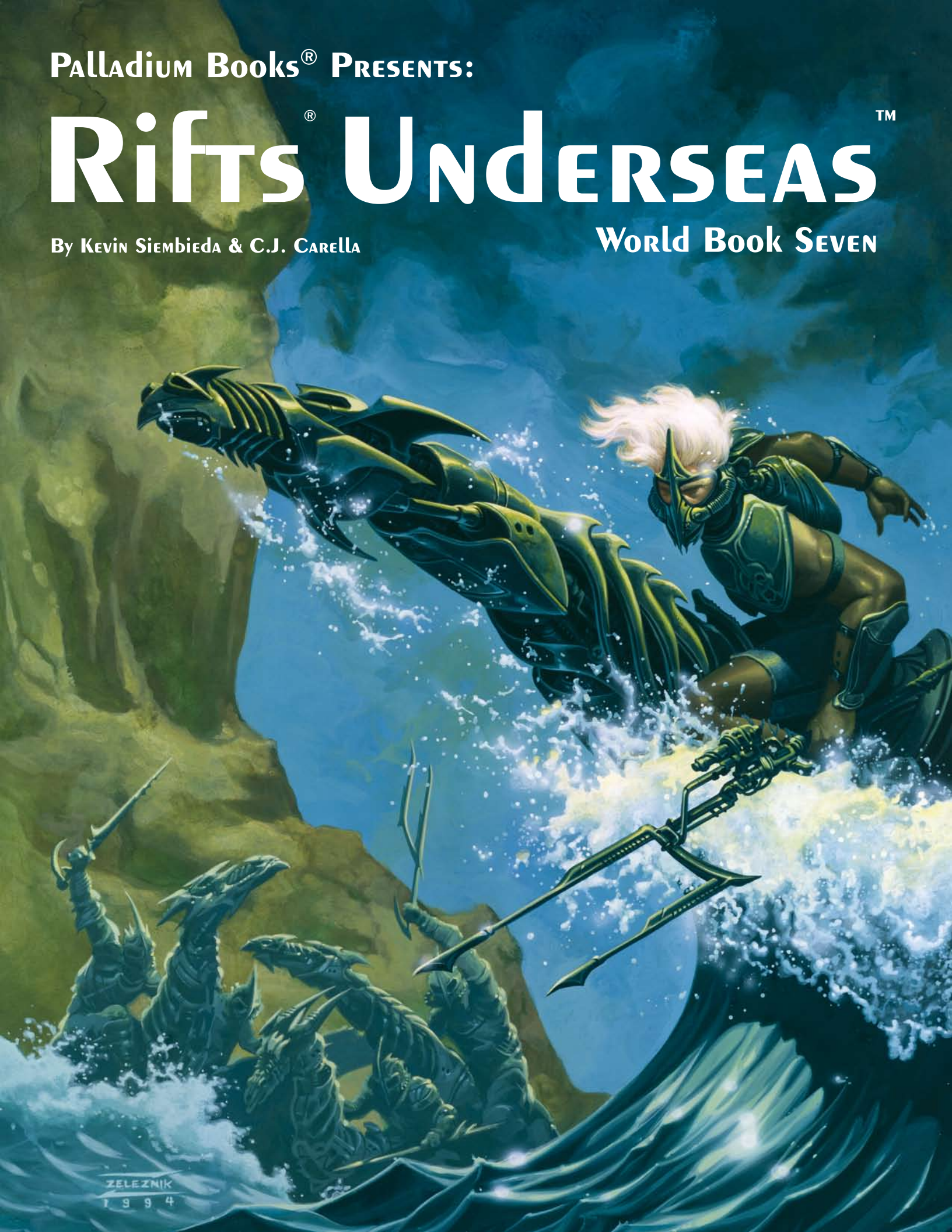


PALLADIUM BOOKS® PRESENTS:

RIFTS® UNDERSEAS™

By KEVIN SIEMBIEDA & C.J. CARELLA

World Book SEVEN



ZELEZNIK

1994

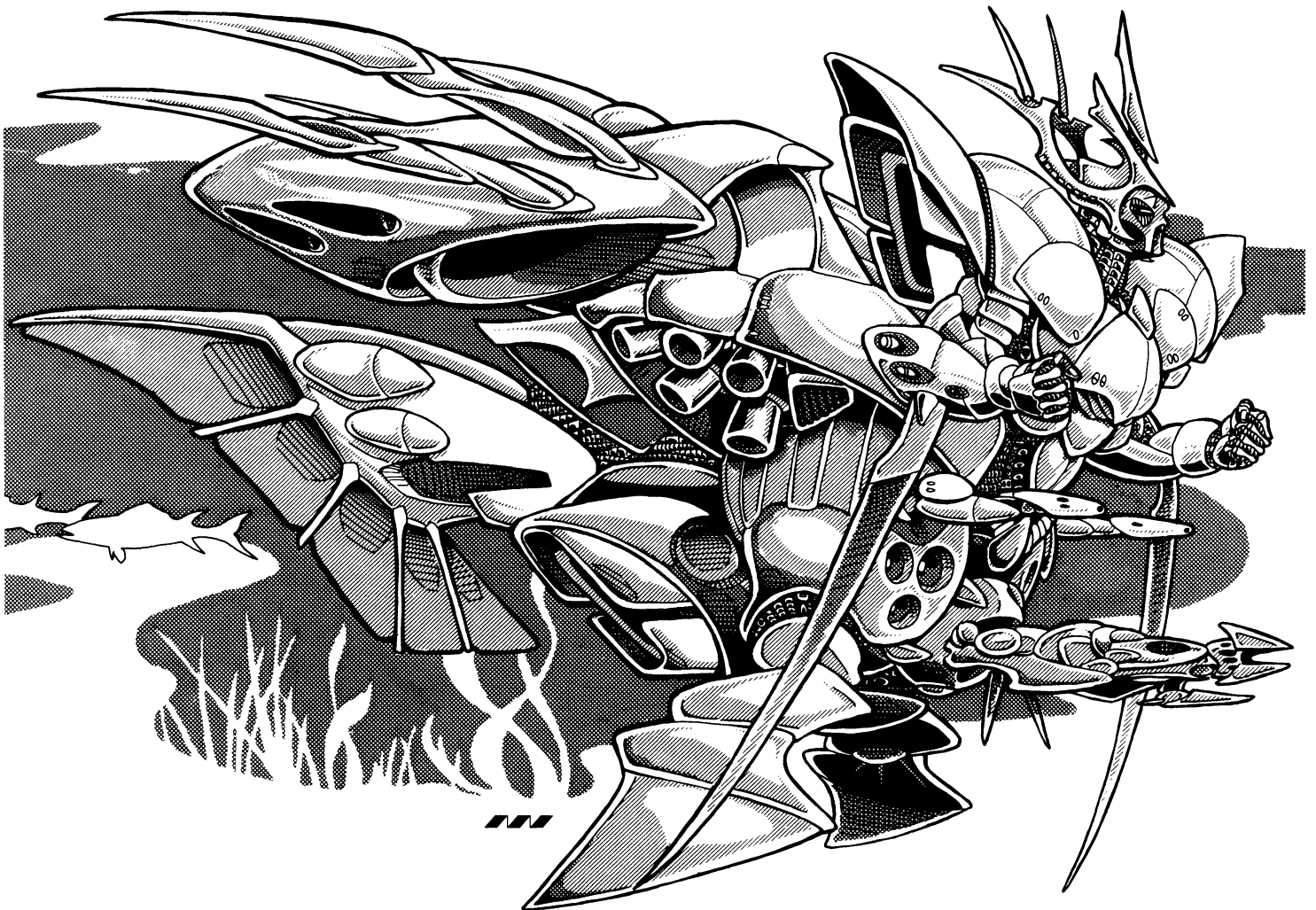
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Dedicated to all my soggy fans.

Kevin Siembieda

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Palladium Books® Presents: **Rifts® Underseas™**

Written By: Kevin Siembieda

Contributing Writer: C.J. Carella

Additional Concepts:

**Steve Sheiring
Kevin Long
Julius Rosenstein**

Senior Editor: Alex Marciniszyn

**Editors: James A. Osten
Kevin Kirsten
Julius Rosenstein**

Cover Painting: John Zeleznik

Interior Artists:

**Kevin Long
Vince Martin
Randy Post
Scott Johnson
Earl Geier
Scott Rosema
Kevin Siembieda**

Art Direction & Keylining: Kevin Siembieda

**Typography: Maryann Siembieda
Mike O'Connor**



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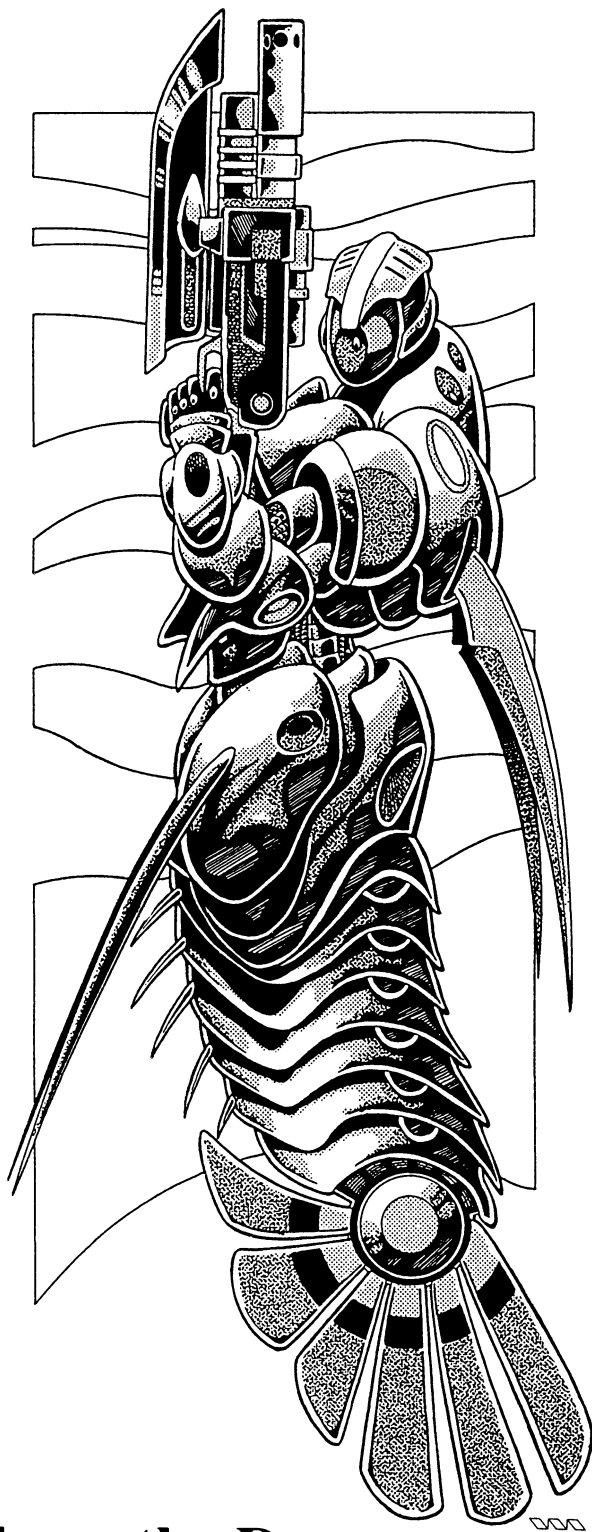
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From the Deep

Some Words from Siembieda

Rifts Underseas seems to have been plagued by one delay after another, yet from my behind the scene perspective, each delay only served to make the book better.

I had been kicking around my own ideas for an undersea book since the inception of the **Rifts RPG**. Julius and his friend, Val, liked the idea of life and adventure under the waves and began playing with concepts in 1993, but somehow things never got finished (some of their work will appear in future *Rifts Underseas World Books*).

Then, at the end of 1993, I was approached by some creative gents who seem fired up about the project and offered to write the book. Be-

ing buried with other work (what else is new, eh), I agreed to let 'em do it, got John Zeleznik to whip up a cover, and waited. Unfortunately, when the manuscript arrived in the fall of 1994, it fell flat. The ideas seemed pedestrian and just didn't have the flavor or magic of **Rifts**. With regret, I rejected it. Thankfully, those involved on the project were professional and understanding about the situation, and there were no hard feelings one way or the other.

At this point, I decided that the fans had waited long enough and that "I" would finally step in and write the darn book. This would be relatively easy since I had a million ideas, my problem was finding the time in my schedule with all my other commitments.

Enter C.J., Long, Steve, and Julius.

I mentioned my dilemma to C.J. who proclaimed that he'd love to work on the project and pointed out that his involvement would reduce the amount of work that I would have to do. I agreed. A wise move, because C.J.'s contributions were both excellent and inspiring. He is the madman behind such "things" as the Lord of the Deep and the Naut'Yll invaders, and such heroes as Captain Nemo-2, Sea Titans and the Whale Singers.

As it approached my designated time to write **Rifts Underseas**, Kevin Long started to submit concept drawings for various submarines, ships and armor. "Do you think you might include Triax and the NGR in this book?" he asked. "I might ... yeah, probably," I mumbled. "Good," he said with grin, "what do you think of these?" and he laid before me a pile of incredible sketches. Over the weeks that followed he created the Horune, a bunch of Triax subs and armor, the Atlantean ships, and tons of great designs. Personally, I think these are some of the best designs and artwork that Kev's produced in years. I can hardly wait to see his efforts on the **Juicer Uprisings™** which he's currently developing (with more data on the Great Lakes area, the Lakes, Northern Gun, the CS, and others).

Steve Sheiring came up with so many unbelievable ideas that I've given him his own **Rifts® Underseas World Book: Lemuria**, which will deal with the Lemurians, Easter Island, strange beings and tons of great stuff (probably out early 1996). Only his Sea Druid, some magic spells and some suggestions about monsters and magic made it into this book.

Julius and his buddy, Val, had tons of concepts, characters and material, some of which has found its way into this book but much of it will appear in a future book. Thanks guys.

Meanwhile, Vince Martin got into the act, submitting (at my request) several designs of his own for power armor and vehicles, as well as knocking out excellent art for the rest of the book. I also let Palladium newcomer, Randy Post, fool around with whipping up some critters. Heck, all of our artists did a bang-up job.

Ironically, once I finally sat down to write this book, I found myself filling far more pages than I had allotted for it. There are so many cool and bizarre things one can put in the underwater realm of **Rifts®** that we could easily fill three books and still have more ideas. In fact, I tentatively have plans to release two additional world books over the next year or so, Steve's **Lemuria** being the first. Not only that, but some of the material in **Rifts® Japan** includes underwater characters, monsters and concepts!

The best part of all this is that the end result is an incredible excursion into an unique and exciting playing environment as alien as any Dimension Book. **Rifts Underseas** is jam-packed with *new* magic, heroes, villains, undersea civilizations, tons of high-tech ships, submarines, equipment, cyborgs, and power armor, as well as the Kittani, Splugorth, Triax, Gene-Splicers, the New Navy, the Lord of the Deep, world information, zillions of adventure ideas and page after page of dynamic artwork. Whew!

I'm proud of this book. I hope you get as much enjoyment playing *underseas* as we did producing it.

Kevin Siembieda

Rifts

Underseas

Mysteries of the Sea

Ponderings by Erin Tarn

On sleepless nights when my mind wanders, I have often wondered what mysteries lie beneath the sea. Even with the appearance of Atlantis, over 60% of the Earth's surface is covered by water. I have seen and heard so many amazing things in my world of land and air that it seems impossible to imagine what may lay hidden beneath the waves.

There is a vast underwater world that rolls at our feet on every beach. Waves roll in and out as if motioning for us land-lubbers to come on in and join the adventure. From somewhere just below the waves a pair of eyes may be watching us and wondering what lies beyond the beach.

The sea is an alien world that has coexisted with our own since the formation of the planet. Unlike other worlds, we don't need to step through a Rift or travel through space to reach its (although in some ways it is just as inaccessible). We can gaze across its expanse, touch its liquid atmosphere, ride its currents and even bathe in its waters, but for most of us surface dwellers, its real secrets are denied us; hidden just out of sight. We can only gaze at the water's surface, or stick our heads under the waves to see just a tiny fragment of that world and wonder what lies beyond our reach.

