpent beast is a misconception, as they are mortal creatures of flesh and blood. However, the serpent's life span is incredibly long, an average of 1200 years. When food is not readily available, the serpent beasts hibernate, slowing their metabolism to a

mere crawl. Thus, these monsters may spend much of their time sleeping, waking only to kill and eat. Adventurers beware! The serpent beast has a super-human sense of smell, and incredible hearing that will alert it to any new odor within a 300 foot (91.5 m) area, even when it is asleep.

Alignments: Miscreant or Diabolic

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. High animal intelligence — roughly equal to human I.Q. 6, M.E. 6+1D6, M.A. 1D6.P.S. 16+2D6, P.P. 16+1D6, P.E. 16+2D6, P.B. 1D6, Spd6+3D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 2D6x10+50; becomes a mega-damage creature on Rifts Earth.

Horror Factor: 16, P.P.E.: 3D6

Combat: Four attacks per melee. **Bonuses:** +4 to strike, parry or dodge and initiative, +2 to save vs magic, impervious to poison.

Damage: Strike with legs, tail or head butt is 1D6 M.D., a nipping bite 4D6 S.D.C. damage plus poison. Full bite inflicts 2D6 M.D. plus poison. Note that if the intended prey is wearing armor the poison will not affect the person.

The poison causes a very high fever and nausea. Victims of the poison are -3 to strike, parry, and dodge for 24 hours. Multiple bites increase the severity of the symptoms. **Example:** Two bites -6 to strike, parry and dodge (lasts 24 hours), three bites: -9 to strike, parry and dodge (lasts for 24 hours), and so on. All victims get to save vs non-lethal poison (16 or better to save). Roll each time bitten.

Natural Abilities: Nightvision 90 ft (27.4 m, can see in total darkness), super keen hearing (see initiative bonus), recognize familiar scent 90%, smell blood two miles (3.2 km) away 90%, track by smell 85%, swim 70%, climb 40%, and is impervious to all poisons and chemicals. Note: If physically blinded the serpent beast suffers only half penalties as its extraordinary senses of hearing and smell will compensate for the lost sight.

O.C.C.: None

Skills of Note: Speaks no understandable language (grunts, growls, hisses), but can learn basic commands in any language and understand rudimentary words and conversation at about a 40% skill proficiency. Some claim that the beasts can be taught to say a handful of basic words in a guttural voice.

Magic: None

Psionics: None

Value: None, dead; alive, it can sell for between 20,000 and 40,000 credits, depending on the buyer. Live serpent beasts are sometimes desired by slavers, nobility, or evil men of magic as watchdogs, pit monsters, or for gladiatorial games. The great price discrepancy is the result of fluctuating need of such monsters and wealth of the purchaser. Trained and obedient beasts can command 50% more if there is a buyer.

Average Life Span: 1200 years.

Habitat: Although uncommon, these monsters are infrequently found throughout the world due to being summoned by various practitioners of magic and supernatural forces. Serpent beasts seem to be able to adapt to any environment, with the exception of cold climates.

Enemies: All humanoids

Allies: None; tolerates fellow Worms of Taut and often works for or with other supernatural fiends, or powerful sorcerers.

Size: 25 to 30 ft long (7.6 to 9 m) from head to tail tip.

Weight: 900 to 1200 pounds (405 to 540 kg).

Notes: The serpent beast is extremely vicious and will fight till the death. Rarely more than one or two serpents are ever encountered at any one time. Because they are so wild and hostile, they cannot be easily trained nor controlled, even by a summoner or druid. NOT a "real" demon, its bones and blood cannot be used in magic potions or circles.



Tri-Fang

The tri-fang is an aggressive, deadly, three-headed serpent/snake of giant proportions. Although not poisonous, the middle head can spit acid (once per melee) up to 20 feet (6 m) away, with frightening accuracy. The acid is potent and can completely blind a person within seconds when spat into the eyes, the favorite target of the tri-fang. Unless washed immediately, the person can become permanently blinded.

Alignments: Considered miscreant; very hostile, an aggressive predator.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Low animal intelligence, M.E. 2D6, M.A. 1D6, P.S. 12 + 2D6, P.P. 16 + 1D6, P.E. 14 + 2D6, P.B. 2D6, Spd 6 + 3D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D6x10 + 40; becomes a mega-damage creature on **Rifts** Earth.

Horror Factor: 15, P.P.E.: 3D6

Natural Abilities: Spits acid, nightvision 30 ft (9 m; can see in total darkness), swim 50%, climb 60% (love big trees), prowl 32%.

Combat: Five attacks per melee plus one spitting attack (6 total).

Bonuses: +3 to strike and on initiative, +6 to dodge. The dodge is automatic like a parry because of the snake's quickness.

Damage: Bites inflict 2D6 M.D. each. A tri-fang will always aim for the head, throat, and eyes in all its attacks. Can also entangle its prey in its coils. 72% chance of victim being pinned and unable to perform any physical actions. The tri-fang can then constrict its body to crush its prey, inflicting 1D4 M.D. per melee.

The center head can spit acid once per melee. The acid is always directed at the apparent eyes of an opponent. The acid inflicts 4D6 S.D.C. points of damage the first melee and 1D6 S.D.C. each subsequent melee until washed or wiped away. There is a 1-50% chance of permanent blindness unless the eyes are washed clean within four melees (one minute). Of course, characters wearing helmets or body armor should not be vulnerable to such attacks, although the acid spit will smear their protective lenses.

A roll of a natural 20 to strike always means that the dreaded snake has spit acid directly into the victim's eyes, resulting in the following:

1-44 Vision impaired temporarily (2D6 days); victim is —2 to strike (only).

45-70 No damage if eyes are washed out immediately.

71-89 Permanently impaired vision; —2 to strike.

90-00 Permanently blind; —9 to strike, parry and dodge.

Average Life Span: 220 years

Magic: None

Psionics: None

Value: 1000 credits for alchemical purposes; specifically for its acid and teeth.

Habitat: Infrequently found throughout the world as the result of being summoned by various men of magic. Survives well in any environment except cold climates.

Enemies: Men and most mammals.

Allies: None; tolerates its fellow Worms of Taut.

Size: 16 to 20 ft (4.9 to 6 m)

Weight: 500 to 600 pounds (225 to 270 kg)

Notes: Territorial/aggressive, partial to tree-dwelling or amidst rocks.

Tomb Worms

Tomb worms are the smallest of the demon worms, rarely exceeding two feet (0.6 m) in length. They are ugly, carnivorous scavengers that feed mainly on dead carcasses. They have wide, pointed, razor-like teeth, tiny eyes, gaping maw, and clawed hands for grasping and tearing flesh. The jaw and teeth are powerful and designed for rending flesh and splitting bones. Bone marrow is a tomb worms' delicacy. Though primarily a carrion eater, a tomb worm can be surprisingly bold, attacking the living without hesitation. Prime targets are the sick, weak, helpless, sleeping, and intruders who unwittingly disturb its nest of rags and rotted wood or who try to steal its food. They can be especially aggressive when there is a pack of 4D4 or more worms attacking simultaneously. They are also known to feast on preserved meats and other common provisions if left unattended.

Tomb worms are dangerous to unsuspecting adventurers, for they inhabit crypts, ancient ruins, and burial places throughout the world. The bite of a tomb worm is particularly vicious, because they bite, not



to damage and defend, but to feed, taking out entire chunks of flesh, not unlike a shark. Tomb worms are generally found only near a food source such as graveyards, mass grave sites, slaughter houses, cyber-chop-shops, sewers, or in dank, dark places of decay. When there's no carrion to feed on they will prey on rodents and other small animals.

Alignments: Considered diabolic

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Extremely low animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 1D6, P.P. 1D6, P.E. 12+2D6, P.B. 1D6, Spd 2D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 2D6; becomes a mega-damage creature on **Rifts** Earth.

Horror Factor: 14, **P.P.E.:** 1D6

Natural Abilities: Nightvision 120 ft (36.6 m; can see in total darkness), climb 50%, prowl 40%, swim 50%, smell blood, sickness and decay 90% (range: 1000 ft/305 m), track smell of blood or decay 80%, impervious to cold, and burrows into soft earth at a speed of 8. A carrion eater.

Combat: Four attacks per melee. **Bonuses:** + 1 to strike, + 2 to parry and dodge, and + 2 on all saving throws, impervious to cold and disease.

Damage: Bite inflicts 2D6 S.D.C./hit point damage or by claws doing 1D6 S.D.C. points of damage, power bite inflicts 1D4 M.D. but counts as all four melee attacks.

Magic: None

Psionics: None

O.C.C.: None — Animal Predator

Average Life Span: 600 years.

Value: 50 credits to alchemists for use in potions and magic.

Habitat: Burial places and ruins worldwide.

Language: None

Enemies: All life

Allies: None

Size: Two to two and a half feet long (about 0.6 m).

Weight: 10 to 15 pounds (4.5 to 6.8 kg)

Notes: A typical encounter in an ancient ruin is likely to find a small pack of 1D6+1 tomb worms. However, where food is plentiful, such as in crypts, burial places, sewers, and places with lingering sickness, 3D6+3 or more may be encountered at one time. It is when they are most plentiful that they are the most dangerous, boldly attacking the living. During some of the terrible plagues that have swept the world, there are records of hundreds of tomb worms swarming in alleyways, graveyards, and sewers, feasting on both the living and the dead.

It's only when food is plentiful that the terrible creatures can successfully mate and reproduce, giving birth to approximately 1D4 young. The young mature within one year (doing half damage while young).

Za

The za is yet another winged, dog-like creature of magic that victimizes humanoids in a mad quest to accumulate vast hoards of wealth and magic. These repulsive, grinning monsters lurk in shadowy grottos, gorges, and ruins. It is said that their treasure hoards are equal to a king's treasure vault and twice as dangerous. The za are terribly cruel, vindictive murderers of demonic proportion.

Solitary creatures, they never associate with others of their own kind, except to mate. Za never stray far from their treasure and often leave traps, such as pits and rock slides, or innocuous looking pets, such as owl-things, worms of Taut, snakes, spiders, bears, wild dogs, or other beasts, to protect their hoard. Often their treasure-trove will be hidden and divided among two or three secret places; all are protected by some means. In turn, the lair is always in an inaccessible place and/or near some other hostile creature(s) such as a troll, or tribe of giants, dragon, harpy, gryphon, and so on. A clever beast, if it cannot win in defending its treasure, it will flee to recuperate and stalk the thieves later. Thus, recovering its stolen goods and extracting vengeance at the same time. To invoke the ire of a za is to flirt with death.

Alignments: Diabolic or miscreant evil only!

Attributes: The number of six-sided dice to roll is as designated: I.Q. 2D6+ 1, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 4D6 running or 2D4 x 10 + 50 flying.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: P.E. + 100; turns into a mega-damage creature on **Rifts** Earth.

Horror Factor: 14, **P.P.E.:** 3D4 x 10

Natural Abilities: Ry, nightvision 60 ft (18.3 m; can see in total darkness), see the invisible, keen color vision and good hearing, track by smell 76%, prowl 66%, bio-regenerate (1D8 M.D. per melee), impervious to fire (not even magic fire does damage). Has stubby, articulated fingers and an opposable thumb, enabling the za to pick up and use weapons.





Combat: Five physical attacks per melee or two elemental attacks per melee. **Bonuses:** +2 to strike, parry and dodge, +4 to dodge when flying, +1 on initiative, +1 to pull punch, +2 to roll with impact, +3 on all saving throws, and impervious to fire and heat.

Damage: Bite does 1D8 M.D., restrained claw attack does 4D6 S.D.C. plus P.S. bonus, full strength claw attack inflicts 2D6 M.D., or by weapon or elemental magic.

Magic: Fire Elemental Magic: Stench of Hades, cloud of ash, darkness, fiery touch, circle of flame, wall of flame, fuel flame, fire ball, and extinguish fires. Equal to a fourth level warlock; can cast eight (8) spells daily, two spell attacks per melee (in place of physical attacks).

Psionics: None

Value: None

O.C.C.: None — Demonic treasure scavenger and murderer.

Skills of Note: Magically understands and speaks all languages (totally illiterate), basic math 80%, land navigation 80%, wilderness survival 60%, pick pockets 50%, pick locks 50%, palming 50%, streetwise 60%, and select three ancient W.P.s and two energy weapon W.P.'s.

Average Life Span: 2000 years.

Habitat: Gorges, grottos, caves, ruins, and dark, rocky places. Native to the Palladium world, not known if any exist on **Rifts** Earth.

Enemies: Humans and humanoids; indifferent toward most others.

Allies: None, per se. May join forces with others if it means acquiring a vast treasure or magic items.

Size: 4 to 5 ft (1.2 to 1.5 m) long

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

Notes: A typical treasure-trove will be worth 1D6 million credits. Big treasures could be ten times larger. Game Masters can include 2D6 magic items and another 2D6 rare and valuable artifacts. As always, the size and resale value of a treasure and the availability of magic and special items is left to the sole discretion of the GM.

Yema

The yema is a race of extinct flying reptiles from the Palladium world that have been mysteriously transformed into undead zombies of destruction. Once animated, they become fearsome and powerful supernatural monsters, usually controlled by a supernatural master or evil wizard. Yema, no matter how animated or alive they may seem, have no will of their own. They obey only the commands of their controlling masters. The mage who controls a yema must be extremely careful since the undead creatures obey all orders blindly. For example, ordering a yema to cast spells must be done by carefully naming the specific spell, target, time and place. Yemas will not defend themselves against attack (parry/ dodge) unless specifically told to do so. Those without a controlling master will roam an area, attacking any practitioners of magic and clergy who cross their path. Some may attempt to obey their master's last command, like, "protect this citadel," or "guard this treasure," etc.

Evil sorcerers on the Palladium world have frequently used them as steeds or guardians. In one case, an entire army of yema was raised and used to conquer a kingdom of the Western Empire. On the Palladium world Yemas will not last forever and disintegrate four years after they have been animated. However, on **Rifts** Earth, a yema will last 400 years before crumbling to dust.

They are terrifying because only weapons made of silver or magic can inflict any damage to them. Mega-damage weapons are ineffective. In addition to their awesome physical strength and invulnerability, they possess elemental magic.

Alignment: None (zombie), but generally a tool for evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 12 + 3D6, P.P. 4D6, P.E. 10 + 3D6, P.B. 1D6, Spd 4D6 running or 1D6x 10 + 40 flying

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 2D6x10 + 40; becomes a mega-damage creature on **Rifts** Earth.

Horror Factor: 16, **P.P.E.:** 2D4x 10

Natural Abilities: Fly, keen, hawk-like vision, bio-regeneration (2D6 M.D.C. per melee), impervious to poison, drugs, and magic toxins. Impervious to psionics. Impervious to normal and mega-damage weapons!

Only magic (does full damage) and silver can hurt a yema. S.D.C. silver weapons inflict M.D. equal to its normal S.D.C. damage; i.e., a silver-plated dagger that normally does 1D6 S.D.C. damage inflicts 1D6 mega-damage to a yema.

Combat: Four attacks per melee. **Bonuses:** +3 to strike, +2 to parry and dodge, +4 on all saving throws. Impervious to all but magic and silver.

Damage: Claws inflict 4D6 M.D., bite does 1D8 M.D., or by magic.

Magic: Possesses all level one and two air and fire warlock spells at 4th level proficiency.

Psionics: None

O.C.C.: None — Zombie, but does possess fire and air warlock powers equal to a 4th level warlock.

Skills of Note: Own language intelligible only to other Yema; untranslatable. Magically understands all spoken tongues.

Value: Appeal mainly to evil forces. Worth about 200,000 credits, sometimes 10 times more, if that special buyer is out there.

Average Life Span: 400 years.

Habitat: Buried in ancient ruins on the Palladium world at Ophid's Grasslands, along the mountains and southern tip, near the sea. Few are known to have been rifted to Earth.

Enemies: None

Allies: None

Size: Wingspan 20 to 30 ft (6 to 9 m)

Weight: 200 to 250 pounds (90 to 112.5 kg)

Notes: The yema will obey only the person who animated it. If that person dies or abandons the creature, it will wander the land, killing all men of magic and clergy it may encounter for reasons unknown to humans. Since they are dead, they do not eat, tire, rest, or sleep.

Zavor

The zavor are strange little humanoids of low intellect and uncanny power, from the Palladium world. They are completely invulnerable to magic and most forms of mega-damage, including explosives. This includes all passive magic such as charms, globe of silence, sense evil, cloud of slumber, tongues, healing, etc. Even an immobilize spell will be shrugged off without the slightest hindrance or ill effect.

Magic weapons, such as rune swords and techno-wizard weapons, circles, wards, and magic spell attacks, such as paralysis bolt, call lightning, fire balls, circle of fire, energy bolt, river of lava and ALL magic fire and magic energy attacks, inflict no damage and will split the zavor into two identical creatures. Each zavor possesses identical attributes, abilities, hit points/M.D.C., and memory. Physical punches, kicks, claws, bites, and breath attacks from **creatures of magic**, including the za, loogaroo, sphinx, drakin, unicorn and dragons, will also cause the zavor to split into a duplicate every single time he is struck! The duplication applies to all zavor, including duplicates. If the attacks are continued, hundreds of these weird little monsters can be created.

Once created, the duplicates are as permanent and real as the originals and will live until they are killed. Only magic that creates a **permanent** physical barrier can stop or impede the zavor. This includes such barriers as walls of stone, clay, thorns, ice and/or physical damage of an elemental nature, such as hail, dust storm, wind rush, hopping stones, earthquake, quicksand, etc. **Note:** Entirely magical and temporary barriers, such as immobilize, magic net, carpet of adhesion, impenetrable wall of force, and even spells of legend, will not affect the zavor.

Thankfully, the zavor are vulnerable to psionic attacks (full effect and full damage) and weapons made of silver, wood and iron.

The origin of the zavor is unknown; their purpose equally vague. They have no craft, no society, nor goal except, perhaps, to destroy other life forms. Ironically, a zavor prior to a magically induced duplication is shy, quiet, and completely non-aggressive, not even fighting to defend itself. It's only after it has been split into two or more identical zavor that it becomes intensely cruel and driven to slay ALL living creatures, from animals to humans. Most intelligent beings familiar with the zavor, from orcs to elves, will kill them on sight. In a campaign that can only be called genocide, the zavor were believed to have been completely annihilated centuries ago on the Palladium world. Unfortunately, a handful have survived and their numbers continue to increase.

Alignments: Diabolic evil

Attributes: The number of six-sided dice are designated: I.Q. 1D6 + 1, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 2D6

Hit Points: P.E. +20, **S.D.C.:** 2D4x 10

Natural S.D.C. Armor Rating: 8 **Armor Note:** Invulnerable to poison, drugs, fire, cold, fall damage, magic and most mega-damage weapons! Only psionics, and S.D.C. weapons made of wood, silver and iron can inflict S.D.C. and hit point damage. Rail guns that shoot wood or iron shards will obliterate a zavor.

Horror Factor: 16, P.P.E.: 3D6

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, prowl 50%, climb 60%, impervious to fire and cold (does no damage), impervious to magic and magic weapons (techno-wizardry, rune weapons, and holy swords included), impervious to most mega-damage weapons, and many S.D.C. weapons/damage. Vulnerable to wood, silver, iron and psionics.

Combat: Three attacks per melee. **Bonuses:** + 2 to strike, + 3 to parry and dodge.

Damage: Bite does 1D4 M.D., claws 1D4 M.D., or by weapons.

Magic: No abilities other than being impervious to all magic.

Psionics: None

O.C.C.: None

Skills of Note: Speaks Gobblely/Goblin 90%, land navigation 50%, W.P. blunt.

Value: None

Average Life Span: Immortal — Lives until slain.

Habitat: Secluded, desolate areas, often in deserted ruins and tunnels when in small numbers. Swarm like locust destroying all life forms when in numbers greater than 24. Zavor are known to exist among the ruins of the Baalgor Wastelands on the Palladium world. None are known to exist on Earth.

Enemies: ALL life forms.

Allies: Absolutely none!

Size: Three and a half feet tall (1.1 m)

Weight: 45 to 70 pounds (20 to 31.7 kg)

Notes: Zavor are not born, but duplicated via magic attacks. The duplication process takes only two melees (30 seconds). The zavor will use the weapons and armor of their victims, but are incapable of operating high-tech devices and vehicles. They serve no master, do not eat, and have absolutely no need or want for wealth, but do gather and keep easy to use magic items, like a flaming sword, to create more of themselves. Will use almost any type of weapon that is compatible with their physical strength. They do NOT use any bow weapons.



Monsters from Beyond the Supernatural

Beyond the Supernatural, like most of our other role-playing games, is an S.D.C. based game system. What you will find on the following pages are the *specific changes* that occur when many of these monsters enter the P.P.E. rich world of Rifts. This means that on the present-day Earth of **Beyond the Supernatural** the data from **Beyond** should be used. But for **Rifts** the altered stats presented here should be used.

Remember, the increased mystic energies that abound on **Rifts Earth** transform supernatural monsters, creatures of magic, and so-called demons into more powerful beings than they were in present-day Earth. In many instances, these changes will turn creatures such as a mindolar into an M.D.C. creature. Not all the monsters from BTS are included, only the most common, dangerous and unique.

Banshee

The Harbinger of Death

The banshee is a low intelligence, P.P.E. vampire. Although legends sometime attribute its mournful wail with the power to paralyze or kill, the banshee is not that powerful. In actuality, the banshee is a psychic scavenger whose clairvoyant abilities enable it to sense the likelihood of death. Like a vulture, it is drawn by the psychic scent of death and waits.

At the instant of death, the potential psychic energy (P.P.E.) of all living creatures surges, doubling in magnitude, and then drifts away and is ultimately drawn into ley lines. This is what the banshee has waited for; the moment of death. In the instant that the potential psychic energy (P.P.E.) leaves the body, the banshee is there to devour it. The creature does not use the energy for magic or any other purpose other than nourishment.

The presence of a banshee does not automatically mean that there will be death or tragedy, but it does mean that the bizarre creature has sensed a very real possibility of death, usually occurring within 72 hours of the banshee's arrival.

The banshee is an impatient and eternally hungry creature. If a death doesn't occur within 10 hours, it will begin to moan and radiate an empathic field that creates a sensation of despair or sorrow. This powerful, undirected empathic transmission will affect everybody within 60 feet (18.3 m) of the banshee. Note that the sorrow of the banshee is not born from sympathy, but self pity; the foul being is sad because it can't wait to eat and it is getting ever *so more hungry*. The wail is a long, deep, mournful howl that can make a person's blood turn cold.

The frightful moaning will make everybody nervous and jumpy, especially if they know the source is a banshee.

A banshee will leave when the person(s) dies, or if it senses that the person(s) expected to die has taken a turn for the better and death is not going to come this time. However, a banshee may wait as long as six weeks, especially if it senses a great deal of potential psychic energy. It can be driven away by exorcism, or intensely strong emotions of love or by psionic combat.

Banshees are spirit-like beings, invisible except to beings who can see the invisible. They are vulnerable to telepathy, empathic transfer, bio-manipulation, attacks from astral travelers, exorcism and ectoplasm. *Magically*, they are vulnerable to exorcism, banishment, constrain being, commune with spirits, summon lesser being and cannot enter magic sanctums or circles of protection.

Game Master's Note: The use of a banshee can be an excellent means of creating a sense of impending danger and suspense. Banshees are commonplace in the world of **Rifts**.

Alignment: Evil

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 1D6, M.A. 1D6, P.S. 1D6, P.P. 3D6, P.E. 1D6, P.B. 1D6, Spd 4D6

Horror Factor: 14, P.P.E.: 10

Natural Armor Rating: None

Hit Points: 50, S.D.C.: 50, but vulnerable only to psionics and magic.

Natural Abilities: Ethereal, which means it can walk through solid matter, like walls, while physical attacks, like bullets, fire and energy blasts, do no damage (pass right through). *Hovers and floats* above the ground up to 100 ft (30.5 m) high. *Teleport selfonly*, up to 2000 miles (3218 km), but only when going to a new feeding site. Natural state is *invisible* and it can not make itself visible. *Natural empathy*: automatically senses emotions as well as sickness and death (costs no I.S.P.). *Natural empathic transmission of sorrow*: radiates in a 60 ft radius around the banshee, costs no I.S.P. (automatic), save as normal vs psionic attack — sorrow/despair. *Also see psionics*.

Combat: One physical or three psionic attacks per melee. Hand to hand with astral travelers only. Otherwise, it can only attack on the physical plane with empathic transmission once per melee. Note: Attacks *only* if it feels threatened. **Bonuses:** None

Damage: Little on the physical plane, where the banshee's only means of attack is empathic transmission (used only in self defense) and its own aura of sorrow. On the astral plane or against astral attackers, the banshee can inflict 1D6 points of hit point damage per punch or kick.

Magic: None

Psionics: I.S.P. 100. Clairvoyance, sense magic, and empathic transmission. The latter is the only way it can attack a creature of flesh and blood. Equal to 5th level strength.

O.C.C. & Skills: None — Animal-like predator.

Average Life Span: Immortal — until slain

Habitat: Found worldwide

Enemies: None.

Allies: None.

Size: 6 to 10 ft tall (1.8 to 3 m).

Weight: Not applicable to spirit form.

Notes: It's usually fairly difficult and pointless to kill a banshee, it's far easier to chase it away via exorcism or by some other psionic or magic method. If there is a chance of mass death, a score of banshees can arrive.

Boschala

The Living Nightmare

The boschala is a demonic supernatural creature from another world. The monstrosity is a terrible, but stupid, predatory shape-changer that tries to make itself look like a creature from our world. Unfortunately, it has no perception of how life-forms function in our dimension and consequently, takes on a nightmare appearance as a mass of animal parts and human features. It may, for example, have the head of a human, a second head of a dog, the body of a worm, bat wings, and eight spider legs. Each boschala that enters our world will assume a different form. The only time a character will find two or more of identical appearance is when the creatures have entered into our world together. In such a case, all of the monsters will imitate the same basic appearance. The hideous things can also physically merge into one another, combining their number of attacks and M.D.C. into one gigantic monstrosity. Note that as many as five can merge to become one.

Despite the boschala's demonic appearance and predatory nature, they are not exceptional in the area of combat. Their real strength lies in the shock of their appearance and mega-damage structure on **Rifts** Earth. As a result, boschala are found primarily in low tech and wilderness areas away from the superior numbers of humanoids or powerful weaponry. In remote or primitive places they can prey on inferior animals and humanoids.

Evil practitioners of magic find the boschala attractive as creatures to aid or protect them because of the monsters' high reserve of potential psychic energy (P.P.E.) that can be tapped to enhance their magic abilities. When summoned through a magic circle or summoned by a shifter, the creatures will respond to the summoning mage like obedient, misshapen puppies. When this occurs, the mage can mentally communicate with the things by touch, or draw on the combined potential psychic energy.

There is only one danger in summoning the boschala, and that's summoning too many. Whenever 13 or more are together, they are compelled to mate. Mating is a repulsive, horrific scene in which all the boschala merge and flow together in one twisted mass of pulsating flesh and undulating limbs. The entire process takes a mere 30 minutes. When they withdraw, becoming separate beings again, there will be one additional, full-grown boschala. This process can be repeated once every 24 hours. Furthermore, a sorcerer can not control 13 or more. They will not attack him, unless he attacks one first, but **they** will completely ignore him and run off into the world. Note: The birthing process temporarily depletes them of all P.P.E. for 23 hours.

The following tables will allow game masters to compose one of these abominations with relative ease.

FIRST: Determine main body type

01-08	Humanoid	51-57	Rhinoceros
09-15	Canine	58-64	Elephant
16-22	Worm	65-71	Lizard
23-29	Feline	72-78	Spider
30-36	Slug	79-85	Insect
37-43	Horse	86-93	Snake
44-50	Bull	94-00	Bird

SECOND: Determine the number of heads

01-20	Four
21-40	One
41-60	Two
61-80	Three
81-00	Five

THIRD: Roll for the appearance of each Head.

01-10	Goat	51-60	Cat
11-20	Dog	61-70	Monkey
21-30	Lizard	71-80	Spider
31-40	Fly	81-90	Rat
41-50	Human	91-00	Bull/Cow

FOURTH: Determine the number of legs

01-20	Two
21-40	Three
41-60	Four
61-80	Six
81-00	Eight

FIFTH: Roll for the type of legs. Each roll represents a pair of legs.

01-12	Human	51-62	Canine
13-24	Feline	63-75	Lizard
25-36	Horse	76-87	Rhino/Elephant
37-50	Insect	88-00	Spider

SIXTH: Determine the number of arms

01-20	Two
21-40	Three
41-60	Four
61-80	Five
81-00	Six

SEVENTH: Roll to determine the type of appendage for each arm.

01-20	Crab Claw
21-40	Human Hand
41-60	Tentacle, like an Octopus
61-80	Bird-like Claw
81-00	Ape-like Hand

NINTH: Type of Tail.

01-20	Monkey
21-40	Lizard
41-60	Feline
61-80	Dog
81-00	Bunny

EIGHTH: Tail(s)

01-35	One
36-71	Two
72-00	None

The Boschala

Alignment: Anarchist or evil

Attributes: The number of six-sided dice to roll is as designated.
I.Q. 1D6, M.E. 3D6, M.A. 2D6, P.S. 20 + 3D6, P.P. 3D6, P.E. 4D6,
P.B. 1D6, Spd 2D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D6 x 100 + 200; becomes an M.D.C. creature on Rifts Earth.

Horror Factor: 18, **P.P.E.:** 2D4x10 on Rifts Earth (1D4x10 is normal) **Natural Abilities:** Nightvision 100 ft (30.5 m), track by smell 70%, good normal color vision, see the invisible, impervious to poisons, drugs and gases, bio-regeneration of 1D6x 10 M.D.C. per hour.

Combat: Three attacks per melee, regardless of the number of heads and arms. **Bonuses:** + 1 to strike and parry, + 1 on initiative, + 2 to roll with impact, + 3 to save vs magic. The boschala is vulnerable only to mega-damage attacks, magic and psionics.

Damage: Bite inflicts 2D6 M.D., restrained claw/punch 5D6 S.D.C. plus P.S. bonus, full strength claw/punch 4D6 M.D., power punch 1D6x 10 M.D., but counts as two attacks, or by weapon. It can use guns if it has humanoid or ape hands, but is —6 to strike. **Note:** The boschala is more animal than intelligent, and functions with the cunning and instincts of a predator.

Magic: None

Psionics: None

Average Life Span: 400 years

Habitat: Anywhere on Rifts Earth. There seems to be an unusually large number in western Europe; presumably because there's an opened rift that is linked to their world some where.

Enemies: Humanoids and forces of good.

Allies: Often the pawns of evil or unscrupulous practitioners of magic, demons and other forces of evil.

Size: 8 to 15 feet (2.4 to 4.6 m) long/tall.

Weight: 500 to 2000 pounds (226 to 904 kg)

Note: The Coalition States have occasional trouble with boschala living in their city sewer systems and feeding on the poor people of the lower levels. Iron Heart and Chi-Town are especially plagued by this problem.



massive, clawed hands, like shovels, that drag across the ground. These arms are used to dig up the graves of the dead and to rend flesh from large prey. Tucked under them is a second pair of arms; spindly and delicate, a little shorter than a human's, and half as thick. The hands are small, with long fingers tipped with four inch long, razor sharp, claws used to dismember its food and feed itself.

The dybbuk can not tolerate the light of day, which completely blinds them and physically hurts; 1D4 M.D. damage per minute of exposure. A globe of daylight will have the same effect on a dybbuk as it does a vampire. As a result, the sinister creatures venture out only at night or on rainy, overcast days. Their favorite habitats are city ruins, graveyards, caves and slums (including Ciudad Juarez and the Chi-Town Burbs). The dybbuk's favorite food is dead, rancid meat (animal or human), but they have grown to enjoy fresh human and elf flesh almost as much.

Alignment: Diabolic or miscreant.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 4D6, M.A. 2D6, P.S. 5D6, P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd 3D6.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 6D6 + 40; becomes a mega-damage creature on Rifts Earth.

Horror Factor: 14, **P.P.E.:** 4D6

Natural Abilities: Track by smell 85%, prowl 50%, and swim 50%. Superior nightvision 600 ft (183 m; can see in total darkness), also excellent night sight (can see in one-sixth the light needed by humans), but blinded by sunlight (—8 to strike, parry and dodge). Artificial light is hard on the eyes — 30 ft range of vision without sunglasses. Can dig through packed dirt or clay at a rate of six feet (1.8m) per minute, and almost always constructs a network of tunnels in its lair to escape intruders. Enhanced healing (6 times faster than a human), impervious to cold and normal fire, magic fire and cold does half damage.

There is one more ability that makes the dybbuk extremely dangerous. The damnable thing can physically inhabit the recently deceased. If the

Dybbuk The Demon Ghoul

The dybbuk is a horrifying demon that has stalked mankind since the time of the ancient Egyptians. In the ancient pre-rifts Earth, the Dybbuk, the "Eater of Flesh," was said to have been summoned by a power-mad necromancer who opened a doorway to the dybbuk world in an attempt to summon an army of the savage creatures. Unfortunately, he greatly underestimated their power and became their first human victim. During those pre-rifts days the dybbuk was an S.D.C. creature, but even then, he was a formidable supernatural foe. In the world of Rifts, where mystic energy abounds, the dreaded monster of old can enter the Earth dimension at will and is more powerful than ever.

The dybbuk loathe humankind and delight in its torment. It looks at all humanoids as humans, so even elves, goblins, ogres and other D-Bees are in danger. These demonic beings are intelligent, cunning and deadly, capable of learning human skills to destroy humankind. Despite their wiles, they are extremely intolerant of their own kind and will squabble and bicker incessantly whenever two or more are forced together. For this reason, they shun the company of their own race. A dybbuk will frequently work with an evil sorcerer, demon or other maleficent force to cause mayhem and inflict agony.

The natural form of the demon-ghoul is a massive, barrel-chested humanoid with no neck, vaguely human head, bald, and large maw rimmed with a double row of pointed teeth. In place of the arms are a pair of oversize limbs, like those of an ape, thickly muscled, with

body is not badly damaged and it is one hour or less since the time of death, the dybbuk can disincorporate itself and enter the dead body. Immediately, the body will come to life, possessed by the demon-ghoul. The memories, skills, personality and essence of the person are all gone. It is an empty, lifeless husk that the dybbuk now inhabits. A perfect disguise to walk among humans. It can maintain the body, without it deteriorating, indefinitely, as long as it feeds daily on human blood.

Combat: Six attacks per melee in dybbuk form or four when inhabiting a humanoid corpse. **Bonuses:** In addition to attribute bonuses, the dybbuk is +1 to parry and dodge, +4 to save vs horror factor and +4 to save vs magic. In **Rifts** Earth the creature is invulnerable to conventional weapons and can only be hurt by mega-damage weapons, psionics, magic, and poison/drugs.

Damage:

Human form punch — 3D6 S.D.C. 4- P.S. bonus, if any.
Restrained slash by big claws — 4D6 S.D.C. + P.S. bonus.
Full strength slash by big claws — 1D6 M.D.C.
Small razor arms — 2D6 M.D.
Normal Bite — 6D6 S.D.C.
Power Bite — 1D6 M.D

Magic Powers: None

Psionic Powers: None

R.C.C.: Ghoul — Supernatural Scavenger & Carrion Eater. Not a player character.

Skills: Can speak American and Spanish 98% (illiterate) plus two other languages (+20%) and can learn 2D4 human secondary skills equal to third level proficiency, no bonuses.

Average Life Span: 600 years

Enemies: Humanoids and the living.

Allies: Ghouls and creatures of evil.

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

Weight: 400 to 700 lbs (181-317 kg).

Notes: Mean, vindictive, bloodthirsty. Likes to kill and inflict suffering.

Dimensional Ghoul

As one might guess, dimensional ghouls, also known as D-ghouls, are rather common on **Rifts** Earth. They are tall, thin humanoids who in dim light and at a distance may be mistaken for a human or certainly a D-Bee. A closer look reveals their long, jagged teeth, sunken eyes, and sagging, grey skin hanging off a skeletal body. Like all ghouls, the creature feeds on the flesh of the dead. A true scavenger, it will eat any dead animal, but prefers the taste of human flesh above all others.

The dimensional ghoul exhibits a fair amount of intelligence and a penchant toward being mischievous and curious, rather than cruel. Unlike the dybbuk, it has no deep-rooted hatred for mankind. They just like to eat them after they are dead. This doesn't mean that they are any less dangerous, just less vindictive and aggressive. Dimensional ghouls have been known to maim and kill in an instant when threatened, hurt, or interrupted while feasting.

The dimensional ghoul derives his name from the ability to move from one dimension to another at any ley line nexus point without opening a rift. They can just syphon the energy and vanish, dimensionally teleporting to a new world. The ghouls can be enticed or controlled by other beings and commanded to take another living, man-sized creature with him when he teleports to another dimension. The problem with this method of dimensional travel is that the process is excruciatingly painful to humans and most mortal beings, inflicting 1D6 X 10 damage direct to hit points. If the person was magically controlling the ghoul, any mystic control is lost the moment they arrive to the new dimension. Of course, there are countless dangers and environmental problems when travelling through dimensions randomly. **Note:** Slugorth slavers sometimes employ or enslave dimensional ghouls to

travel to different worlds to help in their dimensional slave hunting and exploration.

Alignment: Anarchist or any evil.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd 4D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 2D4x 10

Horror Factor: 12, **P.P.E.:** 20

Natural Abilities: See the invisible, nightvision 200 ft (61 m; can see in total darkness), normal day vision, fire and cold resistant (even magic fire does half damage), impervious to poison and disease, prowl 80%.

The ability to *dimensional travel* through ley line junctions is their most impressive natural ability. There are two related abilities that work hand in hand with the dimensional teleportation. 1) *Sense Ley Line P.P.E.:* The ghoul can sense huge amounts of potential psychic energy indicative of the location of ley lines and nexus points. Range: 150 miles (240 km). 2) *Temporal intangibility:* To avoid the agony of the dimensional teleportation, the D-ghoul can momentarily become intangible. It can perform this ability in an instant at any time. Duration: 30 seconds (2 melees); as often as once every two minutes. Range: Self only. Impervious to all attacks while intangible, but can not move or attack during that 30 second period.

Combat: Three attacks per melee.

Damage: Claw or kick does 2D6 M.D., bite does 2D4 M.D., or by weapon. The dimensional ghoul can use any type of weapon, from club to sub-machinegun. However, it will only use whatever weapon it finds handy/laying around. **Bonuses:** In addition to possible attribute bonuses, the creature is +2 to save vs psychic attack, +3 to save vs magic, +10 to save vs horror factor.

Magic: None

Psionics: I.S.P.: 500. Detect psionics, sense magic, object read, psychic diagnosis (usually on the dead to determine the cause and time of death), impervious to poison.

R.C.C.: D-Ghoul — Dimensional Carrion Eater. Not recommended as a player character.

R.C.C. Skills: Can speak Euro, Dragonese/Elven and Gobblely 98%, can learn two other languages 70%, demon and monster lore 70%, climb 55%/45%, swim 50%, basic electronics 50%, pick locks 50%, biology 50%, basic math 90%, and two W.P.s of choice. Skills do not increase.