*I imagine talking to beings like the legendary **Whale Singers** and riding on the back of a playful dolphin. I imagine brightly colored fish, living rock, and swirling colors. I marvel at the colorful fishes and strange aquatic creatures known to us and wonder what beings must exist that we know nothing about. I imagine alien visitors and kingdoms of aquatic humanoids struggling against their own breeds of monsters and danger.*

*Many are the rumors and legends of the sea. Stories abound about the dreadful **Lord of the Deep**, frightening mutants, D-bees, sea serpents, ghost ships, and dead pools, as well as the fabled **Whale Singers**, aquatic dragons, intelligent dolphins, pre-Rifts survivors, sunken treasure, ancient Lemuria, underwater Rifts, and so many stories that I could fill a dozen books about them. Unfortunately, I have no way of knowing which are real and which are fantasy. So many things sound impossible, yet I have seen with my own eyes so many outlandish and impossible things that I cannot discount them.*

I do have some personal experience with the sea. On more than one occasion, I have been magically enchanted with the ability to breathe without air and to swim like a fish. So empowered, I have dived into the ocean shallows and skirted its uppermost reaches. The experience was exhilarating!

How can I find the words to describe the sensation of not being anchored to the ground or trapped on the water's surface, but to soar through the water like a bird in the air. For us land creatures there is only up and down. We are stuck down on the ground where we crawl across the surface, but in the water there is up, down, side to side, and in between. There is "ground" but one floats above it, not chained to it. I had experienced a similar sensation when I was magically enchanted with the ability of flight, but flying was different. When you fly, you can still see the ground and the sun. It is still the world you know and every-

thing is familiar, although you are seeing it from a different perspective. You know up from down and have at least some idea of what to expect beyond the next hill. Underwater, your world is different. There is no sun in the sky, instead the water overhead glows like an infinite shimmering ceiling. No not ceiling. The word "ceiling" is too flat and hard. It doesn't leave you with a feeling of the depth that exists. This "layer" of liquid light is more like a realm or "stratum" filled with color and life that seems to stretch for infinity. All manner of aquatic life is drawn to the light: schools of fish, thick like a cloud, rolls overhead or darts at your side; tiny shrimp and living particles dance in the light, chased by an octopus, squid or larger fish.

Below you is the shadow realm where the light from the sun and sky above is filtered through the water and diminished to create a twilight stratum. Here too there is life, but not in the same abundance.

Below the twilight is the abyss. The undersea world of eternal darkness. A liquid darkness that plunges miles below the strata of light and twilight. Amazing that life, as we know it, abounds in the two narrow "stratums" of the ocean so close to the sky, leaving more than two-thirds of the ocean a dark, frightening pit. The word "abyss," has been used to describe the depths of the sea since before the Rifts, I cannot think of one more appropriate.

*My imagination began to run wild as I imagined giant squid, jelly fish, sharks and mutants rising from the darkness like demons from hell. Recollections of tales about the **Lord of the Deep** sent a chill up my spine. I had been warned not to swim too deep, because the unprotected human body could not survive a depth greater than 200 feet (61 m). To dive any deeper, one would suffer from the "bends," a state of oxygen decompression and liquefaction caused by sea pressure, and die. Of course, there is magic and body armor that can protect our frail bodies from greater depths, but I had neither. Peering into the dark depths below, I was glad to be bathed in the comforting light and wondered why anybody would want to plum that domain of constant night. Of course, I have travelled into many a place fraught with danger, so who am I to judge or condemn the curiosity of others. Still, the abyss is one place that does not call to me.*

From the Diaries of Erin Tarn — Circa 79 PA

Ocean Depth Zones

Upper Stratum — to 200 ft (61 m) deep

Middle Stratum — to 1000 ft (305 m) deep

Ocean Twilight Zone — to 3500 ft (1066 m) deep

Deep Ocean or Abyss — from 3500 ft (1066 m) to the ocean floor

The stratums or "zones" of the ocean can be thought of as zones or layers of light. The more light, the more life. The less light, the less hospitable for life — but never devoid of it.

The ocean water absorbs the individual colors of sunlight. At just a few inches below the surface, the red end of the light spectrum begins to be absorbed. By 200 feet (61 m) deep, green and blue are the only colors still present. In the clearest waters, *blue light* penetrates as deep as 3500 feet (1066.8 m) deep; however this is incredibly faint and would be undetectable to the human eye. Since most of the ocean lies beyond this point it is pitch black to humans and commonly known as the deep ocean or the *abyss*.

Some Quick Facts

- **The average ocean depth** is roughly 2.4 miles (3.84 km). The *Atlantic Ocean* is comparatively shallow with typical depths of 1.8 to 2.5 miles (2.8 to 4 km), but has rougher and colder waters than the Pacific Ocean.
- The *North Pacific Ocean* has the largest area of deep ocean; typically two to four miles (3.2 to 6.4 km).

- Only the great *ocean trenches* are dramatically deeper, 5 to 10 miles (8 to 16 km).
- The average *sea* is located on a Continental Shelf and is roughly 700 to 2000 feet (213 to 610 m) deep. However, some are as deep as the Pacific Ocean.
- The Seven Seas are only four: The Pacific Ocean (49%), Atlantic Ocean (26%), Indian Ocean (21%), and the Arctic Ocean (4%). All others are marginal seas or extensions of the four great seas listed above. The percentage in parentheses represents each ocean's share of the Earth's total sea area.
- 94% of the Earth's water is salt sea water.
- Most of the fresh water is underground; 6%.
- *Tidal waves* or "tsunamis" are created by earthquakes or volcanic eruptions. At the point of the tremor or explosion, the waves generated may be barely a foot high (0.3 m), but these sea waves travel at hundreds of miles per hour and create waves 60 to 120 feet (18.3 to 36.6 m) high. These giant waves strike land with devastating force. Small ships along the coastline are dashed on dry land and the coastline is hammered up to a mile inland. Vessels heading away from land, at least 50 miles (80 km) out to sea should be able to weather waves of only 10 to 20 feet (3.0 to 6.1 m). Japan, the Philippines and Hawaiian Islands are randomly struck by tsunamis on a regular basis, but are only struck by a terrible one every 2D4+6 years — varies with earthquakes in the region.
- *Gale Waves and Swells* are tall, fast moving crests created by wind. They can attain a height of 20 to 30 feet (6.1 to 9.1 m).
- *Hurricanes/Typhoons*: Rainstorms with damaging winds of 90 to 150 mph (144 to 240 kmph) and gale-sized waves; boats and even ships can be capsized, become waterlogged and sink, or literally torn apart. Hurricanes are common in the Gulf of Mexico, Caribbean Sea, Bay of Bengal, South China Sea and Philippines, the coast of Japan, the Hawaiian Islands and all magic triangles like the Demon Sea.
- 65% of the human body weight is comprised of water (0.9 saline content) — roughly the same percent of the Earth is covered by water.



Human Limitations

Humans cannot swim deeper than 50 feet (15.2 m) without special equipment or magic.

Divers and snorklers breathing oxygen are limited to depths of 30 to 50 feet (9 to 15.2 m), because under pressure, oxygen has a poisonous effect.

Using basic diving equipment (or simple magic), **skin divers** can reach depths of 100 to 160 feet (30.5 to 48.7 m) for brief periods of time.

Deep sea divers wearing helmeted environmental suits and breathing a mixture of helium and oxygen can reach depths of 850 feet (259 m).

Most deep-sea power armor and cyborgs can reach depths of 1000 to 2000 feet (305 to 610 m), while normal borgs and power armor can survive depths of about 450 feet (137 m).

Most commercial submarines can reach depths up to 1800 feet (548.6 m).

Advanced, military submarines of the 21st Century (and many post-Rifts and D-bee subs) can reach depths of one to two miles (1.6 to 3.2 km; over 5280 feet/1609 m).

The Upper Stratum aka High Waters

This zone is known as the *euphoric zone* and goes from the water's surface to about 300 feet (91.5 km) deep. Fishermen and sailors of Rifts Earth often call it the *high waters*. This stratum of ocean is the most abundant with warmth, light and life. The great amount of sunlight that bathes these waters is ideal for photosynthesis, producing life forms including algae, plankton, and krill; most of which are microscopic and unicellular. They are eaten by thousands of different sea creatures, who are in turn eaten by a variety of large fish and sea mammals. Even the Baleen whales and manta ray subsist on a diet of krill and microscopic organisms.

Kelp, sea grass, seaweeds and other smaller plant species are most common to continental shelves and serve as the habitat for hundreds of different sea animals including shrimps, crabs, starfish, snails, worms and sea urchins. They also provide tasty morsels of food for large fish and sea mammals like the otter.

Coral reefs are created by the build up of millions of tiny animals known as "coral polyps" (to a surface dweller they may be reminiscent of plants or small sea anemones) and plants known as "coralline algae." The remains of creatures calcify, collect and stick like a sort of organic *cement* and slowly builds into miniature underwater mountains, walls and ridges.

Coral grows best in an environment where there is ample sunlight, clean water, a warm, stable temperature of around 68 degrees Fahrenheit, plenty of oxygen, and a good food supply. These conditions are ideal in the Tropics of Cancer and Capricorn. Although coral reefs are a common feature of tropical seas, coral does not grow well in waters that are too warm.

The Great Barrier Reef of Australia is probably the most famous reef in the world. It extends from off the Queensland coast for over 1,440 miles (2,300 km) and is up to 125 miles (200 km) wide in places. However, coral reefs of various sizes can be found in both the Atlantic and Pacific oceans and shallow seas like the Red Sea. They are common to the Caribbean islands, Hawaiian islands, the Philippines, and other places. Coral reefs around islands are known as "fringing" reefs, which form around islets as circular or doughnut-shaped coral atolls develop. These are most common in remote areas of the Pacific Ocean.

Animals common to coral reefs include mussels, clams, oysters, starfish, sea snails, sea urchins, sea cucumbers, sea fans, sponges, worms, sea anemones, crabs, lobsters, shrimps, nautilus, squid, cuttlefish, octopus and a large variety of coral, invertebrates and fish.

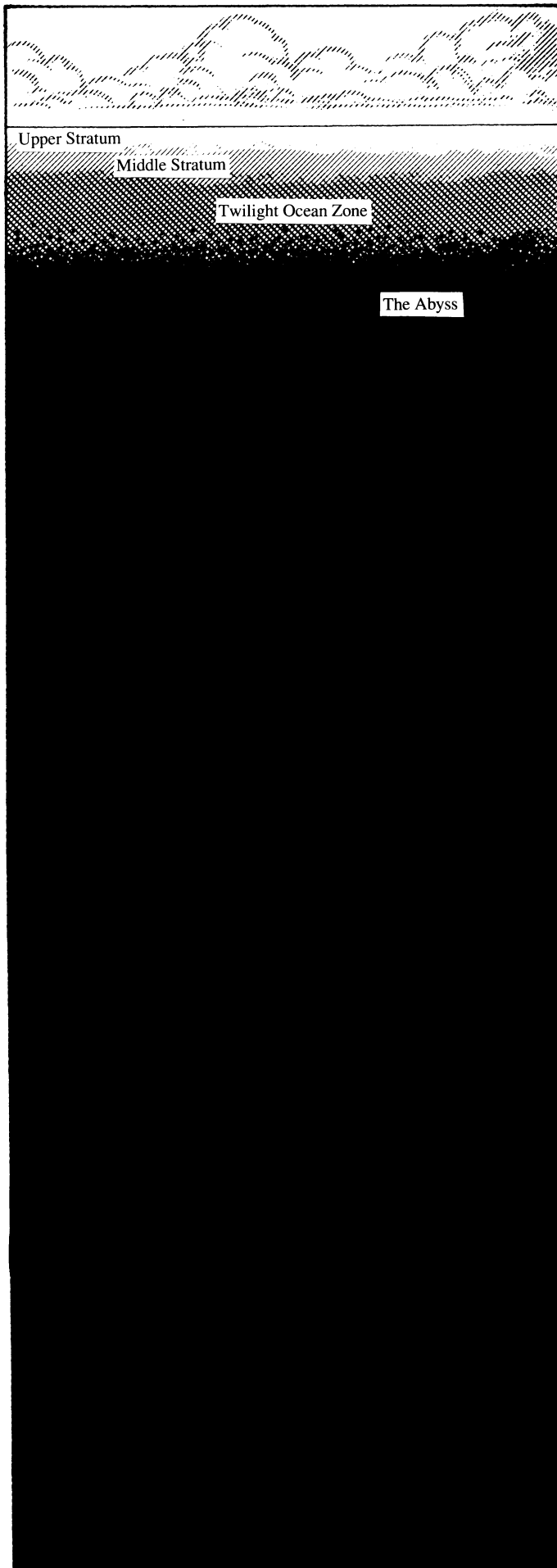
The coral reef is also home to a wide range of small, colorful fish of amazing diversity. They include algae, zooplankton and invertebrate eaters like tangs, clown, snappers, puffers, triggers, angel, and butterfly fishes, as well as fish that prey on other fish, like sharks, groupers, barracudas and moray eels. Coral reefs will also attract sea birds and mammals.

The depth of a coral reef will vary from two to ten feet (0.6 to 3 m) in shallow areas to 80 to 160 feet (24.4 to 48.7 m) at its deepest, outer edges.

Middle Stratum & Coastal Zones

This stratum of ocean is the next most abundant with life, but is already becoming a twilight world of dim light.

It is typically considered to extend from about 200 feet (61 m) below the ocean's surface to 1000 feet (305 m) deep. The upper and middle stratums contain the vast majority of plants, plankton, krill, fish, sea mammals and sea life in the ocean. Countless varieties of animals and sea life come to hunt, feed, live and breed in these richly lit and warm waters; animals such as dolphins, porpoises, whales, rays, sharks,



swordfish, tuna, mackerel, sea turtles, octopus, squid, mussels, sea snails, nautilus, crabs, lobsters, shrimp, jellyfish, starfish, coral, crustaceans, invertebrates and hundreds of other plants, fish and animals. In addition to sea mammals who may come to feed (often affected by seasonal migration and mating patterns), a variety of birds, including sea gulls, pelicans, albatross, petrels, penguins and eagles, will nest on shore and hunt prey in the waters. Of course, humans and other land dwelling predators fish and hunt these waters as well.

The Continental Shelf: The greatest abundance and variety of fishes and sea life are found in the comparatively shallow waters of the continental shelf; rarely deeper than 900 feet (274.3 m) and can stretch for 1000 miles (1600 km) away from a continent. The Atlantic continental slope gently declines into deeper waters. The Pacific slope is typically a sharp drop-off that plunges into an ocean trench. Beyond the Continental Shelf is thousands of miles of deep ocean.

Coral reefs form in the shallows around continental shelves and crown the tops of undersea mountains poking above the surface to create islands.

Note: Depths up to 2000 feet (610 m) are accessible to all high-tech submarines, spaceships, robots, and even most power armor and cyborgs. Human beings cannot travel more than 200 feet (61 m) without danger of getting the bends. Special armor or deep-sea vessels are required by humans to plumb depths greater than 250 feet (76.2 m).

Twilight Ocean Zone aka Dim Waters

This is a twilight world of dim, cool water even during the brightest day. This zone begins around 1000 feet (305 m) to about 3000 feet (914 m) below the surface.

Most of the fish and animals that live in the twilight ocean zone derive their nutrition from the upper zones. The animals found in this zone include the great white shark and other sharks, dolphins, porpoises, whales, squid, giant squid, jellyfish, swordfish, tuna, spot fish, hatchetfish, photostomias, krill, crustaceans, invertebrates and a variety of other fish and sea creatures. In fact, the sperm whale regularly hunts these waters for its favorite prey, the giant squid, while sharks and other deepsea predators rise from this zone, and from below, to hunt in the upper levels — usually at night.

Notes: Remember, the average depth of the world's oceans is 2.4 miles (3.8 km). The North Pacific has the largest area of deep ocean, typically two to four miles (3.2 to 6.4 km)! Only marine trenches are deeper. The Atlantic ocean is a bit shallower with typical depths of 1.8 to 2.5 miles (2.8 to 4 km).

Except for some alien and D-bee technology, most submersibles cannot endure the pressure beyond two miles (3.2 km) deep. The super-high-tech spaceships of the gene-splicers can endure even the pressure of the deepest ocean trench. Thus, these mysterious aliens often hide or use their ships as a base of operations on the inaccessible ocean floor.

Most *sharks* can survive depths of three miles (4.8 km) and deeper. They can be found anywhere from the deepest oceans to the comparatively shallow continental shelf, coral reefs, and water as shallow as two feet (0.9 m) deep!

The Abyss — Deep Ocean

The deepest waters are eternally black and known as the *abyssal zone*. These waters typically start around 3500 feet (1066.8 m) and extend to the bottom of the ocean. The temperature of the ocean twilight zone is cool but beyond one mile (1.6 km) deep to the ocean floor, the water is icy cold.

Until the late 20th Century, many scientists believed there was no life at these depths. However, it was discovered that a variety of sharks, fish and other life forms thrived at these incredible depths. Since hu-

Magic Triangles

aka Sea Triangles

Magic Triangles are places where three powerful ley lines connect to create a giant triangular shape. The length of these lines of mystic energy can run for hundreds, even thousands of miles, and encompass thousands of square miles of sea. At each "point" of the triangle is a powerful nexus. Each of these three powerful junctions are connected to each other via ley lines and creates a mystic circuit of immense power. The pyramid configuration only adds to the magnitude of power generating along the lines, and within the area enclosed by them.

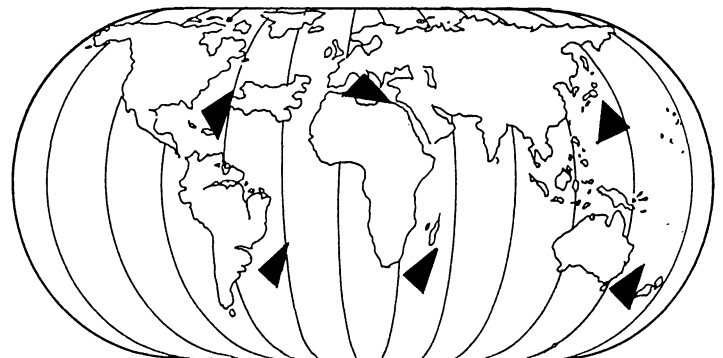
The sea enclosed by this configuration is subjected to frequent surges of mystic energy, dimensional anomalies, time fluxes, astral disturbances, ley line storms, natural storms and random Rift activity at the three nexuses. These seas are usually filled with monsters and D-bees that have popped in from other worlds or who are attracted to the other features of these locations, such as *dead pools*.

It is interesting to note that while a portion of these Magic Triangles sometimes overlap onto dry land, the vast majority of them extends over the sea. Although there are numerous triangular configurations on dry land, they do not exhibit any of the dimensional anomalies or time distortions that occur at *Sea Triangles*. Many practitioners of magic have speculated that the unpredictable energy surges, storms, distortions and random Rifting is due to the direct influence of the moon and planets on the *tides*. However, this is pure speculation.

The infamous **Demon Sea**, once known as *The Bermuda Triangle*, is the most famous of the "Magic Triangles," but there are actually a total of six.

1. **The Demon Sea**, located in the North Atlantic, off the coast of Florida and sandwiched between North America and Atlantis.
2. **The South American Triangle**, located in the South Atlantic, off the coast of Argentina.
3. **The Mediterranean Triangle**, which covers that entire sea, except for the most eastern and western edges.
4. **The African Triangle**, located in the Indian Ocean off the East coast of South Africa and Southern tip of Madagascar.
5. **The Japanese Triangle**, located in the North Pacific, between Japan, Guam and Hawaii.
6. **The Australian Triangle**, situated in the Tasman Sea between Australia and New Zealand.

Note: A mini-triangle is located in **Lake Michigan** and is believed to be the only "fresh water" magic triangle in the world.



mans could not penetrate this liquid darkness, it was unknown exactly how many or what kinds of sea creatures inhabited these waters. It was believed that most of these fish were tiny predators or scavengers, only a few inches/millimeters long.

The life in the upper, sunlit stratum are key to the survival of the "deep" ocean. Without the continual "rain" of particles and the descent of dead plants and animals, there would be insufficient food to support many of the creatures who thrive in the ocean depths. Many of these animals come prowling from their dark depths into the upper stratum in search of fish and other prey, particularly in the evenings and at night.

Life forms at these depths include sharks, deepsea squid, giant squid, deepsea eels, tripod fish, brotulid fish, angler-fish, chimaera, saccopharynx, jellyfish, starfish, sea-cucumber, crinoids, and others. Since the Coming of the Rifts, even more bizarre, alien and dangerous deep-sea predators have inhabited our oceans.

Ocean Trenches: Ocean trenches are geological formations created where an oceanic plate is being submerged under a continental plate. They also form where one oceanic plate is moving over another. These collisions and movements in the Earth's crust also create island chains, undersea mountain ranges and coastal/offshore mountains.

Ocean trenches are typically five to eight miles deep, but since the Great Cataclysm and the Coming of the Rifts, some are 10 miles (16 km) deep! A typical trench is 1000 to 5000 miles (1600 to 8000 km) long.

Ocean Ridges: These are lines along which oceanic plates are being slowly pulled apart, and creating a fracture. Volcanic activity causes "pillow" lava and other materials to form a ridge — a subtly sloping hill or mountain that can be one to two miles (1.6 to 3.2 km) tall. The width of a slow-spreading ridge might be 1250 miles (2000 km), while a fast spreading ridge could stretch as much as 2500 miles (4000 m)! At the center of most newly forming ridges is a soft, volcanic fissure. Seismic and volcanic activity is common along these ridges; so are *ley lines*!

Ocean Hot Springs: The water temperature in the immediate area of ridge fissures can be two to four times warmer than the surrounding water (42 to 75 degrees Fahrenheit), but cool or even icy (35 degrees) only 200 feet (61.5 m) away.

Vents along the ridge may spew even hotter water (500 to 700 degrees Fahrenheit!) and are often accompanied by clouds of black smoke caused by burning hot sulphides of iron, copper, and zinc. "White smokers" are plumes of white vapors caused by the release of barium sulphide particles.

Mini-underwater oases of life often form around these warm springs, attracting crabs, shrimps, giant tube worms, bacteria and other life forms.

Volcanic Mountains & Islands: There are an estimated 25,000 volcanoes on the sea floor, although only a comparatively small percentage have crested above the ocean's surface to create islands. Some sea volcanoes are scattered, while others appear in chain formations.

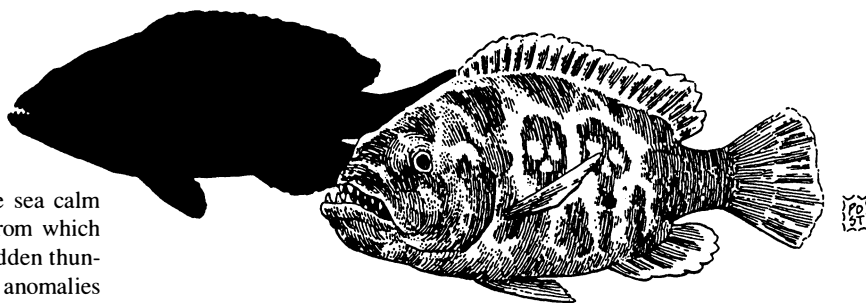
Guyots are flat-topped volcanoes rising up from the ocean floor. Most are dormant volcanoes upon which a coral reef once grew, but has since risen above the water to create a crater-like island. Of course, some dormant volcanic islands can become active in the future.

Atolls are circular or semi-circular coral reefs growing around the submerged rim of an underwater volcano.

Seas

A sea is a partially enclosed area of saltwater connected to an ocean. Generally speaking, there are two types of sea: shallow seas known as *Shelf seas*, which are similar to an ocean continental shelf (e.g. the North Sea) and a *Deep basin sea* which can be as deep as three miles (e.g. the Black Sea). A large percentage are Shelf seas and are typically about 700 feet (213 m) deep.

The Dangers of Magic Triangles



Travelers passing through a magic triangle may find the sea calm and the trip uneventful or endure a harrowing experience from which they may not survive. Those on the surface are subject to sudden thunder storms, ley line storms, time distortions, dimensional anomalies (phasing from one time to another, or from one place to another), dimensional Rift activities and monsters. The worst sea serpents, the most gigantic squids, the meanest pirates and all manner of danger seems to reside at these places of magic.

Random Encounters on the Surface of Magic Triangles

Note: This is just a basic encounter table. Individual Game Masters can modify or add to it as they see fit. Faerie folk, poltergeist, entities, demons, gargoyles, ghouls and alien monsters can all appear to bother travelers through the Demon Sea or any of the Triangles.

01-15 Ley Line Storm. See the ley line storm description elsewhere in this section. Most storms in any of the triangles are as severe as those at a ley line nexus and there is a 1-50% chance of a dimensional rift opening (whether or not something bad comes out of it I leave the GM — don't be too vicious).

16-30 Debris Showers. Virtually anything can fall from the sky during one of these storms. Presumably the debris was swept up from another dimension or time and falls to Earth from the sky, like rain. Fortunately, these storms are comparatively brief, typically lasting 3D4 minutes. Damage varies with the type of debris. Roll on the following table for the most common types of debris showers.

01-20 Giant Rocks! Chunks of stone weighing 2D4×100 pounds (100 lbs equals 45 kg) plummet from the sky. The speed of impact combined with the weight inflicts great damage; 100 S.D.C. or one M.D.C. per every hundred pounds (45 kg). Aircraft and S.D.C. watercraft can be torn to pieces from a rock shower (G.M.s might want to indicate specific locations of damage, like the wings). Small vessels may also sink from the weight of several rocks. The number of stones that will strike a vessel per every minute varies with the size of the vessel: Small: one rock per minute, medium: two, large: 1D4+1, and huge vessels: 2D4 rocks per minute.

21-40 Flaming balls of ash! Softball size chunks of flaming ash rain down from the sky. Damage is 6D6 S.D.C. per 15 seconds (one melee) or One M.D.C. per minute. Wooden, S.D.C. vessels have a 1-64% chance of catching on fire, forcing the crew to try to extinguish the fires or lose the vessel.

41-50 Pebbles, smaller than a dime. Causes minimal damage (1D6 S.D.C. per melee/15 seconds), but the thick and persistent shower of tiny rocks inflicts the following penalties: Characters out in the shower must shield their eyes or suffer triple damage and temporary blindness from getting hit in the eyes (-5 to strike, -10 parry and dodge if blinded). Visibility is reduced to about 50 feet (15.2 m), characters lose one melee attack, speed is reduced by one-third, and all are -3 on initiative. **The real danger** is to small sea vessels that might capsize or sink from the weight of the stones. 1D4×100 lbs (100 lbs equals 45 kg) is deposited per every 10 foot (3 m) radius. Characters are likely to have to pull out shovels and buckets to throw the debris overboard lest they sink! **Small aircraft** must reduce speed by half, visibility is reduced to about 50 feet (15.2 m), aerial maneuvers are -45%, and combat penalties: -3 on initiative, -2 to strike and dodge.

51-75 Living fish, frogs or snails. Live fish about the size of a man's hand fall out of the sky (if frogs, they are dead). There is a 50% chance

that they are edible. Eating non-edible fish will cause the eater to suffer from stomach cramps, nausea, and diarrhea for 6D6 hours (reduces speed and attacks by half, -2 to strike, parry, dodge and on initiative). The fish do no damage, although small vessels may be in jeopardy of sinking from too much weight (1D4×100 pounds every 10 minutes). The only other negative aspect to this shower is that the vessel and characters smell of fish for 2D4 days. **Note:** If the fish are not removed from the vessel they will die and bake in the sun which will create a terrible stench. The stench is likely to cause headaches and nausea and the vessel and the characters will stink for 2D4+4 days even after numerous showers.

76-85 Metal shavings and tiny chunks. It's almost as if an aircraft was blown into a million tiny pieces. Metal shavings and bits of pebble sized metal fill the air. Damage from falling debris is minimal: 1D4 S.D.C. per minute (4 melees), but the thick and persistent shower of particles causes the following penalties: Exposed characters must shield their eyes or suffer triple damage and temporary blindness from getting hit in the eyes (-5 to strike, -10 parry and dodge if blinded). Visibility is reduced to about 50 feet (15.2 m), characters lose one melee attack, speed is reduced by one-third, and all are -3 on initiative.

The real danger is to people who breathe the particles. Characters wearing gas masks, air filters, or environmental helmets are safe. Those with only a rag covering their nose and mouth have a 1-50% per minute of breathing damaging particles. Characters without anything covering their nose and mouth have a 1-85% likelihood of breathing damaging particles per minute of exposure. Breathing the shavings will cause an additional 1D6 S.D.C./H.P. damage and there is a 1-60% chance of permanent damage to the lungs. If lung damage occurs the character will find himself tiring faster and breathing heavily. **Penalties:** Reduce melee actions/attacks by one after every five minutes of combat or heavy exertion, speed is reduced by 20% due to shortness of breath, and the character is -2 to save vs gases. The individual could eventually develop asthma and may cough up blood. The tiny particles have caused blockage, punctures, and minor hemorrhaging in the lungs. A brief hospital stay (1D6 days) and laser surgery can correct the problem (no more penalties). Hey, maybe it is time for that bionic lung?

86-00 Alien ... slimy things! Soft, icky, slimy, foul smelling, alien ... things drop from the sky or suddenly cover the deck. They could be worms, or larva, or fish, or slugs ... god knows what! They are about the size of a man's hand and most are still alive and squiggling around. There is only a 1-20% chance that they are edible. Eating non-edible "things" will cause the eater to suffer 4D6 hit point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4+1 days. **Penalties:** Reduces speed and melee attacks by half, -4 to strike, parry, dodge and on initiative, and -20% on all skills.

The slimy things do no physical damage to people or vessels, although tiny vessels may be in jeopardy of sinking from too much weight (2D4×10 pounds every 10 minutes). The only other negative aspect to this shower is that the vessel and characters stink for 2D6 days.

31-35 Electromagnetic storm/interference. 1-90% likelihood that electronic equipment that is not shielded will go temporarily haywire! Compasses spin in a circle, wristwatches stop (even if powered by a battery), the memories of portable computers are wiped clean, recordings on magnetic tape are also wiped clean, radio broadcasts and reception are garbled with static and radio range is reduced to one-third

normal. Radar and most sensors are temporarily useless, showing a blank screen crackling with static electricity.

Shielded equipment is also affected: The reliability of readings from instrument panels (radar, sensors, etc.) are -25%, and reduce their effective range by half. Radios have half range and sound is garbled. Computers and other controls will respond sluggishly, about half as fast as normal. Even bionic clocks and gyro-compasses may stop or become temporarily unreliable. In all cases, the penalties disappear the moment the storm ends — the equipment is fine.

36-40 Alien lightning bugs! These are golf ball-sized spheres of crackling energy that seem to have a life of their own. They zip around like crazy, giant fireflies. Anything they touch is zapped with 1D4 points of S.D.C. damage. Even mega-damage creatures and those in mega-damage armor feel a disturbing jolt (although no damage is done to them). Sails, clothes, cloth, and rope made from S.D.C. fabrics burn. Unfurled sails will be riddled with a hundred or more golf ball-size holes (ruined). When the storm stops, the lightning bugs disappear.

41-46 Monsters from the sky! Most likely peryton, pterodactyl, or dragondactyl, but the monster can include dragons or anything the Game Master wants to whip up.

Peryton (see **Rifts Conversion Book One Revised**, page 170) have 3D6x10+10 M.D.C., five attacks per melee, +2 to strike, bite does 1D6 M.D., front leg kick 1D6+2 M.D., rear kick 3D6 M.D., power kick or flying charge/ram 6D6 M.D. (both count as two attacks). Their favorite ploy is to snatch sailors from their vessels and carry them away to be slain and eaten. The bad news is they frequently travel in small flocks of 1D6+1. G.M.s may send one, two, or as many as seven to attack air or water vessels. Survivors of shipwrecks floating on a raft are in serious trouble. Peryton are common all around Atlantis! Average flying speed 80 mph (128 km) and track by sight 77%.

Pterodactyl: There are eight known varieties of pterosaurs that stalk the skies over the Demon Sea, Atlantis, and the Gulf of Mexico. Basic stats: 3D6x10+20 M.D.C., three attacks per melee, +3 to strike, bite does 2D6 M.D., tiny wing claws 1D4 M.D., talons of the legs 4D6 M.D., flying charge/ram 6D6 M.D. (counts as two attacks). They often attack small air and sea vessels and snatch sailor from their vessels. The bad news is they frequently travel in small flocks of 2D4. G.M.s may send two or as many as eight to attack. Pterosaurs are common all around Atlantis. Average flying speed 80 mph (128 kmph) and track by sight 74%; hawk-like vision.

Dragondactyl (see **Rifts Conversion Book One Revised**, page 143) have 4D6x10 M.D.C., four attacks per melee, +2 to strike and parry, +4 to save vs magic. Bite does 1D8 M.D., claws 2D6 S.D.C., front leg kick 1D4 M.D., rear kick 2D4 M.D., fire breath 4D6 M.D. (males only). Dragondactyl have become a recent addition to Rifts Earth thanks to the Splugorth slave market and a recent Rifts over the Bermuda Triangle. They are far less common than other flying monsters around Atlantic and are NOT known in any other part of the world. Typically only one or two are encountered at a time. Average flying speed 60 mph (96 km) and have hawk-like vision.