Average Life Span: Immortal — Until destroyed

Habitat: Dimensions and lands everywhere.

Enemies: Humanoids in general. Dislikes other ghouls (competition).

Allies: May associate with other supernatural beings or other powerful beings.

Size: 6 to 10 ft tall (1.8 to 3 m); very thin, skeletal.

Weight: 150-290 pounds (67 kg to 131 kg).

Notes: Perhaps the most intelligent and responsive to other life forms of all the ghouls.

Dar'ota

Incubus & Succubus

In their natural, "true" form, the incubus and succubus, also known as the Dar'ota, are large, slimy, scaly, hunchbacked humanoids that resemble a monstrous lizard. The head is a huge, misshapen bag of flesh, with a gaping mouth loaded with fangs, three to six inches long (76 to 154 mm). They are shape-changers who take on the physical appearance of an attractive human or humanoid to seduce in order to kill their unsuspecting victim by tearing out the throat and drinking their blood. Many cultures on many worlds have myths about the succubus (female) and incubus (male); shape-changing demons who charm and seduce others for the purpose of manipulation, torment, or murder.

The creatures are vampires. Not undead, but creatures that must feed on blood, preferably human blood, every two days. They are cruel, maniacal beings who enjoy abusing humanoid life in every possible way. The dar'ota will often ally themselves with a wicked wizard or other dark force to promote pain and suffering.

In human form, the creatures have the beauty and appeal of a movie star. Only the monster's inhuman strength and malignant aura (for those who can see such things) will hint that the beauty is not what she or he seems to be. The dar'ota can remain in human shape for days, but must revert to its monstrous shape to feed (ideally, every 2 days). The demon will also revert to its true identity when engaged in prolonged combat (more than two minutes/8 melees). They are lethal combatants in either form, but devastating as the lizard-thing. It is important to point out that all dar'ota are psychotic killers who love to hurt and murder.

Alignment: Always diabolic or miscreant.

Natural Armor Rating: See M.D.C.

Hit Points: Not applicable, see M.D.C.

M.D.C.: 2D4x 10+40; tough, scaly skin.

P.P.E.: 1D6x10+ 10 on Rifts-Earth

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 3D6, M.A. 5D6, P.S. 5D6 (minimum strength is 18), P.P. 4D6, P.E. 4D6, P.B. 1D6 in natural Dar'ota form, 6D6 in human form (minimum of 20), Spd. 5D6

Horror Factor: 18 when the transformation from human to monster is witnessed, 15 as the lizard-like Dar'ota, and none in human guise. **Natural Abilities:** Succubus can shape-change into a beautiful, adult female human (or human-like D-Bee) and the incubus into a handsome human male. Nightvision 60 ft (18.3 m; can see in total darkness), keen normal vision, smell blood up to a half mile away (0.8 km), and track by smell 50%. Hate water, although water has no harmful effects other than the fact that these demons cannot swim.

Psionics: None

Magic: Average 40 P.P.E. (1D6x 10+ 10). Spell magic only, equal to a 4th level sorcerer, which means a 13 or higher is needed to save vs magic. Spells include: Death trance, sense evil, concealment, befuddle, calling, charismatic aura and three additional (GM's choice) from level one and/or two.

Combat: Three hand to hand attacks per melee or one using magic.

Bonuses: In addition to probable attribute bonuses, the succubus and incubus are +1 to parry and dodge, +1 on initiative, +2 to pull punch, +3 to roll with impact, +10 to save vs horror factor and +1 to save vs magic. In Rifts Earth the creature is invulnerable to conventional weapons and can only be hurt by mega-damage weapons, psionics, magic, and poison/drugs.

Damage: Restrained punch/claws 3D6 S.D.C. + P.S. bonus, full strength punch/claws 2D4 M.D.C., normal bite 6D6 S.D.C., power bite 1D6 M.D.

R.C.C.: Supernatural Shape-Changing Predators. Not recommended as a player character.

R.C.C. Skills: Languages: can speak Dragonese and six others at +30%, demon & monster lore 80%, palming 40%, concealment 40%, disguise 40%, prowl 40%, climb 60%/50%, and W.P. knife and two of choice (any). Skills do not increase.

Habitat: Any environment in any world or time.

Average Life Span: Immortal — Until physically destroyed.

Enemies: Humanoids and champions of good.

Allies: Powerful supernatural forces and practitioners of magic.

Size: Five to six feet tall (1.5 to 1.8 m).

Weight: 300 to 600 lbs (136 to 272 kg).

Notes: Cool, confident, masters of lies and deception. Arrogant, treacherous; see themselves as superior beings. Enjoy torturing, killing and creating a state of chaos.

Entities

An entity is a supernatural energy being that is *invisible* to the human eye. Consequently, it is the entity who has become known as ghosts, spirits, wraiths, and similar non-corporeal apparitions. There are five major types of entities, each uniquely different from the others. They are: 1. The Poltergeist, 2. The Syphon or Trapped Entity, 3. Haunting Entity, 4. Tectonic Entity, and 5. Possessing Entity. All are potential psychic energy (P.P.E.) vampires.

Poltergeist

The *poltergeist*, known as the mischievous spirit, is a wild, wandering, supernatural force with a minuscule intelligence. The odd little energy beings fly about, looking for a good source of potential psychic energy to feed upon. Consequently, **Rifts** Earth abounds with poltergeists, especially along ley lines and at nexus points. Once such a place is found, the poltergeist settles in for the long haul. This is its home, its dwelling place. The poltergeist(s) is pretty oblivious to the activity of other life forms who may share its home. Its only interest in the human and/or animal occupants is as a source of food and play. With the abundance of ley line energy, most life forms are viewed as playmates.

Despite what you may be thinking, the poltergeist's siphoning of potential psychic energy from humans is painless and harmless (unless you're a mage who needs his P.P.E. for magic). One poltergeist only absorbs 1D4 points of P.P.E. per day. Likewise, its idea of play, while sometimes unnerving and often irritating, is seldom life threatening or even seriously harmful.

Poltergeists are very rambunctious critters and that's where the trouble comes in. The dopey creatures love to play, and who better to play with than those lumbering flesh and blood creatures. Furthermore, the poltergeists can drink in the humans' emotions (empathy). Intense emotions, such as anger, love and fear, are tantalizing to the mischievous spirits, almost like a drug high. It's only a matter of time before they realize that fear is the easiest emotion that they can evoke in humanoids, so that's the one they use most often. Humans get scared over the smallest things, banging in the middle of the night, doors opening by themselves, pots and pans flying through a tent, and so many other innocuous things send them screaming and running into the night. Great fun and a buzz too!

Silliness (laughter/humor) is the next best method of evoking strong emotions if the scaring tactic doesn't work. Lifting a person into the air, messing up their hair, making utensils dance, stacking objects, etc.

A poltergeist is not cruel or sadistic, only stupid and frisky. Unfortunately, poltergeists don't understand these alien life-forms called humans and animals. Consequently, while they will not intentionally hurt anybody, they can do so by accident. For example, they don't realize that telekinetically hurling cutlery could kill somebody, or that dropping a big tree branch on top of a person's head could kill him. Fortunately, for the most part, poltergeists stick to small pranks, like hiding keys, unlocking doors, stealing socks, knocking things over, floating objects in mid-air, and other antics.

There are one or two more bits of bad news about poltergeists. First, they tend to travel in groups of 2D6 on Rifts Earth, and a nexus is likely to harbor two or three times more. Second, once they find a nice home they hate to leave.

Getting rid of a poltergeist is easier than getting rid of most supernatural beings. Magic exorcism, protection circles, and amulets of protection against the supernatural will send them scurrying away. Constrain being, control and enslave entity, summon entity, immure entity and banishment are all powerful means of controlling them. Commune with spirits will enable the mage to talk to them and perhaps convince

them to leave. A psychic can use psionic exorcism, telepathy, empathy, empathic transfer and a few other means to convince them to vacate a premises.

Alignment: Anarchist

Natural Armor Rating: See M.D.C.

Hit Points: See M.D.C.

M.D.C.: 4D6+ 10; become mega-damage creatures on **Rifts** Earth.

Horror Factor: 10, P.P.E.: 4

Attributes: Not applicable. Low intelligence energy being, with minimal mental endurance or affinity, doesn't understand biological life forms, naturally invisible and intangible themselves and possess a speed of 44(30mph/48km).

Natural Abilities: Invisible is their natural state, can fly and hover, maximum speed is about 30 mph (48 km). They are also intangible, which means they can pass through solid matter (but not through energy), and never tire. *Poltergeists are vulnerable* to all magic and psychic attacks, they are impervious to physical and energy attacks, gases and drugs.

Combat: Two attacks per melee by means of psionics only. **Bonuses:** +2 to dodge, +10 to save vs horror factor. Note that attackers who cannot see the invisible are —8 to strike.

Damage: By psionics or M.D. object/weapon.

Magic: None

Psionics: Natural I.S.P. is a mere 10, but the poltergeist can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point.

Powers: Empathic receiver, meaning they feel the emotions of those around them (automatic and costs no I.S.P.), plus see aura, see the invisible, sense magic (P.P.E.), levitation and telekinesis. Equal to 4th level psychic.

O.C.C. & Skills: None

Habitat: Anywhere there is an abundance of P.P.E. or I.S.P.

Enemies: None per se

Allies: None per se

Size: About the size of a soccer ball; energy sphere.

Weight: Not measurable.

Note: As a psionic vampire, a poltergeist draws on the I.S.P. of the people around it to perform its psychic feats. If there is no I.S.P. available (or used up) the creature will draw on the peoples' and animals' P.P.E. and convert it into usable psychic inner strength points (I.S.P.), at a rate of FOUR I.S.P. per every *one* point of potential psychic energy (P.P.E.).

A few poltergeists enter into our dimension every time a dimensional portal is opened or when a natural dimensional rift occurs at a ley line nexus. They also sneak in whenever a shifter/summoner uses a circle to summon lesser or greater supernatural forces.

Poltergeist are not always found at ley lines. They can be attracted by people's P.P.E., especially to families with children, psychics, and practitioners of magic, all of whom have high potential psychic energy on which they can feed. Vacating a poltergeist infested place for several months may send the hungry little buggers away in search of a new food source, providing there is no other available source of P.P.E. in the immediate area; 35% chance of success. Destroying the dwelling and leaving the area increases the chance for success to 79%, but is rather extreme.

Syphon Entity

The syphon is an evil entity that inhabits inanimate objects. Immediately upon inhabiting an object the entity is trapped, forever imprisoned, until the object is destroyed. Such creatures inhabiting dead trees and rocks are probably responsible, along with elementals and faerie folk, for legends of "nature and earth spirits." The syphon is also

responsible, in part, for legends of magic amulets, rings and mystic artifacts empowered or possessed by evil spirits. Some practitioners of magic and scholars suspect that the fabled rune weapons are empowered by a trapped and controlled syphon entity.

The syphon can inhabit any type of non-living matter, except plastic and items already imbued with magic, from rings, amulets, and medallions to mirrors, walking sticks, swords, non-robot vehicles (automobiles), and broken bots/machines. However, the syphon cannot animate/move the object it inhabits, except by levitation. Consequently, the most desired objects are small hand-held items and particularly, items of value to humanoids, such as gems, jewelry, and weapons. The syphon cannot inhabit or control the actions of a functioning or even a programless robot, because it is an *animated* machine with an artificial brain/control unit. Nor can it impart any of its M.D.C. to the object it possesses. **Note:** Cannot affect cybernetic and bionic parts because they are neurologically linked to living matter.

The trapped entity lays dormant, in a state of suspended animation, until the presence of a creature, or creatures, with sufficient potential psychic energy awakens it. Like the poltergeist, the syphon feeds off the host creature(s), requiring 20 P.P.E. to become fully awake and 10 P.P.E. or more every day. However, the entity is a glutton and will devour as much P.P.E. as available, sometimes consuming 20 times the required energy. Sadly, such gluttony does not sustain it for more than an extra day and the eternally hungry fiend will need to feast within 48 hours.

Obviously, being near a ley line or nexus will keep the syphon active and alert without the need of a living source of energy. But the entity would rather inhabit a small, portable object and be among humanoids than at a ley line where it would be constantly aware and fed, but terribly unfulfilled.

Unlike the poltergeist, the syphon's intentions are far from playful or innocent. The syphon entity is a diabolical fiend that delights in manipulating, corrupting, and destroying humanoids. A common practice of the syphon is to sense a corruptible individual and make telepathic contact. After initial contact, the entity will weave a fantastic story about being a powerful source of magic or possessing the knowledge/means of acquiring great power. It plays upon the person's greed, lust for power, want for revenge, hatred, love and other exploitable weaknesses and desires. In exchange for its aid, the horrid creature often demands regular blood sacrifices to be made in its presence. This way the gluttonous fiend can absorb all the doubled P.P.E. of the murdered victim, enjoy the slaying of an innocent person, and contribute to the moral destruction of its human pawn, who it will try to push to the brink of madness or suicide.

The syphon is a diabolically cunning creature who is patient and calculating. It does not worry about what will happen when its current pawn is killed, because, sooner or later, there is always another. That person may be found an hour, a week or a decade later; it doesn't matter to the syphon. Time has little meaning to this eternal force of evil. When a human host is not available, it simply sleeps.

Although tougher than the poltergeist, the syphon is vulnerable to the same mystic and psychic forces. An exorcism or banishment will set it free of the object and force it to leave the area to find a new object to inhabit. The syphon entity must find an object to inhabit within one hour or be spirited back to its own world. In its freed energy form, the entity is vulnerable to all forms of magic attack, but is still impervious to physical and mega-damage energy assaults. Psionic powers are always an effective weapon against a syphon, whether housed inside an object or a free-moving energy sphere. Destroying the object the entity inhabits will force it to flee the immediate area (100 ft/30.5 m) to find a new object to call home. The limitation is that the object cannot be possessed by those willingly fighting or trying to banish the entity. Nor can it inhabit items made of plastic or possessed of magic properties.

WARNING: The syphon is far more capable and willing to defend itself than a poltergeist. One of its most prized weapons will be the human pawn(s) under its influence.

Alignment: Diabolic or Miscreant

Attributes: Not applicable. Very cunning, intelligent and ruthless, equal to an I.Q. of 14 or 15, but doesn't understand biological life forms, naturally invisible and intangible themselves and possess a speed of 44 (30 mph/48 km).

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: The entity itself is 1D6x 10 + 30, becoming a mega-damage creature on Rifts Earth. But can have the S.D.C. or M.D.C. of the object it inhabits. On Rifts Earth, they can inhabit a bot or vehicle as well as an inanimate object or dead plant life.

Horror Factor: 10, P.P.E.: 6

Natural Abilities: Able to possess/inhabit non-living objects. Note that this does not enable the entity to animate or move the object through any means other than levitation. In energy form it can hover and fly at a maximum speed of 30 mph (48 km) and is intangible, which means it can pass through solid objects and its natural state is invisible. The syphon is also a natural telepath, which means it expends no I.S.P. during telepathic communication.

Combat: Two attacks per melee by psychic attacks only. **Bonuses:** +2 to dodge (as an energy being), +2 to save vs magic, +1 to save vs psionic attacks, +15 to save vs horror factor.

Damage: By psionics or M.D. object/weapon.

Magic: None

Psionics: Natural, base I.S.P. is a mere 20, but the syphon will draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point. The syphon will use its own 20 I.S.P. only when it has no choice.

Stealing psychic energy: Each attempt to draw on another person's I.S.P. or P.P.E. is considered a psionic attack and the intended victim must roll to save vs psionic attack. A successful roll to save means the entity did not get the energy it needed and must use its own energy reserve or skip an attack. A failed save means the entity can steal up to 20 I.S.P. or 5 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast magic himself. A person who willingly offers his or her I.S.P./P.P.E. does not roll a save vs psionic attack, the energy is automatically stolen; this is often the case with willing humanoid pawns.

Other Powers: Unlimited telepathy (costs no I.S.P.), empathy, empathic transmission, mind block, divination, presence sense, see aura, see the invisible, sixth sense, levitation, bio-manipulation and hypnotic suggestion. Equal to a 6th level psychic.

O.C.C. & Skills: None, communicates by means of telepathy.

Habitat: Anywhere!

Enemies: None per se

Allies: None per se

Size: About the size of a soccer ball as an energy being, but can inhabit an object as small as a ring and as big as 50 feet (15 m). **Weight:** Not applicable.

Note: Remember, the syphon entity cannot animate or otherwise control the inanimate object that contains it. Thus, it can not fire an energy weapon or make a bot hit somebody. Furthermore, it cannot possess objects made with plastic, nor magic items or bionic or cybernetic parts. Nor robots because they are animated by an artificial intelligence.

Haunting Entity The Classic Ghost

A haunting entity is sort of a misguided and confused psychic bloodhound. Although we can not see it, intelligent life forms leave a



psychic impression wherever they have been. Our homes and work places hold the strongest emanations, because that is where we spend most of our time. Generally, the psychic impressions fade or are so weak that they are imperceptible. However, strong emotions, such as intense hatred, love, desire, anger, sorrow and so on, leave a deep lasting mark, a psychic impression that the haunting entity sees and feels in every way. This entity is like a psychic sponge with no identity of its own. It is drawn to the emotions of others, from the past as well as recent, soaks them up and languishes in them.

Since only the strongest emotions are perceivable, the entity experiences only the most intense, happy, traumatic, painful, or frightful emotions and memories. Little snatches of life gone by. The entity will find the very strongest of these emotional events and play it back over and over again, becoming absorbed in it. This is where trouble can arise. Because the entity has no self identity, it gets confused and thinks that "it" is the central person of the recorded psychic impression. Locked in the memory of an event from the past, the entity becomes a shadow of that person. An intangible apparition of the past. In every sense of the word, a ghost.

The haunting entity becomes so completely a part of the memory that it believes it is that specific person and will re-enact that fragmented memory endlessly. This is why the same haunting ghosts are so often reported to be repeating the same one or two events at the same general location, sometimes for centuries. This is the ghost who is always seen at the same place sobbing, or the ghost that always appears walking the same forlorn corridor. Haunted places are often inhabited by poltergeist too, because the ghost radiates the intense emotions the poltergeist enjoy so much and are often near ley lines.

Getting rid of a haunting entity can be surprisingly easy or incredibly difficult. Since it is bound to that specific person and memory, sometimes it can *befooled* into leaving. Most ghosts will be reliving tragic or personally painful events. If the humanoid(s) can resolve its pain or fear or worry, the entity will be set free of the tumultuous memory that has bound it to that place. Satisfied, it will leave and once gone from the area, those emotions fade and the haunting entity sets out in search for new experiences to share. **For Example:** If a person was murdered, the entity may not leave until it can be proven that the culprit was captured and punished. Another example might be a case of regret and unfulfilled promises, like: Dear, sweet Auntie Mildred wanted her favorite niece to have a special token of her affection (a book, a broach, hand-knitted scarf, or whatever), but Auntie died before she could do so. Thus, if the characters could give the niece Auntie's gift, the ghost would be happy and leave. The elaborateness of the mystery or promise is strictly up to the game master. It can be laced with evil and intrigue, or be completely innocent, or soap-opera melodramatic (Auntie Ann's book is found, presented to the niece and is discovered to be a rare first edition. Or the niece knows that Auntie forgave her for some altercation).

In some cases there will be no solution to trick the entity into leaving, thus, more direct means will be required. Exorcism probably has the best chance for success. Commune with spirits, banishment, control and enslave entity, and summon entity are also useful magic against a haunting spirit. Characters with psychic sensitive powers are the ideal people to identify, locate and communicate with the entity. A haunting entity is vulnerable to magic and psychic attacks only, but is certain to defend itself.

Alignment: By nature, this entity is the closest thing to a true neutral as possible. It simply wanders the world without a care, desire, hope, dream, aspiration or involvement in anything. We will call it a passive anarchist. However, the haunting entity that is caught in a memory will believe itself to be that person and assumes his or her alignment. This can make the ghost friendly or dangerous.

An evil or vengeful persona will compel the entity to react in kind. It will erroneously see living humans as the objects of its disdain and

attempt to extract its vengeance or inflict its evil on each and every person who dares to invade its domain. This means if the deceased was an axe murderer, so is the ghost. If the memory it has absorbed is hatred; the ghost will be hateful, mean and potentially deadly. Fortunately, these ghosts will always leave hints as to their intentions and motives.

Ghosts of a good alignment, on the other hand, are not overtly hostile, but will scare the dickens out of a person with sudden appearances, moans, groans, sobbing, singing, whispers, footsteps, floating objects, icy touches and so on. The entity does not mean to scare anybody, it's just perpetually reliving its imagined life. An entity of a good alignment may even be friendly or helpful and warn characters of evil forces or impending danger. Of course, since the entity has no identity of its own, it has been good, evil, and selfish many times before. It simply becomes the person in the psychic memory impression.

Attributes: Not applicable. Low intelligence and little personal identity, equal to an I.Q. 5 and an M.E. 2. Doesn't understand biological life forms, naturally invisible and intangible themselves, and possess a speed of 30 (about 20 mph/32 km).

Natural Armor Rating: See M.D.C.

Hit Points: See M.D.C.

M.D.C.: The entity itself is $1D6 \times 10 + 30$, becoming a mega-damage creature on **Rifts** Earth.

Horror Factor: 14, **P.P.E.:** 8

Natural Abilities: Ethereal and intangible, meaning it can walk through solid matter. Its natural state is invisible, but it can, for brief moments (3D4 minutes), become visible to the human eye, either as a semi-transparent ghost image or completely solid and apparently real (ectoplasm). The entity can also hover and fly at a maximum speed of 20 mph (32 km). It is impervious to all physical and energy attacks.

Combat: Three psionic attacks per melee. **Bonuses:** +1 to dodge, +3 to save vs magic, +2 to save vs psionic attacks, +15 to save vs horror factor.

Damage: By psionics or M.D. object/weapon.

Magic: None

Psionics: Natural, base I.S.P. is a mere 30, but the ghost will draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point. The ghost will use its own 30 I.S.P. only when it has no choice. Stealing psychic energy from living creatures is the same as the syphon entity.

Other Powers: Empathy, empathic transmission, mind block, presence sense, see the invisible, total recall, telepathy, telekinesis and ectoplasm. Equal to an 8th level psychic.

O.C.C. & Skills: None, communicates by means of telepathy.

Habitat: Anywhere!

Enemies: None per se

Allies: None per se

Size: About human size energy being.

Weight: Not applicable.

Note: The ghost must draw ectoplasm from an unwitting human source. On rare occasions, the entity may draw on the powerful emotions of a living person, becoming his or her ghostly clone. These are known as a **haunting doppelganger** that will follow its human duplicate around, haunting and mimicking his movements, appearing and disappearing randomly. All the usual conditions apply.

Tectonic Entities

One of the most powerful and dangerous entities is the tectonic entity. A wandering energy vampire that, like the syphon, craves the pain and suffering of humans. As an energy being it has only psychic abilities to rely on. Actually, that's all it really needs because, like all entities, it can easily draw potential psychic energy (P.P.E.) from those around

it, without hurting a soul. But this is a diabolical monster that hurts and kills for pleasure. The entity experiences the emotions of others; a delightful sensation, and will create emotions of terror by invisibly stalking its intended victim(s) to a secluded place, then, at the right moment, it builds itself a physical body and attacks. It is this ability to *build* a body that gives the creature its name "tectonic: pertaining to construction or building."

The "building" entity can construct a body out of any available inanimate objects and debris. This means that the body can be made of trash (rags, tin cans, plastic, milk cartons, garbage and so on), or twigs and wood, or the bones from skeletal remains, leaves, toys, junk, dirt, rocks, mega-damage debris, and so on. All the objects must be *small*, no couches or car fenders, and all must be *non-living*. To build its body, the entity telekinetically pulls the objects of choice together to build a frightening, massive (usually 10 or 12 feet tall), humanoid mound of debris. Now, with its physical body it can enjoy that rush of emotion from the fear it evokes and it can kill more easily. The terror it breeds in its victims satiates its demon pleasure. The killing of the victim doubles the amount of available P.P.E. to devour and destroys a repugnant humanoid too. No, the tectonic entity doesn't need to kill to drink of P.P.E., but it enjoys killing.

Normally, the tectonic entity can also *inhabit and animate* small humanoid or animal shaped figurines, such as dolls, puppets, statues, and robots. The normal size limit is no smaller than one foot (0.3 m) to four feet (1.2 m) tall, but the abundance of mystic energy on **Rifts** Earth enables the entity to inhabit and animate structures that are twice as big, eight feet (2.4 m)! The animated objects can be vacated at will, but can not be reanimated for 12 hours after the entity's departure.

On **Rifts** Earth, the tectonic entity has been used by evil or desperate practitioners of magic to breathe life into an infinite variety of monstrous puppets, including golem-like statues and mega-damage constructed bodies. A tectonic entity can bring life into a deactivated or broken robot, or use the M.D.C. debris of bots and vehicles to build itself a mega-damage body. A recent atrocity in the ever escalating conflict in the old American Empire State of Minnesota provides a vivid example of some of the scope in which a tectonic entity can be used. During one skirmish between Coalition troops and some terrorist shifters, the shifters summoned and controlled a dozen different tectonic entities. They sent the entities into a Coalition stronghold (passing through walls and other defenses) to possess a dozen *skelebots* that had not yet been activated by the CS troops. The skelebots became the bodies of the entities and wreaked havoc and death upon the unsuspecting encampment, slaying 112 soldiers before the bots could be destroyed. The entities had a joyous time and, having fulfilled their commitment to the shifters, simply departed. Such are the incredible, supernatural powers and horrors of the **Rifts**.

Alignment: Miscreant or Diabolic.

Attributes: Not applicable. High intelligence, crafty and cruel; equal to an I.Q. 10 or 11. Physical body has a P.S. of 36. Natural energy form is invisible and intangible; speed 30 (about 20 mph/32 km).

Hit Points: See M.D.C., Armor Rating, and Natural Abilities.

Natural Armor Rating: See M.D.C.; the physical body created by a tectonic entity will have the following S.D.C. or M.D.C.:

Leaves and rags: 100 S.D.C. (or one M.D.C.),

Twigs and wood: 400 S.D.C. (or 4 M.D.C.)

Plastic, tin cans and/or rubbish: 800 S.D.C. (or 8 M.D.C.)

Dirt or clay: 1000 S.D.C. (or 10 M.D.C.)

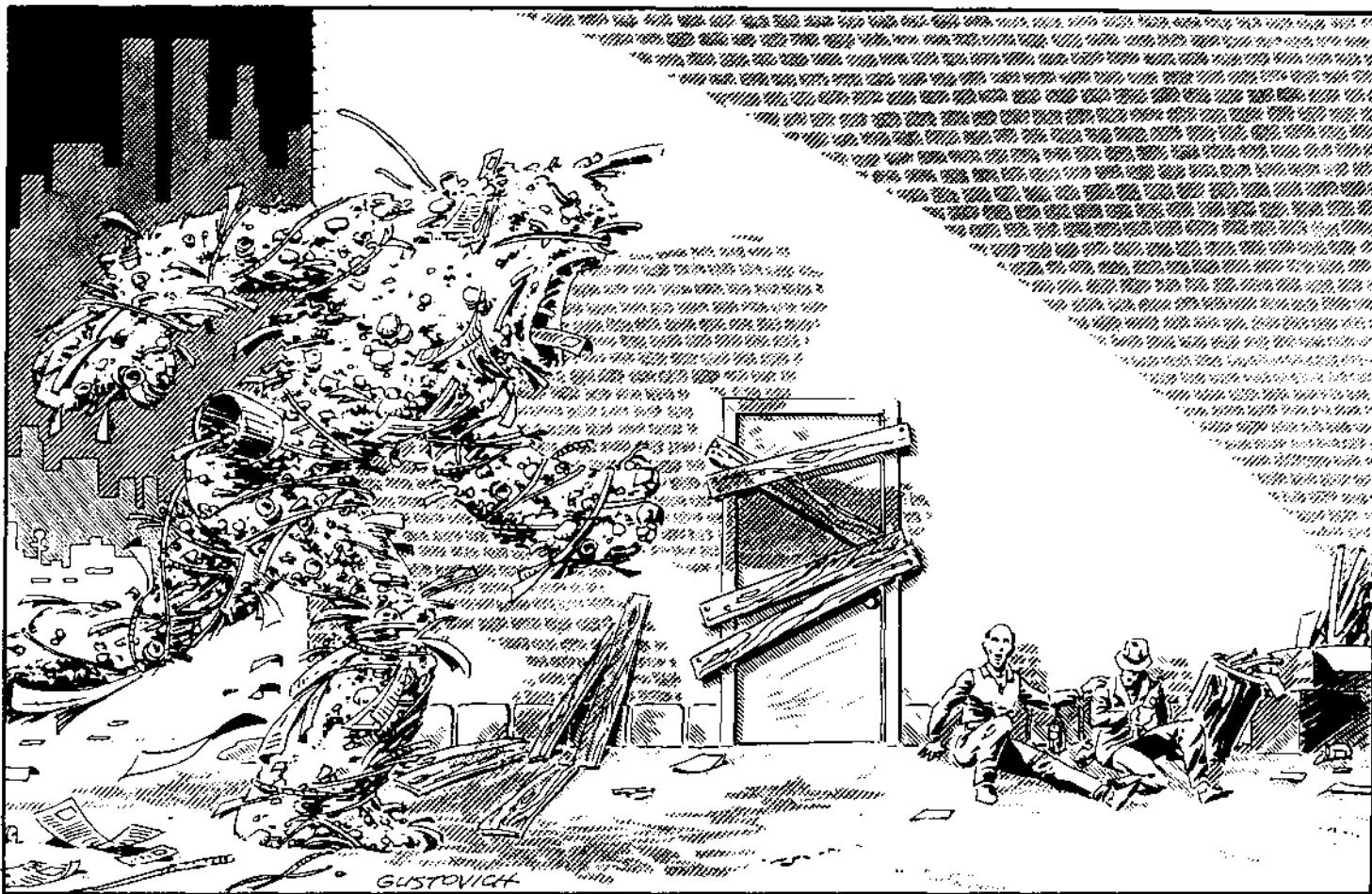
Dirt and rock: 4000 S.D.C. (or 40 M.D.C.)

Granite and/or bedrock: 9000 S.D.C. (or 90 M.D.C.)

Metal alloys: 10,000 S.D.C. (or 100 M.D.C.)

Mega-damage debris: 200 M.D.C.

Animated bodies, like a stuffed doll, puppet, mannequin, stone statue, body armor, or deactivated bots, will all have the same S.D.C. or M.D.C. as originally designed into them, but M.D. attacks do half damage, because the entity feels no pain and can keep going until the



artificial body has been completely obliterated! *See natural abilities.* M.D.C.: The entity itself has $1D6 \times 10 + 30$, becoming a mega-damage creature on Rifts Earth, plus the damage capacity of its physical body that it constructs or inhabits.

Horror Factor: 14, P.P.E.: 10

Natural Abilities: Able to compose a physical body, roughly humanoid in shape, out of inanimate objects. Also able to inhabit and animate objects such as dolls, puppets, statues, and robots. The energy form is impervious to all physical and energy attacks, but is vulnerable to magic and psionics. The energy form can fly and hover at a maximum speed of 20 mph (32 km) and is invisible to the human eye.

The physical body that the tectonic entity constructs or inhabits is not alive, consequently, it is *impervious* to cold, poison, drugs, gases, does not require air to breathe, and feels no pain. Although it has a structural damage capacity (S.D.C.) or M.D.C., S.D.C. bullets, stabbings, slashings and hitting inflicts no or little damage even to S.D.C. bodies, except to punch holes into the thing or dent or mangle part of it. Fire and explosives are effective against most S.D.C. bodies. Even mega-damage weapons inflict half damage for similar reasons. There is no pain nor internal components to damage. However, magic and psionic powers are always effective against the entity and do full damage.

The only way to stop the entity is to destroy its artificial body. When the body is destroyed, the tectonic entity exists only in its energy form and cannot build or inhabit a new body until 12 hours have passed. If destroyed in energy form the entity is slain!

A warning about fire: Remember the thing is not alive and feels no pain. Setting it on fire will eventually destroy the body, but until the thing is completely burnt to a cinder, all you've done is make it a flaming monster that's momentarily even more deadly. It can function completely while ablaze, attack and fight until ALL the M.D.C. of its body is gone.

Combat: Three psionic or four physical attacks per melee. **Bonuses:** + 2 to strike, parry, and dodge, + 1 on initiative, + 2 to save vs magic, + 1 to save vs psionic attack and + 10 to save vs horror factor.

Damage: Physical attacks: 5D6 + 21 points S.D.C. damage in an S.D.C. dirt, clay, or stone and dirt body. 4D6 M.D. in a granite/bedrock or metal body, 5D6 M.D. in any mega-damage body, and 2D6 + 21 S.D.C. damage in all other forms. Note that some specially constructed bodies, which may include special alloys and magic properties, may inflict more damage. May use any weapons.

Magic: None

Psionics: Natural, base I.S.P. is a mere 20, but will draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point. The tectonic entity will use its own 20 I.S.P. only when it has no choice. Stealing psychic energy from living creatures is the same as the syphon entity.

Other Powers: Empathy, mind block, presence sense, see the invisible, see aura, sixth sense, and telekinesis. Equal to a 4th level psychic.

O.C.C. & Skills: None, communicates by empathy (or by telepathic or magic means provided by others wishing to communicate).

Habitat: Anywhere!

Enemies: Hates humanoids and things of beauty.

Allies: None per se, may associate with other tectonic entities and powerful supernatural forces.

Size: The physical body construction is typically 10 or 12 feet tall (3 to 3.6 m), but can be as small as two feet (0.6 m). The energy body is about four feet (1.2 m).

Weight: Varies greatly with the composition of the physical construct.

Note: The entity cannot possess a functioning bot animated by an active artificial brain, and robot vehicles are too big and not humanoid in shape. The entity can animate an object or build a body as often as once every 12 hours, not any more than that.

Possessing Entity

The possessing entity is generally considered to be the most powerful and dangerous of all the entities. It is an intelligent and malevolent force that relishes human torment and anguish. Like the other entities, it is a psychic vampire that feeds on the potential psychic energy of its victim and those around it. However, it takes particular pleasure in horrifying and bedeviling the friends and family of the possessed person. A successful possession means the entity has inhabited the body of a living creature and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and will have no idea nor memory of what the possessing entity is doing with his or her body. The hideous thing can commit murder or worse, vacate the body, and the innocent person will suddenly have control of his body while holding a bloody knife, but will have no memory of committing any atrocity.

Similarly, the possessing entity can allow the person to regain his faculties and momentary control without leaving the body, by releasing its domination over the host body. It can regain control instantly, and unlike the victim of the possession, is completely aware of everything that person experiences regardless of who is in control at the moment. A favorite ploy of a possessing entity is to relinquish its control long enough to convince the victim and those around him that he is insane (a psychopath or multiple personality). It is only after the entity has pushed things too far that it will drop its charade and let those around it know of its true identity/presence. *See the section describing possession for full details.*

Getting rid of a possessing entity is extremely difficult. Magically, only exorcism has any chance of success. Banishment, control or summon entities and all the rest are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic exorcism and other psionic powers can be used to attack the entity itself, but will definitely provoke the creature to violence. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may entice the entity to leave in search of a more fun body. Killing the host body will always set the entity free, but doesn't do much good for the victim.

Alignment: Any evil

Natural Armor Rating: See M.D.C. **S.D.C.:** Not applicable to the entity, but adds 20 S.D.C. to the person or animal it possesses.

Hit Points: See M.D.C.

M.D.C.: 1D6x 10 + 40; becomes a mega-damage creature on Rifts Earth.

Horror Factor: 10, P.P.E.: 4

Attributes: Not applicable to the entity in energy form, although it is extremely intelligent, cunning and treacherous; equal to an I.Q. of 18. Possesses the physical attributes of the host body it controls (not skills or memory). Naturally invisible and intangible in energy form, with a speed of 50 (35 mph/56 km).

Natural Abilities: In energy form, the possession of others (human or animal), empathy (feels the emotions of others around it; no I.S.P. cost). Hover and fly, natural state is invisible and is impervious to physical and energy attacks, including poisons and mega-damage weapons; affected by magic and psionics. **Note:** All forms of attacks will affect the host body.

Combat: Four physical attacks per melee or two psionic attacks per melee. **Bonuses:** +6 to S.D.C. damage, +2 to strike, +4 to parry and dodge, +2 on initiative, +2 to pull punch, +2 to roll with impact, +2 to save vs magic, +2 to save vs psionic attack, +10 to save vs horror factor. All apply to physical form too.

Damage: By psionics, physical body, or weapon.

Magic: None

Psionics: Natural I.S.P. is a mere 30, but the possessing entity can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when

on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point.

Powers: Automatic empathy (automatic and costs no I.S.P.), empathic transfer, bio-manipulation, levitation, telekinesis, sixth sense, see the invisible, impervious to fire, death trance, telepathy and mind block. Equal to a 6th level psychic.

O.C.C. & Skills: None

Habitat: Anywhere there is an abundance of P.P.E. or I.S.P.

Enemies: None per se, hate humans and creatures of good.

Allies: None per se, typically a loner.

Size: About 4 ft (1.2 m) as an energy being.

Weight: Not applicable.

Note: Fortunately, the possessing entity is also the least common of the entities on Earth.

Gargoyles & Gurgoyles

Optional Player Characters

Gargoyles are huge, demonic looking creatures who appear as giant lizard-like humanoids, with massive bat wings, sharp-toothed maw, dark green or grey-green skin, and blazing yellow eyes. The gargoyle's reptilian appearance is a bit deceptive, for though they are hatched from eggs, they are warm-blooded. The specter of their grim visage can be seen in legends throughout the world and throughout history.

Although considered to be demons, they are creatures from another dimension. Gargoyles are pack creatures that travel in vast hordes on their homeworld. In days past, one rarely encountered more than a pair on Earth, but since the coming of the rifts, they are all too common, especially in Europe and China. Vast legions of the demonic beings have joined forces with other supernatural and/or alien beings to create scattered kingdoms throughout parts of Spain, France, Italy, Austria, Germany, Poland, Romania and Russia, perhaps elsewhere as well. They are constantly warring against the New German Republic.

Gargoyles are not especially intelligent creatures, relying on brute strength and superior numbers rather than cunning. However, they are not stupid either, and can be quite treacherous and are always ruthless. One of the great dangers that gargoyles represent is that they are instinctively aggressive predators who work as part of the pack or tribe. They love to fight and will die with a toothy grin stretched across their lips. Part of the pack mentality is to secure a territory, mate and expand. Thus, the presence of gargoyles and their kin could spell disaster for Earth if their population is not held in check. Gargoyles are definitely demonic *invaders* who will try to conquer the planet.