47-52 Hail Storm. Chunks of ice the size of grapefruit fall from the sky. The damaging storm causes 5D6 damage per 15 seconds (one melee) or 100 S.D.C. damage per minute (4 melees/60 seconds) and even mega-damage structures suffer the equivalent of one M.D. per minute. The hail storms can last a few minutes to an hour; 1D6x10 minutes.

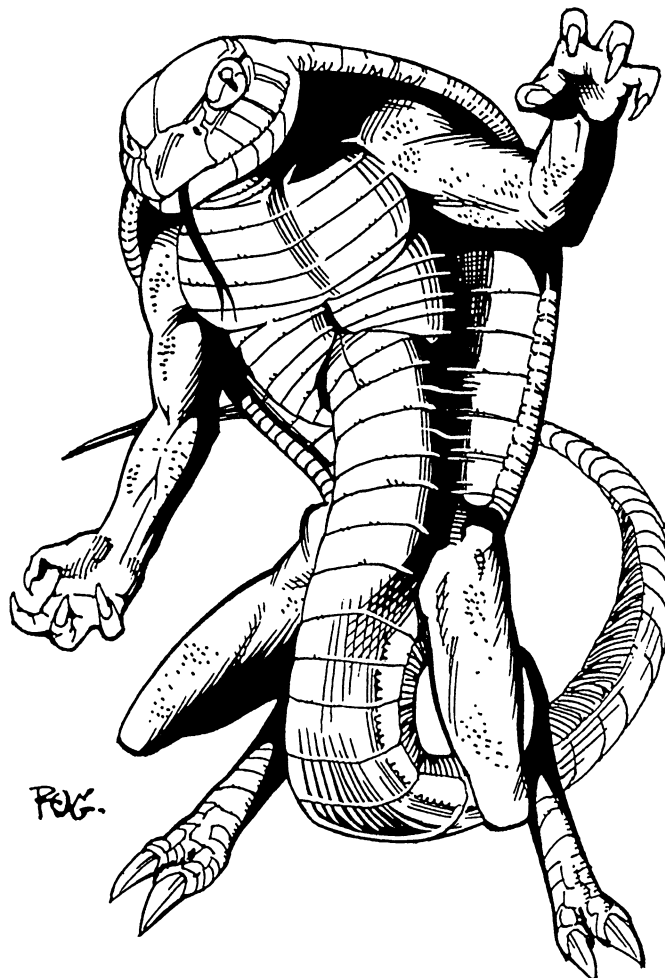
53-62 Sea Serpent! A giant dragon-like serpent snakes its way through the water like a torpedo. 53 different varieties have been recorded, but all have the same basic features and abilities. The monster is huge, measuring 1D6x100 feet (30.5 to 183 m) long, has the size of a fishing boat and a maw filled with two foot (0.6 m) long teeth. The creature has 2D4x10 M.D.C. per every hundred feet (30.5 m) of length. Four attacks per melee. Bite does 1D6x10 M.D., swat with flipper, tentacle, or stubby leg 2D6 M.D., swat with tail 6D6 M.D., head butt 4D6 M.D., full body ram 2D4x10 M.D. (counts as two melee attacks). Many have stubby legs or short tentacles for crawling on land and climbing onto sea vessels.

These are stupid, predatory animals without human intelligence; most will swim away after losing half their mega-damage points (1-80%). Cruising swim speed is 35 mph (56 kmph) but they can easily swim at 90 mph (144 kmph) for 1D4 hours.

63-66 Lethal Toxic Cloud or fog. A deadly cloud or vapor covers the area. Environmental suits, vehicles, or compartments are the only safeguard from the cloud. Characters must roll to save vs poison for every minute exposed. A failed roll means 5D6 S.D.C./hit point damage. A successful roll means only 1D6 damage. Even mega-damage creatures will suffer 2D6 M.D. for every five minutes of exposure; not likely to be lethal but is very painful. Visibility is also reduced by half.

67-72 Sea Monster! A giant octopus or squid or any one of the mutants and monsters presented in this book rises from the sea and attacks. If a small or comparatively weak monster, there may be an attack force of 1D4+1 attackers.

73-77 Space Warp! The vessel is caught in an unescapable thunderstorm (aircraft cannot fly above it). The sky is an odd color, the instruments go crazy, then completely blank. After what seems to be only 4D6 minutes, the storm is suddenly over, and the skies are clear and sunny (even if the characters were just out at night). No damage has been done to the vessel, but it is 2D4x100 miles off course and 2D4 hours have passed (only 4D6 minutes has past for the characters)!



78-81 Monster in the Hold! Some kind of horrible creature has been dimensionally Rifted into the cargo area (or deck) of the vessel! "It" is as surprised by this turn of events as the characters. Frightened, the creature is hostile and lashes out at the passengers and crew. There is little chance of quieting the beast. Game Masters can select any type of animal or supernatural creature that seems appropriate (typically a being with low or animal intelligence). It can be a demon, poltergeist, or any of the aquatic monsters presented in *Underseas* and other *Rifts* titles.

82-85 Monster Shark! These can be one of the sharks or mutants described elsewhere in this book or even a *devil shark!*

86-89 Acid Rain. A burning rain pours from the sky. It inflicts 1D4×10 S.D.C. damage to all organic substances and clothes, 2D6 S.D.C. to wood and plastic, and 1D4 S.D.C. to metal, stone and glass, per every minute (4 melees) of rain. Mega-damage creatures and structures suffer 4D6 M.D. for every ten minutes of rain. Visibility is reduced to about 20 feet (6.1 m) and there is a stench in the air.

90-94 Dimensional Flux! One minute the ship or group is on Earth, the next moment they are in limbo. Everything is white and wispy as if floating inside a cloud. An occasional flash of light can be seen in the distance, but there is no sign of a storm. After what seems to be 1D4 hours (although only 1D4 minutes of fuel will have been used), the vessel is back in the same general area they were when the flux occurred (within 1D6×10 miles). However, 2D4×10 hours have passed. **G.M. Note:** The characters can be warped to any dimension you may desire, it's your option. Just give people a way back eventually. This can be a fun way to send characters on adventures in other dimensions.

95-00 A dimensional Rift opens. I leave it to the Game Master as to whether anything bad, troublesome or annoying comes slithering out of it (don't be too rough on the characters).

Surface Ley Line Storms

Taken, in part, from Rifts® Atlantis

Although ley line storms are compared to conventional rainstorms, there is seldom rain during them and they are anything but conventional. The sky turns a dark green-grey color, with dark grey to black clouds rolling along the ley line and wind gusts at around 35 mph (56 kmph) as a chill fills the air. Bluish white bolts of electrical energy shoot down from the sky and everything in the area of the storm crackles with a halo of magical energy.

Mystic scholars speculate that the storms recycle ley line energy and help to maintain an even flow of potential psychic energy up and down the line. When there is an overload or surge of energy, storms occur, redirecting the excess energy and distributing it elsewhere. Ley line storms often proceed the opening of a dimensional Rift, particularly random Rifts.

A ley line storm can occur at any time along any ley line, on land or at sea. They occur more often at *magic sea triangles* than anywhere else because the fluctuation of mystic energy is generally more powerful and less stable than ley lines on dry land. A typical storm will last 3D6×10 minutes, while the worst storms occur at the nexus points and Triangles and last twice as long. The storm always has a strange and often terrible effect on practitioners of magic, creatures of magic and spell casting.

Constant occurrences during a ley line storm

- The effect of magic within the storm area is distorted. Roll percentile each time magic is used or a spell is cast (this includes the use of techno-wizard devices and magic weapons).

01-20 Magic powers are increased! Double range and damage (duration is not increased). The spell caster cannot regulate damage or range. The magic is more powerful but less controllable.

21-40 Magic powers are decreased! Reduce range and damage by half (duration is not decreased).

41-60 Magic powers are completely negated!! The P.P.E. is expended but completely absorbed by the storm! NOTHING magical works (a temporary predicament).

61-80 Magic powers are completely wrong! The GM can switch spells at will (anything goes). It is wise not to use magic under these circumstances. Otherwise the range, damage, effects, and duration of the spell are normal.

81-00 Magic discharge. Every time a spell is cast or a magic weapon is used, there is the sound of thunder and the magic user is knocked off his feet from a sudden explosion in his face! Loses initiative and one melee attack and suffers 2D6 S.D.C. damage (2D6 M.D. if a mega-damage creature).

- The extra P.P.E. available at ley lines and nexuses cannot be tapped during a storm (it is being burned up by the storm).
- Bolts of ley line energy are attracted to anything magic in the area, including practitioners of magic, creatures of magic, (like dragons and tattooed men), magic talismans, amulets, techno-wizard devices, and magic weapons. The energy bolt looks like a blue-white bolt of lightning. Humans and D-bees struck by the bolt suffer the following consequences: 1D4 S.D.C. damage, lose initiative and one melee attack, lose 1D6 P.P.E. points, and is teleported 2D6×10 yards/meters down the ley line (instant and disorienting). **True creatures of magic**, like the dragon, sphinx, faerie folk, elementals, many demons/godlings, alien intelligences, etc., lose initiative and two melee attacks, suffer 4D6 mega-damage and lose 6D6 P.P.E. as the storm temporarily drains them of energy.
- Creatures disguised by metamorphosis or magic suddenly appear to grow or shrink and their features become distorted. Getting hit by a ley line bolt may (1-44% chance) transforms them into their true shape.
- Psi-stalkers, dog boys, all psionic characters and similar creatures suffer from headaches (-3 on initiative, -1 to strike, parry and dodge) and their psionic/sensing powers are scrambled; reduce by half.
- Magic illusions disappear.
- Existing dimensional portals close.
- All forms of ley line communication during a storm is impossible.
- Ley line teleportation is possible, but risky. Costs twice the normal amount of energy, but there is only a 50% chance that teleports will send one to the desired location. Roll percentile dice: 1-50% means arrived at the right location, 51-75% means the teleport ended halfway, 76-00 means the person appears 2D4×10 miles off course and away from the ley line!
- Plus random occurrences.

Random events that can happen during a ley line storm

Roll once for every 30 minutes of the storm when along a ley line or magic triangle. Once every 15 minutes at a nexus. Unless stated otherwise, there are no saving throws for any of these occurrences.

01-15 Air Lift. Everybody (vehicles too) crackles with energy and rises 10 feet (3.0 m) above the ground or water. They are pushed by the wind along the ley line for 2D6 minutes before dropping back down. The power of magic flight will not work under this circumstance. Characters in power armor or vehicles with jet propulsion can fly away and out of the storm area.

16-30 Rolling Thunder! A huge black cloud races low to the ground along the entire width of the ley line. Speed is about 60 mph (96.5 kmph). Everybody hit by the thundercloud are drenched with water, temporarily deafened by the sound of the rumbling thunder, lose all attacks/actions for one full melee (15 seconds), and are swept off their feet with the same consequences as a *wind rush* spell.

31-55 Euphoria. Everybody feels good, happy and cheerful. Many will start to laugh, sing or act silly, as if intoxicated. Those who are wounded will have 2D6 hit points restored (2D6 M.D.C. if a mega-damage creature), and minor illnesses will disappear. On the downside, the characters feel no fear or hostility toward anything, including known enemies. They will not attack unless attacked first, at which point all combat bonuses are half and they lose one melee action/attack. Euphoria typically lasts 2D4 minutes.

56-64 Alien, slimy things accompany a light rain. Squishy, icky, slimy, foul smelling, alien ... things rain from the sky. They could be worms, larva, or slugs ... god knows what! They are about the size of a man's hand and most are still alive and squiggling around. The slimy things do no physical damage except make the characters stink for 2D6 days.

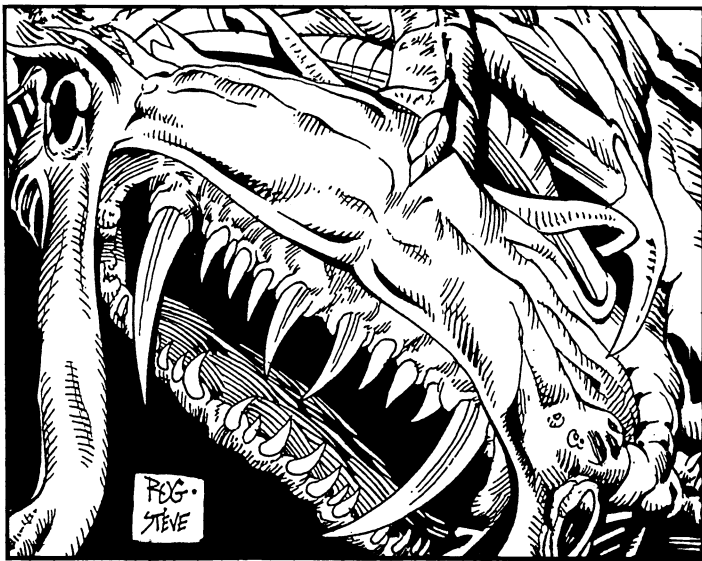
There is only a 1-20% chance that the things are edible. Eating non-edible "things" will cause the eater to endure 4D6 hit point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4+1 days. Penalties from eating "things": Reduces speed and melee attacks by half, -4 to strike, parry, dodge and on initiative, and -20% on all skills.

65-72 Dimensional Flux! One minute the characters are on Earth, the next moment they're in limbo. Everything is white and wispy as if inside a cloud. An occasional distant flash of light can be seen in the sky, but there is no sign of a storm. After what seems to be only 1D4 minutes (that's all the fuel that will have been used), they appear back in the exact same spot where they had been when the flux occurred. The storm is over and 2D6 hours have passed.

73-80 Massive ley line energy bolt! Humans and D-Bees struck by the bolt suffer the following consequences: 2D6 S.D.C. damage, lose initiative and three melee attacks, lose 4D6 P.P.E. points, and are teleported 4D6×10 yards/meters down the ley line (instant and disorienting).

True creatures of magic, like dragons, faerie folk, elementals, and alien intelligences, lose initiative and all attacks for one full melee (15 seconds), suffer 1D4×10 mega-damage and lose 1D6×10 P.P.E. as the storm temporarily drains them of energy.

81-00 A dimensional Rift opens! I leave it to the Game Master as to whether anything bad, troublesome or annoying comes slithering out of the rift. Don't be too rough on the characters. This can be played for humor as well as drama.



Dangers Underwater

Underwater Ley Lines

Ley lines are streams of magialc energy radiating from the Earth. They crisscross the planet on land and in the sea. The only thing different about sea ley lines is that the lines of mystic energy may be covered by thousands of feet of water.

The average land line radiates light blue energy that is most visible at night. These energy lines can be miles wide, tens to hundreds of miles long and typically radiate about a half mile to one mile into the

sky. Underwater, there is little difference, except the blue light and energy radiates about one to 1.5 miles (1.6-2.4 km) high. This means most ocean ley lines *cannot* be tapped unless the person is underwater. Ley lines located in the comparatively shallow Atlantic Ocean, shallow seas, and along continental shelves, radiate from the sea floor and above the surface of the water; in some cases, thousands of feet above. These ley lines are accessible to surface dwellers as well as underwater beings. However, most (90%) sea ley lines seem to be located in the deep oceans. Roughly 40% of the ley lines in the Atlantic Ocean poke above the waves, while less than 10% radiate from the Pacific (many are miles below the surface).

Like the magic sea triangles, ocean ley lines surge with a bit more power than the land based ones, and are more easily affected by the position of the moon and planets. This means ley line storms above and below the sea are more common, although they do not necessarily occur simultaneously. However, even weak ley lines may be visible from the surface of the water at night, glowing an eerie blue from below. Sailors and sea mammals have come to use these ley lines like signposts or illuminated highways to mark their travels.

The light of underwater ley lines shines from the sea floor, cutting through the eternal night of the deep ocean abyss to bring illumination where none has been known before. The soft glow of magic is not so glaring as to frighten or blind deep-sea creatures, so their life is unaffected, and much of the abyssal zone remains locked in darkness. However, some of the creatures more accustomed to light will gather in greater numbers along these pale blue lines of energy. This is especially true of certain fish, squid, invertebrates (starfish, jellyfish, etc.) and crustaceans (shrimps, crabs, lobsters, etc.). This also attracts predators who feed on the abundant animals, as well as practitioners of magic, Whale Singers, dolphins, demons, supernatural entities and other inhuman forces in search of magic. **Note:** See the *Ley Line Mutation* charts in the Monster section for some additional fun ideas.