Gurgoyles are somewhat smaller, wingless versions of gargoyles. They are equally as vicious as their winged brothers and serve as the foot soldiers of the marauding hordes. Gurgoyles are always submissive and loyal to gargoyle mages, lords and their winged brothers (gargoyles). Both gargoyles and gurgoyles are carnivores who feast on the flesh of any living creature who falls prey to them, from cattle to humans. Although gargoyles and gurgoyles possess some psychic abilities, it is only the gargoyle lords and mages who possess great magic or psionic power. A gargoyle lord will be one of the few creatures (one in a hundred) who have a comparatively high amount of potential psychic energy and can wield magic. Fortunately, their range of mystic knowledge is usually very limited.

RPG Note: The creatures presented here are a composite of the beings presented in both **Beyond the Supernatural** and the **Palladium Role-Playing Game**. The **BTS** gargoyles are an adaptation of the **Palladium RPG** creatures in the first place.



Gargoyle and Gargoyle

Alignment: Typically anarchist or evil, but can be any.

Attributes (Gargoyle): The number of six-sided dice to roll is as indicated: I.Q. 2D6 + 2, M.E. 3D6 + 1, M.A. 2D6 + 2, P.S. 18 + 2D6, P.P. 18 + 2D6, P.E. 18 + 2D6, P.B. 2D6, Spd running 5D6, but speed flying is 2D4x10+10.

Attributes (Gargoyle): The number of six-sided dice to roll is as indicated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 24 + 2D6, P.P. 18 + 2D6 P.E. 18 + 2D6, P.B. 2D6, Spd running 10 + 6D6.

Hit Points: See M.D.C.; become mega-damage beings on **Rifts** Earth.

Natural Armor Rating: See M.D.C.

M.D.C.: Gargoyle: 1D6x100, Gargoyle: 1D4x 100

Horror Factor: 16 gargoyle, 14 gargoyle

P.P.E.: 2D6 for typical gargoyles and gargoyle.

Natural Abilities: Gargoyles can fly, both gargoyles and gargoyle have superior night vision (can see in one-tenth the light needed by a human) and superior, hawk-like day vision, and are able to see a foot tall (0.3m) target 2 miles (3.2 km) away. The tails are not prehensile, but are agile and strong enough to be used like an arm to hit a target. Gargoyles can leap 100 feet (30.5 m), gliding with their wings. Gargoyles leap 40 feet (12 m). Both can bio-regenerate 4D6 M.D. every hour.

Combat: Both creatures have five attacks per melee.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch or kick inflicts 3D6 M.D. (gargoyles with a P.S. of 31 or higher do 4D6 M.D.), power punch does 6D6 M.D., strike with the tail does 2D6 M.D., bite does 2D6 M.D., or by weapon. Gargoyles can also perform a flying tackle that does 2D6 M.D. and has a 75% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks. **Bonuses:** In addition to physical attributes, +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while in flight, +1 to save vs psionic attacks, and +10 to save vs horror factor.

Psionics: I.S.P. is 1D4x 10. Meditation, mind block, presence sense, sense magic, telepathy, resist hunger, resist fatigue and resist thirst. Equal to a 6th level psychic.

Magic: Only gargoyle mages can learn magic.

R.C.C.s: The average gargoyle and gargoyle is a warrior as described here, but also see *Gargoyle Lord*, *Gargoyle Mage* and *Gargoylife* which follow.

R.C.C. Warrior Skills: Detect ambush (+ 10%), detect concealment (+10%), escape artists (gargoyles only, + 10%), intelligence (+ 8%), track humanoids (+10%), wilderness survival (+15%), first aid (+ 5%), prowl (+ 10%), climb (+10%), swim (gargoyles only, +10%, gargoyle are —10%), W.P. sword, W.P. energy weapon of choice and two additional of choice (any), speak Dragonese/Elven and Gobbly 98% and two other languages (+ 10%), plus can select six additional secondary skills from any category except electrical, mechanical, medical and science (no skill bonuses).

Level of Experience: Player characters use the same experience table as the psi-stalker. NPC warriors will range 1D4 levels.

Habitat: Common to Europe and China, particularly Spain, France, Italy, Austria, Germany, Poland, Romania and Russia, perhaps elsewhere as well. Gargoyles love mountainous and hilly terrain.

Average Life Span: 300 to 500 years, but some have been known to live as long as a thousand years.

Value: As a slave in the gladiatorial arena, they can command a price of 75,000 to 150,000 credits.

Enemies: Although lumped into the category of demons by humans, gargoyles and their kin do not get along well with most true supernatural beings. They hate vampires and detest ghouls and devilkings. Tend to stay with their own kind.

Allies: Often join forces with other non-humans types, especially trolls and other giants, mutant animals and so-called lesser demons. Friendly with the Splugorth who frequently employ them as guardians, scouts and slavers. The Splugorth have given a tribe of about 1000 gargoyles

dominion over the northwestern mountains of Atlantis.

Size: Gargoyle 10 to 20 feet tall (3 to 6 m), wing span is 20 ft (6 m). Gargoyle are 8 to 12 ft (2.4 to 3.6 m) tall.

Weight: 1000 to 2000 pounds.

Note: Female gargoyles and gargoyle lay 4D6 eggs once every 10 months. Eggs are collected and protected in large, heavily guarded hatcheries. The eggs hatch within three months. Young reach full maturity within two years (play young as having half the usual stats). If a nest is invaded, the gargoyle will fight to the death, defending the gargoyle eggs even if it means sacrificing their own.

Always loyal to their tribe, even if that tribe has been adopted and is comprised entirely of non-gargoyles. Work very well as a team member. Males and females look nearly identical, only females tend to be a little more fleshy, a bit less muscular, and have small horns.

Gargoyles are familiar with the use of energy weapons and some of the European kingdoms actually manufacture energy weapons. Gargoyles prefer heavy weapons like pulse rifles, particle beam and plasma rifles, mini-missiles too. Gargoyles have a special liking for rail guns and vibro-blades. Gargoylites like small, accurate weapons like the Wilk's laser line and Triax assassin weapons and handguns.

Gargoyle Lord

Gargoyle lords are so named because they are the natural leaders of the gargoyle species and possess powers not shared by others of their kind, including invisibility and metamorphosis into living stone. Gargoyle lords are considered to be of royal heritage and elite warriors. One out of every hundred gargoyle is a lord, one out of every four to eight thousand gargoyle is recognized as the high lord, effectively a general or royal duke and usually of a high experience level (1D6 + 4). The ultimate leader will be a gargoyle lord or mage elevated to the position of Ultimate Lord, effectively an emperor. Lords organize and lead the gargoyle and gargoyle in both war and in a social structure. A lord can be male or female.

Data Note: All other information is the same as the gargoyle.

Alignments: Any, but usually anarchist or evil.

Attributes (Lord): The number of six-sided dice to roll is as indicated: I.Q. 2D6+5, M.E. 3D6+2, M.A. 2D6+3, P.S. 24+2D6, P.P. 18+2D6 P.E. 18+2D6, P.B. 2D6+1, Spd running 5D6, but speed flying is 2D4x10+10.

Hit Points: See M.D.C.; become mega-damage beings on **Rifts** Earth.

Natural Armor Rating: See M.D.C.

M.D.C.: Gargoyle Lord: 1D4x100 + 300, also see stone metamorphosis.

Horror Factor: 16

P.P.E.: 6D6

Natural Abilities: The lord possesses special powers far beyond the normal gargoyle. One is the startling metamorphosis into living stone! The transformation can be performed three times per day, increasing M.D.C. by 200 and adds 1D6 M.D. to punches and kicks, but reduces speed by one-third. Can fly in stone form but at half speed. The duration is limited to six hours per metamorphosis. The gargoyle lord can also turn invisible at will, teleport self (range 2400 feet/732 m, 93% accuracy) twice daily, fire breath once per melee (4D6 M.D., range 90 feet/27.4 m), as well as the usual gargoyle abilities.

Combat: Six attacks per melee.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch inflicts 4D6 M.D., power punch does 1D6x 10 M.D., strike with tail 3D6 M.D., bite does 2D6 M.D., fire breath 4D6 M.D., or by weapon. Flying tackle does 2D6 M.D. (add 2D6 M.D. if in stone form) and has a 75% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks. **Bonuses:** In addition to physical attributes, +2 on initiative, +3 to strike, parry and dodge, +6 to dodge while in flight, +3 on all saving throws, and +10 to save vs horror factor.

Psionics: I.S.P. is 1D6x 10. Meditation, mind block, presence sense, sense magic, telepathy, resist hunger, resist fatigue and resist thirst. Equal to a 6th level psychic.

Magic: Only gargoyle mages can learn magic.

R.C.C.s: Same as the gargoyle warrior.

R.C.C. Warrior Lord Skills: Detect ambush (10%), detect concealment (+10%), intelligence (+12%), track humanoids (+15%), wilderness survival (+15%), land navigation (+10%), prowl (+5), climb (+10%), swim (-10%), W.P. sword, W.P. energy weapon of choice and three others of choice (any), speaks Dragonese/Elven and Gobblely 98%, literate in Dragonese 88%, and speaks four other languages (+10%), plus can select eight additional secondary skills from any category except electrical, mechanical, medical and science (+5% skill bonus).

Level of Experience: Player characters use the same experience table as the dragon. NPC lords will range 1D4+3 levels. High lords are 1D4+5 levels or higher.

Size: 15 to 20 feet tall (4.6 to 6 m).

Note: There is one gargoyle lord for approximately every 100 gargoyles.

Gargoyle Mage

The gargoyle mage is naturally endowed with its magic abilities through a supernatural link with elemental forces and is quite rare; only about one out of every 15,000 to 30,000 gargoyles is a mage. They look exactly like a typical gargoyle and can be of either sex. Their powers are identical to the elemental warlock except their magic is limited to *one* specific area of elemental magic; earth.

Data Note: All other information is the same as the gargoyle.

Alignments: Any, but usually anarchist or evil.

Attributes (Mage): The number of six-sided dice to roll is as indicated: I.Q. 2D6+6, M.E. 3D6+3, M.A. 3D6, P.S. 18+2D6, P.P. 18+2D6, P.E. 18+2D6, P.B. 2D6, Spd running 5D6, but speed flying is 2D4x10+10.

Hit Points: See M.D.C.; become mega-damage beings on Rifts Earth.

Natural Armor Rating: See M.D.C.

M.D.C.: Gargoyle Mage: 1D6x100

Horror Factor: 16

P.P.E.: 3D6x10

Natural Abilities: The mage possesses special powers far beyond the normal gargoyle: turn invisible at will, teleport self (range 2400 feet/732 m, 93% accuracy) twice daily, fire breath once per melee (4-24 M.D. damage), as well as the usual gargoyle abilities.

Combat: Five physical attacks per melee or four magic attacks.

Damage: Restrained claw attack inflict 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch or kick inflicts 3D6 M.D., power punch does 6D6 M.D., bite does 2D6 M.D., or by weapon. Flying tackle does 2D6 M.D. and has a 75% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks.

Bonuses: In addition to physical attributes, +3 on initiative, +2 to strike, parry and dodge, +4 to dodge while in flight, +4 to save vs magic, +3 on all other saving throws, and +12 to save vs horror factor.

Psionics: I.S.P. is 1D6x 10. Meditation, mind block, presence sense, sense magic, sense evil, detect psionics, healing touch, exorcism, telepathy, resist hunger, resist fatigue and resist thirst. Equal to a 6th level psychic.

Magic: P.P.E. 3D6 x 10. Possesses all levels 1-3 earth elemental magic spells at a proficiency equal to a fourth level warlock, can speak to all elemental beings, 80% chance of seeing even an invisible elemental and sensing the presence within 1000 feet (305 m).

R.C.C.s: Warlock and scholar.

R.C.C. Mage Skills: Intelligence (+12%), track humanoids (+5%), wilderness survival (+10%), land navigation (+8%), streetwise (+10%), demon & monster lore (+20%), astronomy (+10%), basic and advanced math (+15%), first aid (+10%), prowl (+10%), climb (+10%), swim (-10%), speaks Dragonese/Elven and Gobblely 98%,

literate in Dragonese 98% and two others (+20%), and speaks four other languages (+20%), plus can select twelve additional secondary skills from any category (+10% skill bonus on all).

Level of Experience: Player characters use the same experience table as the dragon. NPC mages will range 1D4+1 levels.

Size: 15 to 20 feet tall (4.6 to 6 m).

Note: There is one gargoyle mage in approximately every 20,000 gargoyles.

The specific gargoyle characters listed in the **Palladium RPG** are some of the notable rulers on the gargoyle's homeworld.

Gargoylites

Gargoylites are a strange, squat version of the gargoyle lords, further evidence of the varied gargoyle evolution. Gargoylites do not share the aggression and combat instincts of their larger kin, but tend toward mischief and deception rather than wholesale destruction. They also lack the lust for power and need to dominate, but have a psychotic greed for precious and semi-precious stones. Because of their easy going nature, they are the favorite spies for the gargoyles and other powerful beings.

Alignment: Typically anarchist, but can be any.

Attributes (Gargoylite): The number of six-sided dice to roll is as indicated: I.Q. 2D6+2, M.E. 3D6+1, M.A. 3D6+2, P.S. 18+1D6, P.P. 16+1D6, P.E. 16+2D6, P.B. 2D6, Spd running 3D6, but speed flying is 1D4x10+10.

Hit Points: See M.D.C.; become mega-damage beings on Rifts Earth.

Natural Armor Rating: See M.D.C.

M.D.C.: Gargoylite: 1D4x 100

Horror Factor: 10

P.P.E.: 4D6

Natural Abilities: The gargoylite possesses special powers very similar to the gargoyle lord. Metamorphosis into living stone can be performed three times per day, increasing M.D.C. by 100 and adds 1D6 M.D. to punches and kicks, but reduces speed by one-third. Can fly in stone form, but at half speed. The duration is limited to six hours per metamorphosis. The gargoylite can also turn invisible at will, fire breath once per melee (4D6 M.D., range 60 feet/18.3 m).

Other abilities include flight, nightvision 120 ft (36.6 m; can see in total darkness), superior night and day vision, like a hawk, and can see in one-tenth the light needed by a human; leap 20 feet (6 m), gliding with their wings, and bio-regenerates 6D6 M.D. every hour.

Combat: Four attacks per melee.

Damage: Restrained claw attack inflicts 3D6 S.D.C. damage plus P.S. bonus, full strength claw/punch or kick inflicts 2D6 M.D., power punch does 4D6 M.D., bite does 1D6 M.D., or by weapon. Gargoylites can also perform a flying tackle that does 1D6 M.D. and has a 50% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks. **Bonuses:** In addition to physical attributes, +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while in flight, +3 on all saving throws, and +10 to save vs horror factor.

Psionics: I.S.P. is 6D6. Meditation, mind block, presence sense, sense magic, see aura, object read, telepathy, resist hunger, resist fatigue and resist thirst. Equal to a 4th level psychic.

Magic: Only gargoyle mages can learn magic.

R.C.C.s: The average gargoylite is a spy/thief/scavenger.

R.C.C. Spy-Thief Skills: Escape artist (+10%), intelligence (+10%), wilderness survival (+10%), land navigation (+10%), pick locks (+10%), pick pockets (+5%), palming (+10%), concealment (+5%), prowl (+10%), climb (+10%), swim (-10%), W.P. knife and W.P. energy pistol, basic math (+15%), speaks Dragonese/Elven and Gobblely 98% and two other languages (+10%), plus can select six additional secondary skills from any category except electrical, mechanical, medical and science (no skill bonuses).

Level of Experience: Player characters use the same experience table as the Dog Pack. NPCs will range 1D4+ 1 levels.

Habitat: Same as gargoyles.

Average Life Span: 400 to 600 years, but some have been known to live over a thousand years.

Size: Three feet tall (0.9 m)

Weight: 100 pounds (45 kg).

Note: Their short, stubby, little wings appear to be useless but can carry the gargoyle and up to 500 pounds with ease although they cannot sustain long flights (30 minutes maximum). The short tail is ineffective in battle. Green skin, tiny horns, yellow-orange eyes.

Despite its gruesome appearance, the creature is an intelligent being with an insatiable curiosity. It finds humans especially intriguing because they are so violent, clever, inventive, deadly, and oh so unpredictable. This makes humans delightful pawns in goqua games of manipulation. The goqua love to fabricate competitions for humans, pitting them against themselves, other supernatural beings, magic, or terrible trials of strength and ingenuity. It is possible that the belief that humans were the playthings of the gods held by ancient Greeks, Romans and other ancient societies, arose from the intervention of the goqua. Certainly, legends and myths of demonic tempters include the goqua at the top of the list.

In addition to the goqua's own natural abilities, they are masters of magic. A skill they have learned to use in the most cunning of ways. As the tempters of man, they use metamorphosis often, combined with other magic and subtle tactics, allowing the goqua to have walked among humankind since the beginning of time. But the coming of the rifts has made the goqua all the more powerful.

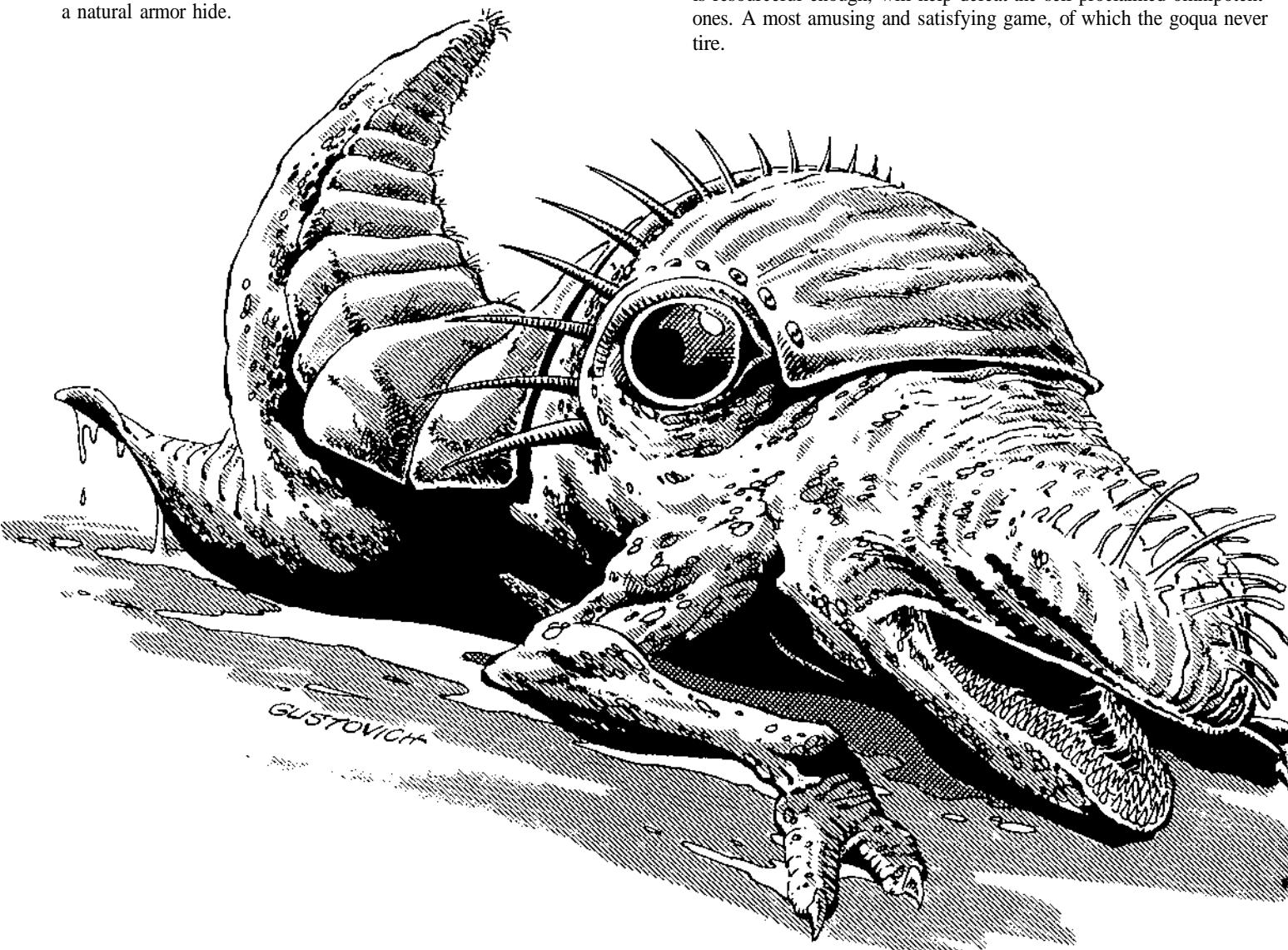
Yet for all its power and savvy, the goqua is treated poorly by many of the other intelligent supernatural beings. This, in part, because of the rivalry that exists between the various deceivers and manipulators among the denizens of demons. The goqua, demon spiders, mindolar, sowki, and vampire intelligences are constantly squabbling, fighting, or playing tricks on each other. The goqua detest being treated as an inferior. Thus, they have made a point to sucker and manipulate these other, supposedly, superior beings in its games with humanoids and other creatures, playing each against the other. They always slip humanoids in as an ace in the deck, some little edge that, if the human is resourceful enough, will help defeat the self-proclaimed omnipotent ones. A most amusing and satisfying game, of which the goqua never tire.

Goqua

Master of Deception

A Greater Supernatural Being

The goqua is a hideous creature that resembles a demonic slug or hellish larva in a pupa-like state. The slime-covered horror stands eight feet tall (2.4 m) and 20 feet long (6.m). The front is one gargantuan maw with three rows of jagged, shark-like teeth (over 300 in all) and a dozen tiny tentacles waving like antennae. The powerful jaws are so large that it can bite an elephant in half. Beyond the jaw is a pair of massive, clawed arms that can reach 10 feet (3 m). Above the shoulder is its giant squid eye, rimmed by three foot long spikes. The top and rear section of the slug is plated with a tough cartilage and skin, forming a natural armor hide.



Alignment: Usually anarchist or aberrant, but can be one of the other evil alignments too.

Attributes: All are superior to a human's. All range between 22 to 28.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 106x1000

Horror Factor: 18, **P.P.E.:** 2D4x100 + 200.

Natural Abilities: Impervious to poisons/drugs and gases, turn invisible at will, bio-regenerates 1D4x10 M.D.C. every minute (four melees), and understands, reads and speaks all languages. The goqua is vulnerable to mega-damage weapons, psionics and magic.

Psionics: Considered a master psionic with vast I.S.P. (1D6x100 + 300) on Rifts Earth. Powers are limited to all sensitive powers, meditation, empathic transmission, mind block auto-defense, hypnotic suggestion, hydrokinesis, and mind bolt. Equal to a 10th level mind melter/mage.

Magic: ALL ritual/circle and spell invocations of magic, levels 8 through 15. Will also know a total of 4D6 spells from levels 1 through 7 (GM's choice). All magic is performed at 10th level proficiency!

Combat: Seven physical or psionic attacks per melee, or five magic attacks per melee (or a combination of the three).

Damage: Claws inflict 4D6 M.D., bite does 2D4x10 M.D.

Bonuses: In addition to attribute bonuses, the creature is + 2 to save vs magic, + 2 to save vs-psychic attack, impervious to mind control, + 15 to save vs horror factor and can not be possessed.

Average Life Span: Immortal — Until Destroyed

Enemies: Demon spiders, sowki, mindolar, vampires and vampire intelligences, dragons and other powerful beings. Of course humans and humanoids are seen and used as both allies and enemies. Most humanoids consider the goqua a deadly enemy.

Allies: Evil forces, both human and supernatural, particularly lesser beings.

Size: 8 ft tall (2.4 m) and 20 ft long (6 m).

Weight: About two tons.

Note: When destroyed, the goqua disappears as if it never existed.



mega-damage fire (magic or plasma) inflicts double damage and all forms of magic attacks have full effect. Exorcisms, banishment, constrain beings, and summon lesser beings, are all excellent means of controlling or discharging the cowardly beings.

Alignment: Anarchist, Miscreant or Diabolic.

The Eight Attributes: The number of six-sided dice to roll are indicated as follows: I.Q. 2, M.E. 1, M.A. 1, *P.S. 4, P.P. 3, P.E. 2, P.B. 1, Spd. 4

*The physical strength (P.S.) is never less than 16.

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.; becomes a mega-damage creature on rifts earth.

M.D.C.: 106x10

Horror Factor: 12, P.P.E.: 1D6

Natural Abilities: Nocturnal creatures — nightvision 200 ft (61 m range), blinded by daylight or bright artificial light (-8 to strike, parry, dodge). Impervious to cold, poison, drugs, gases, and S.D.C. weapons. Fire inflicts one M.D. point for every normal S.D.C. point, while mega-damage fire does double damage.

Can dig into dirt and clay at a rate of ten feet (3 m) per minute. Do not breathe, prowl 68%, and have the innate magic ability to shadow meld (equal to a 10th level spell).

Combat: Four attacks per melee. **Bonuses:** + 1 to parry, + 2 to dodge, + 6 to save vs horror factor, and + 1 on all saving throws.

Damage: Claw/punch does 1D6 M.D., a kick 2D4 M.D., bite inflicts 2D6 S.D.C. damage. Occasionally will pick up and use an available weapon, but never carry weapons of any kind on them.

Magic: None

Psionics: None

Average Life Span: Immortal — Until destroyed

Grave Ghouls

The Classic Ghoul

Stories of grave-robbing demons who eat the flesh of the dead exist in the legends of all people, because ghouls have plagued humankind since the beginning of time. They are ugly, human-size creatures who resemble walking, skeletal corpses. Grave ghouls are frequently found in large, old cemeteries near ley lines and in the slums and sewers of large metropolitan burbs. Grave ghouls seldom stray far from a ley line and unlike the other ghoul scavengers, are a cowardly lot who simply wish to be left alone to dine on the bones of the dead.

When discovered, they will hiss and growl menacingly. If that does not seem to frighten away the person(s) they will try to escape by fleeing into the shadows and burrowing into the earth. Grave ghouls will fight only when cornered, or if they outnumber their opponent by at least three to one. A single ghoul might attack a child under the age of fourteen, but would do so only in spite or anger. They hate fresh flesh, so they will never mutilate a fresh kill or any corpse less than a few months old.

Grave ghouls always travel in groups of two to eight, but even with four pairs they are shameless cowards. However, if a person(s) shows genuine terror and flees screaming, the ghouls will give chase, hooting and howling just for the sheer, malicious fun of it. Even then, they rarely make a concerted effort to actually catch the person(s) for fear that he/she/they might fight back.

The grave ghoul is a supernatural being impervious to cold and poisons, needs no air to breathe, and is a mega-damage creature on Rifts Earth. However, fire, even normal fire, does mega-damage, while

Habitat: Anywhere near a ley line.

Enemies: Humanoids and most other non-supernatural life forms.

Allies: None per se, may associate with other supernatural beings.

Size: Human, about 6 ft (1.8 m).

Weight: About 125 pounds (56 kg).

Note: Ghouls can not speak, but can growl, moan and hiss. They do, however, magically understand all languages. During the day, they sleep underground, in the dirt, and often access coffins from underground. They are compelled to walk on the surface during the nights of a full moon. On those nights the ghouls cannot take refuge underground until the first light of day. These nights are often used by humanoids as a time to hunt and exterminate the creatures.

Gremlins Techno-Terrors

Gremlins are ugly, slobbering, little humanoid monsters with a cruel streak a mile long. A typical gremlin stands about two feet tall (0.6 m), with a potbelly, hairy legs and arms, pointed ears, slanted, red eyes and an oversized, sneering mouth with jagged teeth. They are fairly weak in hand to hand combat and will always flee when confronted with an opponent(s) who is more powerful or dangerous than they.

The gremlin has only four significant powers: levitation, electrokinesis, object read, and telemechanics. They also have an uncanny, natural mechanical aptitude. The little demons use their powers to *sabotage* electrical and mechanical devices with the intent to cause trouble, destruction and death. They are cruel pranksters who delight in the suffering of humanoids. They think it is great fun to short-circuit electrical wires, start fires, deactivate warning systems, tamper with a vehicle's brakes, knockout electrical service, deactivate weapon systems, and so on. Of course, timing is everything if one wants a truly excellent disaster.

A gremlin will cause trouble and mayhem at the same location as long as it feels it won't get caught and there's enough mischief to amuse it. They can be a nightmare of trouble, especially in this high-tech world of the future. Fortunately, they are extremely uncommon.

Alignment: Diabolic or Miscreant.

Attributes: The number of six-sided dice rolled is as indicated: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 1D6, P.P. 3D6, P.E. 1D6, P.B. 2D6, Spd 2D6

Hit Points: See M.D.C.; become M.D. beings on **Rifts** Earth.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D6x10

Horror Factor: 10, P.P.E.: 2D6

Natural Abilities: *Uncanny mechanical aptitude* which enables it to understand, operate and tinker with machines, equal to a 50% mechanical engineering skill proficiency.

Other Abilities Include: Prowl 50%, impervious to toxins, poisons, drugs, gases; does not need air to breathe, and is impervious to electricity.

Combat: Four physical attacks per melee or three psionic attacks per melee.

Damage: Claw/punch 1D6 M.D., bite 1D6 M.D. or by weapon.

Bonuses: +2 to dodge, +6 to save vs horror factor.

Magic: None

Psionics: I.S.P. 1D6x 10 + 20. Powers: Levitation, electrokinesis, object read, and telemechanics. All are performed at 4th level proficiency.

R.C.C.: Gremlin — Demon Operator

R.C.C. Skills: Operate computer 60%, repair (sabotage) computer 42%, weapon systems 40%, robot mechanics 30%, automobile mechanics 70%, pilot any vehicle 45%, read sensory equipment 50%, basic electronics 70%, locksmith 50%, pick locks 70%, W.P.: select

four modern and two energy weapons, speak and literate in two languages at 70% proficiency, speaks Gobbley and Faerie Speak 98%.

Habitat: Anywhere there are machines and trouble to be made.

Average Life Span: 500 years.

Enemies: All creatures who use machinery.

Allies: May join forces with other supernatural beings or creatures of evil.

Size: 2 ft (0.6 m)

Weight: 20 pounds (9. 1 kg)

Note: The gremlin's body shrivels up and turns to ash when it is killed.

Hell Hounds

Earth myth is rife with tales of supernatural monster dogs. These hell hounds or Devil Dogs are actually weird, shape-changing creatures who try to assume the form of a wild dog. However, like the boschala, they do not fully understand the physiology of Earth animals and often assume a twisted and grotesque appearance which can only be described as a monstrous resemblance to canines. The creatures usually have four legs, a tail and monstrous canine head with a huge maw, but sometimes the head is insect-like.

England has a long history of spectral dog packs, the most famous of these is probably the Headless Hounds of Dartmoor. With the coming of the rifts, the world is again plagued by so-called hell hounds. They are particularly common to England and Australia, and to a lesser degree, the plains of Africa and the North American wilderness.

Hell hounds always run in packs of four or more (roll 4D4 dice) and hunt only at night. At the first light of day the hideous mockeries of nature fade away, giving credence to the belief that they are ghostly apparitions. In reality, sunlight transforms the weird beasts into their natural form, invisible energy beings. In their energy form they have no powers to use against humans and wander around aimlessly. At night they can again assume physical shape and stalk human prey, for the hell hounds are natural predators with animal intelligence and instincts. The demon dogs attack humans simply because they are easy prey. What makes them doubly lethal is that hell hounds are territorial, hyperactive, irritable and aggressive in the extreme.

Alignment: Miscreant or aberrant.

Attributes: The number of six-sided dice rolled is as indicated: I.Q. Animal intelligence about equal to a dog's, M.E. 2D6, M.A. 1D6, P.S. 10+3D6, P.P. 10+ 1D6, P.E. 4D6, P.B. 1D6, Spd 6D6+ 10

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D6x10+10; become mega-damage creatures on **Rifts** Earth.

Horror Factor: 16, P.P.E.: 2D6

Natural Abilities: Never tire, track by smell 70%, keen nightvision 400 ft (122 m; can see in total darkness), vulnerable to all types of mega-damage attacks, magic and psionics.

In energy form the beings become docile and are ethereal, which means they can pass through solid matter (can be contained in certain crystals and magic circles).

Combat: Five attacks per melee.

Damage: Bite inflicts 2D6 M.D. or claws 2D6 M.D. **Bonuses:** + 3 to strike and dodge, + 1 on initiative, + 10 to save vs horror factor.

Magic: None

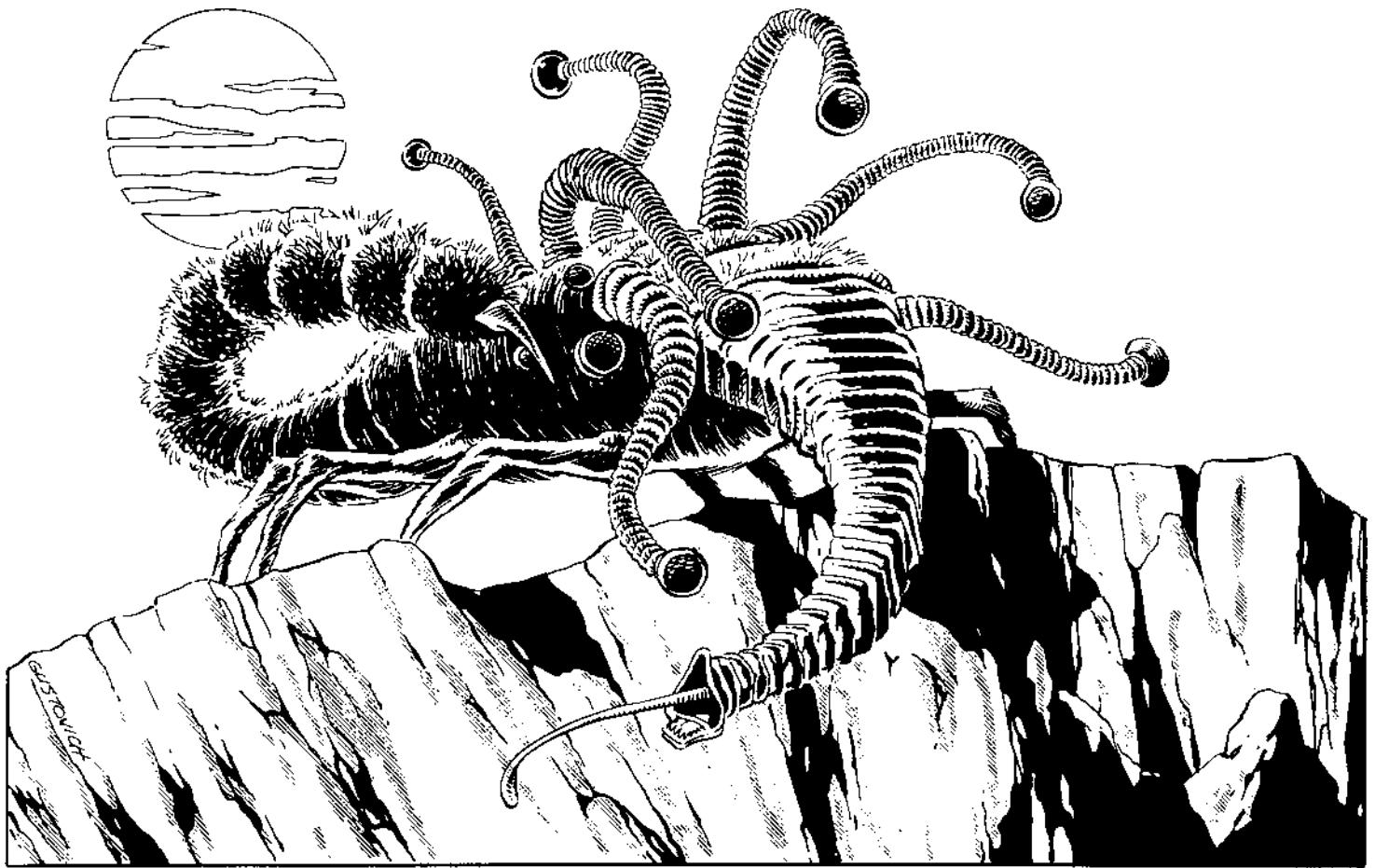
Psionics: None

O.C.C.: None, animal predator.

Habitat: Most common in England and Australia, but can be found in small numbers virtually anywhere.

Average Life Span: Immortal — Until destroyed.

Value: About 30,000 credits if a buyer can be found. Evil mages and supernatural beings often keep hell hounds as pets and guardians of their lairs. Occasionally used in gladiatorial games.



Size: About the size of a large dog, like a German Shepherd, coyote or wolf.

Weight: About 50 pounds (22 kg).

Note: Always hunt in a pack of 4D4. Reverts to energy form and fades to nothing when killed. Not afraid of fire because it cannot hurt them.

with one small entrance, thereby making it difficult to reach the monster without placing oneself in its striking range. This hunter can be unbelievably elusive despite its immense size. It kills only to feed, about once every two or three days.

Alignment: Considered evil.

Attributes: The number of six-sided dice rolled is as indicated: I.Q. Very high animal intelligence, about equal to an I.Q. of 7, and is very tricky and elusive, M.E. 4D6, M.A. 1D6, P.S. 12 + 2D6, P.P. 12+ 1D6, P.E. 4D6, P.B. 1D6, Spd 6D6 running and climbing!

Hit Points: See M.D.C.; a mega-damage monster on Rifts Earth.

Armor Rating: See M.D.C., heavily armored.

M.D.C.: 4D6 x 10, in insect form. The energy being possessing it has 1D4x10M.D.C.

Horror Factor: 16, P.P.E.: 3D6

Natural Abilities in Insect Form: Can climb on all surfaces straight up and down, sideways, upside down, or on the ground, with mind-boggling speed. Leap up to 20 ft (6 m) up or across. Superior vision, with multiple eyes, enabling it to see in all directions at once; it can not be surprised. Nightvision 600 ft (183 m) and can see in the infrared and ultraviolet spectrums. Prowl 83%, climb 95%, swim 70%, acrobatics 70%, resistant to toxins/gases (half damage).

In energy form the malignant is invisible, can hover and fly at a speed of 35 mph (56 km), is impervious to toxins and S.D.C. damage. Mega-damage energy, magic and psionic attacks can hurt it in both forms.

Note: When the physical, insect, host body is destroyed, the energy being is released. The shock of losing the host body is likely to send it reeling back to its own dimension (64% likelihood). If it manages to remain in our world, it will find a new insect host body and begin its hunt again, within 48 hours. An exorcism can also send it out of the host body (turning back into a normal cockroach) and back into its own dimension. Banishment or constrain being will only hold the malignant in giant bug form at bay or chase it away.

Malignous

Another energy being that can assume physical form in our world is the horrid insect-thing known as malignant. It is a frightful creature that resembles a gigantic, deformed scorpion. To anchor itself to our world, the invisible energy being possesses an insect, then, within a few hours (1D6), it transforms the tiny, harmless bug into a gruesome giant, the size of a horse. Its tail is a wicked, lightning fast stinger that secretes a paralyzing toxin. The mouth is a grisly appendage with a three foot long tongue. Around the mouth-trunk are 20 eyestalks that make it impossible to catch the hellish thing unawares.