Underwater Ley Line Storms

Note: The same effects and penalties apply as described under the *surface* ley line storm under: **Constant occurrences during a ley line storm**, plus the following:

- **1D4 Storm Riders** pop in every 10 minutes of the storm and draw on its energy (double their M.D.C., damage and magic capabilities) as long as it lasts. Thankfully, half of the storm rides who "pop in" during the storm vanish when the storm subsides. Of the remaining half, some swim into the ocean to plunder both surface and underwater people, while about 50% will linger in the area or establish lairs either near the ley line or at dead pools. Storm riders are attracted to ley lines and particularly ley line storms, leaping right into the full fury of the storm. See the storm rider's description in the monster section.

Random events cause by an underwater ley line storm

Roll once for every 30 minutes of the storm when along a ley line or magic triangle, and once every 15 minutes at a nexus. Unless stated otherwise, there are no saving throws for any of these occurrences.

01-10 Massive ley line energy bolt! Humans, D-Bees and S.D.C. animals struck by the bolt suffer from 4D6 S.D.C. damage, loss of initiative, loss of three melee attacks that round, 4D6 P.P.E. points, and are teleported 4D6×10 yards/meters down the ley line (instant and disorienting).

True creatures of magic, like the dragons, elementals, alien intelligences, lose initiative and all attacks for one full melee (15 seconds), take 2D4×10 mega-damage and lose 2D4×10 P.P.E. as the storm temporarily drains them of energy.

11-20 Sudden current. Everybody (vehicles too) crackles with energy and rises 10 feet (3.0 m). They are pushed by a powerful current of water along the ley line for 2D6 minutes before dropping to normal. The power of magic swimming will not work under this circumstance. Characters in power armor or vehicles with jet propulsion can pull away and out of the storm area.

21-30 Rolling Thunder! A huge black cloud rolls through the water along the entire width of the ley line. Speed is about 60 mph (96.5 km). Everybody hit by the thundercloud suffers from an electrical shock and sonic boom that temporarily knocks out communication and sensory equipment, distorts the character's sense of direction and depth, and lose all attacks/actions for one full melee (15 seconds). They are also swept up in the blast with the same consequences as a *water rush* spell.

31-40 Euphoria. Everybody feels good, happy and cheerful. Many will start to laugh, sing or act silly, as if intoxicated. Those who are wounded will have 2D6 hit points restored (2D6 M.D.C. if a mega-damage creature), and minor illnesses will disappear. On the downside, the characters feel no fear or hostility toward anything, including known enemies. They will not attack unless attacked first, at which point all combat bonuses are half and they lose one melee action/attack. Euphoria typically lasts 2D4 minutes.

41-50 Underwater shock waves bombard a 1D6×10 mile radius around the ley line for its entire length. The water is turbulent, making travel difficult and forcing speed to be reduced by half. The range and reliability of sonar and echo-location systems are also cut by half. Fish and sea animals are frightened and flee. Monsters or predators may be disturbed and angered. The disturbance lasts for the duration of the storm.

51-60 Null zone. The entire length of the ley line and 1D4 miles beyond its edges is in the Null Zone. Anything in its sphere of influence is concealed from all known forms of detection. Even magic and psionic probes are done at half range and half their normal proficiency/skill levels. Sensory, sonar, and communication devices are blocked or register as dead. Likewise, those inside the Null Zone have dead equipment and don't know what lies beyond it.

61-70 Electromagnetic storm/interference. 1-90% likelihood that electronic equipment that is not heavily shielded will go temporarily haywire! Compasses spin in a circle, wristwatches stop (even if powered by a battery), the memories of portable computers are wiped clean, recordings on magnetic tape are also wiped clean, radio broadcasts and reception are garbled with static and radio range is reduced to one-third normal. Radar and most sensors are temporarily useless, showing a blank screen crackling with static electricity.

Shielded equipment is also affected: The reliability of readings from instrument panels (radar, sensors, etc.) are -25%, and their effective range is reduced by half. Radios have half range and sound is garbled. Computers and other controls will respond sluggishly, about half as fast as normal. Even bionic clocks and gyro-compasses may stop or become temporarily unreliable. In all cases, the penalties disappear the moment the storm ends — the equipment is fine.

Undersea animals and D-bees who have electromagnetic senses will become disoriented and lost. They cannot find magnetic north and suddenly can't see the electromagnetic energy of the earth. Panic follows, with the following penalties: -3 on initiative, -2 on all combat moves, -1 attack/action per melee round and may bump into obstacles or swim off course.

71-80 Dimensional Flux! One minute they are on Earth, the next moment they are in limbo. It is as if they have gone into a giant cloud. Everything is white and wispy. An occasional flash of light in the sky can be seen in the distance but there is no sign of any storm. After what seems to be only 1D4 minutes (that's all the fuel that will have been used), they appear back in the exact same spot where they had been when the flux occurred. However, the storm is over and 1D6 hours have passed.

81-85 1D4 pools of Shimmering Water appear. Each lingers for 4D6×10 minutes before vanishing. Described in this section.

86-90 A Time Flux. Lasts for the duration of the storm. Described in this section.

91-95 Whirlpool! A whirlpool appears at either end or the center of the ley line. It reaches from the bottom of the sea to the surface. Basically the same as the spell (10th level in power). The suction underwater is nearly as great as on the surface.

96-00 A dimensional Rift opens! I leave it to the Game Master as to whether anything bad, troublesome or annoying comes slithering out of it. Don't be too rough on the characters. This can be played for humor as well as drama.

Shimmering Water

Shimmering Water are patches of light that shimmer like a million diamonds beneath the surface. They can be located at any depth underwater but never appear above water. In the darkness of the abyss, they are like shimmering beacons that attract scores of inquisitive creatures to their doom. Likewise, surface dwellers who don't know better are frequently lured into its magic embrace. Entire submarines have unwittingly dived into these magic waters, with frightening consequences. The diameter of these areas can be as small as 100 feet (30.5 m) or as large as two miles (3.2 km)!

Entering into Shimmering Water always fills the visitor(s) with a sense of beauty and euphoria, time seems to stand still, all sense of direction and depth are lost, and the character(s) forgets about his troubles, even if he was under attack only moments ago; transfixed by the lights. Many survivors report travelling for hours or traversing hundreds of miles (instruments will confirm this), unable to find their way out of the cursed waters. Exiting this anomaly is usually sudden and unexpected.

Those who enter the Shimmering Water vanish from sight and disappear from ALL forms of detection! Radio contact, sonar, psionics, mystic link, etc. are all lost; almost as if those inside the light have ceased to exist, at least in our dimension. Furthermore, the Shimmering Water does NOT appear on any sensors and cannot be detected by magic or psychic means — it can only be seen.

Game Masters: Roll once on the following random table to determine an effect or pick one.

01-05 The Shimmering Water vanishes, leaving those affected by it 2D4 years younger! 2D4 minutes have passed.

06-10 The Shimmering Water vanishes, leaving those affected by it 2D4 years older! Injuries or sickness will also be healed. 2D4 hours have passed.

11-15 The Shimmering water vanishes, leaving magic characters temporarily super-charged. All spells and magic related abilities are one level higher than normal and the character has 1D4×10 M.D.C. points! Duration: 1D4 hours. All others are unaffected.

16-20 After a while, those inside begin to feel lost and panicky. They try to find a way out (swim, in a sub, etc.) but the shimmering water seems endless, regardless of the size it originally appeared. After what seems like hours, they finally find a way out, leaving the Shimmering Water behind them (it remains for 1D4 hours). However, they are off course the number of miles they travelled while inside the water and either 2D6 minutes have passed (01-50) or 2D6 hours have passed (51-00).

21-25 Reappear in a different ocean or sea (G.M.'s choice). Only seconds have passed.

26-30 Reality distortion. The characters find their way out of the Shimmering Water in a few minutes. Everything seems fine until they realize that they have been miniaturized to one-twentieth their normal

size. Range, attributes, M.D.C./S.D.C. are all reduced appropriate to size! This means they may suddenly be seen as prey to otherwise small and non-threatening sea animals. The distortion can last a few minutes or a few hours (G.M.'s discretion; make it short if dull or too disruptive to the adventure). Going back into the shimmering waters does NOT restore them to size and requires a new roll or selection of an anomaly.

31-35 Reappear 2D4×100 miles off course. Only seconds have passed.

36-40 Reappear at that exact location 1D4 weeks later, although it seems only a few minutes have passed.

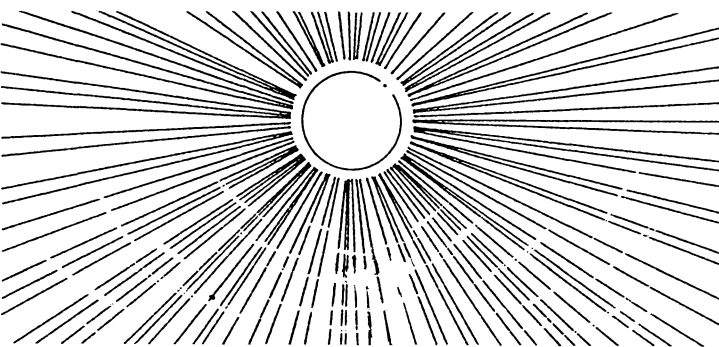
41-45 The characters are affected in subtle but strange ways. Each is 10% taller or short, thinner or heavier, hair may have turned 50% lighter or darker (01-50), or the eyes are an unusual color (red, orange, violet, iridescent, completely white or black; etc.; 51-00). Furthermore, physical injuries will have healed by 50%.

46-50 Temporal Rift! Or is it a parallel Earth of the past or future representing one of a thousand possibilities? The characters appear 200 years in the past (01-50) or the future (51-00). Somehow they instinctively know that they can get back to their own time by entering into another Shimmering Water. **G.M. Note:** Play this out for as long or as short as you'd like. The characters can return automatically to their own reality by entering another body of Shimmering Water (automatically returns them to where they started from), but that's not the only way. A powerful shifter, temporal raider or god can send them home or they can plunge into a non-aligned Rift (has no set destination) which will "pop" them back. In all cases, one week will have passed.

51-55 Reappear in an alien ocean! No idea where they are. Monsters or other hostile forces attack or try to capture them. After a period of time (minutes or days), the Shimmering Water suddenly reappears around them and whisks them back to the exact location where they encountered it. Either 1D6 minutes have passed (01-50) or 1D6 months have passed (51-00) back on Earth.

56-60 The anomaly disappears, leaving everybody feeling cheerful and well. Any injuries are completely healed and illnesses cured (does not apply to insanities or machinery). 4D6 minutes have passed on Earth.

61-65 The anomaly disappears, leaving everybody feeling tense and nervous. Any vessel or equipment they may have had is in useable condition but all inanimate objects have aged 4D4×10 years, are dusty, corroded and are at half M.D.C. and capacity due to extreme age. Living beings have not aged.



66-70 Transported to an alien world! **G.M. Note:** Play this out for as long or as short as you'd like. The world could be *Palladium* (fantasy; any time period), *Wormwood*, *Phase World* or any of the worlds associated with Phase World, or any of the worlds presented in *Aliens Unlimited*, *Robotech* or any of Palladium's games. The characters can return to Rifts Earth via a dimensional gate on *Phase World* or through any properly prepared and calibrated Rift, nexus or stone pyramid, assuming somebody in the group knows how or somebody who knows how can be convinced to help them (including gods, godlings, great demons, adult dragons, Splugorth, Prometheans, powerful shifters, etc.). The amount of time that has passed can be real time, minutes, weeks, months or years — G.M.'s choice.

71-75 The Shimmering Water vanishes, leaving those affected at the location in which they entered it. They face one of their greatest enemies or fears (it is best to pit one thing against the entire group rather than each individual). They are attacked or engulfed by it! **G.M. Note:** The ensuing battle or conflict should be played out as normal. Characters may be triumphant, live or die. When the scene has been played out sufficiently or reaches a critical juncture, it *ends!* Everybody involved remembers the event(s) as it happened, but everybody is uninjured, as if it were all a dream. Only 1D6 minutes have passed and the shimmering water is gone.

76-80 All psychic characters get a clairvoyant flash. This can be a single image, a brief vision, a word, phrase, or a feeling. The "flash" of insight may be the same for everyone or different. **G.M. Note:** This "flash" can be a helpful tip, a warning of things to come, a warning of danger, and other elements to help your story/campaign along. Non-psychics will have a positive or uneasy feeling depending on the situation.

81-85 The Shimmering Water vanishes after 2D6 minutes, leaving everybody who experienced it feeling fine. Nothing has changed.

86-90 The vessel or water is shaken by a violent tremor or vibration that seems to last several minutes. Lights and colors flash and energy systems threaten to fade out. Then it stops as suddenly as it began and the Shimmering Water is gone. However, a strange being stands among the characters! This can be a new player or NPC character, villain, demon, godling, alien (from anywhere) or any of the races presented in the Rifts RPG series. The character may have amnesia, be weak, frightened, sickly, or need our heroes' help in some way. **G.M. Note:** Play this out for as long or as short as you'd like.

91-95 The experience lasts only a few moments and seems harmless. However, as time passes, half (01-50) will realize that they are attuned to dimensional anomalies and can sense ley line storms, the opening and closing of Rifts, dimensional portals, the presence of Shimmering Water, stone pyramids and similar things within a one mile (1.6 km) radius. While the other half (51-00) will find that they do not *appear* to age and their natural life span is increased by 15%.

96-00 Those inside the Shimmering Water suddenly find themselves transported to 20 feet (6.1 m) below the water's surface, but remain in the same basic area. There are no ill effects from the sudden change in water pressure and everything else is normal.

Time Flux

Note: Percentile numbers are provided for random determination of the flux, if desired.

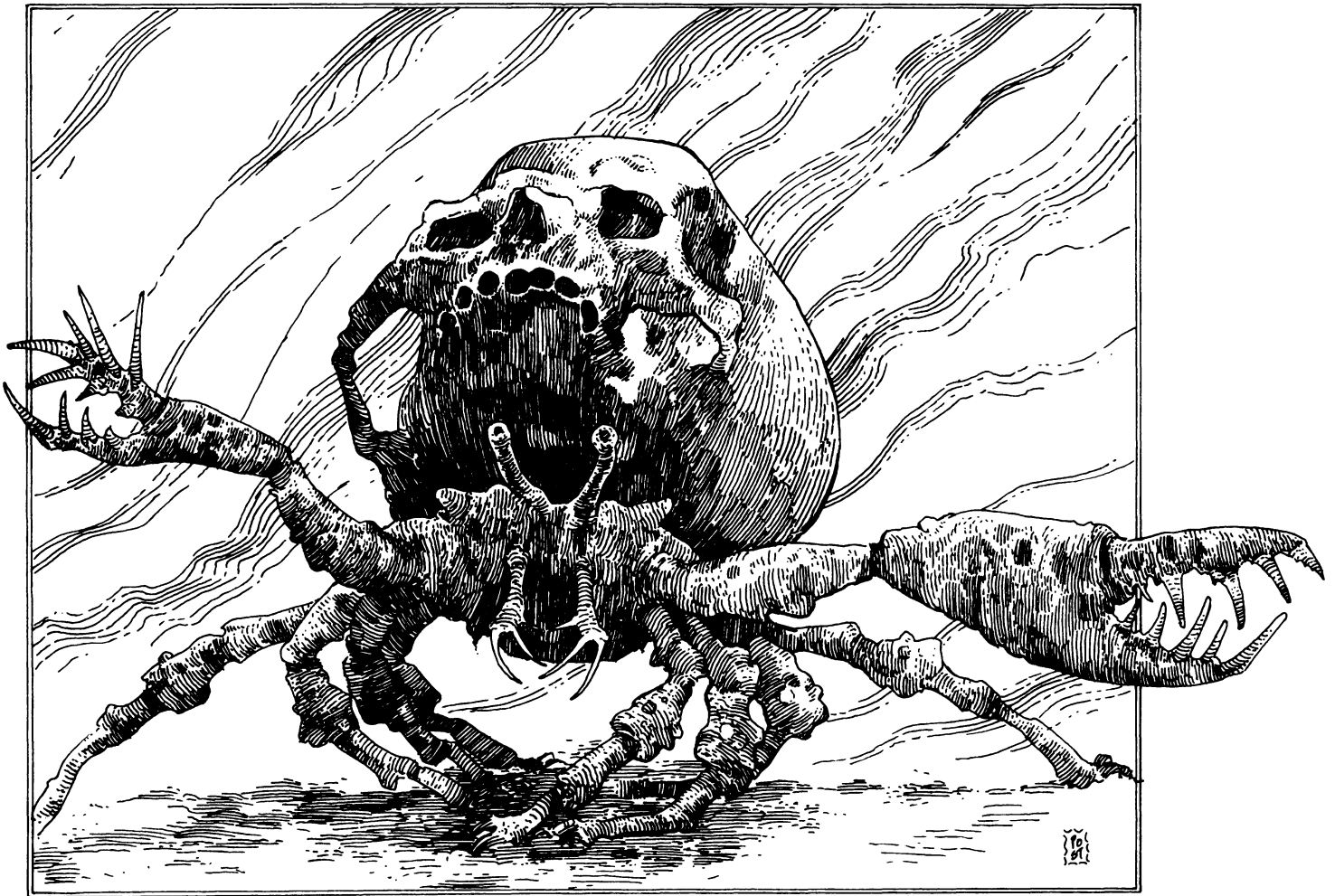
01-50 Time seems to be moving too quickly. What seems to be five minutes is really 10 or 15. Skill performance, duties, travel time/distance covered, and similar takes twice as long to do than it should. The character(s) will feel frustrated and behind schedule.

51-00 Time seems to be moving slowly. What seems to be 10 or 15 minutes is really five. Skill performance, duties and travel time/distance travelled takes half the time they would normally. The character will feel like a dynamo who's ahead of schedule.

A note about Sea Monsters

The same sea monsters, entities and dimensional anomalies that plague the surface also stir up trouble down below. Sea serpents, Lorica wraiths, zombas, poltergeists, and other monsters and D-bees brought by the Rifts often stay in the area, or lash out at those they encounter on their way to other seas.

Underwater ley line storms, shimmering water, and dead pools are not only dangerous in themselves but also attract pirates, ruthless salvage teams, sea monsters, entities, and dark forces.



Dead Pools aka Deadman's Sea

Dead Pools are located at ley line nexus points, where two or more ley lines intersect. The nexus is most susceptible to *random* Rift activity. At these locations random Rifts open frequently and send hundreds, even thousands to a watery grave every year and can amass an impressive amount of debris. These underwater graveyards are known as **Dead Pools** or **Deadman's Seas**. Dead Pools typically have 1D4+1 ley line nexuses that randomly link to other worlds. Some are water worlds while others are linked to the surface. **Note:** The water from Earth and other planets do NOT spill into each other. The nature of the Rifts are such that air and fluids do not spill or mix from one environment to the other, even when people pass through it.

Experienced dimensional travelers will seldom step into a Rift without knowing where it leads. However, the inexperienced, foolhardy or desperate traveler may take dangerous risks and leap into a *random* portal to parts unknown. Inevitably, a certain number of these unsuspecting travelers will find themselves stepping out of a Rift at the bottom of the sea. Characters not prepared for entering a water environment, especially deep seas, are likely to drown or succumb to water pressure, hemorrhage and die. Even airtight vehicles may leak or crack under pressure, fill with water and sink. Even many deep-sea vehicles, robots and cyborgs have their limits and will be *crushed* by the pressure at great depths (often anything over two miles/3.2 km below the surface). The wreckage of these vehicles and the remains of these travelers sink to the ocean floor, creating a graveyard of debris, bodies and bones.

As is so often the case, tragedy for some is a windfall for others. Sunken ships and vehicles create artificial reefs with scores of caves and hiding places to build a nice home. Bodies and lightweight items

may hang in the water for hours or even days and attract predators and scavengers to pick at them and spread the debris field a greater distance. The abundance of fish, crustacean and invertebrate scavengers picking at the rotting flesh, bones, and floating particles, attracts even more predators who prey on them — and anybody else who may get in the way or seems like an easy lunch/snack. Sharks, giant squids and octopus, shadow sharks, storm riders, sea maws, Lorica wraiths, stidjron, mutants, and monsters infest these waters. Many establish lairs in this bountiful area. Most are aggressive, and will attack anybody or anything they believe edible. Others are territorial and attack invaders of their realm. Some are cunning hunters or malicious killers laying in wait for ill-prepared prey; humanoids are among their favorites. *Haunting entities* are attracted to the strong emotions of those who died, and the scent of death may also attract ghouls, banshees, zomba, devil sharks, demons, the Lord of the Deep, and other supernatural horrors. *Tectonic entities* and possessing entities are less common than ghosts, but more numerous at Dead Pools than at other parts of the world.

Surface dwellers are also counted among the scavengers of the Dead Pools and can be as deadly as any monster. Pirate ships often scan these waters, not necessarily to excavate treasures from below (although some do), but to prey on survivors who make it to the surface, or to attack poorly armed salvage and reclamation vessels, other pirates, explorers, adventurers, and merchants in the area. Pirates may attack from ships, submersibles or marine aircraft, or a combination of them all. Ships that fight to the last man will see their corpses join those already on the sea floor, or see their vessel sunk.

Ocean salvage operations conducted by freelance privateers, corporations or governments are less likely to plunder other seafarers or Rift survivors, but some are as bad as pirates. The worst of these cutthroats will sabotage competitors, scuttle ships, offer misleading information,

steal from each other, or even capture their rivals and sell their possessions as salvage and the crew as slaves! Salvage teams and slavers from Atlantis are known to plumb the depths of the Sargasso Dead Pools and locations in the Demon Sea.

Aquatic humanoids, sea mammals and other marine beings may come to Dead Pools to hunt for fish, slay monsters or rummage through the debris of the dead in search of weapons and treasure. Some are friendly and helpful, others cruel and murderous. The naut'yll, stidjron, Lord of the Deep, and others may use the promise of treasure and the greed of others to lure unsuspecting rivals and enemies into an ambush or trap.

Dead Pools frequently offer salvageable body armor, weapons, equipment, magic items, vehicles and artifacts. Some of the items recovered may be in working condition or require minor repairs or cleaning. In other cases, the items may be valuable only as parts or scrap metal that can be melted and reused. Sometimes the artifacts being salvaged present a danger. Alien weapons, magic items, bots and vehicles may have self-destruct mechanisms, automated defense systems, curses, or supernatural or mechanical protectors that are activated when they are disturbed. Toxic chemicals, radiation and explosive materials are always a danger. Meanwhile, zombas and other creatures may have

turned sunken vessels into their home or may have selected an item of value as a building block in that home, or as a favorite bauble or toy, and they aren't going to like their lair being disturbed.

The Sargasso Sea, named after Sargasso seaweed, is located in a large area of the North Atlantic (between latitude 20 degrees and 35 degrees North and longitudes 30 degrees and 70 degrees west). Ocean currents sweep clockwise around it, leaving its center relatively still. Here, the bodies of helpless people transported to the crushing ocean depths near the bottom of the sea, die and float upward. Many get caught in the dense tangle of seaweed common to this area and dangle like lifeless puppets until they are eaten by fish or slowly rot. The tangle of weeds also snag weapons, clothing, and floating debris. The ocean currents are also such that much of the debris is kept from drifting outside of the Sargasso Sea (less than 20% is swept away from ocean currents).

However, the web of seaweed only holds 30% of the real harvest in this so-called Deadman's Pool, the majority settles on the bottom of the sea floor.

Rumors tell of a vast Dead Pool where the dead (and undead) are said to have built a city of bones. This domain of the damned is said to exist in or near the Indian Ocean.

Creatures of the Deep

The oceans and seas of the Earth are filled with thousands of different types of fish, crustaceans, and invertebrates, as well as hundreds of different sharks and sea mammals. The ocean has been so vast, deep and unattainable to humans, that even in the 20th and 21st Century, new species of life were being discovered. For example, the *Megamouth shark* was not discovered until November, 1976, off the coast of Hawaii when it became tangled up with the anchor of a research vessel. Many sharks and other deep sea fish living in the ocean's deepest recesses remained hidden from human eyes for centuries.

The destruction of the surface world gave the oceans of the world over 300 years to heal and replenish themselves without humans fishing, killing or polluting its waters. It has only been during the last 50 years since the Great Cataclysm that humans and D-bees have begun to return to the oceans for food and industry.

Since the Coming of the Rifts, thousands of new alien species have been added to the wildlife. In many cases, these creatures are small and harmless to humans, although some have damaged or changed the ecology in some seas. In other instances, especially around dead pools and ley line nexuses, horrific sea monsters, mutants and alien predators have become part of the Earth's ecology. These creatures include giant sharks and squids, serpentine sea monsters and a host of others.

The following are *some* of the most notable and terrible of creatures that inhabit the ocean depths. Other monsters may inhabit specific seas, lakes and areas of the ocean and will be described in future **Rifts**® titles.

Alphabetical List of Sea Monsters of Note

Dragon Ray	Shark: Great White
Giant Octopus	Shark: Shadow
Giant Squid	Shark: Tiger
Lorica Wraith	Stidjron
Picasso Magic Fish	Storm Riders
Rurlel Eel People	Zomba
Sea Maw	

Dragon Ray

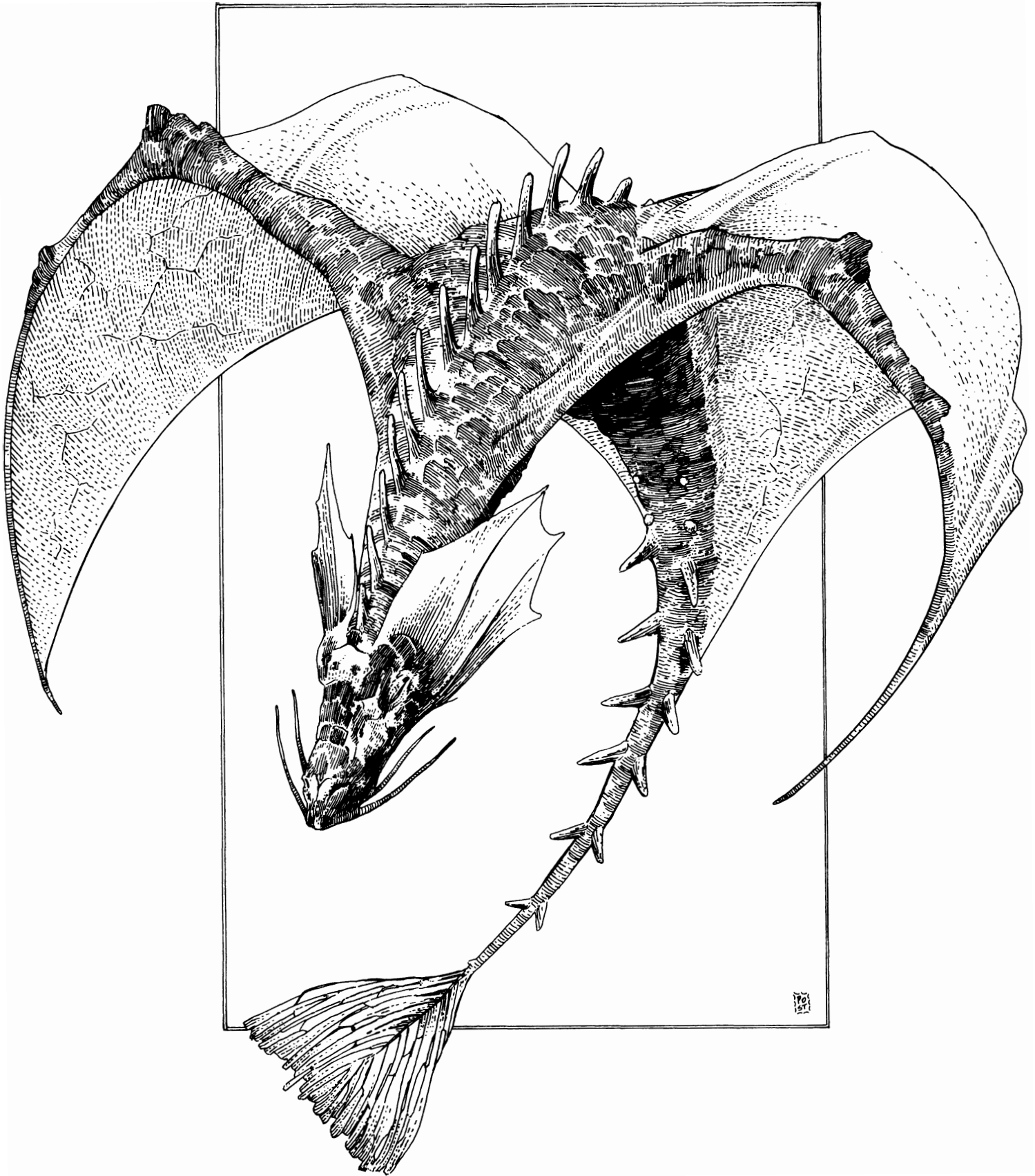
The creature known as the dragon ray is an elegant and graceful underwater being that resembles a serpentine dragon with leathery wings for arms. A bony ridge runs along the spine from the back of the head to the tip of the tail, and ends in a flat, spatula shaped fin. The underside of the tail is rimmed with a pair of similar bony protrusions which helps to dissuade giant predators from taking a bite of it.

Despite the name, the dragon ray is equally at home underwater, soaring in the air, and on dry land. The ray has adapted well to his Earth environment which is very similar to its homeworld. Dragon rays can be any alignment but the vast majority seem to be good or selfish. They are very inquisitive and social creatures, but tend to avoid others of their own kind — one rarely sees more than two or three at any given time.

However, they often join adventurers and like to congregate with scores of other beings. Some coastal towns and fishing villages have adopted them as members of their communities where the dragon ray usually becomes an active (and often beloved) member.

These gregarious creatures contribute to the community in whatever ways they can. This may entail delivering messages to ships at sea or neighboring villages, guiding ships through treacherous waters or fog, locating schools of fish, chasing away predators, flying high and ahead to watch for storms or pirates, assisting in rescue missions and searches, aiding in village defense, and most of all, telling stories.

Dragon rays seem to have an unlimited library of yarns about the sea, exotic underwater creatures, Whale Singers, the Lord of the Deep, their homeworld, legends, rumors, funny stories, and epic adventure. Some are humorous, some dramatic, but all are entertaining; though seldom very informative. Most dragon rays love to chat and tell stories so much that they will cheerfully do so at the drop of a hat. The slightest amount of encouragement can keep these affable creatures talking for hours. This can be a problem when they are supposed to be on guard duty or doing some other chore, because they are easily distracted and forgetful when in storyteller mode.



Many obviously exaggerate but spin such spellbinding yarns that nobody cares. Telling tall-tales for laughs and amusement is one thing, but those with selfish or evil alignments can turn into compulsive liars. The most cunning and foul-hearted are confidence artists, thieves and assassins who use their masterful story telling abilities to win people's trust, trick them, hurt them or to weasel out of trouble.

Evil dragon rays may conquer and rule a community through lies, treachery or fear. They may work alone, looking for power and/or wealth, or work with other brigands, such as pirates, unscrupulous salvager teams, mercenaries and monsters.

Dragon rays are not true dragons, but mega-damage creatures who may learn magic and possess psionic powers. On land they can "snake"

along the ground with relative ease, their wings folded and tucked behind them. Their wing-arms are surprisingly strong and articulated, with a single, pointed tip on each that can be used like a finger. This “fingers” can be used to operate computers (they love electronics and computers) and are also strong enough to enable the character to climb or perch on a branch. Underwater, the wings and tail are used to glide on the currents, swim and dive with the same grace as the manta-ray.

Note: The dragon ray can be any NPC, villain or optional player character — Game Master’s decision.

Alignment: Any, but most are scrupulous, unprincipled, or anarchist.

Attributes: I.Q. 3D6, M.E. 3D6+6, M.A. 4D6+6, P.S. 2D6+16, P.P. 3D6+6, P.E. 3D6+6, P.B. 3D6, Spd. on Ground: 2D6+12; Underwater: 2D6+30 (roughly 22 to 30 mph/35 to 48 kmph or 30 to 41 knots); Flying: 2D6+76. P.S. is considered to be supernatural.

Size: 16 to 20 feet (4.9 to 6.1 m) long from the snout to the tip of the tail, with a wingspan of 20 to 25 feet (6 to 7.6 m).

Weight: 600 to 900 lbs (270 to 405 kg).

Hit Points: Mega-damage creature.

M.D.C.: P.E. number x10 plus 2D6 points per level of experience.

Horror Factor: 9 when attacking or angry.

Natural Abilities: Swim 98%, fly, impervious to cold (no damage), prehensile tail, heals two times faster than humans and can regenerate lost fins, parts of the tail, and limbs within 3D4 weeks. Also see psionics and combat.

Depth Tolerance: 1 mile (1.6 km)

Sense Magnetic North: Same as the dolphin

Hold breath: Can hold his breath for 2D4x10 minutes.