The malignant is a predator that will feed on man or animal without preference. Its sole purpose is to satiate its appetite for delectable, fresh, bone marrow. It can function equally well during both day and night, but finds the night to be more advantageous. When not on the prowl, the creature will spin a nest inside a deserted building, dead-end alley, basement, sewer, or cave. Like all insects, the malignant can climb the smooth surfaces of walls and ceilings with incredible speed and agility. This ability gives the thing outstanding mobility in cities, where it can climb buildings and hide in shadows, on roofs, under water towers or ceilings, moving high and low, darting around corners and ducking under cover.

Although the malignant has an animal-like intelligence, it is an exceptionally clever predator, using hit and run tactics and never standing its ground against several opponents unless trapped. When pursued it will hide in the most inaccessible places, like cramped spaces and areas

Combat: Five attacks per melee. **Bonuses:** +3 to strike and parry, +4 to dodge (automatic, like a parry, and does not forfeit an attack), +4 on initiative (cannot be surprised or attacked from behind), +2 to save vs poison, +2 to save vs magic, +10 to save vs horror factor and can not be possessed.

Damage: Strike by legs 1D6 M.D., bite by the mouth-trunk which has tiny little teeth inside for cracking bones: 1D4 M.D., or leap attack (usually from above) 2D6 M.D. and has a 60% chance of knocking human size prey down (also a 40% chance of pinning prey), counts as ONE attack.

Stinger stab 2D6 M.D., plus mega-damage creatures (not armored personnel), like dragons, must roll to save vs poisons/toxins (14 or higher) each time the character is stung. A failed roll means the victim is paralyzed. Paralysis begins after one melee (15 seconds). First the arms will go limp and the being will feel dizzy. Within another 4 melees (one minute) the legs go numb and the person is helpless. If the character can be rescued the paralysis is temporary, lasting about 3D4 minutes.

Magic: None

Psionics: None

O.C.C.: None — Supernatural Predator.

Habitat: Cities, buildings, ruins, sewers, subway tunnels, caves, etc., worldwide. Fortunately, not very common, quite territorial, with one malignant claiming a 20 mile (32 km) area.

Value: Highly valued by simvan demon riders and as monsters for the gladiatorial arena; worth about 80,000 credits.

Size: About 6 ft (1.8 m) tall and 12 to 15 ft (3.6 to 4.6 m) long.

Weight: 800 to 1000 pounds (363 to 450 kg)

Note: A solitary creature, it never associates with its own kind except to mate. May associate with other supernatural creatures, unless controlled by a sorcerer or greater being.



Mindolar

The Mind Slug — A Greater Supernatural Being

The mindolar are giant, slug-like beings with ten puny arms, two elephant-like legs, horrible, toothy mandibles and stinging tongue. Since the coming of the rifts, Earth has become an attractive place for the demonic monsters. They are born to manipulate and control other beings and thrive on chaos. Rifts Earth is a chaotic environment with constant wars and conflicts between hundreds of different races, both human and inhuman. Thus it is an alluring place of intrigue and anarchy in the first place, and a wonderful catalyst for the mindolar to create even more havoc.

A mindolar can not be controlled by humans, because of its superior psychic mind, but it can control humans like a puppet on a string. This makes them very attractive to evil practitioners of magic and power-hungry rulers. However, the summoner must take extreme measures to not fall under the mindolar's control or it is he who will become a pawn in a game of power and chaos. Fortunately, the mindolar is a creature of high intelligence and a master schemer who does not act out of mindless savagery. It will psionically communicate with its summoner and listen to what he has to propose, all the while scanning him to make an assessment as to his power and value. If the summoning mage is powerful, likable, convincing, and lucky, the monster will agree to become his partner and not kill or enslave him. Note that once summoned or rifted into a world, the mindolar can't be forced to leave unless the most powerful magic circles are used.

A mindolar is observant, a quick learner, and quick to react. If betrayed or tormented, it is likely to make a quick snack of its tormentor. After all, the monster believes the only thing humans are really good for is eating and as playthings. The mindolar does not appreciate arrogance and will attack, kill, enslave or betray anyone who belittles it. Mindolar have a formidable array of psychic abilities, but its most dangerous power is its *mind controlling bite*.

Alignment: Typically anarchist, miscreant or any evil.

Attributes: The number of six-sided dice to roll is as indicated: I.Q. 18 + 2D6, M.E. 18 + 2D6, M.A. 18 + 2D6, P.S. 2D6+1, P.P. 3D6, P.E. 10 + 3D6, P.B. 1D6, Spd 2D6

Hit Points: See M.D.C.; becomes a mega-damage being on Rifts Earth.

Natural Armor Rating: See M.D.C.

M.D.C.: 1D6x100

Horror Factor: 16, **P.P.E.:** 1D4x10

Natural Abilities: Understands all languages, but must use a human pawn to speak. Bio-regenerates at a rate of 4D6x 100 hit points per hour. Resistant to cold and drugs/poisons (1/2 damage). Climb 20%, prowl 30%, and swim 30%. Impervious to mind control of any kind. In Rifts-Earth the demonic thing's hit points are so great that it is effectively a mega-damage creature but is vulnerable to S.D.C. weapons, as well as mega-damage weapons, magic, psionics, and supernatural enemies.

Combat: Five psionic or six physical attacks, or two psionic and three physical. **Bonuses:** +4 to parry, +10 to save vs psionic attack (do not add the M.E. bonus), +10 to save vs horror factor, +3 to save vs magic. It can not be possessed or mind controlled and is impervious to all forms of illusionary magic (including concealment).

Damage: Restrained bite inflicts 2D6 S.D.C. plus the victim must roll to save vs magic mind control (15 or higher). A killing bite is used against mega-damage creatures, and structures, inflicting 5D6 M.D. plus victim must roll to save vs mind control. Restrained punch 4D6 S.D.C. plus P.S. bonus, or full strength punch 2D6 M.D., or by psionic attack.

Magic: None

Psionics: Master psionic: 2D6x 100+ 100 I.S.P. (NPCs average 800 I.S.P.). All psychic sensitive powers, plus exorcism, healing touch, increased healing, deaden pain, induce sleep, resist fatigue, bio-manipulation.

lation, empathic transmission, hypnotic suggestion, mind block auto-defense, and group mind block.

SPECIAL Mind Controlling Bite: The Mindolar's bite places its victim under the monster's complete control, identical to the domination spell, only the duration is nearly permanent and the range infinite. Opponents (including lesser supernatural beings, and creatures of magic, like dragons) must roll to save vs magic, a 15 or higher, to save vs mindolar mind control every time they are bitten. A successful save means the character is still himself. Three successive saves against the magic bite means the character is immune to ALL of that particular mindolar's mind altering powers, including its normal psionic powers. Such individuals are perceived to be a serious threat to its existence and must be exterminated!

A failed roll places the person under the slug's complete control. The effect is exactly like the magic spell "domination," except there is no limit to the range or duration. The bite also enables the mindolar to place its slave into a trance, identical to the "trance" spell. The person is the monster's mind slave until the creature is slain or sent into another dimension! When the slug's mind control is broken, all of his slaves regain their own wills and self control, and their memories as a slave are only foggy half-memories. Note: A single mindolar can control as many as 200 human beings simultaneously.

R.C.C.: Mindolar — Master of Men — A Greater Supernatural Being. Definitely NOT recommended as a player character! Sometimes worshipped as a god or demi-god.

R.C.C. Skills: Actually knows very few skills itself. Instead, it will use its slave to read and perform tasks/skills that it cannot perform itself. Mindolar see their slaves as extensions of themselves and by means of telepathy, they can see and learn (from an informational point of view) anything their slaves know. However, it must use that particular slave to perform the desired skill or to cast magic, etc. Understands all languages, but must use a human pawn to speak. Will know eight skills from the categories of technical and science (skill bonus +20%). Tend to avoid the use of bionics.

Level of Experience: Most mindolars are equal to a 2D4 + 5th level mind melter (use mind melter experience table if you are allowing the NPC character to gather experience points).

Habitat: Can be found anywhere, but usually hiding in communities among other life forms; very social creatures, driven to dominate other beings.

Average Life Span: Immortal — Until destroyed

Enemies: Incredible rivalry exists between the goqua and mindolar. Mindolar also frequently fall into trouble with so-called demi-gods, gods and very powerful supernatural beings, again, because they are often rivals over the control and domination of others. Often enemies with sowki, titans, and beings of a good alignment.

Size: 7 ft (2.1 m) long.

Weight: 600 lbs (272 kg).

Notes: Ruthless and cruel, the mindolar vents its frustration on the puny human race and their sub-human cousins (D-Bees). They love anarchy and are often considered a demon lord of chaos and darkness.

The real power of the mindolar is that it can control a vast number of other incredibly powerful creatures, including dragons, demons, kings and warriors. These beings may in turn control or command dozens or even thousands of other people. Mindolar are cunning beyond belief and can weave a power structure for the purposes of evil that is staggering. They can be the driving force behind empires. In fact, rumor has it that the second in command of the present *Federation of Magic* is a mindolar. Another mindolar controls a comparatively small but powerful kingdom in Minnesota, near Tolkeen, and will see to it that there is a bloody war between the free kingdoms of Minnesota and the Coalition States.

Sowki — The Serpent

Optional Player Character

The sowki's (pronounced sah-woo-key) visage is right out of classic, ancient demon myths, a tall, powerfully built humanoid with the smooth, cold skin of a snake, a long, monstrous head with three large eyes running down the middle, and five inch fangs jutting from a mouth rimmed with pointed, canine teeth.

Unlike many supernatural beings, the sowki is very intelligent and not generally driven by blood lust or a desire to destroy the human race. Although human flesh is considered delicious, they see Earth as a land of opportunity. A place where a sowki can acquire great power, wealth, and perhaps, worship from lesser creatures. They are demonic beings who would be "rulers of men." To this purpose they establish lairs among humanoids, and walk among them with illusion and metamorphosis. They use their dark secrets of magic to build a fortune and purchase an army of ruthless humanoids who will not ask questions and who will serve any master, so long as they share in the reward. More than a few times, a sowki has formed a cult with himself as the leader, or as an ancient god.

A sowki has no limit to its arrogance and that is usually its downfall. The quest for power and more power is never ending. Too much is never enough. A compulsive megalomaniac, the fiend always goes too far, daring to conquer too much, spreading itself out too thin, or daring to take too many foolish risks. The reptilian's power lies in its cunning and mystic knowledge. Although physically powerful, it is not strong enough to withstand the onslaught of brave humans trying to save themselves from its loosening grip of terror. The cunning goqua finds the sowkis' blind arrogance makes them wonderful pawns in its own games and quests for power.

Alignment: Anarchist or any evil.

Attributes: The number of six-sided dice to roll is as indicated: I.Q. 13 + 2D6, M.E. 13 + 2D6, M.A. 13 + 2D6, P.S. 13 + 4D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 3D6

Hit Points: See M.D.C.

Natural Armor Rating: See M.D.C.

M.D.C.: 3D6x10

Horror Factor: 14, **P.P.E.:** 1D6x 10+10 on **Rifts** Earth.

Natural Abilities: Superior vision, like a hawk (able to see a one foot target up to 2 miles/3.2 km away), nightvision 600 ft (183 m; can see in total darkness), the top, third eye can see the invisible and in one sixth the light needed by humans. Hates the cold, but functions in cold climates; prefers extreme heat. Magically understands and speaks all languages.

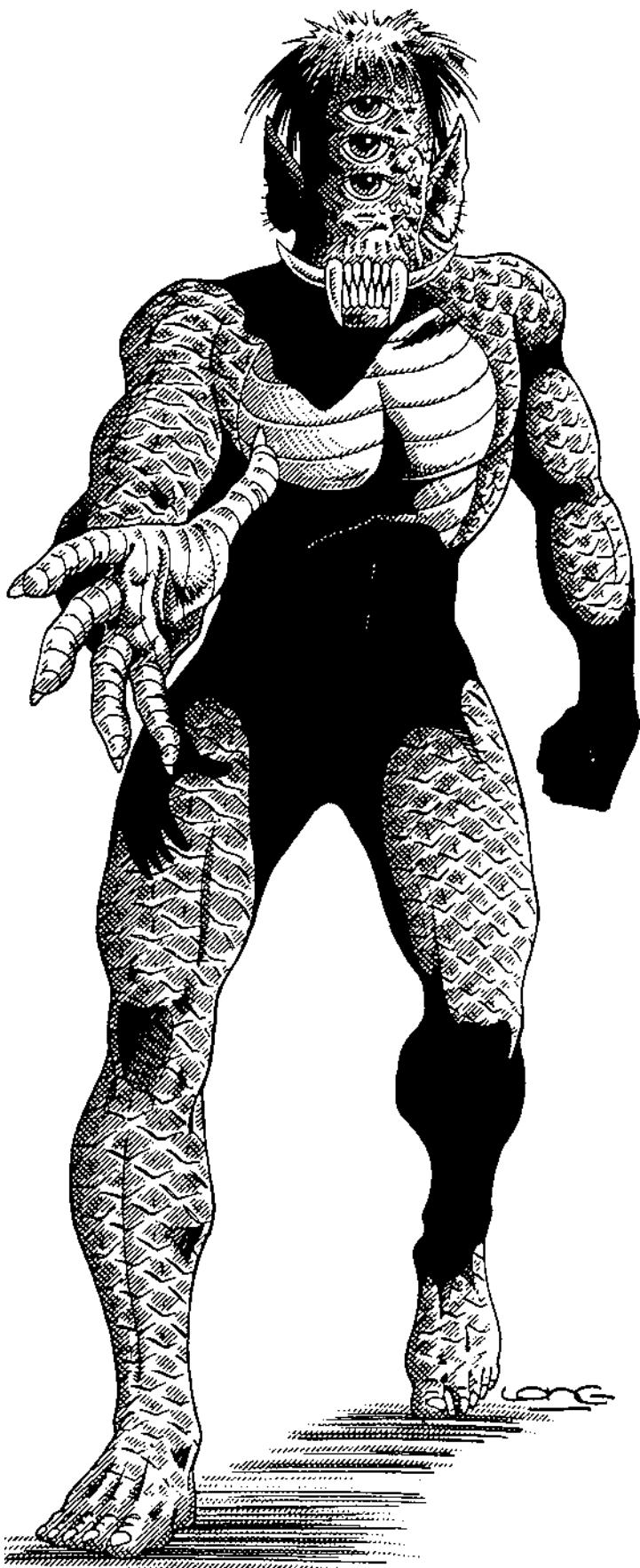
Combat: Five physical attacks per melee or three magic attacks.

Bonuses: + 1 on initiative, +3 to strike, +3 to parry, +2 to dodge, +4 to pull punch, +4 to roll with impact, +3 to save vs magic, +2 to save vs psionic attack, and +8 to save vs horror factor. All are in addition to attribute bonuses, as usual.

Damage: Restrained punch inflicts 4D6 S.D.C. damage plus any P.S. bonus full strength punch 3D6 M.D., bite does 2D4 plus a poisonous toxin that does another 2D6 damage unless the character rolls a successful save vs poisons (14 or higher). Roll for each bite. Magic has its usual limitations.

Psionics: I.S.P: 6D6; meditation, mind block, sense magic, speed reading, summon inner strength, total recall, object read, and hypnotic suggestion. Equal to a 3rd level psychic.

Magic: P.P.E. Base: 1D6x 10+10 plus 3D6+ 10 per level of experience. Knows all *illusionary* spell and ritual magic, including death trance, concealment, detect concealment, charismatic aura, multiple images, horrific illusion, apparition, mask of deceit, and hallucination. Also knows metamorphosis: animal, metamorphosis: human, and summon lesser beings. 50% chance of knowing an additional 1D4 spells from levels one, two and three.



R.C.C.: Sowki — Demonic Arcanist/Line Walker/Wizard

R.C.C. Skills: In addition to the circle and magic knowledge already noted, the sowki can read mystic symbols, knows all magic words, recognize enchantment/possession 70%, literate in Dragonese/Elven and two other languages at 98%, basic and advanced math 98%, operate

computers (+ 15%), demon & monster lore (+ 20%), palming (+ 10%), concealment (+10%), two ancient W.P.s and two modern W.P.s, radio: basic (+10%).

Can select an additional 12 skills from any skill categories, excluding hand to hand combat and acrobatics. All skills enjoy a + 10% bonus plus I.Q. bonus if any. Most will have strong leanings toward espionage, rogue, science and technical. The usual skill requirements are a consideration.

Level of Experience: Player characters start at level one or two and should be considered young mystic adventurers. Use the same experience table as ley line walker. NPC villains are 1D4 + 4 level men of magic (can be higher at GM's discretion).

Habitat: Anywhere, but usually hot climates.

Average Life Span: 400 years

Enemies: The goqua, mindolar, spider demons and vampires (sowki's hate vampires) are constantly fighting with each other. Humans are not seen as enemies but as potential pawns, slaves, comrades, worshippers and as a challenge. Of course, humans and humanoids can become an enemy and many consider the sowki a dangerous creature.

Allies: Humans, and just about any being who is selfish, power hungry, or awed by the sowki.

Size: 6 ft 6 inches to 7 ft (1.9 to 2.1 m).

Weight: About 300 pounds (136 kg).

Spider Demon

The Death Weavers

The Cunto Indians of South America knew of the "Death Weaver," a vile, supernatural creature that appears as a giant spider with a hideous, half-human head and a death's skull emblazoned on its hindquarters, long before the Time of Rifts. The Indian legend says that the Death Weavers were overlooked by the gods as lowly predators of vermin. The spider demons were much more intelligent than any suspected and stole the gods' secrets of magic, throwing them to the wind, scattering magic across the world where mortal man could learn its secrets. For eons the spiders have searched the globe, retrieving the magic and mastering its secrets for themselves, so that they might become gods. In Rifts Earth, the spider demons are back and more powerful than ever.

Death Weavers prefer hot, steamy jungles over cooler climes. For this reason they are found in the Yucatan, South America, Africa, India, Asia, Malaysia, and parts of China. The incredible amount of ley line energy makes the Yucatan, India and China especially appealing. As the legend infers, Death Weavers are masters of magic and hoard magic knowledge, books, artifacts and paraphernalia. The spiders will stop at nothing to obtain magic and will fight to the death to keep it.

The Death Weavers see humans as three things: food, pawns and a source of potential psychic energy. Over the centuries, they have often manipulated primitive people to worship them as gods (or demons), or have established secret death cults. The spiders are cunning, ruthless and more than a little insane.

Alignment: Diabolic or miscreant (occasionally aberrant).

Attributes: The number of six-sided dice to roll is as indicated: I.Q. 14, very devious and cunning; M.E. 10 + 2D6, M.A. 8 + 2D6, P.S. 10 + 2D6, P.P. 6 + 3D6, P.E. 10 + 2D6, P.B. 1D6, Spd 12 + 3D6

Hit Points: See M.D.C.; becomes a mega-damage being on Rifts Earth.

Natural Armor Rating: See M.D.C.

M.D.C.: 2D4x10

Horror Factor: 16, **P.P.E.:** 1D4x100+ 100.

Natural Abilities: Can walk, run, and climb on most surfaces with amazing speed (15 mph/24 km), upside down, straight up, and so on, like a real spider. Only smooth, glassy surfaces impede its movement (half speed). Nightvision 200 ft (61 m), prowl 80%, and can spin a web (for climbing and ensnaring) at a rate of 200 ft (61 m) per melee

(15 seconds). The web is tough, like light M.D.C. rope, but deteriorates quickly (within 4 minutes/16 melees) unless a bonding resin is secreted from the spider's mouth over the web. The Death Weavers can also use the web as a rope to entangle and tie creatures up; very strong, one M.D.C. point per stand.

Combat: Four physical or two by magic, attacks per melee. **Bonuses:** +2 to strike, +4 to parry, +4 to dodge, +4 to save vs magic, +3 to save vs psionic attack, +10 to save vs horror factor.

Damage: Strike by a leg does 4D6 S.D.C., mandible bite does 3D6 M.D. Or entangle in web — No damage, but a 69% chance of being incapacitated, pinned, cannot move or attack, until the character can untangle himself (takes one melee). Vulnerable to cocooning and other attacks while entangled. Roll first to strike an opponent with the web, then roll percentile to see if entangled (69%). An entangle attack can be attempted only once per melee; counts as one attack.

Web cocoon — No damage, but completely encases the victim in a web cocoon/straight-jacket. The trapped individual is completely immobile, unable to perform any physical actions. The only way to get free is to be cut or torn out, but the average cocoon has an M.D.C. of 1D6x10. An untreated cocoon (no resin) will deteriorate within 2D4 minutes. A cocoon treated with the spider's bonding resin does not deteriorate and adds an extra 10 M.D.C. to the M.D.C. of the silky encasement. Note that the cocoon is porous and allows air to pass through its walls, so even a person encased from head to toe can breathe.

Magic (typical knowledge): Knows all protection circles and protection magic (like sanctum), summoning magic (rituals), armor of Ithan, invulnerability, invisibility: simple and superior, breathe without air, float in air, mystic portal, close rift, and dimensional portal, as well as four spells selected from levels one through eight, and one selected from each level, 9 through 15. Older, more experienced death weavers may know more (GM's discretion).

Psionics: I.S.P.: 2D4x 10. Presence sense, total recall and hypnotic suggestion. Equal to a second level psychic.

R.C.C. Skills: All lore 89%, literacy in Dragonese, basic and advanced math 98%, astronomy 89%, radio: basic 89%, land navigation 89%, tracking (humanoids) 50%, identify plants & fruits 60%, holistic medicine 50%, and can learn to speak 1D6 different languages, and literacy in 1D4 written languages (+ 20%).

Level of Experience: Typically 1D6+ 1 ley line walker or shifter.

Habitat: Jungle and tropical forests. Known to exist in the Yucatan, South America, Africa, India, Asia, Malaysia, and parts of China.

Average Life Span: 500 years

Enemies: Mindolar and humans.

Allies: Will sometimes join forces with powerful practitioners of magic, evil creatures of magic or other supernatural beings. Prefers to be the leader.

Size: Stand 6 to 8 feet tall (1.8 to 2.4 m) and equally long.

Weight: 600 to 1000 lbs (272 to 453 kg).

Note: Prefers to use magic rather than weapons, but can use weapons if so desired. Bionics and implants: Possible, but not likely.

Werewolf & Werebeasts

Optional Player Characters

Centuries before the coming of the rifts, *legends* abounded with tales of shape-changing men and demon-men who appeared to be normal humans by day, but were transformed by moonlight into beasts. The werewolf is the most notorious of these beast men, but legends from other lands tell of a great variety of werebeasts. Canines seem to have been the most common, especially in Europe, but other animals include bears, panthers, jaguars and tigers.

Werebeasts are shape-changing predators of supernatural origin. Their true form is that of half-man and half-beast; e.g., the wolf-man, or

similar to the intelligent mutant animals that are becoming so common to North America. However, werebeasts can perform a magical metamorphosis into a completely animal or human shape. The animal transformation is always limited to the type of creature the werebeast is; i.e., a werewolf can only turn into a wolf, a weretiger into a tiger, and so on. When in complete animal guise, the only things that distinguish the werebeast from the normal animal kingdom is its size, nearly twice as large as the typical animal, and its apparent human intelligence.

Most werebeasts are fairly intelligent. The werejaguar and panther are among the most intelligent and can easily disguise themselves as human beings for brief periods of time. However, all werebeasts are creatures born to hunt and kill. That is their life, purpose, and pleasure, and they cannot disguise this aggressive, animal tendency for long. Nor can the werebeasts tolerate being cooped up in a confined environment, they need to run free.

The Werewolf

The most famous of the werebeasts is the *werewolf*. They are especially common to Europe and, to a lesser degree, the Americas and Australia. The werewolf is the most vicious of all the werebeasts and is more an animal predator than human. Although the werewolf will hunt and eat other animals, their favorite prey is humans and humanoids. They delight in challenging humanoids to combat to prove they are superior in cunning and skills as a primal hunter. In Europe they often roam in packs of 2D6, and occasionally two to four times as large. One massive pack, said to roam the mountains of Romania, is rumored to have even established their own kingdom where they are worshipped as gods. Succumbing to the values of humankind, the werewolves have been known to steal and hoard valuables, such as gems, precious weapons, magic items, books, artifacts, and technological devices.

Horror Factor: 12 as humanoid wolf-thing or huge wolf. The horror factor does not apply to human form.

Alignment: Any, usually miscreant or diabolic evil or anarchist.

Attributes of the Werewolf: The number of six-sided dice to roll is as indicated: I.Q.: 2D6, M.E.: 3D6, M.A.: 3D6, P.S.: 4D6 (never less than 16), P.P.: 4D6 (never less than 16), P.E.: 5D6, P.B.: 3D6, Spd 5D6 in human form or 50 (35 mph/56 km) as a wolf.

Hit Points (Special): 6D6 + 20; see natural armor rating.

Natural Armor Rating: Special! Like the vampire, the werebeast is invulnerable to virtually all weapons, including mega-damage energy weapons, explosives, bullets, fire, wood, and poison/drugs. However, also like vampires, werebeasts are vulnerable to ordinary silver.

Weapons that have at least a 50% silver content inflict double damage to the supernatural things. Thus a silver-plated dagger, which normally inflicts 1D6 S.D.C. damage, inflicts 2D6 points of damage direct to the monster's hit points. Although werebeasts possess bio-regenerative powers, they are nothing like the vampires' so being bludgeoned or stabbed by silver can kill the creature without requiring decapitation and staking.

P.P.E.: 2D4x10+10.

Natural Abilities: The abilities listed are specifically for the werewolf, other werebeasts may differ. Speak while in animal shape, prowl 80%, swim 50%, track by smell 70%, nightvision 300 ft (91.5 m), and bio-regeneration: restores hit points at a rate of 4D6 H.P. an hour.

Limited invulnerability: See natural armor rating description. *The creature is vulnerable* to magic, psionic attack and weapons made of silver (double damage). Wolfbay and garlic will hold all werebeasts at bay, like a vampire, but the cross, sunlight and running water have no adverse effect. Powerful mega-damage attacks and explosions that inflict great amounts of damage may knock the creature down or stun it. Same Knockdown!Impact table as for vampires.

Shape-changing power: The myth is that a werebeast is human by day and beast by night, but this is not true. The creature can shape-change at will, day or night. The metamorphosis takes about 15 seconds (one

melee) and there is no limit to the number of times the creature can perform a metamorphosis or how long he can maintain that particular shape.

As stated previously, the creatures are quite cunning, thus they generally assume the less frightening form of human or wolf during the bright sunlight hours when humans are on the prowl, and into the monster-wolf humanoid form or wolf shape during the night. Also, since they are *nocturnal* hunters, they tend to sleep most of the day and are active during the night. The three (3) shapes are human, wolf, and its natural shape of wolf-humanoid (half-man half-wolf).

Magic: Metamorphosis: animal, metamorphosis: human, summon and control canines, repel animals, see the invisible, and tongues.

Psionic Abilities: I.S.P.: 5D6. Psi-powers: Sixth sense, see the invisible, mind block.

Combat: Four (4) attacks per melee in natural monster or wolf form. Two in human shape. **Bonuses:** In addition to probable attribute bonuses, the werewolf is +1 on initiative, +2 to strike and parry +3 to dodge, +1 to pull punch, +2 to roll with impact/fall, +6 to save vs horror factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form.

Human shape punch — 2D6 S.D.C. damage + P.S. bonus.

Restrained claw — 4D6 S.D.C. damage + P.S. bonus.

Power claw — 1D6 M.D., counts as one attack.

Power punch claw — 2D6 M.D., counts as two attacks.

Normal Bite — 2D6 M.D.

Power Bite — 4D6 M.D, counts as two attacks.

Note: All S.D.C. damage from claws or bite inflicts full damage to the hit points of vampires and other werebeasts.

R.C.C.: Werewolf — Supernatural predator

R.C.C. Skills: Werewolves can speak Gobblely and American or Euro 98%, land navigation (+15%), and track animals (+20%). They can also learn a total of seven additional secondary skills at first level and two additional skills at levels four, eight, twelve and fifteen. Use the same experience table as the psi-stalker. Hit points and skill proficiency increase with each level; no special skill bonuses unless otherwise indicated.

Available skill categories include: domestic, espionage, science (basic math only), technical (language, lore, and photography only), pilot (automobile, motorcycle, hover vehicle, boat, and horsemanship only), rogue (any except computer; +5%), W.P. any (lean toward ancient), wilderness (any, +10%).

NPC Experience Level: Average character: 1D4 levels.

Player Character Experience: Player characters should start at level one and use the same experience table as the psi-stalker.

Average Life Span: 300 years

Habitat: The werewolf is commonly found in Canada, USA, Europe (especially Eastern Europe), Africa, Australia and Japan. However, individuals and small groups can be found anywhere, throughout the world. Prefer temperate climates and forests.

Enemies: Supernatural predators, humans and humanoids.

Allies: May join forces with other supernatural creatures or forces of evil.

Size: 6 to 7 feet (1.8 to 2.1 m) tall in human and humanoid monster form, 4 to 5 feet (1.2 to 1.5 m) tall at the shoulders in animal form.

Weight: 200 to 300 lbs (90 to 136 kg).

Notes: Love the taste of human and humanoid flesh and blood. Vicious and cruel, they will slaughter livestock and kill humanoids for pleasure, not just to eat. Werewolves prefer the wolf form above human. Evil arcanists sometimes summon werewolves as assassins.

Werebear

The werebear is rare compared to his cousin, the werewolf. They are especially common to the frozen tundras of Alaska and Russia. These winter oriented beasts have white or pale grey fur and, from a distance, one might be mistaken as a polar bear. The eskimo natives

of these lands know them as "demon bears," and will avoid conflict with the werebears whenever possible. Some tribes will leave a goodwill offering of caribou or sea lion to appease the beast if they know a demon bear is in the neighborhood.

Unlike the werewolf, the bear avoids conflict with humanoids, attacking them only when in a foul mood or when other prey is not available. However, don't mistake this as cowardice on the part of the monster, the werebear is the most powerful of all the werebeasts. One lone creature has been known to slay a hunting party of twenty men.

Werebears are solitary creatures, living off the land much like an ordinary animal. They tend to hunt alone or in pairs and may gather in small nomadic tribes of 4D6 members.

Alignment: Any, usually anarchist or evil.

Attributes of the Werebear: The number of six-sided dice to roll is as indicated: I.Q.: 1D6 + 3, M.E.: 3D6, M.A.: 3D6, P.S.: 20 + 4D6 (never less than 26), P.P.: 4D6 (never less than 16), P.E.: 5D6, P.B.: 3D6, Spd 5D6 in human form or 35 (25 mph/40 km) as a bear.

Hit Points (Special): 6D6 + 40; see natural armor rating.

Natural Armor Rating: Special! Same as werewolf.

P.P.E.: 2D4x10

Horror Factor: 15 as humanoid bear-thing or huge bear. The horror factor does not apply to human form.

Natural Abilities: The abilities listed are specifically for the werebear, other werebeasts may differ. Speak while in animal shape, prowl 50%, swim 80%, track by smell 70%, nightvision 300 ft (91.5 m), and bio-regeneration: restores hit points at a rate of 6D6 H.P. an hour.

Limited invulnerability: Same as the werewolf.

Shape-changing power: Same as the werewolf.

Magic: Metamorphosis: animal, metamorphosis: human, summon and control canines, repel animals, see the invisible, and tongues.

Psionic Abilities: I.S.P.: 4D6. Psi-powers: Sixth sense, see the invisible, mind block.

Combat: Four (4) attacks per melee in natural monster or bear form. Two in human shape. **Bonuses:** In addition to probable attribute bonuses, the werebear is +1 on initiative, +3 to strike, parry, and dodge, +4 to pull punch, +4 to roll with impact/fall, +6 to save vs horror factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form.

Human shape punch — 4D6 S.D.C. damage + P.S. bonus.

Restrained claw — 6D6 S.D.C. damage + P.S. bonus.

Full strength claw — 4D6 M.D., counts as one attack.

Power punch claw — 2D4x 10 M.D., counts as two attacks.

Normal Bite — 3D6 M.D.

Power Bite — 6D6 M.D, counts as two attacks.

Note: All S.D.C. damage from claws or bite inflicts full damage to the hit points of vampires and other werebeasts.

R.C.C.: Werebear — Supernatural predator

R.C.C. Skills: Werebears can speak Gobblely and American or Euro 98%, land navigation (+20%), and track animals (+10%). They can also learn a total of six additional secondary skills at first level and two additional skills at levels four, eight, twelve and fifteen. Use the same experience table as the psi-stalker. Hit points and skill proficiencies increase with each level; no special skill bonuses unless otherwise indicated.

Available skill categories include: domestic, espionage, science (basic math only), technical (language, lore, and photography only), pilot (automobile, truck, motorcycle, hover vehicle, boat, only), W.P. any (lean toward ancient), wilderness (any, +10%).

NPC Experience Level: Average character: 1D4+ 1 levels.

Player Character Experience: Player characters should start at level one and use the same experience table as the psi-stalker.

Average Life Span: 500 years

Habitat: The werebear is commonly found in northern Canada, Alaska and Russia. To a lesser degree, they are also found in northern mountains in the USA and Europe. Of course, an individual or adventurous small

groups can be found anywhere, throughout the world. Prefer cold to temperate climates, tundra and forests.

Enemies: Supernatural predators, humans and humanoids.

Allies: May join forces with other supernatural creatures or forces of evil.

Size: 6 to 8 feet (1.8 to 2.4 m) tall in human and humanoid monster form, 6 to 8 feet (1.8 to 2.4 m) tall at the shoulders in animal form and about 15 feet (4.6 m) standing on hind legs!

Weight: 1000 to 2000 pounds (450 to 900 kg).

Notes: Generally, don't go looking for conflict with humanoids, although a small group of three or fewer people may be seen as tasty prey by a lone werebear (will flee in search of other prey if opponents are too tough). Lazy ones will terrorize a village, inducing the humanoids to kill and offer them regular meals every other night. However, man-eaters are known to arise from werebears. These individuals are rarely members of a pack and are vicious killers who have grown to prefer the taste of humanoid flesh, exclusively! These crazed killers will often kill in anger, frustration or pleasure and extract murderous revenge when provoked, thwarted or attacked.

Weretiger

Perhaps the only werebeast more deadly to humans than the werewolf, is the weretiger. It is a ptaknordial predator that is nearly as strong as the werebear and as vicious as the werewolf. They hunger for human and humanoid flesh to eat and blood to drink. The weretiger will hunt and eat other animals only when more delectable, human prey is not readily available. Although they can be found in any part of the world, the tiger is most common in India, China, Asia, and Indonesia, and, to a far lesser degree, in Russia and eastern Europe.

Alignment: Any, but usually evil.

Attributes of the Weretiger: The number of six-sided dice to roll is as indicated: I.Q. 2D6+1, M.E. 4D6, M.A. 3D6, P.S. 20+2D6 (never less than 24), P.P.: 4D6+1 (never less than 17), P.E.: 4D6, P.B.: 4D6, Spd 5D6 in human form or 35 (25 mph/40 km) as a tiger.

Hit Points (Special): 6D6 + 30; see natural armor rating.

Natural Armor Rating: Special! Same as werewolf.

P.P.E.: 2D4x10

Horror Factor: 14 as humanoid tiger-thing or huge tiger. The horror factor does not apply to human form.

Natural Abilities: The abilities listed are specifically for the weretiger, other werebeasts may differ. Speak while in animal shape, prowl 60%, swim 80%, track by smell 60%, nightvision 300 ft (91.5 m), climb 70%, leap 50 ft (15 m) high or lengthwise from a standing position, and bio-regeneration: restores hit points at a rate of 4D6 H.P. an hour.

Limited invulnerability: Same as the werewolf.

Shape-changing power: Same as the werewolf.

Magic: Metamorphosis: animal, metamorphosis: human, summon and control felines, repel animals, death trance, and tongues.

Psionic Abilities: I.S.P.: 4D6. Psi-powers: Sixth sense, see the invisible, mind block.

Combat: Four (4) attacks per melee in natural monster or tiger form. Two in human shape. **Bonuses:** In addition to probable attribute bonuses, the weretiger is +2 on initiative, +3 to strike, parry, and dodge, +4 to pull punch, +5 to roll with impact/fall, +6 to save vs horror factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form.

Human shape punch — 4D6 S.D.C. damage + P.S. bonus.

Restrained claw — 5D6 S.D.C. damage + P.S. bonus.

Full strength claw — 3D6 M.D., counts as one attack.

Power punch claw — 1D6x10M.D., counts as two attacks.

Normal Bite — 3D6 M.D.

Power Bite — 6D6 M.D, counts as two attacks.

Note: All S.D.C. damage from claws or bite inflicts full damage to the hit points of vampires and other werebeasts.

R.C.C.: Weretiger — Supernatural predator

R.C.C. Skills: Weretigers can speak Gobblely and American or Chinese 98%, land navigation (+ 10%), and track animals (+ 5%), track humans (+ 10%). They can also learn a total of six additional secondary skills at first level and two additional skills at levels four, eight, twelve and fifteen. Use the same experience table as the psi-stalker. Hit points and skill proficiencies increase with each level; no special skill bonuses unless otherwise indicated.

Available skill categories include: domestic, espionage, science (basic math only), technical (language, lore, and photography only), pilot (automobile, truck, motorcycle, hover vehicle, boat, only), W.P. any (lean toward ancient), wilderness (any, + 10%).

NPC Experience Level: Average character: 1D4+ 1 levels.

Player Character Experience: Player characters should start at level one and use the same experience table as the psi-stalker.

Average Life Span: 400 years

Habitat: The weretiger is most common in India, China, Asia, and Indonesia. To a far, far lesser degree in Russia and eastern Europe. Of course, an individual or adventurous small groups can be found anywhere, throughout the world. Prefer cold to temperate climates, tundra and forests.

Enemies: Supernatural predators, humans and humanoids.

Allies: May join forces with other supernatural creatures or forces of evil.

Size: 6 to 7 feet (1.8 to 2.1 m) tall in human and humanoid monster form, 5 to 6 feet (1.5 to 1.8 m) tall at the shoulders in animal form, about 15 feet (4.6 m) long from tip of nose to buttocks.

Weight: 1000 to 1200 lbs (450 to 540 kg).

Notes: Tends to be a solitary hunter and seldom gather in numbers of more than two or three; no tribes. Love the taste of human and humanoid flesh and blood. Vicious and cruel, they will slaughter livestock and kill humanoids for pleasure, not just to eat.

The Werejaguar

Despite contrary belief that all werebeasts are man-eaters, the jaguar people (and werepanthers) prey mostly on animals and, in the rifts world, other supernatural creatures. In fact, the werejaguars are an instinctive enemy of vampires. The undead also prove an exciting and challenging foe. Werejaguars enjoy deadly games of sport and delight in the challenging combat offered by vampires, humans, D-Bees and other intelligent life forms. Like most cats, the fun of recreational hunting is in the stalking, chase, and capture of the prey. Unless you are a vampire, there is a good chance of being let free after the "cat and mouse" game is over.

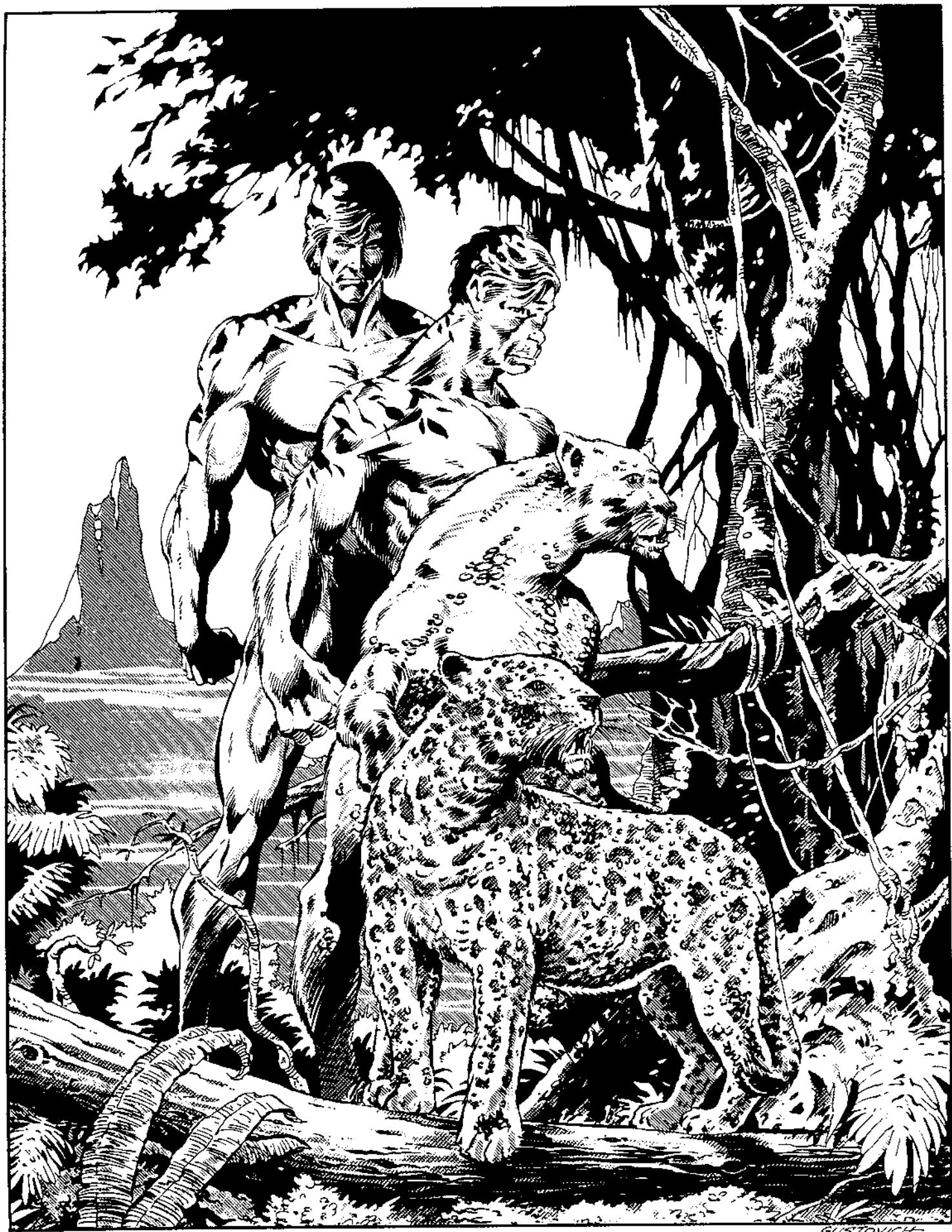
Werejaguars roam the southern forests of Mexico and parts of the Yucatan and South America. The old Mayan ruin of Palenque (Southern Mexico, near the Yucatan) is the lair for a community of an estimated one hundred werejaguars and is known as the Domain of the Jaguar People. Most locals leave the Jaguar People alone, because they protect the area from vampires and are not too troublesome if not antagonized. The werebeasts living in an established community collect the occasional object of value, such as some gold, silver, gems, weapons, and works of art (decorations).

Alignment: Any, but typically anarchist or evil

Attributes of the Werejaguar: The number of six-sided dice are indicated as follows: I.Q.: 2D6 + 2, M.E.: 3D6, M.A.: 4D6, P.S.: 4D6 (never less than 16), P.P.: 4D6 (never less than 16), P.E.: 4D6, P.B.: 4D6, Spd. 6D6

Hit Points (Special): 6D6+ 10; see natural armor rating.

Natural Armor Rating: Special! Same as the werewolf. Like the vampire, the werebeast is invulnerable to most weapons, including mega-damage energy weapons, explosives, bullets, fire, wood, steel, poisons and toxins. However, also like vampires, werebeasts are vulnerable to ordinary silver. Weapons that have at least a 50% silver content inflict double damage to the supernatural things. Thus a silver-plated dagger, which normally inflicts 1D6 S.D.C. damage, inflicts 2D6 points



of damage direct to the monster's hit points. Although werebeasts possess bio-regenerative powers, they are nothing like the vampires' so being bludgeoned or stabbed by silver can kill the creature without requiring decapitation and staking.

Horror Factor: 12 in their natural half-man/half-beast monster shape. The horror factor does not apply to human form.

P.P.E.: 2D4x10+10.

Natural Abilities: The abilities listed are specifically for the werejaguar, other werebeasts may differ. Speak while in animal shape, prowl 80%, swim 60%, climb 90%/80%, acrobatics 80%, leap 30 ft (9 m) high or lengthwise from a standing position, track by smell 60%, nightvision 300 ft (91.5 m), keen color vision and hearing, and bio-regeneration: restores hit points at a rate of 2D6 H.P. an hour.

Limited invulnerability: Same as the werewolf. See natural armor rating description.

Shape-changing power: Same as the werewolf.

Magic: Tongues, chameleon, astral projection, repel animals, heal wounds, metamorphosis: animal, and metamorphosis: human.

Psionic Abilities: I.S.P.: 5D6. Psi-powers: Sixth sense, see the invisible, mind block.

Combat: Five (5) attacks per melee in natural monster or jaguar form. Two in human shape. **Bonuses:** In addition to probable attribute bonuses, the werejaguar is +1 on initiative, +2 to strike, +2 to parry and dodge, +4 to pull punch, +4 to roll with impact/fall, +6 to save vs horror factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form.

Human shape punch — 2D6 S.D.C. damage + P.S. bonus.

Restrained claw — 4D6 S.D.C. damage + P.S. bonus.

Full strength claw — 1D6 M.D.C., counts as one attack.

Power punch claw — 3D6 M.D.C., counts as two attacks.

Normal Bite — 2D6 S.D.C.

Power Bite — 1D4 M.D., counts as two attacks.

Note: All S.D.C. damage from claws or bite inflicts full damage to the hit points of vampires and other werebeasts.

R.C.C.: Werejaguar — Natural jungle hunter

R.C.C. Skills: Werejaguars can speak Spanish 98% and select two other languages at +20%, plus land navigation 90%, wilderness survival 90%, and can learn a total of eight additional secondary skills at first level and two additional skills at levels three, six, nine, eleven and fourteen. Use the same experience table as the psi-stalker. Hit points and skill proficiencies increase with each level; no special skill bonuses unless indicated. Available skill categories include: domestic, espionage, science: basic math only, technical: language, lore, and photography only, W.P. any (lean toward ancient), Wilderness (any, +20%), pilot: automobile, motorcycle, hover vehicle, boat, and horsemanship.

NPC Experience Level: Average character: 1D4+ 1 levels.

Player Character Experience: Player characters should start at level one and use the same experience table as the psi-stalker.

Average Life Span: 300 years

Habitat: The werejaguar is commonly found in southern Mexico, Central American and South America. Only the occasional adventurer or tribe rogue is found in other parts of the world. Prefer warm climates and jungles or tropical forests.

Enemies: Supernatural predators, and leery of humanoids.

Allies: May join forces with other supernatural creatures or individuals who have proven themselves to be friends. Very loyal to friends.

Size: 6 to 7 feet tall in human and humanoid monster form, about four feet (1.2 m) tall at the shoulders in animal form, and about eight feet (2.4 m) long from tip of nose to buttocks.

Weight: 200 to 300 lbs (90 to 136 kg).

Notes: Community oriented and gather in small tribes of 2D6x10 members, although typically hunt alone or in a small group of three or four.

Werepanther

Werepanthers are very similar to jaguar people except that they are a bit larger, jet black in color, and live exclusively in India. Like the werejaguar they are not man-eaters, preying mostly on animals and, in the rifts world, other supernatural creatures. Also like their jaguar cousins, vampires are natural enemies, as well as ghouls and spider demons. Werepanthers enjoy deadly games of sport, and delight in the challenging combat offered by vampires, demons, humans, D-Bees and other intelligent life forms. The fun of recreational hunting is in the stalking, chase, and capture of the prey. Unless you are a vampire or a ghoul, you are likely to be let free, mostly unharmed, after the "cat and mouse" game is over.

Alignments: Any, but typically anarchist. Generally playful and good natured.

Attributes of the Werepanther: The number of six-sided dice are indicated as follows: I.Q.: 2D6 + 2, M.E.: 3D6, M.A.: 4D6, P.S.: 4D6 (never less than 16), P.P.: 4D6 (never less than 16), P.E.: 4D6, P.B.: 4D6, Spd 6D6

Hit Points (Special): 6D6+ 10; see natural armor rating.

Natural Armor Rating: Special! Same as werewolf.

P.P.E.: 2D4x10+10

Horror Factor: 12 as humanoid panther-thing or huge panther. The horror factor does not apply to human form.

Natural Abilities: The abilities listed are specifically for the Werepanther, other werebeasts will differ. Speak while in animal shape, prowl 70%, swim 60%, track by smell 60%, nightvision 300 ft (91.5 m), keen color vision and hearing, acrobatics 60%, climb 85%/75%, leap 30 ft (9 m) high or lengthwise from a standing position, and bio-regeneration: restores hit points at a rate of 2D6 H.P. an hour.

Limited invulnerability: Same as the werewolf.

Shape-changing power: Same as the werewolf.

Magic: Metamorphosis: animal, metamorphosis: human, summon and control felines, repel animals, chameleon, sense evil, sense magic, and tongues.

Psionic Abilities: I.S.P.: 4D6. Psi-powers: Sixth sense, presence sense, see the invisible, and mind block.

Combat: Five (4) attacks per melee in natural monster or panther form. Two in human shape. **Bonuses:** In addition to probable attribute bonuses, the werepanther is +3 on initiative, +2 to strike, parry, and dodge, +4 to pull punch, +4 to roll with impact/fall, +6 to save vs horror factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form.

Human shape punch — 2D6 S.D.C. damage + P.S. bonus.

Restrained claw — 4D6 S.D.C. damage + P.S. bonus.

Full strength claw — 2D6 M.D., counts as one attack.

Power punch claw — 4D6 M.D., counts as two attacks.

Normal Bite — 2D6 S.D.C.

Power Bite — 1D4 M.D., counts as two attacks.

Note: All S.D.C. damage from claws or bite inflict full damage to the hit points of vampires and other werebeasts.

R.C.C.: Werepanther — Supernatural forest predator

R.C.C. Skills: Werepanthers can speak Gobbley and Euro or Chinese 98%, land navigation (+20%), and track animals (+10%). They can also learn a total of seven additional secondary skills at first level and two additional skills at levels four, eight, twelve and fifteen. Use the same experience table as the psi-stalker. Hit points and skill proficiencies increase with each level; no special skill bonuses unless otherwise indicated.

Available skill categories include: domestic, espionage, science (basic math only), technical (language, lore, and photography only), pilot (automobile, truck, motorcycle, hover vehicle, boat, only), W.P. any (lean toward ancient), wilderness (any, +10%).

NPC Experience Level: Average character: 1D4+ 1 levels.

Player Character Experience: Player characters should start at level one and use the same experience table as the psi-stalker.

Average Life Span: 400 years

Habitat: The werepanther is exclusive to India. Of course, an individual or adventurous small groups can be found anywhere, throughout the world. Prefer warm climates, jungle and forests.

Enemies: Supernatural predators and leery of humans and humanoids.

Allies: May join forces with other supernatural creatures or individuals who have proven themselves to be friends. Very loyal to friends.

Size: 6 feet (1.8 m) tall in human and humanoid monster form, about five feet (1.5 m) tall at the shoulders in animal form, and about ten feet (3 m) long from tip of nose to buttocks.

Weight: 300 to 500 pounds (136 to 225 kg).

Notes: Avoids violent conflicts with humanoids, enjoys nature and life as a hunter. They frequently gather in small tribal groups of about 4D6 members, but hunt and go adventuring alone or in pairs. Fun loving, gentle and caring among their own kind, tentative about humanoids and other intelligent life forms. They are very curious about magic and other beings and they also do like to chase, scare and tease humanoids just for the fun of it. They also love mock fights (non-lethal combat). But this kind of mischief can get them into plenty of trouble.

Beings who would be Gods

Supernatural Intelligences, demon lords, and demi-gods

Throughout the universe there are forces and life forms far different than anything we know on Earth. In the preceding sections we have explored many strange and supernatural beings, some intelligent, others, monstrous predators. But while some of these beings are incredibly powerful, there are other dimensional beings that are even more alien and more powerful. Forces which have visited our world many times throughout its history. Forces that primitive man called demon lords, demi-gods and gods. A fairly accurate assessment, for while they are not demons or gods in the religious sense, they are alien beings that boggle the imagination and who possess powers far beyond the range of human experience and, sometimes, beyond human understanding.

The most dangerous are not necessarily those of pure evil intent, although there are vile beings truly deserving the moniker demon, but instead, the danger lies with beings so far removed from humanity that we are a totally alien and unimportant race to them. These alien powers either have no comprehension in regards to the human condition and inadvertently hurt humanoids, or see human life as pets and playthings in much the same way many humans view animal or insect life. These "greater powers" include the alien elementals, so-called angels, powerful demons and beings which humankind has often called gods.

An important note! In this section and throughout this book, there are references to demons, the supernatural, and gods. As always, please realize that *none* of these monsters and creatures are real. They are all fictional. The magic, the creatures, their history, and intent are all the product of Palladium's writers' and artists' wild imagination.

Likewise, the terms, "god" and "demi-god" are not presented to represent any religious belief or philosophy, but to identify other dimensional beings with powers of the classic, mythological gods like Odin, Thor, Isis, Set, Zeus and Hercules. Beings of incredible magic or supernatural power who are mistaken by primitive or frightened people as a god, or powerful, alien beings who desire to be worshipped by what they perceive to be lesser beings and present themselves to be gods. God-beings have existed throughout the history, mythology and literature of mankind. In that same mythical, heroic fantasy tradition and context, we present so-called gods; "a being of supernatural powers or attributes, believed in and worshipped by a people; especially, a male deity thought to control some part of nature or reality or to personify some force or activity." (a quote from the *American Heritage Illustrated Encyclopedic Dictionary*).

Elemental Intelligences

Creatures of Earth, Fire, Air, Water

Elementals are greater supernatural beings who have been revered as gods, demi-gods, and nature spirits by ancient man. The coming of the Time of Rifts has made their presence once again known to humankind. Fortunately, elementals have little interest in our world and rarely visit Earth intentionally. Their presence on Earth is frequently the result of unintentional dimensional rifts or by being summoned by a sorcerer or supernatural force.

True elementals are an energy or life-force with an alien intelligence, but no physical body. However, to anchor itself to this world and its physical plane of existence, they must create a physical body or possess an existing body born of this reality. Without a physical body it cannot function or influence the world around it. Furthermore, if the elemental does not assume a physical body, it will automatically return to its own dimension in 2D6 hours. While this may be desirable to the elemental force, it is not acceptable to the being who has summoned it.

The creation of a physical body is the typical means of anchoring itself to a dimension outside of its own alien world. The body can be created in an instant by restructuring the fabric of nature. The physical body will always reflect the elemental's nature. Consequently, an earth elemental will build his body out of dirt, clay, or rock, the fire elemental will appear as a thing of flame, the water elemental, a wall of walking water, and the air elemental, a vaporous cloud. Frequently, the body will contain some of the distinctive features of the life forms native to that planet, such as eyes and a mouth, and often, a humanoid shape.

The elemental may also possess lesser supernatural beings, humanoids, animals, or other life forms, to anchor itself to our physical plane of existence. Earth elementals are attracted to trees and may possess a tree or weave a body out of living plants. In this particular case, the tree or plant body will take on distinctly human features. In the case of the other elements, which are less physical in the first place, they are more likely to possess an animal or humanoid.

Whoever it possesses, that person's/creature's memories, skills and essence are completely submerged by the elemental spirit. The physical body will be transformed into a mega-damage structure, often changes color and physical proportions, and takes on aspects of the possessing elemental. A being possessed by an air elemental is likely to acquire a pale complexion, the water elemental, a blue or green complexion, the fire elemental, red. On **Rifts** Earth where magic energy is free flowing, the physical properties of the physical body are also trans-

formed to those of the possessing element, thus, the body of the air elemental will walk, hovering inches above the ground, fly, turn invisible, and disorporate into a mist to whisk through cracks, etc. If the body possessed had psychic or magic powers, the elemental will ignore those abilities in favor of its own superior abilities. When the elemental leaves its host body, the person will transform back into his or her normal self, with no memory of his life under the control of the elemental force. **GM Note:** Elemental possession is comparatively uncommon. Most create their own body.

Although immortal, an elemental can be slain by both magic and conventional means. This is sad indeed, for among their own kind they never fight and consequently, never die. Thus an elemental cannot even comprehend the meaning of death; death is not in the vocabulary of one who has always been and will always be. What they do understand is that sometimes, when one of their kind visits (or is forced to visit) other dimensions, they do not come back. This confuses and angers elementals. Fear is also unknown to them.

Elementals are totally alien to our world in almost every way. It is this alien nature and their frequent enslavement by evil forces that have led most people to believe that all elementals are hideous monsters spawned in the darkest pits of Hell. This belief is not without some truth, for elementals have absolutely no regard for human (mortal) life. They will callously destroy a town or murder thousands, including women and children, without hesitation or the slightest regret. These deeds are not done out of malice or evil intent, because elementals lack such moral concepts, but because the mortal creatures of our world, whether they be animal or humanoid, are insignificant to elementals. Does a human stop to think of the mayhem, death, and destruction he has caused when he steps on an anthill? An elemental may literally walk through a town, smashing the strange, ugly creatures that assault it, without a thought.

To complicate things, elementals forced to remain in our dimension become angry and unbelievably hostile, destroying everything it encounters. The rage of an elemental is a terrible thing. Elementals lash out and do what they do with little thought or emotion as humans understand them. Elementals (true elementals) never torture, rape, kill or destroy for pleasure or revenge. Those are feelings they do not experience. Elementals do not feel hate, love, friendship, jealousy, ambition, or regret. They are so alien to life as humans know it that elementals have no concept of society, laws, rules, technology, or even animal and human life. They never use modern weapons, armor or devices. They are raw, primeval forces of nature that do as they please. They do feel anger and do experience a sort of compassion, kindness, and peace with their own kind or among nature. This can make them rather emotionally volatile and easily angered or provoked to violence. Sadly, elementals and humans are beyond each other's comprehension.

Elementals and Warlocks. No one, including warlocks, understands the rapport shared between elementals and the humanoid warlock. It remains a mystery as to how the link, or union, between mortal and elemental is established. Warlocks are the only mortal creatures of our dimension which are accepted universally by all elementals. They can communicate, summon, and command elementals as well as expect to be treated with kindness and respect by these dimensional visitors. *See the Warlock O.C.C.*

Elementals

The following abilities and aspects are common to all Elementals. Elementals are NOT recommended as player characters.

Alignment: Anarchist or miscreant.

Attributes: Not applicable in the normal sense. Only specific attributes are described. The alien I.Q. means that elementals are considered to be fairly stupid, about equal to an I.Q. 4, and tend to follow orders quite literally and without regard to others.

Hit Points: Not applicable.

Natural Armor Rating: Become M.D.C. creatures on Rifts Earth.

M.D.C. for Minor Elementals: Minimum of 100.

M.D.C. for Major Elementals: Minimum of 2000.

Horror Factor: 12 for minor, 16 for major

Psionics: None

Magic: Varies dramatically, always elemental in nature.

P.P.E.: Also varies dramatically.

Summon other Elementals: A greater elemental can summon as many as 4D6 minor elementals as often as four times a day. The minor elementals are completely obedient to the elemental intelligence.

R.C.C. & Skills: Not applicable — primordial force of nature.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Oblivious to most life forms, including, self-proclaimed gods and demons, but frequently used and/or enslaved by humans and other beings.

Allies: Warlocks, other elementals, and spirits of light.

Size: As an energy being, 10 to 100 ft tall (3 to 30.5 m). In physical form, typically eight to 20 feet (2.4 to 6 m), but can be as large as 40 feet (12.2 m).

Weight: None as an energy being. Varies dramatically. Air and fire weigh very little, while water and earth can weigh 600 pounds (272 kg) at human size to several tons in larger manifestations.

Vulnerability: Elementals are vulnerable to mega-damage energy weapons, magic and psionic attacks. The destruction of the physical body will break its link to the material world and send it instantly to its own dimension.

In energy form, the elemental can be destroyed by grounding a piece of hard metal, preferably iron or steel, and impaling the energy sphere with it, discharging the energy into the ground. The discharge does 1D6x 100 M.D. to everything within a 60 foot area (18.3 m).

Notes: A major elemental can exist in our dimension without the entire elemental intelligence completely entering our world. The intelligence can fragment half his essence to create a major elemental force in a different dimension, thereby co-existing in two worlds simultaneously. When the physical form is destroyed the essence automatically returns to its own dimension. Destruction of the anchoring, physical body and subsequent return to its own dimension also breaks any hold that a practitioner of magic may have had over the creature.

Elemental intelligences can also splinter tiny fragments of their essences, much like the vampire intelligence and other supernatural intelligences, and send them into other dimensions. People often mistake these tiny, fragmented essences to be separate, minor elementals, they are not. Warlock spells that call upon or seemingly create very simplistic elemental beings are actually creating fragments from an elemental intelligence. Examples of this include flame friend, screaming wall of flame, dancing fires, phantom footman, phantom, water wisps, and the elemental golem. The mud mound is actually a lesser elemental.

RPG Design Note: The elementals presented here are a combination of the characters found in the **Palladium RPG and Beyond the Supernatural**, with some modifications and new data.

Earth Elementals

Earth Elemental (Minor)

Attributes of Note: P.S. 38, P.P. 18, Spd **6D6 + 20**

M.D.C.: 1D6x100 + 300

Horror Factor: 12, **P.P.E.:** 1D6x 100

Natural Abilities: Impervious to normal weapons, poison, chemicals, drugs, fire, heat or cold. Does not breathe air. Nightvision 1200 feet (366 m; can see in total darkness), identify all minerals and earth substances, including gems 80%, magically understands all languages,

and bio-regeneration of 1D4 x 10 M.D.C. every minute (four melees). Travel through earth at will (costs no P.P.E.); same as spell.

Combat: Five hand to hand attacks per melee or two spell attacks per melee. **Bonuses:** +5 to strike and parry, +2 to pull punch, +3 to roll with impact, +6 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 6D6 S.D.C. plus P.S. bonus, full strength punch inflicts 5D6 M.D., kick 6D6 M.D., power punch 1D6x 10+10 M.D., body block/ram does 6D6 M.D. plus a 70% chance of knocking one's opponent down (victim loses one melee attack and initiative), but counts as two attacks. The elemental can also create stones out of thin air and hurl them at opponents, inflicting 5D6 M.D., effective range 600 feet (183 m).

Elemental Magic: All level one through four earth warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Size: 5 to 12 feet tall (1.5 to 3.6 m)

Weight: 1000 to 2000 pounds (450 to 900 kg)

Notes: Appears as a large, walking mound of dirt, clay or rock, with a distinctly humanoid form when in this dimension. These are usually independent elemental beings, not fragments from an elemental intelligence. Whether these minor elementals are young intelligences or other beings remains a mystery.

Earth-Tree or Plant Elemental (Minor)

A minor elemental can also possess a tree or plant life. The plants are all alive, but become mega-damage structures and are often distorted to look like a giant, humanoid tree or plant monster. Favorite plant types include thorns, vines and trees. When the elemental essence leaves its body, the plant reverts to normal. Other than the earth elemental's appearance, there is very little difference between it and any other earth elemental.



Attributes of Note: P.S. 29, P.P. 21, Spd 6D6 + 20

M.D.C.: 1D6x100+100

Horror Factor: 12, **P.P.E.:** 1D4x 100

Natural Abilities: Impervious to normal weapons, poison, chemicals, drugs, fire, heat or cold, but magic fire and plasma weapons inflict double damage. Does not breathe air. Nightvision 1200 feet (366 m; can see in total darkness), identify all minerals and earth substances, including gems 80%, magically understands all languages, and bio-regeneration of 1D4x10 M.D.C. every minute (four melees). Cannot travel through earth at will, does have some additional abilities.

Floats on water, sense the location of underground water with 90% accuracy (10 mile/16 km range), sense contaminated water 90%, can accurately tell time by the position of the sun (as well as season/month/day), sense location of other plant life (10 mile/16 km range), and can attack with multiple limbs and entangle (see combat).

Combat: Six hand to hand attacks per melee or two spell attacks per melee. **Bonuses:** +5 to strike and parry, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Punch inflicts 3D6 M.D., whip with vine or branch does 2D6 M.D. but has double the strike range, no kick attack. Body block/ram does 4D6 M.D. plus a 70% chance of knocking one's opponent down (victim loses one melee attack and initiative), but counts as two attacks.

Entanglement is possible with its many-fingered branches or vines. An entangle attack must be announced and counts as two attacks, but if the strike is successful, the opponent is entangled in the branches and vines, losing half his melee attacks and -5 to strike, parry and dodge while entangled. To get untangled, the opponent must spend an entire melee and all of his melee actions/attacks pulling away from the elemental. This escape also means he automatically loses the initiative next melee.

The earth-tree can also use its vines to tie up captured opponents. These bonds are 1D6 M.D. and must be used like rope. Cannot tie up an opponent unless he is first incapacitated. The elemental will instantly know when the bonds are broken or when the captive slips free.

Elemental Magic: All level one through four earth warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Size: 20 to 100 feet tall (6 to 30.5 m)

Weight: 1000 to 2000 pounds (450 to 900 kg)

Notes: Appears as a large, walking tree or humanoid made of plants.

Mud Mound (Minor Earth Elemental)

A different type of minor elemental is the mud mound, a massive mound of walking mud and goo. The mud mound does not have the hard hitting power of the traditional earth/stone elemental, but has its own charm and abilities. Other than the elemental's appearance, there is very little difference between it and any other earth elemental.

Attributes of Note: P.S. 30, **P.P.** 18, Spd 6D6 + 6

M.D.C.: 1D6x100 + 50

Horror Factor: 12, **P.P.E.:** 1D4x 100

Natural Abilities: Does not breathe air. Nightvision 1200 feet (366 m; can see in total darkness), identify all minerals and earth substances, including gems 80%, magically understands all languages, and bio-regeneration of 1D4x10 M.D.C. every minute (four melees). Cannot travel through earth at will, but does have some additional abilities.

Can ooze through cracks and openings. Intentionally secretes a thin, slick coating of mud on the ground where it has walked, making it difficult for others to walk without slipping (reduce opponents' speed by 25%). The coating of mud also means that those who walk over it will leave tracks and have muddy feet.

Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades inflict no damage, they just slosh right through! Note large explosions (40 M.D. or more), although they inflict no damage, will cause the mud mound to lose one attack/melee action while the mound reforms itself. But magic water attacks inflict double damage.

Combat: Four hand to hand attacks per melee or two spell attacks per melee. **Bonuses:** +4 to strike and parry, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch inflicts 4D6 S.D.C. plus P.S. bonus, full strength punch or kick inflicts 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), body block/ram does 4D6 M.D. plus a 75% chance of knocking one's opponent down (victim loses one melee attack and initiative), but counts as two attacks.

Elemental Magic: All level one through four earth warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Size: 8 to 12 feet tall (2.4 to 6 m)

Weight: 1000 to 2000 pounds (450 to 900 kg)

Notes: Appears as a giant, walking mound of mud and slime.

Earth Elemental Intelligence (Major)

Attributes: P.S. 60, P.P. 24, Spd 2D6x 10

M.D.C.: 3D6x100

Horror Factor: 16, **P.P.E.:** 4D6x 100

Natural Abilities in Physical Form: Impervious to normal weapons, poison, chemicals, drugs, fire, heat or cold. Does not breathe air. Nightvision 1200 feet (366 m; can see in total darkness), bio-regeneration of 1D6x100 M.D.C. every minute (four melees), identify all minerals and earth substances, including gems 98%, magically understands all languages, and a natural telepath, range 200 ft (61 m). Travel through earth and stone at will (costs no P.P.E.); same as spell.

Remember, an elemental intelligence can exist in our world without completely leaving his own dimension by fragmenting half his essence to create a major, physical elemental body in a second dimension.

Natural Abilities in Energy Form: Impervious to all but M.D. energy attacks, magic, and psionics. Natural telepath, range is 200 ft (61 m). Fly and hover in energy form at a maximum speed of 200 mph (321 km). Appears as a grey and white glowing sphere.

Combat: Eight hand to hand attacks per melee or six spell attacks per melee.

Bonuses: +7 to strike and parry, +8 to save vs magic, +6 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 2D6 M.D., full strength punch or kick inflicts 2D6x 10 M.D., power punch 4D6x 10 M.D. (counts as two attacks), body block/ram does 2D6x 10 M.D. plus an 82% chance of knocking one's opponent down (victim loses one melee attack and initiative), but counts as two attacks. The elemental can also create stones out of thin air and hurl them at opponents, inflicting 1D4x 10 M.D., effective range 6000 feet (1830 m).

Elemental Magic: ALL earth elemental magic, equal to a 10th level warlock in regard to damage and duration. All spell ranges are 100 times the range of a first level warlock.

Other spells include: See the invisible, sense P.P.E., shadow meld, climb, purification of food and water, spoil food and water, time slip, life drain, animate and control dead, commune with spirits, negation, sickness, summon and control animals, summon canines, summon rodents, id barrier, create stone golem, restoration and transformation.

Psionics: None

Size: 12 to 30 feet (3.6 to 9 m), occasionally 40 feet (12.2 m).



Weight: One to several tons.

Notes: The physical embodiment of a greater elemental is usually (85%) a fragmented essence of the intelligence.

Air Elementals

Air Elemental (Minor)

Attributes of Note: P.S. 30, P.P. 22, Spd 3D6x 10

M.D.C.: 1D6x100

Horror Factor: 12, **P.P.E.:** 1D4x 100

Natural Abilities: Does not breathe air, turn invisible at will, see the invisible, see in all spectrums of light, nightvision 1200 feet (366 m; can see in total darkness), identify all elements and contaminants in the air 80%, magically understands all languages, bio-regeneration of 1D4x10 M.D.C. every minute (four melees), prowl 70%, and can squeeze through small openings.

Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Note large explosions (80 M.D. or more) inflict no damage but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and electrical attacks inflict double damage.

Combat: Six hand to hand attacks per melee or two spell attacks per melee. **Bonuses:** +6 to strike, parry, and dodge, +3 on initiative, +3 to pull punch, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 4D6 S.D.C. plus P.S. bonus, full strength punch inflicts 3D6 M.D., power punch 1D4x 10 M.D., wind blast: a powerful, hammering, punch-like blast of wind 4D6 M.D. (counts as one attack, range is 400 feet/122 m).

Elemental Magic: All level one through four air warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Size: 5 to 12 feet tall (1.5 to 3.6 m)

Weight: 50 pounds (22.5 kg)

Notes: Appears as a white, light blue, or yellow vaporous cloud, often with one or two sparkling eyes and large, toothless maw. May also take a humanoid shape that looks quite ghost-like and eerie looking because they lack human body features and musculature, glow and have strange eyes. These are usually independent elemental beings, not fragments from an elemental intelligence. Whether these minor elementals are young intelligences or other beings remains a mystery.

Air Elemental Intelligences (Major)

Attributes: P.S. 60, P.P. 30, Spd 5D6x 10

M.D.C.: 2D6x1000

Horror Factor: 16, **P.P.E.:** 4D6x 100

Natural Abilities in Physical Form: Does not breathe air. Turn invisible at will, see the invisible, see in all spectrums of light, nightvision 3000 feet (914 m; can see in total darkness), bio-regeneration of 1D4 x 100 M.D.C. every minute (four melees), identify all contamination and elements in the air 98%, magically understands all languages, and a natural telepath, range 300 ft (91.5 m). Travel through the smallest cracks and openings, and prowl 80%.

Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Powerful explosions (200 M.D. or more) inflict no damage, but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and electrical attacks inflict double damage.

Natural Abilities in Energy Form: Impervious to all but M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 ft (91.5 m). Fly and hover in energy form, maximum speed of Mach one (670 mph). Appears as a white, glowing vapor or cloud.

Combat: Ten hand to hand attacks per melee or six spell attacks per melee.

Bonuses: +9 to strike, parry, and dodge, +8 to save vs magic, +6 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 1D6x10 S.D.C. plus P.S. bonus, full strength punch or kick inflicts 106x10+10 M.D., power punch 2D6 x 10 + 20 M.D.(counts as two attacks), body block/wind rush does 2D6 x 10 M.D. plus an 88% chance of knocking one's opponent down (victim loses one melee attack and initiative), but counts as two attacks.

Elemental Magic: ALL air elemental magic, equal to a 10th level warlock in regard to damage and duration. All spell ranges are 100 times the range of a first level warlock.

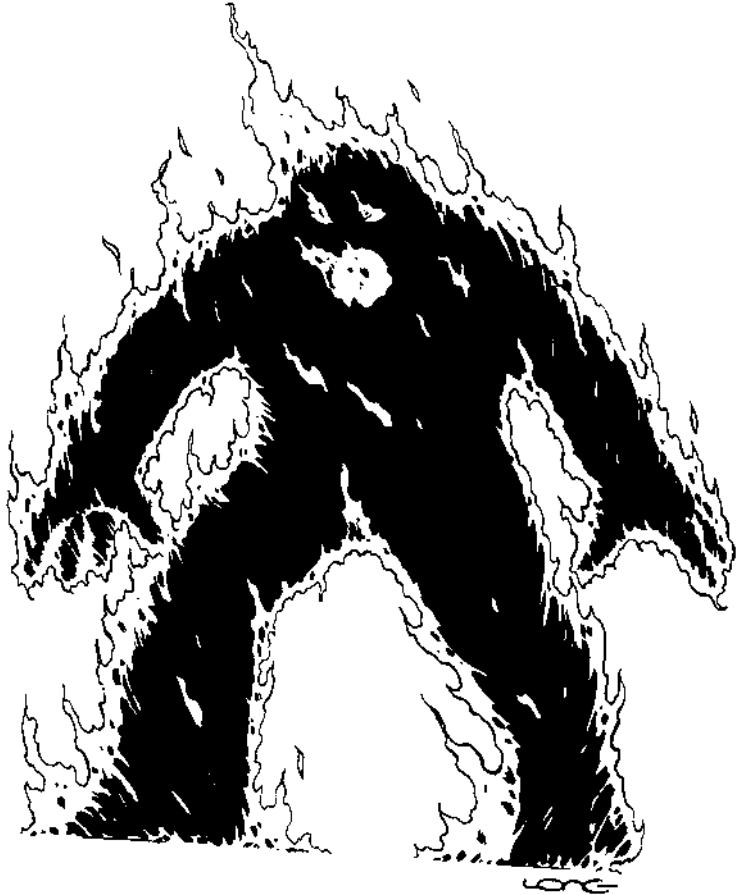
Other spells include heal wounds, restoration, seal, see aura, life drain, summon fog, summon rain, summon storm.

Psionics: None

Size: 12 to 40 feet (3.6 to 12.2 m), occasionally as large as 60 feet (18.3 m).

Weight: 100 pounds (45 kg)

Notes: The physical embodiment of a greater elemental is usually (85%) a fragmented essence of the intelligence.



Fire Elementals

Fire Elemental (minor)

Attributes of Note: P.S. 20, P.P. 17, Spd 2D4x 10

M.D.C.: 106x100

Horror Factor: 12, **P.P.E.:** 1D4x 100

Natural Abilities: Does not breathe air, see heat emanations equal to thermo-imaging (1200 feet/366 m), nightvision 600 feet (183 m; can see in total darkness), can accurately measure temperature, magically understands all languages, bio-regeneration of 1D4 x 10 M.D.C. every minute (four melees).

Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Note large explosions (80 M.D. or more) inflict no damage but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and water attacks inflict double damage. Large volumes of ordinary water will also inflict mega-damage to the fire elemental. A water blast of one to ten gallons will inflict 4D6 M.D., a TW cannon/bazooka blast of 30 gallons of water will inflict 2D4x10 M.D., a 50 gallon blast, 3D6x10 M.D., a rain shower will inflict 1D6 x 10 M.D. per melee, and a downpour from a storm, 2D6 x 10 M.D. per melee. Anything less than a gallon has no effect.

Combat: Five hand to hand attacks per melee or two spell attacks per melee. **Bonuses:** +7 to strike, +5 to parry, +2 on initiative, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 3D6 S.D.C. plus P.S. bonus, full strength punch inflicts 1D6 M.D., fire punch 4D6 M.D. (counts as one attack), fire blast: a powerful, flaming bolt of energy 6D6 M.D. (counts as one attack, range is 400 feet/122 m), body block/ram 4D6 M.D. plus a 45% chance of knocking one's opponent down and setting him on fire

(victim loses two melee attacks putting out flames and loses initiative); counts as two attacks

Elemental Magic: All level one through four fire warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Size: 5 to 10 feet tall (1.5 to 3 m)

Weight: 80 pounds (36 kg)

Notes: Appears as a flaming humanoid or walking wall of flame, often with one or two blazing yellow eyes and large, toothless maw. These are usually independent elemental beings, not fragments from an elemental intelligence. Whether these minor elementals are young intelligences or other beings remains a mystery.

Fire Elemental (Major)

Attributes of Note: P.S. 40, P.P. 24, Spd 3D6x 10

M.D.C.: 2D4x1000

Horror Factor: 16, **P.P.E.:** 3D6x 100

Natural Abilities: Does not breathe air, see heat emanations equal to thermo-imaging (1200 feet/366 m), nightvision 1200 feet (366 m; can see in total darkness), see the invisible, can accurately measure temperature, cause spontaneous combustion (like the spell, but costs no P.P.E, range 1000 feet/305 m), can sense the presence of fire within 100 miles (160 km), magically understands all languages, bio-regeneration of 1D6x 100 M.D.C. every minute (four melees).

Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Note large explosions (300 M.D. or more) inflict no damage but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and water attacks inflict double damage. Large volumes of ordinary water will also inflict mega-damage to the fire elemental; same as minor elemental.

Natural Abilities in Energy Form: Impervious to all but water and M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 ft (91.5 m), thermo-imaging (1200 feet/366 m), cause spontaneous combustion (like the spell, ignite fire, but costs no P.P.E, range 1000 feet/305 m), can sense the presence of fire within 100 miles (160 km). Fly and hover in energy form, maximum speed of 200 mph (320 km). Appears as a glowing, red and orange fire ball.

Combat: Nine hand to hand attacks per melee or six spell attacks per melee.