Combat Attacks per Melee Round: Three physical or psionic attacks at level one, +1 at levels three, six, nine, twelve and fifteen!

Special moves include:

Tail Parry & Strike: +3 to parry and +2 to strike.

Mid-Air leap: 20 feet (6.1 m) +2 feet (0.6 m) per level of experience out of the water without actually flying. Counts as two melee actions.

Mid-Air Precision Leaping: 20 feet (6 m) +2 feet (0.6 m) per level of experience out of the water. Performed to startle or attack beings in vehicles flying close to the surface of the water, or to grab or knock an item out of a hand. Basically the same as the dolphin.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 12 or higher means success. A failed roll means the character couldn’t turn or stop in time and either shoots by or slams into something/somebody; does 4D6 impact damage to himself.

Speed Burst: Can swim or fly at double his normal speed for 1D4+1 minutes. This maneuver can be performed six times per hour before tiring the character too much to try it again. This move is performed for a quick dodge (+2 in addition to other bonuses), or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Tight circle/turn: Can make reasonably tight circles and turns in an area as small as 15 feet (4.6 m) in diameter.

Dive: Up to 3000 feet (914 m) at triple normal speed.

Damage:

Jab with wing-arm tips: 1D6 M.D.

Swat with arm & wings: 2D6 M.D.

Head Butt: 1D6 M.D.

Bite: 3D6 M.D.

Tail slap: 1D6 M.D.

Tail Strike: 3D6 M.D.

Tail Power Strike: 6D6 M.D., but counts as two attacks.

Bonuses: +3 to strike, +4 to parry, +5 to dodge, +1 to pull punch, +4 to roll with impact, a natural roll of 19 or 20 is a critical strike, +1 to save vs magic and poison, +2 to save vs disease, +3 to save vs horror factor. All are in addition to attribute or special combat maneuver bonuses.

Magic: About 7% of the dragon rays learn some form of magic, but most find the study of magic to be too demanding and time consuming to be fun, so they tend to avoid it.

Psionics: All dragon rays are major psionics. All have bio-regeneration (super), ectoplasm (which they use to form hands to manipulate objects, use weapons and operate machines), resist fatigue, mind block, total recall, speed reading, and two of choice from sensitive or physical.

I.S.P.: M.E. number plus 6D6 and 1D6+2 per level of experience.

Average Life Span: 900 years, but some have lived as long as 3000.

Slave Market Value: Valued by some alchemists and occasionally captured and sold as slaves or pets.



Habitat: They can live in the sea indefinitely like dolphins or on the land indefinitely, but most divide their time about 60/40 between the sea and the land. Consequently, they are most commonly found living along the coastlines of large, deep lakes, deep rivers, seas or oceans, or living on islands, in sea cliffs, on beaches or in coastal villages. Dragon rays can be found throughout the world.

Enemies: None per se.

Allies: None per se, although they like humans, surface and aquatic humanoid D-bees and most friendly, intelligent beings.

Dragon Ray R.C.C. Skills: The typical dragon ray has the skills presented here. Characters who select a magic O.C.C. use the skills and abilities of that O.C.C., but reduce the related O.C.C. skill selections by half and continue to use the Dragon Ray Experience Table.

Swim 98%

Advanced Fishing (+10%)

Language: Dragonese 94%

Language: Two of Choice (+30%)

Literacy: One of Choice (+20%)

Ocean Geographic Surveying (+20%)

Underwater Navigation (+15%)

Undersea Survival (+10%)

Lore: Monsters and Demons (+10%)

R.C.C. Related Skills: Select eight other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Any (+10%)

Domestic: Any (+10% to sing)

Electrical: Any (+5%)

Espionage: None

Mechanical: None

Medical: None

Military: None

Physical: Any, except boxing, wrestling and gymnastics.

Pilot: Only simple vessels like sailboats.

Pilot related: Any

Rogue: Any(+5% on computer hacking).

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character gets to select one additional skill from those listed above at levels one, three, five, eight, and eleven. These are additional areas of knowledge that do not get the advantage of any bonuses. All secondary skills start at the base skill level.

Standard Equipment: A belt and/or harness, backpack or 1D4 sacks, a hand-held computer, language translator, and a handful of personal items.

Money: None to start. Many don't really need or want money, but most do like jewelry, gems and magic items, and may accumulate a modest treasure trove. Evil and greedy dragon rays will hoard vast treasures of gems, jewelry, precious metals, magic and other items perceived to have value in the human world.

Cybernetics: None; avoid it.

Note: The dragon ray's favorite food is fish, squid, and crustaceans, but they can also eat vegetables, fowl and insects.

Giant Octopus

This is a real-life creature that lives in the deepest parts of the ocean. A sea predator, the creature rises into the upper strata of the ocean (and even to the surface) to hunt the abundant fish and other easy prey found there. As a measure of protection, the octopus often hunts during the night and twilight light hours. In turn, they are preyed upon by whales and aquatic D-bees. Most octopuses leave humanoids alone unless they are injured, cornered or feel threatened.

Alignment: Considered to be anarchist or evil predators.

Attributes of Note: I.Q. 1D6+4, M.E. 2D6+6, M.A. 2D6, P.S. 2D6+40, P.P. 2D6+12, P.E. 2D6+12, P.B. 1D6, Spd. swimming: 15 mph (24 kmph or 13 knots). Has supernatural strength.

Size: 50 to 60 feet (15.2 to 18.3 m) long.

Weight: One ton

Hit Points: Mega-damage.

M.D.C.: 2D4×10 plus P.E. number.

Horror Factor: 12

Natural Abilities: Swim 98%, climb 95% (sometimes climbs out of water or onto boats), prowl 70%, nightvision 3000 feet (914 m), keen color vision, impervious to cold (no damage), and bio-regeneration 5D6 M.D.C. per day and can regenerate lost body parts within 3D4 weeks.

Depth Tolerance: 3 miles (4.8 km)

Sense Magnetic North: Same as the dolphin.

Chemoreceptors in the mouth and tentacles enable the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 65%, track by taste: 55%; range: One mile (1.6 km).

Ink Cloud: Can spray a cloud of ink that covers a 60 foot (18.3 m) radius — dissipates in 3D4 minutes.

Breathing: Aquatic, cannot survive out of water for more than 2D4 hours.

Chameleon Color Change: Can instantly change color at will; primarily blotchy browns, tans, grays, white and grayish reds. Prowl becomes 90% when hiding.

Combat Attacks per Melee Round: Six.

Special moves include:

Quick Turns & Stops: Can stop on a dime even in the most violent storms.

Dive: Up to 3000 feet (914 m) at double normal speed.

Carry: 10 times its own weight.

Damage:

Bite: 4D6 M.D.

Punch with Tentacle: 4D6 M.D.

Power Punch with Tentacle: 1D6×10 M.D., but counts as two melee attacks.

Body Butt/Short Ram: 4D6 M.D.

Full Strength Ram (flying or swimming): 1D6×10 M.D., but counts as two melee actions.



Bonuses: +2 on initiative, +4 to strike, +5 to parry, +2 to dodge, +6 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None

Psionics: None

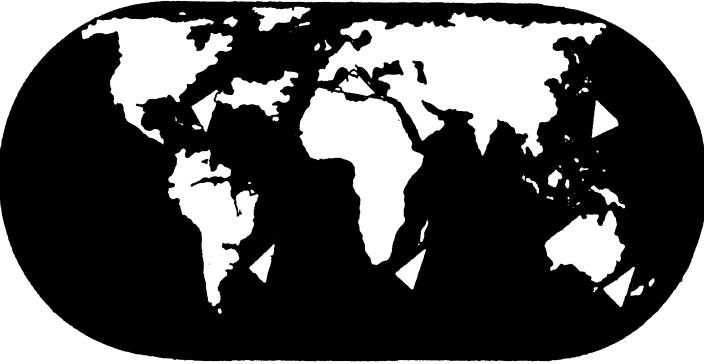
Average Life Span: 90 to 120 years.

Market Value: None

Habitat: The ocean floor around the world. Comparatively rare.

Enemies: Sperm whales and frightened humans.

Allies: None; lone hunters or mated pairs.



Giant Squid

The giant squid is a real-life monster of the deep. Even in pre-Rifts days, they measured 40 to 50 feet (12.2 to 15.2 m) long, with rumors of squids reaching up to 70 feet (21.3 m). Scientists knew relatively little about these giants other than that they fed on fish and in turn were eaten by sperm whales.

The giant squid feeds primarily on fish and crustaceans, but will consider any easy prey, including sick and injured sea mammals and turtles. With the proliferation of aquatic D-bees in the seas of the world, the giant squid has added humanoids to its diet. However, unless hungry, startled or antagonized, the giant squids will not *usually* attack humans. However, according to sea druids and Whale Singers, giant squid who have fed on humans or other humanoids can acquire a taste for them and become “man-eaters.” Some have even been known to crack open mini-submersibles to get at their favored prey. Man-eaters seem to be most common among giants over 50 feet (15.2 m) long.

Alignment: Considered to be anarchist or evil predators.

Attributes of Note: I.Q. 1D6+2, M.E. 2D6+6, M.A. 1D6, P.S. 2D6+30, P.P. 2D6+14, P.E. 2D6+20, P.B. 1D6, Spd. swimming: 25 mph (40 kmph or 21.5 knots). Has supernatural strength.

Size: 40 to 70 feet (12.2 to 21.3 m) long

Weight: One ton

Hit Points: Mega-damage

M.D.C.: 3D4×10 plus P.E. number.

Horror Factor: 13

Natural Abilities: Swim 98%, climb 85%, nightvision 3000 feet (914 m), keen color vision, see the invisible, impervious to cold (no damage), and bio-regeneration 1D4×10 per day and can regenerate lost body parts within 2D4 weeks.

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin.

Chemoreceptors in the mouth and tentacles enable the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 65%, track by taste: 55%; range: One mile (1.6 km).

Ink Cloud: Can spray a cloud of ink that covers a 60 foot (18.3 m) radius — dissipates in 3D4 minutes.

Breathing: Aquatic, cannot survive out of water for more than 2D4 hours.

Combat Attacks per Melee Round: Eight!

Special moves include:

Quick Turns & Stops: Can stop on a dime.

Speed Burst: Can swim at double its normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Dive: Up to 3000 feet (914 m) at double normal speed.

Damage:

Bite: 1D4×10 M.D.

Punch with Tentacle: 3D6 M.D.

Power Punch with Tentacle: 6D6 M.D., but counts as two melee attacks.

Body Butt/Short Ram: 3D6 M.D.

Full Strength Ram (flying or swimming): 1D6×10 M.D., but counts as two melee actions.

Bonuses: +4 on initiative, +6 to strike, +6 to parry, +2 to dodge, +1 to save vs magic, +8 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None

Psionics: None

Average Life Span: 80 to 120 years.

Market Value: None

Habitat: Oceans and seas around the world, but most commonly found in ocean depths and cold waters.

Enemies: Sperm whales.

Allies: None; lone hunters.

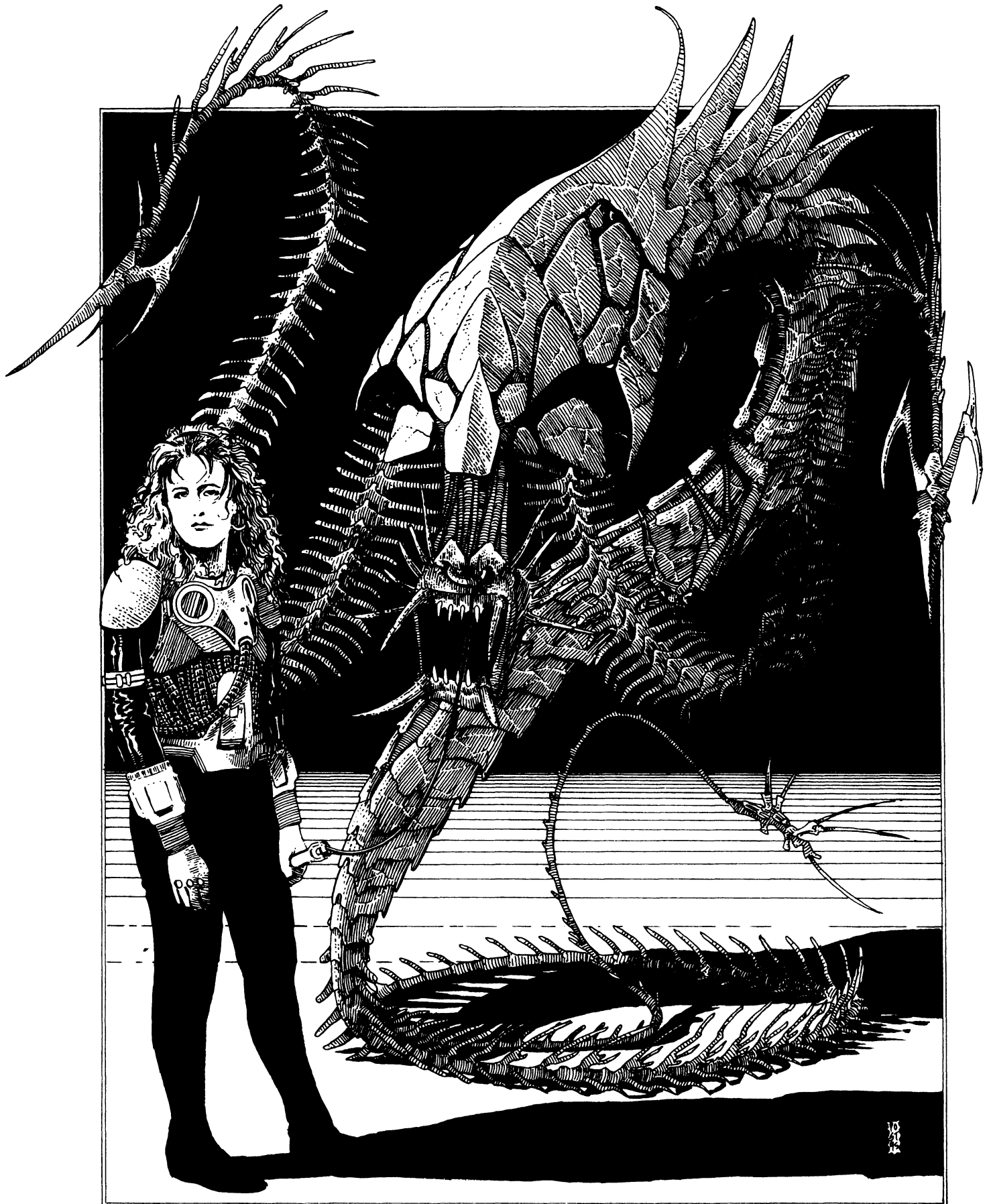
Lorica Wraith

The Lorica wraith is a frightening monster from the ocean planet Lorica. It resembles a collection of bones strung together like display skeletons found in museums. However, this monster is very much alive and dangerous. It has snaking, tentacle-like arms, covered with “V” shaped spikes which end with a three-pronged claw that it uses like a dagger. The claws are used to poke, stab and tear apart its prey. The tail is a similar looking appendage that is fully articulated and used like a third arm and hand. Its upper torso is bulky and covered with thick, mega-damage plates.

The mouth is large, with a bony outcropping that resembles a nose (it is not). Eight razor sharp teeth are used to bite and tear its food while a set of horns on the upper and lower parts of the mouth are used for gouging and tearing. A set of spines rim what can only be defined as its snout, to protect its long, flexible neck. The neck muscles look like a mass of man-made cables and enables the snout/mouth section to move from side to side, up and down, 180 degrees, to better strike at its prey. Thus, it might be thought of as a fourth, short tentacle that ends in a biting maw. A creature of the deep, the Lorica wraith has no eyes. It uses chemoreceptors, psionics and ultrasonic abilities similar to the dolphin.

Most consider it to be an animal predator like the shark, but while driven by a need to hunt and feed on living prey, it is intelligent, resourceful and diabolical. The monster most enjoys hunting humanoids and intelligent life forms because they represent the greatest challenge. It may even set traps, using treasure, sunken vessels and captives as bait. It delights in cat-and-mouse games and often targets the same ships, communities, and characters to prey upon or to match wits with. They also enjoy torture and often torment their injured or cornered prey before killing it.