Bonuses: +10 to strike, +7 to parry and dodge, +8 to save vs magic, +6 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 6D6 S.D.C. plus P.S. bonus, full strength punch or kick inflicts 1D6 x 10 M.D., fire punch 2D6 x 10 M.D.(counts as one attack), fire blast: a powerful, flaming bolt of energy 2D6 x 10 M.D. (counts as one attack, range is 4000 feet/1200 m), body block/ram 6D6 M.D. plus a 55% chance of knocking one's opponent down and setting him on fire (victim loses two melee attacks putting out flames and loses initiative); counts as two attacks.

Elemental Magic: ALL fire elemental magic, equal to a 10th level warlock in regard to damage and duration. All spell ranges are 100 times the range of a first level warlock.

Other spells include see the invisible, life drain, energy bolt, impervious to energy, energy field, energy disruption, life drain, and turn dead.

Psionics: None

Size: 12 to 40 feet (3.6 to 12.2 m), occasionally as large as 60 feet (18.3 m).

Weight: 400 pounds (180 kg)

Notes: The physical embodiment of a greater elemental is usually (85%) a fragmented essence of the intelligence.

Water Elementals

Water Elementals (Minor)

Attributes of Note: P.S. 28, P.P. 20, Spd 106x10+10 speed is doubled when in water.

M.D.C.: 1D6x100 + 50.

Horror Factor: 12, **P.P.E.:** 1D6x 100

Natural Abilities: Does not breathe air, sense water within a 10 mile area (16 km), nightvision 300 feet (91.5 m; can see in total darkness), can accurately measure precipitation and predict storms, fog, tidal waves, etc. Can completely merge/disappear within a larger body of water and is completely undetectable, even by sonar, but must show itself to attack. The water elemental can also flow through cracks and small openings. Magically understands all languages, bio-regeneration of 1D4 x 10 M.D.C. every minute (four melees).

Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Note large explosions (50 M.D. or more) inflict no damage, but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and fire/plasma attacks inflict double damage. Ordinary fires do no damage unless the fire is large, then it does double M.D.C. damage. **Combat:** Five hand to hand attacks per melee or two spell attacks per melee. **Bonuses:** +6 to strike, +4 to parry, +1 on initiative, +1 to pull punch, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 4D6 S.D.C. plus P.S. bonus, full strength punch inflicts 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), water blast: a powerful bolt of water 3D6 M.D. (counts as one attack, range is 200 feet/61 m), body block/ram 4D6 M.D. plus a 55% chance of knocking one's opponent down (victim loses one melee attack and initiative); counts as two attacks.

Elemental Magic: All level one through four water warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Size: 5 to 10 feet tall (1.5 to 3 m)

Weight: 1000 to 1600 pounds (450 to 720 kg)

Notes: Appears as a humanoid fountain of water or walking wall of water often with one or two crystalline blue eyes and large, toothless maw. These are usually independent elemental beings, not fragments from an elemental intelligence. Whether these minor elementals are young intelligences or other beings remains a mystery.

Ice Monster (Minor Water elemental)

A different type of minor water elemental is the ice monster, a massive mound of walking ice and snow. The ice monster has greater strength and M.D.C. but a bit less mobility than the fluid water elementals, but has its own charm and abilities.

Attributes of Note: P.S. 34, P.P. 17, Spd 1D6x 10, speed is doubled when in water.

M.D.C.: 1D6x100 + 200

Horror Factor: 12, **P.P.E.:** 2D6x 100

Natural Abilities: Same as minor water elemental with the following exceptions. Cannot completely disappear in a larger body of water and is detectable by sonar, but is 55% to prowl. Can create an icy glaze over a 20 foot area or as it walks, causing all who follow behind to slip and fall unless they reduce their speed by half. Falling causes the person to lose two melee attacks/actions per each fall and reduces speed by 75%. Can encase objects in ice: only applicable to small, non-living objects like doorknobs, padlocks, knapsacks, handguns, etc. The encasement has 200 S.D.C./two M.D.C. points.

Impervious to normal weapons, poison, fire, heat or cold, but is vulnerable to mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades. This is the trade off for greater M.D.C. and strength. Ordinary fires do no damage unless the fire is huge, then it does double M.D.C. damage. **Combat:** Four hand to hand attacks per melee or two spell attacks per melee. **Bonuses:** +5 to strike, +5 to parry, +2 on initiative, +2 to pull punch, +2 to roll with impact, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 5D6 S.D.C. plus P.S. bonus, full strength punch inflicts 4D6 M.D., power punch 1D6 x 10 M.D. (counts as two attacks), arctic blast: a powerful blast of icy cold that inflicts 1D6 M.D. (counts as one attack, range is 400 feet/122 m), body block/ram 6D6 M.D. plus a 65% chance of knocking one's opponent down (victim loses one melee attacks and initiative); counts as two attacks.

Elemental Magic: All level one through four water warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Size: 7 to 12 feet tall (2.1 to 3.6 m)

Weight: 1600 to 2000 pounds (720 to 900 kg)

Notes: Appears as a humanoid made of ice or a walking mound of ice and snow often with one or two crystalline green eyes and large, icicle encrusted maw. These are usually independent elemental beings, not fragments from an elemental intelligence. Whether these minor elementals are young intelligences or other beings remains a mystery.



Water Elemental (Major)

Attributes of Note: P.S. 50, P.P. 24, Spd 2D6x 10, speed on dry land, but travels through water at Mach one (about 670 mph).

M.D.C.: 2D6x1000

Horror Factor: 16, **P.P.E.:** 3D6x 100

Natural Abilities: Does not breathe air, nightvision 3000 feet (914 m; can see in total darkness), see the invisible, sense water within a 100 mile area (160 km), can accurately measure precipitation and predict storms, fog, tidal waves, etc. Can completely merge/disappear within a larger body of water and is completely undetectable, even by sonar, but must show itself to attack. The water elemental can also flow through cracks and small openings. Magically understands all languages, bio-regeneration of 1D4x100 M.D.C. every minute (four melees).

Impervious to normal weapons, poison, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Note large explosions (100 M.D. or more) inflict no damage, but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and fire/plasma attacks inflict double damage. Ordinary fires do no damage unless the fire is large, then it does double M.D.C. damage.

Natural Abilities in Energy Form: Impervious to all but fire and M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 ft (91.5 m), can sense the presence of water within 100 miles (160 km). Fly and hover in energy form, maximum speed of 200 mph (320 km). Appears as a glowing, white or green energy sphere.

Combat: Eight hand to hand attacks per melee or six spell attacks per melee.

Bonuses: +8 to strike, +7 to parry and dodge, +8 to save vs magic, +6 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

Damage: Restrained punch 6D6 S.D.C. plus P.S. bonus, full strength punch or kick inflicts 1D6x10 M.D., power punch 2D6x 10+20 M.D.(counts as two attacks), water blast: a powerful bolt of water 6D6 M.D. (counts as one attack, range is 2000 feet/610 m), body block/ram

6D6 M.D. plus a 70% chance of knocking one's opponent down (victim loses one melee attack initiative); counts as two attacks.

Elemental Magic: ALL water elemental magic, equal to a 10th level warlock in regard to damage and duration. All spell ranges are 100 times the range of a first level warlock.

Other spells include see aura, see the invisible, breathe without air, swim as a fish, extinguish fires, paralysis: lesser, escape, calling, purification of food and water, constrain being, commune with spirits, negation, oracle, banishment, sanctum, exorcism, restoration, remove curse, and heal wounds.

Psionics: None

Size: 10 to 40 feet (3 to 12.2 m), occasionally as large as 60 feet (18.3 m).

Weight: Two to eight tons

Notes: The physical embodiment of a greater elemental is usually (85%) a fragmented essence of the intelligence.

Spirits of Light

The beings that humanoids sometimes call angels are another type of elemental-based energy beings. Unlike true elementals, spirits of light understand the ways of humanoids and are champions of good and order. The symbols of light, truth, justice, and righteousness. They always appear as beings glowing with a golden or white light and beautiful to behold. By means of psionics or magic they always appear differently to everyone who sees them. Every person will see the spirit of light in the image that he expects an angel or spirit of good to look like. The stereotype mystic being with white, feathered wings is pretty typical.

From whence they come, nobody knows. All that is known, is that they, like other supernatural forces, are drawn to places of incredible mystic energy and/or turmoil and are linked to either an elemental dimension or elemental forces. Spirits of Light oppose all the so-called gods of darkness and beings of supernatural evil. As one might guess,

most are of good alignments, but dark spirits, renegades and outcasts corrupted by the forces of evil, also exist.

Spirits of Light rarely take a direct hand in the affairs of mortals but may provide aid in the way of healing, information, encouragement, inspiration, and direction. Under dire circumstances in their battle against supernatural evil, these champions of good may offer their services in times of need or in protecting innocent people. They may even combat the forces of evil themselves or ally themselves with mortal champions of good to thwart evil. Scholars speculate that one likely reason for their hesitation in taking more direct intervention is that they are the last of a dying race and their numbers are few and scattered throughout the universe.

Occasionally, spirits of light will manifest themselves in a physical, humanoid form by means of ectoplasm and sheer force of will. In this way they can more easily walk among humanoids, but the sacrifice in energy reduces their powers and abilities by half across the board, from attributes to available base P.P.E. and inner strength points. A spirit of light can transform into its natural energy form at will, but instantly dimensional teleports to its home dimension to recuperate. It takes 6D6 days to be restored to its natural state. During this time the energy creature remains at half power. Only after recuperation can it return to the physical plane. If the being has maintained its physical form for more than a year, there is a 1-25% chance that it will become trapped in that physical state for 3D6 decades. Roll for every year and add +5% for each additional year one is in the physical form.

Game Master Note: GMs can allow spirits of light as player characters, but only in their physical manifestation. All stats are given for the full powered energy being, reduce all by half in physical form.

Spirits of Light

Cheruu (air)

Ariel (earth)

Seraph (fire)

Tharsis (water)

Cheruu

Spirit of Air and Compassion

The cheruu are tiny, three foot tall beings who resemble a young child with feathered wings and eyes of yellow flame. They are linked to the element of air.

Attributes: I.Q. 28, M.A. 30, M.E. 34, P.S. 38, P.P. 30, P.E. 30, P.B. 40, Spd 1D6x 10 running, 2D6x 10+200 flying.

M.D.C.: 450

Horror Factor: 12 (awe), **P.P.E.:** 400

Natural Abilities: Fly and hover, hawk-like vision (can see a rabbit two miles away), nightvision 400 feet (122 m; can see in total darkness), see the invisible, turn invisible at will, metamorphosis (can change physical appearance at will), turn 4D6 dead, bio-regeneration (6D6 M.D. every four melees/one minute), resurrection of others 72% (dead being cannot have been dead for more than ten days), and magically understands and speaks all languages, including elemental.

Combat: Eight hand to hand or psionic attacks per melee, or four by magic. **Bonuses:** +8 to strike, parry, and dodge, +6 on initiative, +6 to pull punch, +4 to roll with impact, +4 on all saving throws, +8 to save vs horror factor.

Damage: Restrained punch 4D6 S.D.C. plus P.S. bonus, full strength punch or kick does 3D6 M.D., flying kick 4D6 M.D. (counts as one attack), power punch 6D6 +2, but counts as two attacks.

Elemental Magic: Air elemental magic, levels one through six air elemental magic equal to a sixth level warlock, plus exorcism, remove curse, healing touch, cure minor disorders, cure illness, and restoration.

Monies: I.S.P. 150. All healing and physical powers plus electrokinesis, telekinesis (super), mind bolt, mind bond, mind wipe, and mind block auto-defense. Equal to an eighth level mind melter.

R.C.C.: Effectively a Knight or Paladin.

R.C.C. Skills: Literate in two languages 98%, basic & advanced math 98%, astronomy 98%, demon & monster lore 98%, faerie lore 84%, land navigation 98%, track (animals and humans) 84%, palming 84%, pick pockets 84%, prowl 88%, detect ambush 80%, detect concealment 80%, escape artist 80%, basic electronics 80%, radio: basic 88%, and W.P. archery & targeting. Remember, reduce by half when in physical form.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 20,000 years.

Enemies: Supernatural monsters, demons, and all creatures of evil.

Allies: Other angels and champions of good.

Size: Three feet tall (0.9 m) in humanoid form.

Weight: 50 pounds in physical humanoid form

Note: The cheruu may have been the source behind the mythological greek god Cupid or the Roman god Mercury.

Seraph

Spirit of Fire and Combat

The seraph usually appears as a tall, thin, delicately built male or more often, as a beautiful female with white or silver, feathered wings and dark eyes with sparkling red specks, and clad in golden or red armor. They are linked to the element of fire.

Attributes: I.Q. 24, M.A. 36, M.E. 30, P.S. 40, P.P. 34, P.E. 30, P.B. 50, Spd 1D6x 10 running, 2D6x 10+100 flying.

M.D.C.: 500

Horror Factor: 14 (awe), **P.P.E.:** 400

Natural Abilities: Fly, exceptional vision, nightvision 200 feet (61.5 m; can see in total darkness), see the invisible, turn invisible at will, metamorphosis (can change physical appearance at will), rum 2D6 dead, bio-regeneration (4D6 M.D. every four melees/one minute), impervious to fire including magic and plasma, and magically understands and speaks all languages, including elemental.

Combat: Eight hand to hand or psionic attacks per melee, or four by magic. **Bonuses:** +10 to strike, +8 to parry and dodge, +4 on initiative, +4 to pull punch, +2 to roll with impact, +4 on all saving throws, +10 to save vs horror factor.

Damage: Restrained punch 4D6 S.D.C. plus P.S. bonus, full strength punch or kick does 5D6 M.D., power punch 1D6 x 10, but counts as two attacks.

Elemental Magic: Fire elemental magic, levels one through eight, equal to a sixth level warlock, plus agony, words of truth, healing touch, exorcism, constrain being, banishment and negate magic.

Psionics: I.S.P. 200. All physical powers plus pyrokinesis, mind bolt, psi-shield and psi-sword. Equal to a sixth level mind melter.

R.C.C.: Effectively a Knight or Paladin.

R.C.C. Skills: Literate in two languages 98%, basic & advanced math 98%, demon & monster lore 98%, faerie lore 84%, land navigation 70%, prowl 68%, radio: basic 88%, W.P. sword, and four W.P.s of choice (any). Remember, reduce by half when in physical form.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 20,000 years.

Enemies: Supernatural monsters, demons, and all creatures of evil.

Allies: Other angels and champions of good.

Size: Seven feet tall (2.1 m) in humanoid form.

Weight: 50 pounds in physical, humanoid form

Note: The seraph may be the source behind the Valkyries of norse mythology. The psi-sword is a favorite weapon.

Ariel Spirit of Earth and Preservation

The ariel usually appear as a tall, muscular, powerfully built male with gold skin, golden, feathered wings and amber eyes. May or may not wear armor. They are linked to the element of earth.

Attributes: I.Q. 20, M.A. 34, M.E. 40, P.S. 50, P.P. 30, P.E. 40, P.B. 50, Spd 2D6x 10 running, 1D6x 10+100 flying.

M.D.C.: 660

Horror Factor: 12 (awe), P.P.E.: 440

Natural Abilities: Fly, exceptional vision, nightvision 200 feet (61.5 m; can see in total darkness), see the invisible, turn invisible at will, metamorphosis (can change physical appearance at will), turn 2D6 dead, bio-regeneration (4D6 M.D. every four melees/one minute), and magically understands and speaks all languages, including elemental. The ariel can also increase their physical size, at will, up to 24 feet tall. The increased size adds 3 points to their horror factor and + 1D6 M.D. damage to punches and kicks.

Combat: Six hand to hand or psionic attacks per melee, or four by magic. **Bonuses:** +8 to strike, +6 to parry and dodge, +2 on initiative, +4 to pull punch, +4 to roll with impact, +6 on all saving throws, +10 to save vs horror factor.

Damage: Restrained punch 6D6 S.D.C. plus P.S. bonus, full strength punch or kick does 1D6 x 10 M.D., power punch 2D6 X 10 M.D., but counts as two attacks.

Elemental Magic: Earth elemental magic, levels one through six, equal to an 8th level warlock, plus heal wounds, sleep, superhuman strength, stone to flesh, dispel magic barrier, and negate magic.

Psionics: I.S.P. 160. All physical powers plus pyrokinesis, psi-shield, psi-sword, telekinetic force field, and group mind block. Equal to a sixth level mind melter.

R.C.C.: Effectively a Knight or Paladin.

R.C.C. Skills: Literate in two languages 98%, basic & advanced math 98%, demon & monster lore 98%, faerie lore 84%, identify plants & fruits 98%, land navigation 80%, carpentry 88%, prowl 50%, radio: basic 88%, W.P. sword, and three W.P.s of choice (any). Remember, reduce by half when in physical form.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 20,000 years.

Enemies: Supernatural monsters, demons, and all creatures of evil.

Allies: Other angels and champions of good.

Size: 10 to 24 feet tall (3 to 7.2 m) in humanoid form. Remember, the ariel can increase their size at will.

Weight: 500 pounds (225 kg) in physical, humanoid form.

Note: The ariel may be the source behind the giants, like Atlas from greek mythology, credited for holding the world in place.

Tharsis Spirit of Water and Vengeance

The tharsis, also known as "the avenging angel," and "wingless angel," are gentle creatures who abhor unnecessary violence and suffering. They cannot tolerate brutality, torture and sadistic carnage and will search out and eliminate evil perpetrators of such deeds wherever they may be found. They despise demons and supernatural predators above all others. A tharsis will usually be accompanied by an ariel when engaged in a quest of vengeance. The tharsis resemble a beautiful, humanoid, bronze sea horse with pearl eyes and great stature (no wings).

Attributes: I.Q. 28, M.A. 30, M.E. 40, P.S. 44, P.P. 30, P.E. 40, P.B. 50, Spd 2D6x 10running, 2D4x 10+ 100flying, 2D6x 10 + 200 swimming.

M.D.C.: 550

Horror Factor: 13 (awe), P.P.E.: 500

Natural Abilities: Fly, swim, breathe underwater, exceptional vision, nightvision 400 feet (122 m; can see in total darkness), see the invisible, turn invisible at will, metamorphosis (can change physical appearance at will), turn 3D6 dead, resurrection of others 60% (dead subject cannot have been dead for more than six days), bio-regeneration (5D6 M.D. every four melees/one minute), and magically understands and speaks all languages, including elemental.

Combat: Six hand to hand or psionic attacks per melee, or four by magic. **Bonuses:** +7 to strike, parry and dodge, +2 on initiative, +4 to pull punch, +4 to roll with impact, +6 on all saving throws, +12 to save vs horror factor.

Damage: Restrained punch 6D6 S.D.C. plus P.S. bonus, full strength punch or kick does 1D6x 10 M.D., power punch 2D6 x 10 M.D., but counts as two attacks. Inflicts damage direct to hit points against vampires.

Elemental Magic: Water elemental magic, levels one through six, equal to an 8th level warlock, plus heal wounds, exorcism, purification of food and water, spoil food and water, detect concealment, oracle, seal, escape, mask of deceit, luck curse, negate magic, and anti-magic cloud.

Psionics: I.S.P. 160. All sensitive powers plus ectoplasm, levitation, hydrokinesis, electrokinesis, hypnotic suggestion, P.P.E. shield, and mind block auto-defense. Equal to a sixth level mind melter.

R.C.C.: Effectively a Knight or Paladin.

R.C.C. Skills: Literate in two languages 98%, basic & advanced math 98%, chemistry and chemistry: analytical 98%, demon & monster lore 98%, faerie lore 80%, land navigation 70%, swimming 98%, pilot all boats 88%, radio: basic 88%, W.P. blunt, and two W.P.s of choice (any). Remember, reduce by half when in physical form.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Average Life Span: 20,000 years.

Enemies: Supernatural monsters, demons, and all creatures of evil.

Allies: Other angels and champions of good.

Size: 8 to 20 feet tall (2.4 to 6 m) in humanoid form.

Weight: 300 pounds (135 kg) in physical, humanoid form

Note: The tharsis may be the source behind Neptune from Greek mythology and other sea gods.

Alien Intelligences

Demons, Gods & Demi-Gods

Supernatural intelligences are frequently malignant forces of evil dedicated to the propagation of misery. They know not of compassion nor regret, and exist for the sole purpose of spreading hatred and sorrow. They themselves defy our understanding of life as we know it, for intelligences are apparently beings that straddle both the physical and psychic planes of existence. Beings of both flesh and spirit. It is a union that enables them to divide their life-force into multiple facets of evil intellect and send these extensions of themselves to other worlds, in entirely different dimensions. The fragmented essence is an energy being and is usually invisible by nature, but it will often use illusionary magic or psychic abilities (like ectoplasm or telepathy) to create some sort of image that the humanoid can recognize. The form may be a monstrous apparition or an illusion of beauty.

The process of fragmentation and dimensional travel must be vaguely like the psychic human's ability to project himself into the astral plane, a dimension closely linked to our own. The difference is that the astral traveler leaves his physical body completely devoid of his intellectual essence. The body is alive, but its intellect and motivating life force is in the astral plane. The body is an empty shell, unable to move, let alone think and function. Yet these alien intelligences can project a portion of their essence, like the astral body, creating an independent creature of psychic energy, while the originating body retains its own identity and functions as normal. It is still one being but now has two completely functioning, living bodies, one of energy and intellect in another dimension, the other, equally intelligent, still in its home dimension. The one is now two, and although both can function independently, each knows exactly what the other is experiencing the moment it happens, and both are truly the same being. Many intelligences, like the vampire, can create hundreds or even thousands of essence fragments that can possess and transform other life forms. Fortunately, in these cases, the many fragmented essences of the intelligence possess only a tiny bit of the true intelligence's full power.

It has been the fragments of these alien beings that have visited Earth throughout its history, often to torment and beguile humans. Witchcraft is an example of a means in which supernatural intelligences from other dimensions can establish a link to our world through foolish and selfish humans. These are typically wicked beings that strike the most vile of pacts with equally ruthless humanoids. Pacts of blood and violence, pain and sorrow, all in exchange for power, wealth, or vengeance. For these invisible fiends can offer much in the way of magic and evil counsel. The witch's demon familiar is frequently a tiny fragment of the alien intelligence's essence in our world, as well as the witch, him or herself, serving as another living connection to our world.

Not all of these supernatural intelligences are evil. Some, like the elementals, are so different that they simply have no understanding of human life and can inadvertently cause great catastrophe. Others are able to relate to humanoids to some degree, but their superhuman nature has made them so *inhuman* that they too have difficulty understanding human beings, and/or they feel so superior that they view humans as mere children or worse, as their play things. These powerful forces sometimes manifest themselves as gods, demi-gods, nature spirits, and demons. Often they will build vast kingdoms and have thousands of mortal beings allied to them. Primitive people are quick to accept these supernatural beings as gods and worship them. This is especially important on planets where the P.P.E. energy is not as powerful as **Rifts** Earth. In this way the alien intelligence can freely draw upon the P.P.E. of its many worshippers to give it the energy it needs to perform its magic and, in many cases, on which to feed.

On **Rifts** Earth, the need for worshippers to give of their P.P.E. is seldom as important, except in those few places where ley lines are few. Instead, many of these mega-powerful intelligences are using the humanoids for entertainment, or as playing pieces in a game with other intelligences. For others, it is a matter of ego and a lust for the power to control and dominate other life forms. And for still others, it is simply a way of life; to use, feed upon, and torment lesser beings. Of course, the evil intelligences seem to get all the publicity, because they cause the greatest mischief and misery, but there are intelligences who represent goodness, love, justice and order. But even these so-called gods of light are often caught up in a running game or contest with forces of evil in which humanoids become their unsuspecting pawns.

Also see the section on Witchery.

Supernatural Intelligences

The following data is a very general way to create generic type supernatural intelligences. However, these stats may vary dramatically from intelligence to intelligence, but will allow a GM to create a typical intelligence. They can also serve as a basis for designing specific mythological gods.

There are dozens of mythological gods, demons and monsters. To fit them all in this book is impossible without adding another couple hundred pages. The **Palladium RPG, Monsters & Animals** and **Beyond the Supernatural** all offer some additional godlings and monsters, especially the **Palladium RPG**, and are fairly easy to convert. Likewise, ambitious Game Masters^A should be able to adapt characters from myth by using some of the supernatural characters and this general data as a guide. Of course, future supplements will present new villains, monsters, mythological gods and characters (wait till you see the *Four Horsemen of Apocalypse* in a distant adventure supplement planned for **Rifts**).

Alignment: Any. Evil intelligences will be miscreant or diabolic, occasionally aberrant.

Attributes: I.Q. 3D6+12, M.A. 4D6+10, M.E. 10+4D6, P.S. 6D6+22, P.P. 3D6+12, P.E. 3D6+12, P.B. 1D6, Spd 2D4x10; I.Q. is usually genius level; the monster is cunning, deceptive, and treacherous.

M.D.C.: 2D6x 10,000

Horror Factor: 2D4+ 10

Natural Abilities: Can vary greatly from creature to creature, but usually include: Natural M.D.C., bio-regeneration of 1D6x 10 M.D.C. per minute (4 melees) and complete regeneration of limbs, nightvision 5D6x 100 feet, see the invisible, turn invisible at will, impervious to poisons/toxins/drugs, does not breathe air and are giant in size.

Eighty percent of all intelligences can co-exist in two or more dimensions simultaneously by splintering their energy essence as described previously. To forever slay a supernatural intelligence, the original body and life force, from which others essences are fragmented from, must be found and destroyed. This is often impossible. Those that cannot are considered lesser beings/demi-gods.

Roll percentile dice for *each* of the following powers. A roll under the high number means the ability is one of the intelligence's powers. Either the intelligence has an ability or it does not.

01-90% Possess animals.

01-45% Possess intelligent life forms.

01-55% Metamorphosis at will into humanoid, unlimited duration.

01-65% Metamorphosis at will into animal, unlimited duration.

01-35% Metamorphosis at will into insect, unlimited duration.

01-50% Teleport self at will, up to 1D6x 100 miles away.

01-35% Teleport self and others up to 1D6x 100 miles away.

01-30% Dimensional teleport at will (limited to dimensions known by the intelligence).

01-25% Combat oriented: add two hand to hand attacks per melee.

01-70% Turn 1D6x 100 dead at will; duration 24 hours.

01-65% Animate and control 6D6 dead.

01-45% Animate and control 1D6 X 100 dead.

01-90% Healing touch: Restores 4D6 hit points or S.D.C. or M.D.C.

01-60% Healing touch: Restores 1D6x10 hit points or S.D.C. or M.D.C.

01-33% Restoration: Same as spell.

01-20% Resurrection: Same as spell.

01-35% Stone to flesh: Same as spell.

01-60% Remove curse: Same as spell.

01-40% Fire energy bolt or breathe fire: 6D6 M.D., range: 1D6 x 1000 feet.

01-50% Fly at speed 1D4x 100 (add to speed attribute).
 01-65% Summon 4D6 lesser demons two times daily.
 01-50% Summon 6D6 lesser demons three times daily; instantly appear.
 01-44% Summon 2D6 greater demons three times a day; appear instantly.
 01-80% Vulnerable to sunlight and daytime: Magic power/experience level is reduced by half and physical M.D.C. and vision is reduced by one-third.
 01-42% Vulnerable to fire: M.D. and magic fire inflicts double damage.
 01-15% Vulnerable to weapons made of iron: Inflicts M.D. equal to its usual S.D.C. damage.
 01-40% Vulnerable to weapons made of silver: Inflicts M.D. equal to its usual S.D.C. damage.
 01-10% Vulnerable to weapons made of wood: Inflicts M.D. equal to its usual S.D.C. damage.
 01-35% Vulnerable to magic: Rune, holy and other magic weapons, spells and circles inflict double damage.
Combat: 1D6 + 5 attacks per melee by hand to hand and/or psionics. Have as many by means of magic.
Bonuses: +1D6 on initiative, +2 to dodge while flying, +1D6 to pull punch, +1D6 to roll with impact, +1D6 +8 to save vs horror factor, +1D4 on all saving throws in addition to attribute bonuses.
Magic Knowledge: 01-25% knows diabolism or summoning, 26-50% knows all spells from the first 1D6 levels, 51-75 knows all spells from the first 2D4+1 levels, 76-00 knows ALL spells, levels 1-15, as found in the pages of **Rifts**. Experience level is equal to a 2D4 + 4th level practitioner of magic.

If elemental in nature, the intelligence may know All elemental spells from 1D4 of the four different elemental forces.

P.P.E.: 4D6x1000.

Psionics: Roll percentile dice to determine type and abilities:

01-20 All psychic healer plus 1D6 super.
 21-40 All sensitive plus 1D6 super.
 41-60 All physical and 2D6 super.
 61-79 All sensitive, healer and 1D6 super.
 80-89 All physical, psychic sensitive and 2D4 super.
 90-00 ALL psychic abilities.
 I.S.P.: 1D6x 1000; all psi-powers are equal to a 2D4 + 2 level psychic.
R.C.C. & Skills: Generally not applicable — primordial force of nature or magic. Most will magically understand and speak all languages and be literate in 1D6, and know demon & monster lore 88%.
Habitat: Indigenous to an alien dimension. Periodically can be found anywhere.
Enemies: Humans and the forces of good. Often share animosity toward other intelligences.
Allies: May conspire with other forces of evil.
Size: Natural form can be as big as a house or as small as a suitcase. May adopt more recognizable shapes.
Weight: Varies from a few hundred pounds to tons.
Notes: The physical form of these horrendous creatures is never humanoid. Generally, its form is a mass of undulating tissue with multiple eyes and tentacles or insect-like appendages.

Also see the section on Witchery.

Possession

There are a variety of greater supernatural beings that can possess people or animals. These are always malignant, evil forces which crave to hurt or toy with humans. The foul creatures are actually able to transfer all or part of their evil life essence into another living being and *completely* dominate it. The possessing force is so strong that it can suppress the victim's own consciousness and control the body like a diabolical puppet master. Do not confuse this form of possession with the psionic power to temporarily *mentally possess others*.



The Act of Possession

A supernatural being is only capable of possessing another living creature when it is in energy form or a psychic energy extension of itself is made (essence fragment). Monsters with the ability to possess can try to do so as often as twice per day (24 hour period).

A *possession attempt* is an instantaneous battle of wills. Like all combat in the Palladium system, a 20-sided die is rolled by the possessing entity. This is the attack strike of the attacker. The defender, who is the intended victim, gets to roll for a mental block or parry. Again, a 20-sided die is rolled. The high roll wins, the low roll loses, defenders always wins ties. Many characters will have a bonus to save vs possession, giving them an edge in defending against the mental onslaught. If the defender's roll (plus bonuses to save vs possession) is lower than the attacker's roll, the character has failed to defend against the possession attack and is immediately possessed.

A **successful possession** means the creature has inhabited the body of the person (or animal) and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and will have no memory of what the possessing creature is doing with his/her body. The foul thing can commit murder or worse, and the person is totally oblivious to what is happening. A favorite ploy of many possessing intelligences is to play schizophrenia with the person. This is done as much to unnerve and torment friends and associates of the possessed person as anything else. What the creature does is let the person seemingly have control of his/her body and then, at the right moment, seize control and do something completely out of character (usually insulting, violent or depraved). Then let the person back into control to suffer the consequences of something he has no recollection of committing, even if there are a dozen witnesses. Unlike the victim of the possession, the creature is completely aware of everything that person experiences.

Conditions and Restrictions for Possession

1. The possessing force must be an energy being or produce a psychic energy essence fragment as an extension of itself (*see intelligences*).

2. The creature can never possess somebody in the same dimension in which its physical body exists, except for vampire intelligences. This specifically refers to supernatural intelligences who can split into two or more separate entities, one of which is flesh and blood. The energy-self can be sent to another dimension where it can possess a person or an animal, but if the physical body should enter into our dimension the possessing force would be immediately be extracted to join its physical self. With both the physical and energy portions of the thing in the same dimension, it can no longer possess anybody.

While this may sound like good news for the person who is now free of possession, it is really bad news. Because the physical being is several times more powerful.

3. Entities and intelligences can rarely possess more than one living creature at a time within the immediate area. Note that the willing transformation from human to vampire is an entirely unique form of a possession-like process, but is more like a metamorphosis.

4. The possessing being can relinquish its hold over the person to let the individual seem to regain control without actually surrendering the host body. During these quiet moments, the being simply sits back and observes. It can reassert its control instantly, whenever it desires to do so.

5. The possessing force can willingly leave the host body whenever it so pleases, departing effortlessly and without inflicting damage. However, the being must find a new host body within 24 hours or it will be inexorably drawn back to its own dimension.

6. The act of possession is instant and completely unknown/ invisible to everyone except the intended victim.

7. If the evil force fails its attempt to possess, it only gets a second try. It may choose to try again on the same person or look to another target. A second failed attempt within a 24 hour period may cause shock and hurl the being back into its own dimension. It can only attempt a possession two times per 24 hours.

Two consecutive failures to possess will have the following results. Roll percentile dice.

1-50 The being is instantly returned to its own dimension.

51-00 The being is shaken, but can exist without a host body for another 24 hours. At the end of that period the creature must try again. Repeat this cycle until the being makes a successful possession or is returned to its own world.

8. A possessed host body can be dominated by the alien force immediately.

9. The entity or energy intelligence can use all of the powers and knowledge it may have while in the host body.

10. The battle of wills and saving against possession occurs only once, at the very moment of the attack. Once an individual is possessed, he remains so until the possessing force leaves or is removed.

11. Possession should not be confused with magic enchantments, like domination, trance, compulsion, or hypnotic suggestions or psychic mind control. The difference is that an alien life-force has actually *inhabited* the person's body and taken complete control.

12. Although the entity or intelligence is aware of everything the person experiences, it does not know what that person is thinking, nor does it gain the person's past memories or skills.

13. Victims of possession are rarely willing hosts. But if the person willingly allows himself to be possessed, there is no battle of wills and the act of possession is an automatic success.

14. The experience of being possessed is a terrible one. Although the victim rarely remembers any of the things the creature may have done, the experience is traumatic. Roll on the Phobia Insanity Table if possessed for more than a month. Roll on the Obsession Table and on the Phobia Table if possessed for over six months. Roll on the Random Insanity Table if possessed for over one year.

Getting rid of a possessing force is extremely difficult. Magically, only exorcism has any chance of success. Banishment, control or summon beings, and all the rest, are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic powers can be used to attack the entity itself, but will definitely provoke the creature to violence. A psychic healer can also use his form of exorcism against the possessing entity. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may entice the entity to leave in search of a more fun body. Killing the host body will always set the entity free, but doesn't do much good for the victim.

The Old Ones

Palladium RPG World

The Old Ones are believed to be an extinct race of mega-powerful intelligences indigenous to the Palladium world, in another dimension. Whether their influence ever extended beyond the Palladium realm is uncertain.

The *Great Old Ones* were said to have existed long before the dawn of man on that planet, during the Time of Chaos. Earth scholars now wonder if this "Time of Chaos" was a period of time when the Palladium world seethed with mystic and ley line energy and that it too, may have been a dimensional nexus center. Tens of thousands of years later, the Palladium world, though not unlike our own Earth during the time of the Roman Empire, is still populated by many strange and different varieties of humanoids that it seems impossible that all these beings could be indigenous to the Palladium world. Furthermore, the sphinx, dragons, unicorns, and a number of magical or supernatural beings inhabit the planet as further testimony to its multi-dimensional past. This popular theory is further supported by the presence of beings such as the gromek, centaur, melech, gargoyles, and others that are definitely known to be alien to that world.

Legend states that the Old Ones were powerful beyond imagination and have been credited as the originators of all magic and the creators of many races, including the elves, dwarves, changelings, and many others, most of which perished during the Time of Chaos. Indeed, these mega-powerful intelligence may have been responsible for populating parts of the Palladium world, but not in quite the way that the scholars of that low technology and superstitious planet believe. If the Palladium world was a multi-dimensional nexus, much like **Rifts** Earth, then the many dramatically different races could have been brought to the planet via dimensional rifts. The Old Ones may have even been involved in inter-dimensional slave trade much like the Splugorth. Reading a bit between the lines of that world's most famous, historical text, the Tristine Chronicles, it is easy to speculate that these Old Ones were vastly more powerful than the Splugorth or any *known* supernatural intelligences today. It seems apparent that the Old Ones not only enslaved other beings, but entire planets across the dimensional web of the universe. Those they did not enslave, they tormented and destroyed.

It is further described in the Tristine Chronicles how the dragons, titans, elves, and other "archaic races," joined forces to destroy the Old Ones in a battle that would reshape the face of the planet. In the end, the Old Ones proved to be invincible but fell to a powerful magic slumber created by the angel Lokum, the dragon Kym-nark-rnar and



the elf Lictalon. Fearful that destroying them might unleash a destructive energy backlash, the Old Ones were left in their sleep and imprisoned in the very bowels of the universe.

The so-called "archaic races," became extinct during their battle with the Old Ones. Several passages in the Chronicles, such as this one, reports, "... scores of people man will never know did perish by the power of the consuming darkness." One passage suggests that over a hundred different races were obliterated; "... and a hundred and more peoples were never to see the light through the darkness that engulfed them. The elves, titans, angels and dragons, though diminished, were among those blessed to see the dawn of the era of light and the birth of man."

The Old Ones are mentioned here for three reasons. One, from an historical perspective, the Old Ones and the Palladium world attest to another place and time when the ley lines of a world crackled to life with incredible energy and served as a dimensional gateway to other worlds and for supernatural beings. Two, the Old Ones exemplify the potential dangers that these alien and supernatural intelligences possess and how they can reshape not only a world, but a universe.

Third, and most important, the legend of the Tristine Chronicles clearly states that the Old Ones could not be destroyed, but that a great magic was used to place them in a magic slumber and that they were locked in the bowels of the universe where they slumber still. If even one of these intelligences is ever awakened, it could wake the others and plunge the universe back into a Time of Chaos. Many clergy of the Palladium world insist that it is the Old Ones' aura of evil that still reaches out, even while they sleep, permeating the world, and man, with their evil. Envy, betrayal, hatred and all the sins and misfortunes of mankind are said to be caused by the essences of the ones who sleep.

Legend and myth aside, the Old Ones were maleficent forces of evil that enjoyed pain, sorrow, and misery. They were powerful beyond belief and could destroy a world with ease. They were supernatural intelligences made of flesh, but who had the raw essence of magic coursing through every vein of their hideous, tentacled bodies.

They found the pitiful inhabitants of other worlds to be the prey to slake their insidious hunger and unnatural desires. Humans and similar races offered rich emotions, emotions on which the Old Ones could feed upon for nourishment as well as pleasure. For the Old Ones were vampires that fed on both emotion and potential psychic energy, deriving an ecstasy incomprehensible to mortals from absorbing the emotions of others. Pain, anguish, sorrow, hate, fear and similar emotions offer the most intense and delectable sensations. Thus these emotions were cultivated and nurtured giving these monsters the well deserved reputation as the ultimate evil.

The Hierarchy of the Old Ones

The most powerful of the Old Ones each chose an evil that would be theirs to inflict, extracting the pleasures of the pain it invoked. They would play with the populace of entire worlds to satisfy their heinous desires and endless hunger.

Xy the Great Old One, symbol of power incarnate, was betrayed and fell victim to his own circle of transformation and vanished. Eons later he would reappear as Thoth, the god of wisdom and knowledge, his past life as an Old One completely forgotten. Was diabolic evil as the Great Old One.

Agu, symbol of life, birth, and rebirth. A deviant Old One that enjoyed the emotions and excitement of life, birth, and emotional rebirth. Anarchist alignment.

Al-vil, symbol of envy and jealousy, a festering, hideous creature, like the festering desire for what you can't have, and the unreasoning hatred of those who do possess it. Diabolic alignment.

Erva, symbol of darkness and death. The darkness of ignorance and the bone-chilling fear of the unknown that makes one destroy what he doesn't understand; death of knowledge and reason. Diabolic alignment.

Netosa, symbol of eternal suffering, despair, and the undead. A master of summoning and diabolist magic. Diabolic alignment.

Tarm-kin-toe, symbol of hatred, treachery, vengeance, and pain. Diabolic alignment.

Ya-ahk-met, symbol of power and light. Power that blinds one to all but his own goal. Power that indiscriminately hurts and destroys. Miscreant alignment.

Ya-blik, symbol of pestilence, betrayal and pain. Said to have spawned the Four Horsemen of Apocalypse. Diabolic alignment.

The Demon Hoards of Hades

As we've already seen, there are scores of demonic supernatural beings that inhabit other dimensions and other worlds that have preyed on humans and humanoids since the beginning of time. The demon hordes of Hades is a somewhat unique conglomeration of supernatural forces. The ancient Greeks knew of Hades as the "dark" or "hidden" god and Lord of the Underworld. This underworld bore the name of its lord, Hades. A terrible place where the minions of Hades would snatch the living and drag them into their gloomy realm. The myths of the Egyptians, Romans and other ancient peoples also speak of a Hades-like place and of demons similar to those of the Greek's Underworld. As odd as this may seem, it is because Hades is a dimension dominated by supernatural beings ruled as a collective body, with its own hierarchy based on power and cruelty.

The so-called demons of Hades are common to both Rifts Earth and the Palladium world, perhaps another indicator that the Palladium world was once a multi-dimensional ley line nexus on a megaversal scale, like Earth 50,000 years ago. Undoubtedly, the demons of Hades are drawn to magic energy, turmoil, and chaos. The inhabitants of Hades are an ornery lot of mean and bickering monsters with supernatural powers, half of which are on the prowl in other dimensions at any given time.

The dimension itself is one of eternal twilight, swirling grey clouds, acid rain, and countless mountains, ravines, and gigantic, hollow caverns underground where the important demon cities are found. The terrain is an endless expanse of grey rock and dust, broken only by the occasional meadow, scrub plains, swamp, seas, and lava flow. The world is easily 20 times bigger than Earth.

Note: Most demons of Hades (excluding gargoyles) have a limited ability to perform a dimension teleport back to their own dimension, Hades. When it says *dimensional teleport* followed by a percentile number, the percentile number indicates the likelihood of a successful teleport home. A failed roll means no teleport. Each teleport attempt counts as one melee attack/action. A dimensional teleport can be tried as often as once every melee. Also note that with rare exceptions, most of these so-called demons rely on their natural, magic and psionic powers rather than the weapons of man.

The Lesser Demons of Hades

Gargoyles

Gargoyles and their kin are found in Hades and this helps to reinforce the misconception that they are demons. However, though considered a sub-class of demons, the gargoyles of Hades are treated as second-class citizens, slaves, and cannon fodder. This unfortunate gargoyle population are the descendants of a gargoyle invasion force that had tried to conquer the realm of Hades, and failed, eons ago.

The same gargoyle, gargoyle, gargoylite, lord and mage data provided in the **Beyond the Supernatural** monster section are applicable to these beasts as well. The only difference is that these gargoyles are much less civilized and much more savage, cruel and sadistic than their warrior-cousins of other worlds. The average alignment is miscreant or diabolic evil. They have also learned to accept their place as inferior sub-demons meant to serve the other demons of Hades. This belief is so ingrained that the gargoyles of Hades will deny any kinship to off-world gargoyles, insisting that they are two distinctly different races of beings.

Alu

The alu appear as giant humanoids with the head, tail and fur of a canine. At a quick glance they resemble wolfen, but more careful observation shows that the Alu have a completely human body and not the canine legs of the wolfen or werewolf.

Alu are quiet loners who prefer to stalk in darkness and silence. They dwell in the desert of Taut, a rocky, desolate region in the dimension of Hades. They are excellent trackers and are often used as such by greater demons and lords. The alu are terribly cunning and vicious fighters. Although they do not actively seek confrontations, even with humans, they seldom back away. They are considered the scouts and strongmen of the Hordes of Hades.

Alignment: Any evil or anarchist.

Attributes: I.Q. 1D6+8, M.A. 2D6+8, M.E. 2D6+10, P.S. 3D6+16, P.P. 2D6+10, P.E. 2D6+10, P.B. 2D6, Spd 6D6+10



M.D.C.: 4D4x10

Horror Factor: 13, **P.P.E.:** 6D6

Natural Abilities: Nightvision 120 ft (36.6 m; can see in total darkness), see the invisible, track by smell 72%, prowl 62%, turn invisible at will, dimensional teleport 21%, bio-regeneration 2D6 M.D. per minute, magically knows all languages, and can leap 40 feet (12.2 m).

Combat: Four attacks per melee.

Damage: Claws/punch does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), kick 4D6 M.D. or bite does 4D6 M.D. **Bonuses:** +3 to strike, parry, or dodge, +2 on initiative, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, in addition to attribute bonuses.

Magic: None

Psionics: None

R.C.C. Skills: Hunting, fishing, identify plants & fruits 80%, track animals 80%, track humans 70%, intelligence 80%, basic math 98%, wilderness survival 80%, land navigation 80%, astronomy 80%, swim 80%, and climb 80%/70%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 12 feet (3.6 m)

Weight: 500 pounds (225 kg)

Notes: May use magic or energy weapons and body armor.

Aquatics

This is a sea demon with a fleshy, fish-like body, four octopus-like tentacles, two large, black eyes and a huge maw. The aquatics are creatures of water, and although they can crawl along on dry land for an indefinite period of time, they are at half strength. Its favorite ploy is dragging people underwater and holding them there until they drown. Aquatics are also notorious for capsizing small boats. They are indigenous to the few lakes and seas found in the Hades dimension.

Alignment: Any evil or anarchist.

Attributes: I.Q. 1D6+2, M.A. 2D6, M.E. 2D6, P.S. 3D6+12, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D6, Spd on land 1D6, but in the water 1D6x10+30

M.D.C.: 3D6x 10 underwater, but half on dry land.

Horror Factor: 14, **P.P.E.:** 1D4x 10

Natural Abilities: Nightvision 200 ft (61 m; can see in total darkness), see the invisible, prowl underwater 60%, dimensional teleport 18%, bio-regeneration 2D6 M.D. per minute and regenerates severed tentacles within 1D4 hours, magically knows all languages.

Combat: Eight attacks per melee underwater or four on dry land.



Banshees & Grave Ghouls

Banshees and grave ghouls, as described earlier, are also found in Hades. Ghouls are among the lowliest of the demon hierarchy and are often used as slaves and mistreated by the more powerful demons.

Lasae

The lasae are tiny demons resembling insects, with razor-sharp barbs lining the length of the forearms, the side of the hands, elbows, shoulders, back, knees, and the heels of their feet. They are cruel monsters who love to maim and torture. Lasae will always attempt to gouge out eyes, genitals, or tongues during a battle. A natural twenty indicates that it has hit such a target, doing double damage.

Alignment: Any evil or anarchist.

Attributes: I.Q. 1D6+1, M.A. 2D6, M.E. 2D6, P.S. 3D6+2, P.P. 2D6+6, P.E. 2D6+6, P.B. 1D6, Spd 6D6
M.D.C.: 1D6x10

Horror Factor: 12; a pack of ten or more has an H.F. of 14.

P.P.E.: 3D6

Natural Abilities: Nightvision 120 ft (36.6 m; can see in total darkness), see the invisible, turn invisible at will, prowl 62%, dimensional teleport 21%, bio-regeneration 1D6 M.D. per minute, magically knows all languages, and can leap 20 feet (6 m).

Combat: Four attacks per melee.

Damage: Claws/punch or bite does 2D6 S.D.C. damage, power punch 1D6 M.D. (counts as two attacks). Cannot be grabbed or held without inflicting 4D6 S.D.C. damage to the holder. **Bonuses:** +3 to strike, parry, or dodge, +2 on initiative, +1 to pull punch, +2 to roll with impact, +2 on all magic saving throws, in addition to attribute bonuses.



Damage: Tentacles/punch does 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), or bite does 4D6 M.D. Can also strangle with tentacle or by holding victim underwater. Victim must escape tentacles (needs a combined P.S. of 30) within 8 melees (two minutes). 1-50% chance the aquatic can entangle/pin its victim with its tentacles, preventing the entangled person from attacking or taking other physical actions.

Bonuses: +4 to strike, parry, or dodge, +4 on initiative, +4 to pull punch, +2 to roll with impact, +2 on all magic saving throws. All are half on dry land.

Magic: None

Psionics: All sensitive powers, equal to a 4th level psychic.

Magic: None

R.C.C. Skills: Track underwater 60%, wilderness survival 60%, underwater navigation 80%, land navigation 40%, swim 98%, and climb 70%/60%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 12 feet (3.6 m) long.

Weight: 400 pounds (180 kg)

Magic: None

Psionics: None

R.C.C. Skills: Hunting, track animals 60%, track humans 50%, intelligence 60%, basic math 80%, wilderness survival 80%, land navigation 60%, swim 50%, and climb 90%/80%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 8 inches tall (0.24 m or 203 mm)

Weight: One pound (0.45 kg)

Mares or Nightmares

Mares are insidious demons who appear as monstrous hags. They are very intelligent and delight in tormenting and torturing all intelligent life forms. Mares are often responsible for mysterious deaths, missing children, and insanity. They will typically wait until their prey is asleep before attacking with psionics, striking with evil eye/bio-manipulation, empathy or empathic transmission, to create a nightmare or to inflict discomfort. Although they tend to avoid direct conflicts, the mares can put up a tremendous battle when cornered.

Alignments: Any evil, but typically diabolic.

Attributes: I.Q. 2D6 + 7, M.A. 2D6, M.E. 2D6 + 6, P.S. 2D6 + 6, P.P. 2D6 + 6, P.E. 2D6 + 6, P.B. 1D6, Spd 3D6 running or 6D6 + 10 flying.

M.D.C.: 106x10 + 30

Horror Factor: 12, **P.P.E.:** 1D6x 10 + 10

Natural Abilities: Nightvision 600 ft (183 m; can see in total darkness), see the invisible, turn invisible at will, dimensional teleport 63%, prowl 40%, bio-regeneration 1D6 M.D. per minute, magically knows all languages, and can fly.

Combat: Four physical or psionic attacks per melee.

Damage: Claws/punch or bite does 1D6 M.D., power punch 2D6 M.D. (counts as two attacks). **Bonuses:** +2 to strike, parry, or dodge, +1 on initiative, +1 to pull punch, +1 to roll with impact, +2 on all magic saving throws, +4 to save vs psionic attack, in addition to attribute bonuses.

Magic: None

Psionics: Palladium RPG style: All levels 1-4, I.S.P. 130, sixth level proficiency. Rifts style: All sensitive and physical powers plus bio-manipulation, empathic transmission, hypnotic suggestion, mind bolt, mind wipe, group mind block, and mind block auto-defense. I.S.P. 130, equal to a 6th level mind melter.

R.C.C. Skills: Track humans 50%, basic math 80% and land navigation 60%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: Usually about 10 feet to 15 tall (3 to 4.6 m)

Weight: 400 pounds (180 kg)

Shedim

The shedim possess the head of a hawk, the upper torso of a man, hands that are huge, bird-like claws and the lower body and legs of a bird of prey, complete with two oversized, clawed feet. They are the foot soldiers, pawns and minions of the greater demons of Hades and, sometimes, other supernatural intelligences and gods, such as Set and Anubis. They are a fighting force to be feared, because they will attack savagely and without fear or hesitation. The shedim are supernatural

predators that love to hunt and kill. They will press a battle to the end, regardless of the consequences, stopping only when slain or commanded to stop by a demon lord.

Alignment: Any evil.

Attributes: I.Q. 1D6 + 2, M.A. 2D6, M.E. 1D6 + 14, P.S. 2D6 + 22, P.P. 2D6 + 12, P.E. 3D6 + 10, P.B. 1D6 + 1, Spd 1D6x10 + 40

M.D.C.: 4D6x10

Horror Factor: 14, **P.P.E.:** 5D6

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, track by smell 45%, dimensional teleport 11%, bio-regeneration 2D6 M.D. per minute, magically knows all languages, and can leap 50 feet (15.2 m).

Combat: Six attacks per melee.

Damage: Claws/punch does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), kick/claw with foot 4D6 M.D., or bite does 1D6 M.D.

Bonuses: +4 to strike or parry, +3 dodge, +3 on initiative, +2 to pull punch, +2 to roll with impact, +2 on all magic saving throws, in addition to attribute bonuses.

Magic: None

Psionics: None

R.C.C. Skills: Hunting, track animals 60%, track humans 70%, wilderness survival 80%, land navigation 80%, swim 80%, and climb 80%/70%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 12 feet tall (3.6 m).

Weight: 500 pounds (225 kg)

Notes: Rarely use any weapons or armor, much preferring the gratification of hand to hand combat. Abrasax the Insatiable is the lord of the shedim.

The Greater Demons of Hades

Baal-rog

The baal-rog is one of the most feared and powerful of all the greater demons because it is both a powerful and smart supernatural warrior. The visage of the baal-rog is also awesome, a huge, bronze-skinned humanoid with bulging muscles, giant, black bat wings and flaming red eyes.

They serve as the lieutenants and captains of the demon hordes, often seen commanding legions of lesser demons. The power and intelligence of the baal-rog, also make them ideal for leading reconnaissance squads and even solo missions (both of which they far prefer than leading demonic troops). Renegades have even been known to establish lairs or entire kingdoms on other worlds. The baal-rog is also a popular demon to be rifted into other worlds by shifters and summoners.

Alignment: Any evil or selfish.

Attributes: I.Q. 2D6 + 8, M.A. 2D6 + 8, M.E. 2D6 + 8, P.S. 2D6 + 28, P.P. 2D6 + 10, P.E. 3D6 + 12, P.B. 2D6, Spd 1D6x10 running or 1D6x 10 + 60 flying.

M.D.C.: 1D6x100 + 200

Horror Factor: 14, **P.P.E.:** 1D4x100 + 25

Natural Abilities: Fly, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, turn invisible, track by smell 45%, dimensional teleport 57%, bio-regeneration 4D6 M.D. per minute, impervious to fire (including M.D. magic fire and plasma energy), magically knows all languages, and can leap 50 feet (15.2 m) without assistance from wings.



Combat: Six physical attacks per melee or three by magic. Favorite weapon is the magic fire whip.

Damage: Restrained punch 5D6 S.D.C. damage plus P.S. bonus, full strength punch does 4D6 M.D., power punch 1D6 x 10 M.D. (counts as two attacks), kick attack 5D6 M.D., or bite does 1D6 M.D. **Bonuses:** +3 to strike, parry, dodge, +3 on initiative, +4 to pull punch, +4 to roll with impact, +3 on magic saving throws, in addition to attribute bonuses.

Magic: P.P.E. 1D4x100. All levels 1-4 fire elemental magic, plus fire whip (level 7), animate & control dead, turn dead, exorcism, remove curse, and heal wounds. Equal to a 5th level wizard.

Psionics: None

R.C.C. Skills: Basic and advanced math 92%, literate in Dragonese/Elven 98% and two other languages of choice, forgery 45%, intelligence 88%, track humans 50%, wilderness survival 70%, land navigation 80%, swim 60%, climb 80%/70%, dance 80%, streetwise 80%, demon & monster lore 80%, faerie lore 60%, radio: basic 80%, computer operation 60%, W.P. chain, and W.P. heavy energy.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 12 to 14 feet tall (3.6 to 4.2 m).

Weight: 1000 pounds (450 kg)

Notes: Occasionally wears dragon armor and uses heavy weapons, like particle beam and plasma rifles and rail guns, but prefers to rely on its own magic and abilities. They covet magic scrolls, items, wealth, and power. They are the symbol of cunning and power.

Demon Locusts

The demon locusts are the greatest of all demons other than the demon lords. All other demons are subject to their demands.

They appear as a giant locust with an ugly human head and the tail of a scorpion. They are the symbol of destruction and genocide. Although their numbers range into the hundreds of thousands, most hibernate, patiently waiting for armageddon. Thus, they rarely establish regions of power nor enforce their will on mortals or fellow demons. Occasionally, one or two are encountered in the world, but seldom more than that. This seemingly passive behavior is not to be construed as benevolence or apathy, for the locusts are merciless, devastating fighters who loathe mankind and the gods of light. They merely wait and plot for absolute chaos and global annihilation. If a swarm of demon locusts appear, prepare oneself for horrible disaster and, perhaps, the end of the world.

Alignment: Miscreant or diabolic evil.

Attributes: I.Q. 3D6+12, M.A. 2D6+10, M.E. 3D6+12, P.S. 3D6 + 30, P.P. 3D6 + 12, P.E. 3D6 + 10, P.B. 1D6, Spd 1D6 x 10 + 10 running or 3D6x 10+ 100 flying.

M.D.C.: 2D4x 100 + 400

Horror Factor: 16, **P.P.E.:** 2D4x 100 + 200.

Natural Abilities: Fly, nightvision 200 ft (61 m; can see in total darkness), see the invisible, turn invisible, track by smell 45%, dimensional teleport 54%, bio-regeneration 6D6 M.D. per minute, impervious to fire (including M.D. magic fire and plasma energy), magically knows all languages, and can leap 80 feet (24.4 m) without assistance from wings.

Combat: Seven physical attacks per melee or three by magic.

Damage: Punch/strike with front leg 4D6 M.D., punch/kick with rear leg does 5D6 M.D., power punch 1D6x 10 M.D. (counts as two attacks), or bite does 1D6 M.D., or by magic.

Scorpion tail sting: Inflicts 6D6 damage. Mega-damage creatures must also roll to save versus poison (14 or higher). A failed roll means the character has fallen victim to the poison and is paralyzed for 2D6 melees and suffers an additional 1D6 M.D.

Bonuses: +4 to strike, parry, dodge, +4 on initiative, +1 to pull punch, +4 to roll with impact, +5 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 2D4x100 + 200. All level one spell magic plus call lightning, fire ball, fire bolt, negate magic, dispel magic barriers, fly as the eagle, animate/control dead, turn dead, exorcism, remove curse, curse: phobia, luck curse, spoil, sickness, earthquake, id barrier and create magic scroll. Equal to an 8th level wizard.

Psionics: Palladium RPG style: all level one, I.S.P. 57, fifth level proficiency. Rifts style: all sensitive powers, I.S.P. 57, fifth level proficiency.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, forgery 85%, intelligence 90%, land navigation 98%, swim 70%, climb 80%/70%, streetwise 90%, demon & monster lore 90%, faerie lore 90%, computer operation

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 12 feet long (3.6 m).

Weight: 700 pounds (315 kg)

Gallu — Demon Bull

The gallu appears as a giant, ebony-skinned minotaur with the legs and head of a bull, glowing red eyes, menacing horns, and breath of smoke and fire (not a weapon, just a visual effect). An adventurer will seldom encounter more than one or two gallu bulls unless on a special mission. The gallu are often accompanied by a handful of lesser demons, typically 1D4+ 1 gargoyle/gargoyles, alu, ghouls or shedim.

Alignment: Any evil or selfish.

Attributes: I.Q. 1D6+8, M.A. 1D6+8, M.E. 1D6+10, P.S. 1D6+30, P.P. 1D6+12, P.E. 2D6+12, P.B. 2D6, Spd 2D6x 10+40 running

M.D.C.: 1D6x100 + 50

Horror Factor: 13, **P.P.E.:** 3D6x 10

Natural Abilities: Fly, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 66%, bio-regeneration 4D6 M.D. per minute, fire resistant (magic and M.D. fire does half damage), magically knows all languages, and can leap 40 feet (12.2 m).

Combat: Six physical attacks per melee or two by magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch does 4D6 M.D., power punch 1D4x 10 M.D. (counts as two attacks), kick attack 5D6 M.D., head butt with horns 4D6 M.D., running ram with horn 1D6 x 10 M.D. and has a 60% chance of knocking opponent off his feet (counts as two attacks), bite does 1D6 M.D.

Bonuses: +3 to strike, +4 to parry and dodge, +2 on initiative, +4 to pull punch, +3 to roll with impact, +2 on all magic saving throws, in addition to attribute bonuses.

Magic: P.P.E. 3D6x 10. Limited magic powers: blinding flash, cloud of smoke, globe of daylight, thunderclap, fear, repel animals, animate & control dead, turn dead, exorcism, remove curse, luck curse, phobia curse, and heal wounds. 5th level proficiency.

Psionics: None

R.C.C. Skills: Basic math 82%, literate in Dragonese/Elven 98% and two other languages of choice, intelligence 88%, track humans 50%, wilderness survival 70%, land navigation 85%, swim 80%, climb 70%/60%, dance 80%, demon & monster lore 80%, faerie lore 60%, radio: basic 80%, computer operation 60%, W.P. chain, and W.P. energy rifle and two of choice.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 12 to 14 feet tall (3.6 to 4.2 m).

Weight: 1000 pounds (450 kg)

Notes: Occasionally wears armor and uses a variety of man-made M.D. weapons, particularly fond of magic items, vibro-blades and pulse rifles.

Jinn — Elemental Demon

The jinn are powerful, free spirits within the Hades hierarchy. They are generally free to come and go and do as they please, as long as their doings do not disrupt the demon community. They are evil, mischievous creatures of magic, linked to elemental forces, known to cause disease, drought, and trouble for all mortal creatures. The jinn consider all mortal creatures to be their playthings.

These supernatural beings are found in many dimensions, Rifts Earth, the Palladium world, the elemental plane, and Hades are among their favorites. Like true elementals, the jinn's natural state is that of invisibility; only warlocks and those with the power to see the invisible can see them. They are impervious to most weapons, including mega-damage devices. However, the jinn are vulnerable to magic and silver. A weapon made of silver inflicts M.D. equal to its usual S.D.C. damage.

The Curse. Long ago the jinn were placed under a curse by a powerful entity, or so legend tells. This curse forces the jinn to call anybody who can capture them, or anybody who provides them with vital aid, master. The curse also bounds them to grant *three wishes* as reward for their "master's" aid or to gain their freedom. Until the three wishes are requested and granted, that particular jinn is bound to that plane of existence and to the person to whom the jinn is obligated.

Being bound to an individual means that the jinn must stay at his side, cannot raise his hand to him, and must call him master. Although bound to that individual, the jinn is *not* obligated to aid or assist him in any other way. To ask the elemental demon for information, or to dispatch an adversary, is considered a wish. The jinn is free to stand idly by, laughing and jeering its master during a battle unless it is requested (wished) to do otherwise. Of course, a jinn may *volunteer* any amount of aid or information it may desire to offer, but such assistance is likely to lead to treachery or death. The jinn loathes having to call any creature its master, even for a short while, thus, the longer it takes to ask for the three wishes, the more angry and vindictive the jinn becomes. The nicest jinn is incredibly selfish, most are evil forces who hate virtue, compassion and goodness above all else. They will always try to trick or cause the death of the mortal who controls and belittles them. If a person to whom the jinn is obligated dies it is free of its obligation and is able to leave. A jinn cannot be obligated to an entire group, only one individual within the group.

The Wish. The word "Wish" must be used to force the jinn to comply with demands. It is important to understand that the jinn cannot actually produce something out of thin air as most people believe. Rather, they use their power, cunning and evil ways to find and get what is requested of them. If a king's ransom is requested the jinn will disappear and return within 48 hours with the requested wealth. But the wisher will not know how the wealth was obtained, from whom, or how many suffered or died in regards to its acquisition. Without doubt it was stolen. Likewise, a wish to bring someone back to life will send the



jinn searching for a resurrection scroll or someone who can be forced to resurrect the dead person, although the jinn and his accomplices are restricted to the normal time and magic limitations regarding resurrection and all wishes. There may be wishes, such as resurrection, that may be beyond the powers of the jinn.

Being treacherous schemers and pranksters, they will often try to twist the wish into something not intended by the wisher, especially if they are treated poorly. Wishers will be wise to remember the jinn are evil creatures of magic, whose real strength lies in thievery, assassination, treachery, and deceit. Consequently, they are always looking to cause mischief and grief. This means that if the wish is worded carelessly, the jinn will twist the wisher's intent and, using his words, cause trouble.

There are four types of jinn: black (earth), white (water), green (air), and yellow (fire). All jinn have the following characteristics and abilities.

Alignment: Any evil or selfish.

Attributes: I.Q. 1D6+8, M.A. 2D6+10, M.E. 2D6+10, P.S. 2D6+30, P.P. 1D6+14, P.E. 2D6+10, P.B. 2D6, Spd 2D6x10 running or 2D6x 10+ 100 flying.

M.D.C.: 2D6x100+200

Horror Factor: 15, **P.P.E.:** 1D6x 100.

Natural Abilities: Natural state is invisible, can turn visible and invisible at will, turn into mist at will, metamorphosis into an insect, fire and cold resistant (even M.D. attacks do half damage), nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, dimensional teleport 53%, bio-regeneration 3D6 M.D. per minute, magically knows all languages, and can increase size at will, add 1D6 M.D. to any height above 16 ft; 24 ft tall maximum.

Important Note: All jinn are creatures of the twilight and are strongest at night. During the daytime, whether sunny or overcast, all of their powers, abilities, number of attacks, bonuses, physical M.D.C.,

etc., are at half. Jinn are also vulnerable to weapons made of silver (at any time of day or night). Silver inflicts M.D. equal to its usual S.D.C. damage.

Combat: Six physical attacks per melee or two by magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 5D6 M.D., power punch 1D6x 10 M.D. (counts as two attacks), body block/ram does 5D6 M.D. and has a 65% chance of knocking opponent off his feet, causing that person to lose one melee attack and initiative (counts as two attacks), or by weapons or magic. **Bonuses:** +4 to strike, +3 to parry and dodge, +4 to dodge in flight, +4 on initiative, +5 to pull punch, +4 to roll with impact, +6 on all saving throws, in addition to attribute bonuses. **Note:** Remember to reduce bonuses by one-half during the daytime.

Magic: P.P.E. 1D6 x 100. *Black Jinn:* All earth elemental magic levels 1-8. *White Jinn:* All water elemental magic, levels 1-7. *Green Jinn:* All air elemental magic, levels 1-7. *Yellow Jinn:* All fire elemental magic, levels 1-8. All at eighth level of proficiency (fourth during the day).

Psionics: I.S.P.: 1D4x 10+30. **Palladium RPG** style jinn possesses all level one and two psionic abilities at fifth level proficiency. **Rifts** style jinn possess all sensitive and physical psionic powers at fifth level proficiency.

R.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98% and two other languages of choice, streetwise 65%, intelligence 90%, track humans 50%, wilderness survival 70%, land navigation 85%, swim 80%, demon & monster lore 90%, faerie lore 90%, radio: basic 90%, computer operation 90%, basic electronics 90%, locksmith 80%, pick locks 90%, pick pockets 70%, palming 70%, concealment 70%, W.P. sword, and W.P. energy rifle and three of choice (any).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 8 to 24 feet (2.4 to 7.3 m) tall; can change size at will.

Weight: 1000 pounds (450 kg)

Notes: Occasionally wears armor and uses a variety of man-made M.D. weapons, particularly fond of magic items, magic swords, vibro-blades and energy rifles. The symbols of lust and decadence

Magots

Magots are hideous, giant maws set upon three thick legs, with huge, wide teeth, and three eyes set on long, tentacle-like stalks. These demons roam about in small herds, petrifying and devouring any intruders. One rarely encounters more than one or two magots outside of Hades. However, Mictla and Modeus have been known to unleash a dozen, sometimes hundreds, into other dimensions to wreak havoc or when invading another world. They are the minions of Mictla the Devourer.

Alignment: Diabolic or Miscreant

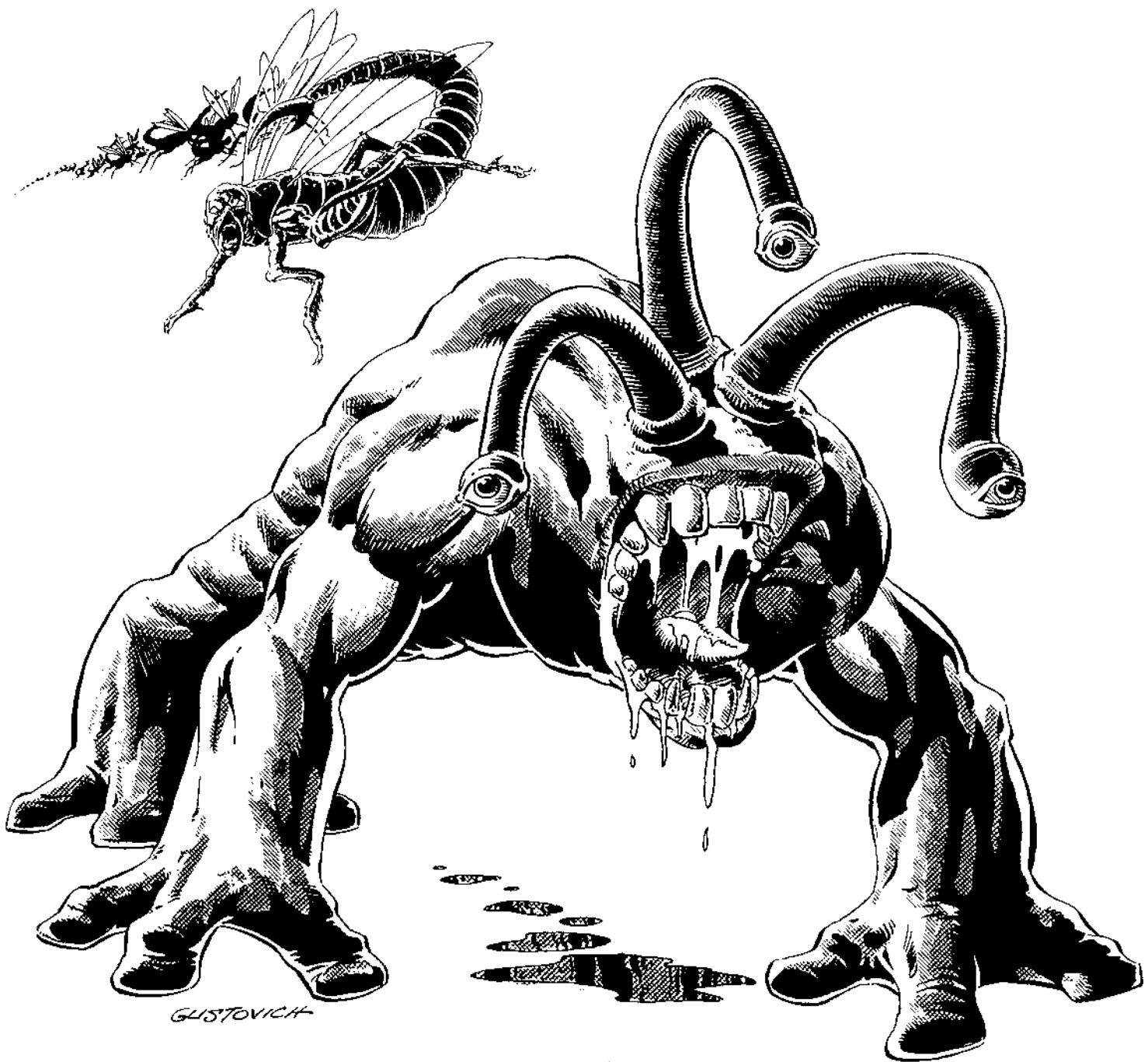
Attributes: I.Q. 1D6+2, M.A. 1D6+2, M.E. 1D6+10, P.S. 1D6+40, P.P. 1D6+12, P.E. 1D6+16, P.B. 1D6, Spd 1D6x 10+60 running

M.D.C.: 1D4x1000

Horror Factor: 16, **P.P.E.:** 1D6x 100

Natural Abilities: Nightvision 120 ft (36.6 m; can see in total darkness), see the invisible, turn into mist at will, dimensional teleport 25%, bio-regeneration 1D4 X 10 M.D. per minute, impervious to fire (even magic and M.D. fire does no damage), magically knows all languages, and can leap 40 feet (12.2 m).

The eyes of the magot: Each fires a beam of light that temporarily (3D6+2 minutes) turns its victims to stone. The eye beams do not strike automatically and a roll to strike must be made for each attack. A saving throw vs magic of 13 or higher means the character is not turned to stone; roll to save against each eye beam strike. The spell stone to flesh will instantly restore the victim of petrification.



Combat: Eight attacks per melee. May combine physical attacks and eye beam attacks.

Damage: Swat with eye tentacles 4D6 M.D., punch/stomp does 6D6 M.D., power punch 1D6x 10+10 M.D. (counts as two attacks), bite 2D6x 10 M.D., running body block 1D6x 10+ 10 M.D. and has an 85% chance of knocking opponent off his feet and 20 feet away from the impact, victim loses two melee attacks and initiative (counts as two attacks), or by temporary petrification. Never uses weapons. **Bonuses:** +6 to strike, +2 to parry, +4 to dodge, +2 on initiative, +2 to roll with impact, +3 on all saving throws, in addition to attribute bonuses.

Magic: None

Psionics: None

R.C.C. Skills: Track animals 35%, track humans 45%, wilderness survival 90%, land navigation 80%, swim 80%, climb 60%/20%, demon & monster lore 50%, faerie lore 30%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 20 feet tall (6 m).

Weight: Two tons

Notes: Never uses weapons or gadgets, but is a ferocious predator that know no fear and will often fight to the death once enraged.



Night Owls

The night owl has the body and wings of a giant owl, with an ugly, bald, human head and glowing red-orange eyes. These demons of Hades are sometimes seen conducting legions of demons, but they are solitary hunters who prefer solitude. When encountered on Earth, the demon owl will usually be alone, although they are known to frequently ally themselves with evil humanoid sorcerers in the capacity of advisor and partner. The night owls enjoy the role of counselor to despot kings and other evil people in powerful positions. They also covet gold, gems and magic items.

Alignment: Any evil.

Attributes: I.Q. 2D6+8, M.A. 2D6+8, M.E. 2D6+10, P.S. 1D6+28, P.P. 2D6+8, P.E. 2D6+10, P.B. 2D6+1, Spd 6D6 running or 1D6x 10+100 flying.

M.D.C.: 2D6x100

Horror Factor: 15, **P.P.E.:** 2D6x 10

Natural Abilities: Fly, nightvision 300 ft (91.5 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 56%, bio-regeneration 4D6 M.D. per minute, fire resistant (magic and M.D. fire does half damage), magically knows all languages.

Combat: Five physical or psionic attacks per melee or two by magic.

Damage: Restrained claw/punch 4D6 S.D.C. damage plus P.S. bonus, full strength claws/punch does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), flying claw strike 4D6 M.D. and has a 40% chance of knocking opponent off his feet (counts as two attacks), bite does 1D6 M.D. **Bonuses:** +5 to strike, +4 to parry and dodge, +2 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 3D6x 10. Limited magic powers: Chameleon, globe of daylight, ignite fire, fear, repel animals, animate & control dead, turn dead, exorcism, remove curse, luck curse, phobia curse, and heal wounds. 5th level proficiency.

Psionics: **5D6 x 101.** S.P. **Palladium RPG** style character has all level 1-3 psionic abilities at sixth level proficiency. **Rifts** style character has all sensitive and physical psionics plus bio-manipulation, hypnotic suggestion, mind bolt, mind block auto-defense, and P.P.E. shield, at sixth level proficiency.

R.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98%, intelligence 80%, track humans 80%, wilderness survival 70%, land navigation 80%, prowl 62%, swim 20%, demon & monster lore 90%, faerie lore 80%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades and evil humanoids in positions of power.

Size: 4 to 5 ft tall (1.2 to 1.5 m); 14 ft wingspan (4.5 m).

Weight: 300 pounds (122 kg)

Notes: Never wears armor or uses weapons, other than the occasional scroll or magic item. Love to torture. Quiet, observant, treacherous.

Raksasha

The Shape Shifter

One of the more rare and most powerful demons of Hades is the raksasha. The creature's natural form is that of a large, black-skinned humanoid, with claw-like nails and the head of a feline, usually a lion or tiger. The raksasha are generally arrogant, cunning creatures with a lust for power. They enjoy toying with all lesser beings, including their fellow demons and supernatural monsters, but humans are particularly intriguing because of their resourcefulness and variety. Still, most raksasha tend to underestimate humans and most other races whom the raksasha consider to be inferior.

The shape shifters are attracted by power and therefore, the political arena, where they can influence the fate of kings, statesmen and thousands of lives. They use their shape changing and disguise abilities, illusions, and psionics, to masterfully paint elaborate schemes of deception and tragedy.

Alignment: Any evil or selfish.

Attributes: I.Q. **2D6+9**, M.A. **2D6+9**, M.E. **2D6+9**, P.S. 2D6+29, P.P. 2D6+9, P.E. 3D6+9, P.B. 3D6, Spd 1D6x 10

M.D.C.: 1D6x 1000+ 500

Horror Factor: 14, **P.P.E.:** 2D6x 100

Natural Abilities: Nightvision 120 ft (27.4 m; can see in total darkness), keen normal vision, see the invisible, turn into mist, track by smell 45%, dimensional teleport 51%, bio-regeneration 4D6 M.D. per minute, resistant to fire and cold (magic fire and cold, and M.D. plasma does half damage), teleport self and up to 300 additional pounds (122 kg) up to five miles (8 km) away at will, and magically knows all languages.

The demon's most frightful power is the ability to shape change, at will, into the shape of virtually any living creature no smaller than one foot (0.3 m) and no larger than 10 feet (3 m). The raksasha can also use this power to disguise himself to look exactly like a specific individual.

Shape-changing disguise skill: 96% if the person being imitated is in his presence. 82% if the raksasha is very familiar with the individual or working from photographs. 40% if working from memory and with little personal knowledge of the subject. Voice imitation is another power that is used in conjunction with disguise. 94% if the raksasha is very familiar with the individual. 80% if working from a good sound recording. 30% if working from memory and with little personal knowledge of the subject.

Note: The raksasha's disguise abilities are enhanced by its psionic powers of total recall and alter aura. If the demon has met and studied the person he is imitating, including having seen/studied the subject's aura, he can alter his own to make the disguise 95% perfect in every way! Also note that the raksasha can use his shape changing abilities to alter or improve the disguise at any time.

Combat: Six physical or psionic attacks per melee or two by magic. Favorite hand to hand weapon is the psi-sword and shield, or other sword type weapons. Otherwise, loves to use its psionics and deception/metamorphosis powers.

Damage: Restrained punch 5D6 S.D.C. damage plus P.S. bonus, full strength punch does 4D6 M.D., power punch 1D6 x 10 M.D. (counts as two attacks), kick attack 5D6 M.D., or bite does 2D6 M.D. **Bonuses:** +4 to strike, parry, dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, in addition to attribute bonuses.

Magic: P.P.E. 2D6 x 100. Most have a fascination with magic and are minor students of the mystic arts. Magic spells/knowledge includes all metamorphosis, protection and illusionary magic! Illusions, deception, and subterfuge are a Raksasha's specialty. Plus create magic scroll, animate & control dead, turn dead, exorcism, remove curse, healing touch and six other spells selected from levels 1-4. Equal to a 3rd level wizard.



Or, can study diabolism instead, equal to a third level diabolist, plus the following spells/magic: protection circles, animate & control dead, turn dead, exorcism, remove curse, and heal wounds. Can also read runes, magic symbols, and knows three additional protection or summoning circles and two power circles.

Psionics: 1D6X100+100 I.S.P., and possesses all psionic powers. Eighth level proficiency.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and five other languages of choice, forgery 75%, intelligence 85%, wilderness survival 60%, land navigation 60%, swim 60%, climb 80%/70%, dance 90%, sing 75%, streetwise 80%, demon & monster lore 92%, faerie lore 92%, astronomy 75%, anthropology 70%, radio: basic 98%, computer operation 98%, pilot vehicles (three of choice at 70%), W.P. sword, W.P. knife, and two W.P.s of choice.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good. The raksasha will ally itself to humans and other beings in positions of power in order to usurp that power for itself.

Allies: Fellow demons of Hades.

Size: One to ten feet tall (0.3 to 3 m), but is typically six to ten feet tall.

Weight: 700 pounds (315 kg)

Notes: Occasionally wears armor and uses high-tech weapons depending on the circumstances, but tends to rely on its own magic, psionics and intellect. They covet power above all else. Tend to be aloof and arrogant. Raksasha also have a taste for drinking human blood and love to eat raw humanoid flesh.

The Four Demon Beetles

Phoe the Fire Beetle, Kmm the Stone Beetle, Ti the Fear Beetle and Dra of the Green Mold. Each of the four demon beetles look identical but each wields a different transformation attack. All are evil and delight in creating trouble and despair. The beetles see mayhem as a spectator sport that they can help initiate.

The demon beetles visit other worlds to observe new life forms and enjoy their turmoil and strife. Fortunately, the four seldom travel together and are encountered individually or in pairs. If successfully attacked and they suffer significant damage (half or more M.D.C.) the beetles will become annoyed and leave that area and dimension, at least for a while.

All four demon beetles have identical stats, only their transformation attacks differ.

Alignment: Diabolic evil

Attributes: I.Q. 11, M.A. 11, M.E. 16, P.S. 16, P.P. 16, P.E. 20, P.B. 5, Spd 18 running or 66 flying.

M.D.C.: 190

Horror Factor: 12, **P.P.E.:** 1000

Natural Abilities: Fly, nightvision 120 ft (36.6 m; can see in total darkness), see the invisible, turn invisible at will, dimensional teleport 74%, bio-regeneration 6D6 M.D. per minute, magically knows all languages.

Combat: Three physical attacks by bite.

Damage: Warning bite does 1D6 M.D., transforming attacks inflict no permanent damage, but generate an aura of magic that mutates the victim unless a save vs magic of 15 or higher is made. See the accompanying descriptions about the bites. **Bonuses:** +3 to strike, +5 dodge (automatic, like parry), +1 on initiative, +6 on all saving throws.

Magic: Natural P.P.E. base is 1000. Limited magic powers: fear, animate & control dead, turn dead, exorcism, heal wounds, and teleport (self). 10th level proficiency.

Psionics: None

R.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98%, wilderness survival 90%, land navigation 90%, swim 90%, climb 90%/

80%, demon & monster lore 90%, faerie lore 90%, and anthropology 60%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 12 inches long (0.3 m).

Weight: Two pounds (0.9 kg)

Notes: Considered harbingers of chaos. The demon beetles are said to be immortal and regenerate even from ashes within 72 hours. However, if burnt and their remains ground into dust, or mangled to pulp and magically sealed in a jar filled with holy water, they will remain trapped in limbo until released.

Phoe, the Fire Beetle; Transforming Attack: Bite (even on armor) turns its victim into a strange fire demon which will run off, burning everything in its path. The original memory of that person is completely suppressed by the feeble-minded demon he has become (I.Q. 4). As a demon, the person is not evil, but an insane pyromaniac who will run wild and attempt to set everything ablaze. This demon will bum down an entire countryside unless stopped. It will attack people only when attacked first. Although it will set fire to a building full of people, it is not really trying to kill anyone, just busy making pretty fire. **Save vs magic:** 15 or higher.

Fire demon transformation: Temporary, 1D4 hours. Spd is increased to 66. I.Q. is 4 and most skills are forgotten, but all other attributes and combat skills are unchanged. **M.D.C.:** 3D8 x 10. **Size & Description:** 10 feet tall (3 m), flaming red, humanoid with pointed ears, fangs, and blazing yellow eyes. **Fire power:** Shoots fire (like a flamethrower) from hands; range: 60 feet (18.3 m), inflicting 4D6 M.D. damage. Can also create a wall of flame, a circle of flame and ignite fire/cause spontaneous combustion at will; equal to fourth level spell power. Impervious to fire.

Kmm, the Stone Beetle; Transforming Attack: Emits a flashing yellow beam from its eyes that turns anything it strikes into stone. The effect is permanent, although a stone to flesh spell will restore the petrified victim to normal. **Save throw:** 15 or higher.

Ti, Beetle of Fear; Transforming Attack: Emits an eerie looking, sparkling flash of light that instills the person it strikes with numbing fear. All the victim of this attack can do is fall to the ground trembling and sobbing in terror. He is afraid of everything and everyone, including his old friends; completely unable to function in any way for 3D4 melees. This traumatic experience has a 1-40% chance of instilling a permanent phobia toward beetles. **Save throw:** 15 or higher

Dra of the Green Mold; Transforming Attack: Bite creates a green mold that will cover its victim from head to toe in 1D6 melees. The green mold is a permanent growth and can be removed only through a remove curse. The mold covered person is -5 to strike, parry, and dodge and takes 1D4 points directly from hit points daily, as the mold slowly feeds on him. Healing touch, potions, bio-regeneration, etc., will restore the hit points, but the growth remains and continues to feed. When half or more of the victim's total hit points have been drained, that person's speed is reduced by half and he is -2 on all saving throws. **Save throw:** 15 or higher.

Succor-Bemoth A Lord of Hades

Succor-Bemoth is a giant, thin, almost skeletal man, with pale grey skin and large, sad eyes. Looks very forlorn with a glimmer of insanity in his eyes; always smiling. He is the symbol of jealousy, despair and disease. Sometimes mistaken for the grim-reaper. 55% of the time he is accompanied by 1D4 banshees, who anticipate his presence will cause death.

Alignment: Diabolic.

Attributes: I.Q. 17, M.A. 10, M.E. 20, P.S. 32, P.P. 19, P.E. 20, P.B. 6, Spd 40

M.D.C.: 1500

Horror Factor: 14, **P.P.E.:** 360

Natural Abilities: Nightvision 1000 ft (305 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 80%, bio-regeneration 1D4X 10 M.D. per minute, fire resistant (magic and M.D. fire does half damage), impervious to poison/toxins and disease, magically knows all languages and can instantly summon 1D4 alu or 1D6 shedim to his location, in any dimension, once per 24 hours.

Combat: Five physical attacks per melee or three by magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 4D6 M.D., power punch 1D4x 10 M.D. (counts as two attacks), bite does 1D6 M.D.

Bonuses (including attribute bonuses): +5 to strike, +5 to parry and dodge, +1 on initiative, +2 to pull punch, +2 to roll with impact, +5 to save vs magic and psionics.

Magic: P.P.E. 360. Limited magic powers: All level one spells plus turn dead, repel animals, animate & control dead, shadow meld, trance, calling, domination, energy disruption, escape, paralysis: lesser, blind, mute, sleep, fear, compulsion, agony sickness, spoil, water to wine, seal, dispel magic barriers, exorcism, and heal wounds. 8th level proficiency.

Psionics: None

R.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98% and two other languages of choice, biology 80%, holistic medicine 70%, pathology 80%, prowl 50%, wilderness survival 70%, land navigation 70%, dance 80%, demon & monster lore 80%, and faerie lore 60%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 20 feet tall (6 m).

Weight: 1500 pounds (675 kg)

Notes: Never wears armor or uses any man-made weapons. Typically dressed in a hooded black robe with belt of worm covered skulls, or a black tuxedo and top hat with the same belt of skulls.

Belphegor of the Sulfur Pits A Lord of Hades

Belphegor is a huge monster with a gaping mouth and repugnant odor that can be smelled 4000 feet away (1200 m). It delights in performing torture, hand to hand combat and ripping apart living creatures and devouring them. Belphegor is lazy, selfish and complacent. Is the symbol of lust, ignorance, and sloth.

Alignment: Diabolic

Size: 24 feet tall

Attributes: I.Q. 7, M.A. 7, M.E. 12, P.S. 42, P.P. 20, P.E. 30, P.B. 3, Spd 22

M.D.C.: 1920

Horror Factor: 15, **P.P.E.:** 400

Natural Abilities: Nightvision 1000 ft (305 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 33%, bio-regeneration 1D4 x 10 M.D. per minute, impervious to fire, poison/toxins and disease. Magically knows all languages and can instantly summon 1D6 + 2 gallu bulls or 1D4 magots to his location, in any dimension, once per 24 hours. See combat damage for toxic cloud.

Combat: Six physical attacks per melee plus toxic cloud, or two attacks by magic.

Damage: Restrained punch 6D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 6D6 M.D., power punch 1D6x 10 + 20

M.D. (counts as two attacks), bite does 5D6 M.D., or by toxic breath or magic.

Belches a magic toxic cloud that cause all who breathe its air to gag, vomit, and eyes burn terribly. Victims suffer 5D6 S.D.C. damage per each melee in the cloud and are -3 to strike, parry and dodge, and lose all but one melee attack for that round. Mega-damage creatures suffer no damage but do suffer the penalties. Belphegor will usually launch a toxic cloud as his first attack. The cloud covers a 100 square foot area and lingers for 2D6 melees. He can belch a toxic cloud once per melee. Characters wearing environmental suits are not affected.

Bonuses (including attribute bonuses): +5 to strike, +7 to parry and dodge, +1 on initiative, +5 to pull punch, +5 to roll with impact, +8 to save vs magic, +3 on other saving throws.

Magic: P.P.E. 400. All first and second level fire elemental spells, plus turn dead, animate & control dead, blind, sickness, spoil, exorcism, banishment, and heal wounds. 5th level proficiency.

Psionics: I.S.P. 58. All sensitive powers. 2nd level proficiency.

R.C.C. Skills: Basic math 60%, literate in Dragonese/Elven 50%, wilderness survival 82%, land navigation 82%, demon & monster lore 52%, faerie lore 40%, W.P. sword, W.P. knife, W.P. energy.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 24 feet tall (7.3 m).

Weight: 1500 pounds (675 kg)

Notes: Never wears armor, but may use any man-made weapons.

Abrasax the Insatiable

A Lord of Hades

Abrasax has the head of a cock, clawed hands, shedim-like feet, a huge potbelly, and a knotted tail. He is extremely antsy and fidgety, always looking for something to do (usually something cruel). He loves to fight, and often (66% chance) succumbs to a berserker blood lust in which he is unable to get enough killing or drink enough of the blood of his victims. Symbolizes gluttony, anxiety and cruelty.

Alignment: Diabolic

Attributes: I.Q. 16, M.A. 19, M.E. 15, P.S. 36, P.P. 20, P.E. 21, P.B. 3, Spd 66

M.D.C.: 1880

Horror Factor: 16, **P.P.E.:** 330

Natural Abilities: Nightvision 1000 ft (305 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 46%, bio-regeneration 1D4X 10 M.D. per minute, fire resistant (magic and M.D. fire does half damage), metamorphosis into a hawk, lizard or spider, leap 100 feet (30.5 m), magically knows all languages and can instantly summon 1D4 alu or 2D6 + 2 shedim to his location, in any dimension, once per 24 hours.

Combat: Six physical attacks per melee or two by magic. Add two physical melee attacks and +2 to strike and on initiative when in a berserker killing frenzy.

Damage: Restrained punch 5D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 5D6 M.D., power punch 1D6x 10 M.D. (counts as two attacks), bite does 3D6 M.D., or by magic.

Bonuses (including attribute bonuses): +6 to strike, +6 to parry and dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +4 on all saving throws, 55% chance of evoking a feeling of trust or intimidation.

Magic: P.P.E. 330. All spell magic, levels 1-4, and turn dead, animate & control dead, paralysis: lesser, agony, sickness, spoil, negate magic, banishment and exorcism. Also knows all magic symbols and recognizes magic circles and wards. 6th level proficiency.

Psionics: None

R.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98%, prowl 50%, wilderness survival 80%, land navigation 90%, track humanoids 60%, demon & monster lore 80%, faerie lore 50%, W.P. sword, W.P. blunt, W.P. energy rifle, W.P. heavy energy.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 16 feet tall (4.9 m).

Weight: 1300 pounds (630 kg)

Notes: Occasionally wears armor and may use man-made weapons. Is the lord of the shedim.

Modeus

The Lord of Hades

Supernatural Intelligence

The supernatural intelligence that calls himself Modeus is the ruler of Hades. When dealing with humanoids he usually appears as a handsome, red-haired man with dark eyes and bronze complexion. Like most intelligences, Modeus' true form is a mass of a hundred swarming tentacles and one gargantuan eye. He has dominated the realm of Hades for eons and is capable of creating a dozen different essence fragments. Fortunately, over the centuries he has grown lazy and complacent. However, the new developments on the planet Earth, becoming a dimensional nexus, has sparked his interest.

Alignment: Aberrant evil

Attributes: I.Q. 25, M.A. 29, M.E. 30, P.S. 54, P.P. 24, P.E. 26, P.B. 2 (20 in human guise), Spd 70; an excellent administrator, clever planner, good tactician; cunning, deceptive, and treacherous.

M.D.C.: 90,000

Horror Factor: 16, **P.P.E.:** 17,000

Natural Abilities: Bio-regeneration of 1D6x 10 M.D.C. per minute (4 melees) and complete regeneration of limbs, nightvision 600 feet (183 m), see the invisible, turn invisible at will, impervious to fire and cold, dimensional teleport 88%, impervious to poisons/toxins/drugs, does not breathe air and is giant in size.

Metamorphosis at will into humanoid or animal (unlimited duration), teleport self (and others) up to 100 miles (160 km) away, dimensional teleport at will (88%, limited to dimensions known by the intelligence), turn 1D6x 100 dead at will (duration 24 hours), animate and control 1D6x 100 dead, and healing touch restores 4D6 hit points or S.D.C. or M.D.C. Can also summon 6D6 lesser demons, and/or summon 2D6 greater demons, three times a day. Can create 12 different essence fragments for dimensional travel, as well as bond to witches (unlimited).

Vulnerable to Sunlight and Daytime: Magic power/experience level is reduced by half and physical M.D.C. and vision is reduced by one-third.

Combat: Eight physical or psionic attacks per melee, or three by magic. Does triple damage from behind. Critical strike or stun (must call which) on a natural 18, 19, or 20.

Bonuses (including attribute bonuses): +5 to strike and parry, +4 on initiative, +6 to pull punch, +6 to roll with impact, +11% I.Q. skill bonus, +14 to save vs horror factor, +6 to save vs magic, +8 save vs psionic attack, 96% to instill trust/intimidation, impervious to poison.

Magic Knowledge: Knows ALL spells, levels 1-4, plus restoration and resurrection spells, and knows all wards, magic symbols and circles of power. Experience level is equal to a 10th level practitioner of magic.

Psionics: I.S.P. 1000. All physical and sensitive powers plus empathic transmission, mentally possess others, mind bond, mind wipe, P.P.E.

shield, psi-shield, psi-sword, super telekinesis and pyrokinesis. Equal to a 9th level psychic.

R.C.C. & Skills: Generally not applicable — primordial force of nature or magic. Literate in Dragonese/Elven, Dwarven, American, Spanish, Euro, and Wolfen at 98%. Demon & monster lore 98%, faerie lore 90%, operate computer 80%, writing 80%, basic and advanced math 98%.

Habitat: Indigenous to an alien dimension. Periodically can be found anywhere.

Enemies: Humans and the forces of good. Often shares animosity toward other intelligences.

Allies: May conspire with other forces of evil.

Size: Human size to 25 feet tall (7.6 m). May adopt many recognizable shapes.

Weight: Varies with shapes.

Notes: Considered the symbol of darkness, death and treachery.

Mictla the Devourer

Supernatural Intelligence

Mictla had been known to ancient humans before the cataclysm marked by the coming of the rifts. Mictla was the Aztec Mexicans' god of the dead and lord of Hades! Indeed, the dark-skinned, many tentacled demon with ninety, tiny, black eyes and a massive mouth was once "the" ruler of Hades, until Modeus challenged him to a battle that lasted for nearly three hundred years. In the end, Mictla believed he was slowly losing the battle and struck a bargain with Modeus to share his domain with him and acknowledge Modeus as his better. Modeus agreed and Mictla was left to rule one-third of Hades, serves as one of Modeus' key generals and is lord of the magots and gargoyles and commands a legion of dimensional ghouls.

Mictla constantly eats, devouring all living things and is the symbol of gluttony and greed. Victims are snared by his long, forked tongue or hurled into his maw by his minions. Note: Mictla's tongue acts like a carpet of adhesion.

Alignment: Miscreant.

Attributes: I.Q. 21, M.A. 26, M.E. 32, P.S. 60, P.P. 22, P.E. 28, P.B. 2, Spd 80; the monster is greedy, overindulgent, and can be surprisingly clever, but underestimates his own power and often quits short for fear of losing what he has already acquired (like his battle with Modeus, which Mictla was likely to have won had he continued).

M.D.C.: 12,000

Horror Factor: 17, **P.P.E.:** 9000.

Natural Abilities: Bio-regeneration of 1D6 x 10 M.D.C. per minute (4 melees) and complete regeneration of limbs, nightvision 2000 feet (610 m), see the invisible, turn invisible at will, impervious to poisons/toxins/drugs, does not breathe air and is giant in size.

Possess animals, metamorphosis at will into insect (unlimited duration), teleport self (and others) up to 1D6 x 100 miles away. Dimensional teleport at will (limited to dimensions known by the intelligence, includes Earth), combat oriented, turn 1D6x 100 dead at will, animate and control 1D6x 100 dead, restoration (same as spell), stone to flesh (same as spell), breathe fire: 6D6 M.D., range: 6000 feet (1830 m). Can also summon 4D6 lesser demons, and/or summon 2D6 greater demons, three times a day. Mictla can only fragment four pieces of its essence to send into other dimensions.

Vulnerable to weapons made of silver: which inflicts M.D. equal to its usual S.D.C. damage, and to magic (rune, holy and other magic weapons, spells and circles, which inflict double damage).

Combat: 13 physical attacks per melee and/or psionic attacks. Or two by means of magic. A natural 18, 19, or 20 indicates that the opponent has been thrown into its maw; roll to save vs magic or be stuck until swallowed, within 1D4 + 2 melees.

Bonuses (attribute bonuses included): + 5 on initiative, + 5 to strike, parry and dodge, + 5 to pull punch, + 5 to roll with impact, + 12 to save vs horror factor, + 8 to save vs psionics, + 7 to save vs magic, 88% to evoke a feeling of trust or intimidation.

Magic Knowledge: Knows ALL spells, levels 1-7, as found in the pages of *Rifts*. Experience level is equal to a 5th level practitioner of magic. P.P.E.: 9000.

Psionics: I.S.P.: 2000. All sensitive powers plus electrokinesis, hydrokinesis and telekinetic force field. Equal to a 6th level psychic.

R.C.C. & Skills: Generally not applicable — primordial force of nature or magic. Most will magically understand and speak all languages and be literate in 1D6, and know demon & monster lore 88%.

Habitat: Indigenous to an alien dimension. Periodically can be found anywhere.

Enemies: Humans and the forces of good. Often shares animosity toward other intelligences.

Allies: May conspire with other forces of evil.

Size: 52 feet tall, 136 feet long. Seldom assumes a different form.

Weight: 40 tons.

Notes: Content to share his domain with Modeus and will fight to protect it.



Another Horde of Demons

Another realm that contains a group of demonic, supernatural beings is Dyval. Unlike Hades, this world is covered in forest and glittering citadels dominated by creatures of evil. Like so many supernatural beings, they are dimensional nomads who wander to different worlds to cause trouble and pain, or to hunt and feed.

Deevils

Infamous tempters and betrayers, they appear as an ugly, fanged, humanoid creature with the horns of a ram, the nose of a pig, and the lower body of a goat with cloven hooves. Like their cousins, the devilkins, deevils try to trick and entice others into evil ways.

Alignment: Usually miscreant or diabolic, but can be any evil.

Attributes: I.Q. 1D6+6, M.A. 3D6, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+10, P.E. 3D6+6, P.B. 1D6+1, Spd 6D6+12

M.D.C.: 4D6x10

Horror Factor: 14, **P.P.E.:** 2D6x10+10

Natural Abilities: Nightvision 60 ft (18.3 m; can see in total darkness), see the invisible, turn invisible at will, metamorphosis: human, track by smell 55%, dimensional teleport 63%, bio-regeneration 3D6 M.D. per minute, magically knows all languages, and can leap 30 feet (9m).

Combat: Six attacks per melee.

Damage: Punch does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), kick 4D6 M.D., or bite does 1D6 M.D. **Bonuses:** +3 to strike or parry, +2 dodge, +2 on initiative, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs horror factor, in addition to attribute bonuses.

Magic: 2D6x 10+10 P.P.E. All level one fire elemental magic plus turn dead, luck curse, phobia curse, compulsion, remove curse, heal wounds. Fourth level proficiency.

Psionics: None

R.C.C. Skills: Escape artist 65%, intelligence 70%, wilderness survival 80%, land navigation 80%, pick pockets 64%, pick locks 70%, palming 55%, concealment 55%, streetwise 55%, prowl 50%, swim 50%, and climb 80%/70%, literate in Dragonese/Elven and American 98% and three additional languages at 80%, W.P. sword, W.P. blunt, and three

W.P.s of choice (W.P.s equal to 6th level).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 8 feet tall (2.4 m).

Weight: 500 pounds (225 kg)

Notes: May use any weapons or armor.

Devilkings

Devilkings are known as "the tempters," corrupting virtue and all that is good. They will make forays into other worlds to cause turmoil. They resemble the Greek god pan, with a human upper torso and head graced by black hair and small horns protruding from the forehead. The lower body is that of a goat with cloven hooves. Like deevils they like to assume the shape of mortal humanoids to lure them into danger and evil ways.

Alignment: Any evil or anarchist.

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+12, P.E. 3D6+6, P.B. 4D6+2, Spd 2D6+10

M.D.C.: 3D6x10

Horror Factor: 12, **P.P.E.:** 3D6x 10+40

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, turn into mist, metamorphosis: human or animal, dimensional teleport 66%, fire and cold resistant (even M.D. attacks do half damage), bio-regeneration 3D6 M.D. per minute, magically knows all languages, and can leap 30 feet (9 m).

Combat: Six attacks per melee.

Damage: Punch does 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), kick with foot 3D6 M.D. **Bonuses:** +2 to strike, parry, or dodge, +3 on initiative, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs horror factor, in addition to attribute bonuses.

Magic: P.P.E. 3D6x 10+40. All level 1-3 fire elemental magic, plus trance, domination, calling, energy disruption, turn dead, luck curse, phobia curse, compulsion, remove curse, cure minor disorders, and heal wounds. Fourth level proficiency.

Psionics: None

R.C.C. Skills: Escape artist 75%, intelligence 75%, wilderness survival 75%, land navigation 80%, pick pockets 64%, pick locks 70%, palming 65%, concealment 65%, streetwise 75%, prowl 50%, swim 50%, climb 70%/60%, pilot four vehicles of choice, operate computer 80%, demon & monster lore 75%, W.P. knife, W.P. blunt, and three W.P.s of choice (W.P.s equal to 4th level). Literate in Dragonese/Elven, American and four others 98% and forgery 64%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Dyval.

Size: 6 feet tall (1.8 m).

Weight: 200 pounds (90 kg)

Notes: Often uses weapons, armor, and devices of man.

Fenry — Demon Wolf

The fenry are intelligent supernatural beings who appear as a giant, demonic, black wolf with glowing red eyes. They are very crafty and intelligent predators, skilled in hunting and tracking. They are often used as scouts and protectors by other supernatural beings and powerful practitioners of magic. The fenry is a supernatural predator that stalks and feeds on human and humanoid prey. Fortunately, they tend to be solitary hunters, so seldom more than one or two are encountered.

Alignment: Any evil

Attributes: I.Q. 2D6+2, M.A. 3D6+2, M.E. 3D6+2, P.S. 2D6+20, P.P. 2D6+10, P.E. 3D6+10, P.B. 1D6+4, Spd 2D6x 10+40

M.D.C.: 4D6x10

Horror Factor: 14, **P.P.E.:** 2D4x 10

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), track by smell 75%, dimensional teleport 31%, bio-regeneration 2D6 M.D. per minute, impervious to fire (including M.D. magic and plasma), magically knows all languages, and can leap 50 feet (15.2m).

Combat: Five physical or psionic attacks per melee.

Damage: Claw with foot 2D6 M.D., bite does 4D6 M.D., or by psionics. **Bonuses:** +4 to strike, +2 parry or dodge, +3 on initiative, +1 to pull punch, +2 to roll with impact, +2 on all magic saving throws, +8 to save vs horror factor, in addition to attribute bonuses.

Magic: None

Psionics: I.S.P. **2D4 x 10+ 10.** **Palladium RPG** style character has all level 1-3 abilities at fifth level proficiency. **Rifts** style character has all healing, sensitive and physical powers at fifth level proficiency.

R.C.C. Skills: Supernatural predator. Hunting, track animals 75%, track humans 80%, identify plants & fruits 75%, prowl 55%, wilderness survival 90%, land navigation 90%, swim 75%, and climb 60%/50%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Dyval or other powerful beings.

Size: 4 feet (1.2 m) tall at the shoulder and 8 feet long (2.4 m).

Weight: 600 pounds (270 kg)

Notes: Never uses weapons or armor. Symbol of lycanthropy.

Fiends

The fiend is another supernatural predator that feeds on P.P.E. energy from its murdered victims, similar to a psi-stalker. The frightening monsters seem to be featureless, nothing more than a jet-black shadow in the form of a humanoid, except for its glowing yellow eyes and mouth. They are frequently clad in a black or grey, hooded robe and may use knives and other weapons. Fiends often assume the guise of other creatures to stalk or mislead their prey. Black-hearted villains, fiends are sadistic and love to torture and cause sorrow.

Alignment: Any evil or anarchist.

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+12, P.E. 3D6+6, P.B. 2D6+2, Spd 2D6+10

M.D.C.: 1D6x100+30

Horror Factor: 14, **P.P.E.:** 1D4x 100+40

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, metamorphosis: human and animal, dimensional teleport 64%, fire and cold resistant (even M.D. attacks do half damage), bio-regeneration 3D6 M.D. per minute, magically knows all languages.

Combat: Five physical attacks per melee or two magic.



Damage: Punch does 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), kick with foot 3D6 M.D. **Bonuses:** +2 to strike, parry, or dodge, +3 on initiative, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs horror factor, in addition to attribute bonuses.

Magic: P.P.E. 1D4x 100 + 40. All level one spell magic plus chameleon, shadow meld, multiple image, mask of deceit, fear, escape, circle offlame, turn dead, animate & control dead, exorcism, and heal wounds. Fourth level proficiency.

Psionics: None

R.C.C. Skills: Escape artist 65%, land navigation 80%, pick pockets 64%, pick locks 60%, palming 60%, concealment 60%, streetwise 65%, prowl 50%, swim 60%, climb 70%/60%, pilot four vehicles of choice, operate computer 80%, demon & monster lore 75%, W.P. knife, and three W.P.s of choice (W.P.s equal to 4th level). Literate in Dragoneese/Elven, American and four others 98%.

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

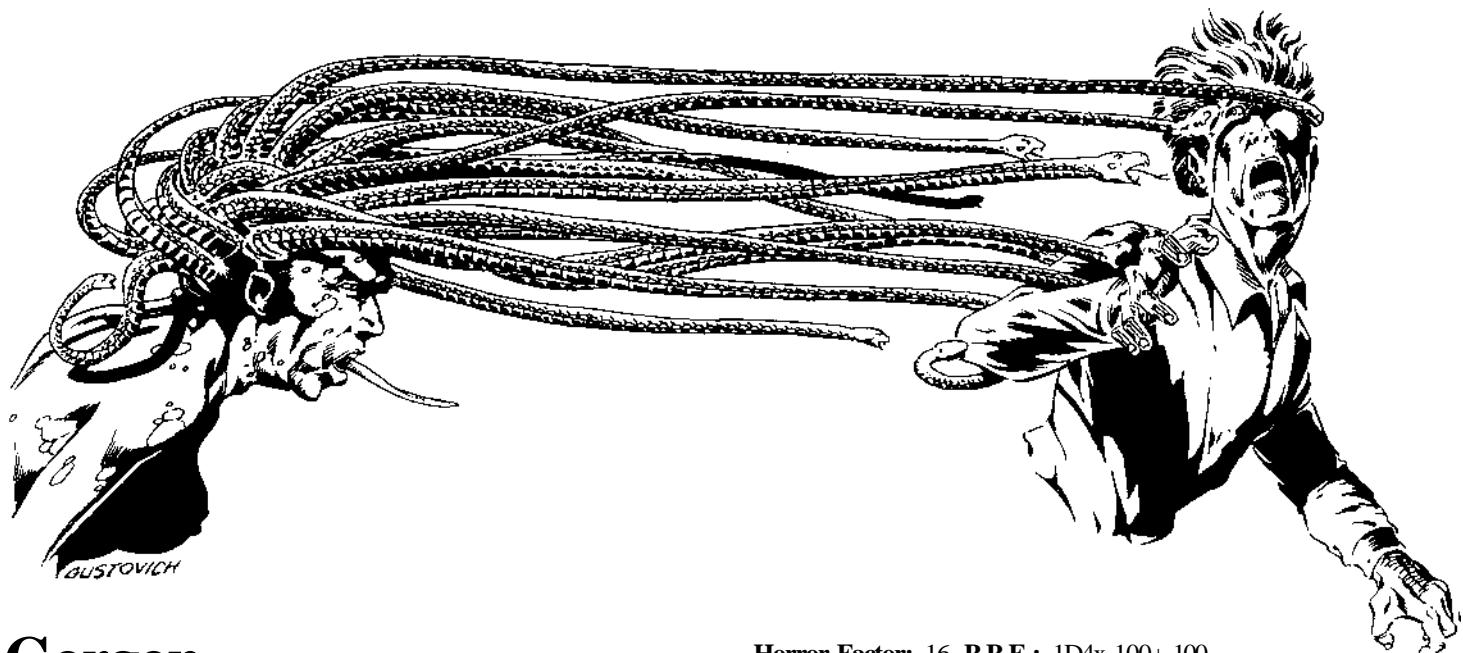
Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Dyval, but may join forces with other beings, including evil humans, to cause carnage and suffering.

Size: 15 feet tall (4.6 m).

Weight: 1000 pounds (450 kg)

Notes: Often uses weapons, armor, and devices of man.



Gorgon

This is the classic Medusa of Greek myth: an ugly man or woman with serpents for hair. Gorgons are dull-witted, evil, foul-tempered beings who hate humans and all that is beautiful. They take great pleasure in causing the ruin or death of beautiful people, places and things, and will turn things of beauty, as well as those who dare annoy them, into stone (petrification)! The gorgon are native to Dyval, but are dimensional travelers who traverse the multi-verse causing sorrow and death.

Alignment: Diabolic evil

Attributes: I.Q. 1D6 + 2, M.A. 1D6 + 2, M.E. 2D6 + 10, P.S. 2D6 + 20, P.P. 2D6 + 10, P.E. 3D6 + 6, P.B. 1D6, Spd 4D6

M.D.C.: 1D6x100 + 200

Archfiends

Virtually identical to the Fiend, except more powerful.

Attributes: Add 1D6 to I.Q., M.A., and Spd

M.D.C.: 1D6x100 + 300

Horror Factor: 15, **P.P.E.:** 104x100 + 200

Natural Abilities: Same, except dimensional teleport 84%, bio-regeneration 1D4 x 10 M.D. per minute, and summon 1D6 fiends or deevils twice a day.

Combat: Seven physical attacks per melee or three magic.

Damage: Punch does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), kick with foot 3D6 M.D. **Bonuses:** +3 to strike, parry, or dodge, +4 on initiative, +4 to pull punch, +4 to roll with impact, +3 on all magic saving throws, +10 to save vs horror factor, in addition to attribute bonuses.

Magic: P.P.E. 1D4x 100 + 40. All level one and two spell magic plus calling, domination, agony, life drain, horrific illusion, shadow meld, multiple image, mask of deceit, fear, escape, circle of flame, turn dead, animate & control dead, exorcism, and heal wounds. Seventh level proficiency.

Psionics: None

R.C.C. Skills: Same

Habitat: Same

Enemies: Generally, humanoids and the forces of good.

Allies: Same.

Size: 15 feet tall (4.6 m).

Weight: 1000 pounds (450 kg)

Notes: Often uses weapons, armor, and devices of man.

Horror Factor: 16, **P.P.E.:** 1D4x 100+ 100

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, keen vision, plus the vision of its many serpents, making it impossible to blind or surprise attack a gorgon. Dimensional teleport 64%, fire and cold resistant (even M.D. attacks do half damage), bio-regeneration 3D6 M.D. per minute, magically knows all languages.

To look into the eyes of a gorgon or one of her snakes is to suffer petrification. Victims must roll to save vs magic (14 or higher). Approximate range 400 feet (122 m). Avoiding looking at the monster will safeguard against petrification, but all such attacks suffer a penalty of -6 to strike. Petrified victims are permanently turned to stone unless restored by the gorgon or by a stone to flesh spell.

Gorgons will completely regenerate within 24 hours unless its head is severed and burnt.

Combat: Ten physical attacks per melee by petrification. **Bonuses:** +2 to strike, +3 to parry and dodge, +5 on initiative, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs horror factor, in addition to attribute bonuses.

Damage: Punch or kick does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), snake bite 1D6 M.D.

Magic: P.P.E. 1D4x100 +40. Turn dead, animate & control dead, stone to flesh, and exorcism. Fifth level proficiency.

Psionics: None

R.C.C. Skills: Land navigation 50%, pick pockets 45%, pick locks 45%, palming 40%, concealment 40%, streetwise 45%, prowl 40%, swim 70%, climb 70%/60%, pilot two vehicles of choice, demon & monster lore 75%, faerie lore 60%, W.P. knife, and two W.P.s of choice (W.P.s equal to 5th level).

Habitat: Indigenous to an alien dimension. Can be found, periodically, anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Dyval, but may join forces with other beings, including evil humans, to cause carnage and suffering.

Size: 12 feet tall (3.6 m).

Weight: 600 pounds (270 kg)

Notes: Often uses weapons, armor, and devices of man.

Mephisto the Deceiver Supernatural Intelligence

The Lord of Dyval is the supernatural intelligence known as Mephisto. Like most intelligences, the monster's natural appearance is that of a 40 foot mound of flesh with ten tentacles and twenty eyes. However, when travelling to other dimensions the essence fragment of Mephisto will assume the appearance of one of the dominant intelligent races of that world, often through possession. In human guise, he is a handsome, dark-skinned man with sharp, pointed teeth, long, black, fly-away hair, wild eyes, and a devious grin.

Considers mortals to be mere toys and pawns to be used for his amusement. Mephisto has been known to summon and command all manner of creatures, including demons, elementals, and enslaved angels. He suffers from delusions of grandeur and borders on megalomania.

Alignment: Miscreant

Attributes: I.Q. 19, M.A. 28, M.E. 24, P.S. 33, P.P. 21, P.E. 25, P.B. 3 in natural form, but 24 in humanoid form, Spd 60.

M.D.C.: 12,000

Horror Factor: 17

Natural Abilities: Bio-regeneration of 1D6x10 M.D.C. per minute (4 melees) and complete regeneration of limbs, nightvision 500 feet, see the invisible, turn invisible at will, impervious to poisons/toxins/drugs, does not breathe air, resistant to fire and cold (does half damage), teleport self (96%), metamorphosis at will, (into a raven, black cat, spider, or scorpion only; humanoid forms are illusions or a matter of possession), magically knows all languages. Can also summon 4D6 + 6 lesser minions (deevil, devilkin, or fenry), and/or summon 3D6 + 4 archfiends and/or gorgons, three times a day. Mephisto can fragment into eight pieces of its essence to send into other dimensions, as well as bond to witches (unlimited).

Possess intelligent life forms, teleport self at will, up to 600 miles away, dimensional teleport at will (limited to dimensions known by the intelligence), "turn 1D6x 100 dead at will, animate and control up to 400 dead, healing touch: restores 1D6 x 10 hit points, restoration (same as spell), and remSve curse (same as spell), Vulnerable, to weapons

made of iron: inflicts M.D. equal to its usual S.D.C. damage.

Combat: 9 attacks per melee by hand to hand and/or psionics. Or five by magic.

Bonuses (attribute bonuses included): +5 on initiative, +6 to strike, parry and dodge, +6 to pull punch, +6 to roll with impact, +13 to save vs horror factor, +5 to save vs psionics and magic, 94% chance of evoking feelings of trust or intimidation, in addition to attribute bonuses.

Magic Knowledge: P.P.E.: 20,000. All spell magic from levels 1-3 and illusionary spell. Equal to sixth level proficiency.

Also a summoner and knows all magic symbols, runes, and all summoning and protection circles, plus the following power circles: all seeing, dimensional rift, healing, insanity, knowledge, passion, power and power matrix. Summoning powers are at tenth level proficiency.

Psionics: I.S.P. 5000. Possesses all psychic abilities. Equal to a 7th level psychic.

R.C.C. & Skills: Generally not applicable—primordial force of nature or magic. Literate in Dragonese/Elven, Wolfen, American, Spanish, Euro, and Chinese 98%, basic and advanced math 98% demon & monster lore 98%, faerie lore 80%, operate computer 98%, computer programming 85%, computer hacking 65%, forgery 80%, writing 90%, art 90%, dance 90%, pick pockets 80% and palming 75%.

Habitat: Indigenous to an alien dimension. Periodically can be found anywhere.

Enemies: Humans and the forces of good. Often shares animosity toward other intelligences.

Allies: May conspire with other forces of evil.

Size: Natural form is as big as a house. May adopt more recognizable and human shapes.

Weight: Varies from a few hundred pounds to tons.

Notes: Symbol for illusions and deception. A dangerous and manipulative menace.