The skeletal serpents frequently associate with other evil and demonic beings, including the Lord of the Deep, Splugorth, pirates, sorcerers, necromancers, demons and others, although they are likely to have their own secret agenda. The clever beasts sometimes pretend to be a pet or slave of a less powerful being, but this is likely to be a ruse. Erin Tam writes of one such encounter:



10/24

... a motley group of sailors entered the town with much fanfare. They claimed to have recently survived a journey through the Demon Sea and had established the Carnival of Deep Sea Wonders. We were only a few hundred miles from the Atlantic ocean, but I doubt any of these simple farmers had ventured to that dangerous coastline. Carts and hover trucks blaring music entered the town. Members of the town militia tried to stop the cavalcade at the edge of town but the parade pushed through them. I believe the authorities suspected, as we did, that these brigands were pirates or, at best, confidence men, which meant their presence could only lead to trouble. We stepped back into the shadows to watch from a distance. My companions gathered our gear and Sir Thorpe checked his weapons.

The poorly painted coverings of these trucks proclaimed to contain all manner of exotic animals and exhibits within their covered trailers. The parade stopped at the town square. A voice announced over a loud-speaker that the entire town was invited to see the "Wonders of the Ocean." Children were drawn to them like a magnet, running with wild abandon to get a glimpse at the promised "wonders" — their parents chasing behind them. The gathering crowd drew a single breath and stepped back as a young woman led a giant animated skeleton on a thread of leash, connected to a golden ring in its nose. The light of the setting sun danced across the nose ring with every gesture the monster made.

I only half heard the announcer describing the "thing" as a "Lorica Wraith," with a brief monologue about how deadly it was. I found myself studying the creature as it swayed with the music. It struck me that the beast looked almost content and confident ... too much so to be a slave. Sir Thorpe broke my gaze by grabbing my shoulder and pointing. Members of the carnival had already positioned themselves around the crowd. All had weapons, some in hand. "Slavers," whispered Sir Thorpe, my cyber-knight companion, and punctuated his word with the click of his weapon.

As if on cue, the voice on the loudspeaker began to issue instructions to the crowd. They were told nobody would be hurt if they surrendered without a fight. A second later gunfire and screams filled the air, thundering over the cheerful carnival music. The horrible creature, identified as a Lorica Wraith, now seemed to be directing the activity of the pirate-slavers like the demonic conductor of a macabre orchestra. Music still dribbled over the loudspeakers, although it could barely be heard above the commotion. A group of militia men in the crowd near the Lorica wraith drew their weapons and vaporized a pirate molesting a young maiden. Before any of us knew what happened, blood was flying! I looked up in time to see the wraith rip a man in half with the slice of one of its trident-like claws. A second man was impaled as the monster's right tentacle punched through both him and his light mega-damage armor. The mouth, suspended on a tentacle-like neck of its own, whipped around like a snake, snapping at two people who managed to evade it. The tail lashed out like a living whip to snare the throat of the other militia man in a strangle hold. The girl who held its leash only moments ago, crouched and exchanged fire with those who dared to resist their raid. The Lorica wraith now swayed to a dance of death, its limbs whipping and flailing with astonishing speed and accuracy. Although pelted by gunfire, the blasts seemed to have no effect, bouncing off its thick bone plates.

Sir Thorpe sniped at a pair of slavers, dropping them both with expertly aimed shots and giving a family a chance to escape. To my horror, I glanced back at the monster to see it shriek and point at our location. A quartet of henchmen trained their weapons at us, but before they could fire, they were engulfed in a rain of hot metal. Even the Lorica wraith recoiled this time in obvious surprise and pain. A squadron of SAMAS streaked out of the sky, weapons blazing. Behind them came a pair of sky-cycles. Within minutes, Coalition soldiers and skeletons had overwhelmed the pirates and were locked in brutal combat with the monster. Overwhelmed by sheer weight of numbers and firepower, the beast perished, but the battle lasted long enough for three soldiers to die at its hands.

I later learned, that a troop transport was on its way back to Chi-Town from combat maneuvers, when they noticed a commotion and came to investigate. This was not the first time, nor the last, that the Coalition would inadvertently rescue me from almost certain death. We slipped away into the woods without further incident.

From the diaries of Erin Tarn, circa 98 P.A.

Note: The Lorica wraith is an evil NPC monster and is not available as a player character.

Alignment: Evil only.

Attributes: I.Q. 3D6, M.E. 3D6+6, M.A. 1D6, P.S. 1D6+30, P.P. 3D6+6, P.E. 3D6+10, P.B. 1D4, Spd. Ground: 3D6+12; Underwater: 2D6+30 (roughly 22 to 30 mph/35 to 48 kmph or 30 to 41 knots); cannot fly; considered to be a supernatural monster.

Size: 36 to 40 feet (11 to 12.2 m) long from the snout to the tip of the tail. Each tentacle arm has a length/reach of 15 to 20 feet (4.6 to 6.1 m). The snout has a four foot (1.2 m) reach from the trunk of its body, and the tail approximately 20 to 30 feet (6.1 to 9.1 m).

Weight: 2.5 tons

Hit Points: Mega-damage supernatural creature.

M.D.C.: P.E. number +4D6×100!

Horror Factor: 16

Natural Abilities: Swim 98%, impervious to cold and disease (no damage), impervious to depth pressure, prehensile tail and tentacles, bio-regeneration 1D4×10 per minute, and can regenerate lost appendages within 1D4 weeks. Also see psionics and combat.

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin

Sonic Echo-Location: Same as the dolphin.

Ultrasonic Probe: Same as the dolphin.

Chemoreceptors in the mouth enables the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 80%, track by taste: 78%; range: One mile (1.6 km).

Speech: The Lorica wraith can learn to speak in a similar way as the dolphin, except it has a hoarse, rasping voice befitting of a wraith.

Breathe Underwater & Survive Out of Water (special): The Lorica wraith is a supernatural deep-sea creature that can breathe without water or in a vacuum. It can survive on dry land or in a vacuum for 2D6 days without ill-effect, but it is a creature of the sea, so after that time it begins to weaken. Reduce M.D.C. by 100 points per day when the creature cannot completely soak its body in water for at least two hours per day. This damage cannot be regenerated without water (can regenerate 100 M.D.C. per each two hours of soaking. Also reduce speed and all combat abilities by half, until fully recovered). When all M.D.C. are gone, it dies.

Combat Attacks per Melee Round: Supernatural: Seven

Special moves include:

Automatic Dodge: Can dodge without using up a melee action.

Tail Parry & Strike: +2 to parry and +3 to strike.

Mid-Air leap: 20 feet (6.1 m) out of the water. Counts as two melee actions.

Mid-Air Precision Leaping: 20 feet (6.1 m); performed to startle or attack beings or vehicles flying close to the surface of the water, or to grab or knock an item out of a hand. Basically the same as the dolphin.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 12 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 4D6 impact damage to himself.

Speed Burst: Can swim at double his normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses), or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Tight circle/turn: Can make reasonably tight circles and turns in an area as small as 15 feet (4.6 m) in diameter.

Dive: Up to 3000 feet (914 m) at triple normal speed.

Damage:

Blunt Strike with Tentacles or Tail: 5D6 M.D.

Stabbing or Cutting Strike with Tentacles: 6D6 M.D.

Stabbing or Cutting Power Strike with Tentacles: 1D6×10 M.D., but counts as two melee attacks.

Stabbing or Cutting Strike with Tail: 1D4×10 M.D.

Body Butt/Short Ram: 5D6 M.D.

Bite: 5D6 M.D.

Bonuses: +3 on initiative, +6 to strike, +9 to parry, +3 to dodge (automatic), +2 to pull punch, +2 to roll with impact, a natural roll of 19 or 20 is a critical strike, +1 to save vs psionic attack and illusions, +2 to save vs magic, +8 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: P.P.E.: P.E. ×5. Possesses the dolphin ley line abilities:

1. **Ley Line Charged:** Same as the dolphin.

2. **Ley Line Energy Blast:** Same as the dolphin.

3. **Ley Line Speed Doubler:** Same as the dolphin.

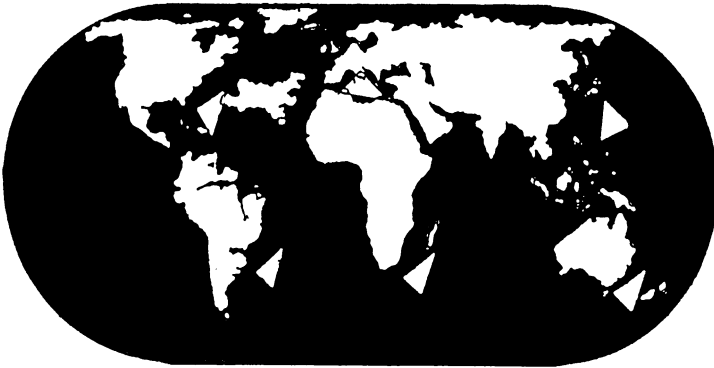
4. **Sense Ley Line and Magic Energy:** Same as the ley line walker.

5. **Read Ley Lines:** Same as the ley line walker.

Psionics: All Lorica wraiths are considered master psionics with the following abilities: Telepathy, presence sense, object read, sense evil, sense magic, detect psionics, deaden pain, psychic surgery (used to torture), one super-psionic power of choice. **I.S.P.:** M.E. number plus 6D6, and 1D6+2 per level of experience.

Average Life Span: 6000+ years.

Slave Market Value: 50,000+ credits in good condition. Valued by some alchemists for its teeth, bones and internal organs; its bony armor can be used to make M.D.C. armor and its claws can be turned into mega-damage weapons (1D6 per blade, 3D6 for a triple claw), and is occasionally captured and sold as slaves or gladiatorial warriors.



Habitat: They can live in the sea indefinitely and are found around the world.

Enemies: A cruel monster without regard for others. Most surface dwellers and aquatic people will attack it on sight.

Allies: May ally itself with other black-hearted fiends, like the Stidjron, but often hunts alone or in pairs.

R.C.C. Skills of Note: Swim 98%, language: Demongogian 98%, language of choice 80%, underwater navigation (90%), lore: monsters and demons 80%, and lore: magic.

Standard Equipment: May keep the bones, skulls and select items (especially magic) of its victims as part of its treasure or as mementos.

Money: Don't really need or want money, but most will collect a treasure with weapons, jewelry, gems and magic items. They also use parts of their treasures to set traps.

Cybernetics: None; not possible.

Picasso Magic Fish



It is unknown whether the Picasso magic fish is a mutant or from another dimension. The fish absorbs and feeds on ley line energy and carries it with him. Right after feeding, the ley line energy causes the fish to light up like a multi-colored neon light bulb. When lit up, they can hold as much as 24 points of P.P.E. (4D6), but burn up one point every 15 minutes as they digest the energy. While filled with mystic energy, the fish can create an illusion that makes it appear to be five times larger than it really is, have 1D4 additional heads and fins, and to be a flat, one-dimensional image like a Picasso painting, hence its name. This is done to frighten away predators. In reality, it is a small, gold colored fish with pale blue eyes and measures about two feet (0.6 m) in length.

Also while energized, the fish can bio-regenerate, turn invisible at will (invisibility lasts for 1D4 melee rounds), swim at double its normal speed, +3 to save vs magic, and becomes a mega-damage creature (2D6 M.D.C.).

Alchemists and bio-wizards use the fish as living P.P.E. batteries, as well as use their eyes and blood for various concoctions. Techno-wizards and bio-wizards sometimes use Picasso fish in magic devices, including liquid light bulbs and P.P.E. batteries. Furthermore, a tank full of fish recently taken to a ley line will absorb and contain ley line energy that the sorcerer can tap into for blood sacrifices.

Eating them is not recommended. They taste absolutely terrible and creatures of magic, including wizards, will feel ill and temporarily lose 1D6 P.P.E. per mouthful (recovers as normal).

Alignment: Animal, effectively an anarchist.

Attributes of Note: Spd. Underwater 20 mph (32 kmph).

Size: Two feet (0.6 m) long.

Weight: 10 lbs (4.5 kg).

Hit Points: 5D6 — becomes a mega-damage creature only when charged with P.P.E.: 2D6 M.D.C.

Horror Factor: None

Natural Abilities: Swim 98%, impervious to cold (no damage).

Depth Tolerance: One mile (1.6 km)

Chemoreceptors in the mouth enables the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 86%, track by taste: 88%; range: Two miles (3.2 km).

Gills: Cannot breathe air. Dies in 3D6×10 minutes out of water.

Combat Attacks per Melee Round: One

Special moves include:

Automatic Dodge: Can dodge without using up a melee action.

Mid-Air leap: 6 feet (1.8 m) out of the water. Counts as one melee action.

Quick Turns & Stops: Automatic.

Speed Burst: Can swim at double his normal speed for one minute.

Damage: Bite: 1D4 S.D.C.

Bonuses: +1 on initiative, +2 to strike, +5 to dodge.

Magic: See description above about P.P.E. absorption and powers.

Psionics: None

Average Life Span: 20 years.

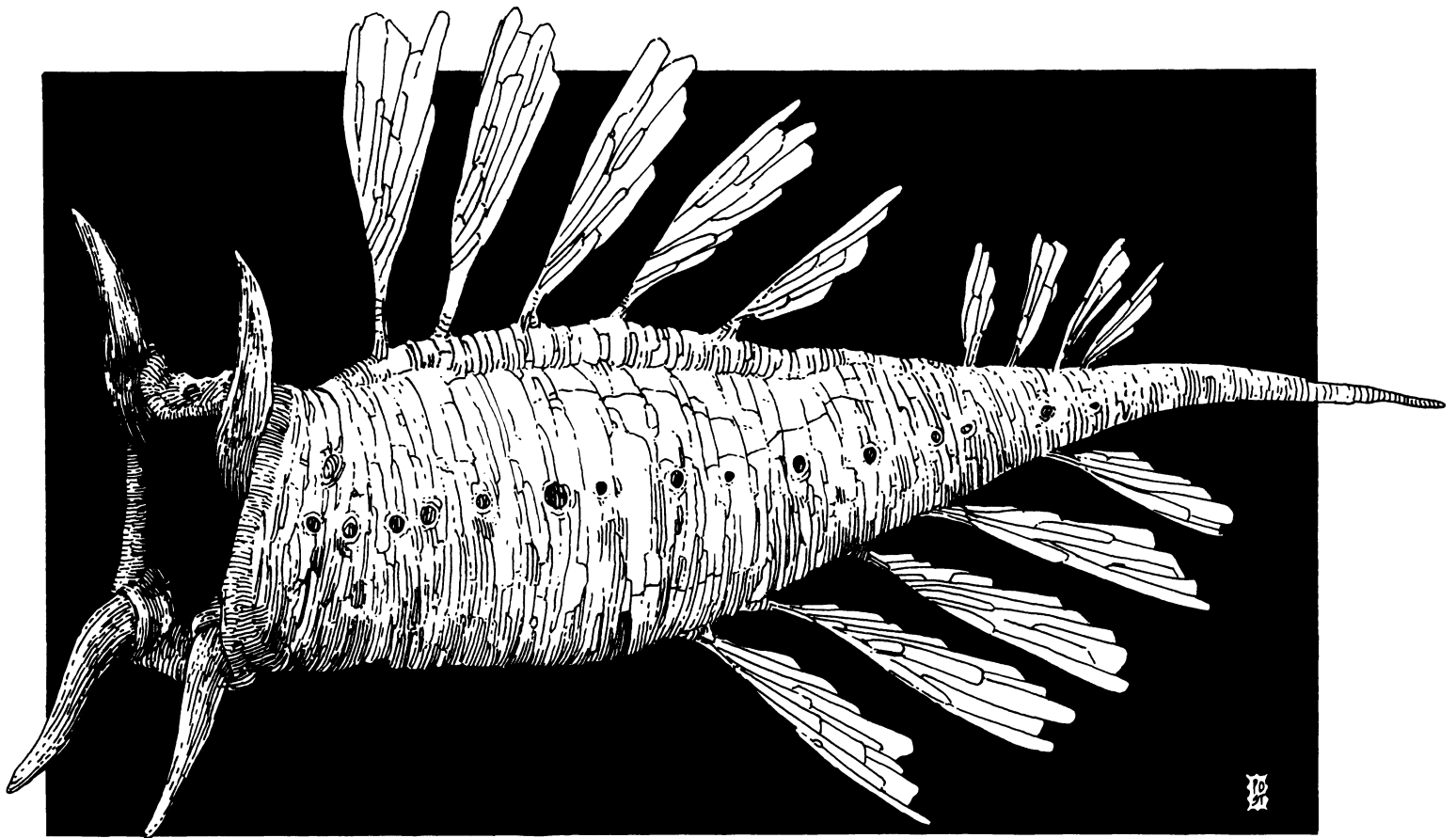
Market Value: 50,000 credits per fish to alchemists and bio-wizards, but is very rare and difficult to catch, especially when charged with magic energy.

Habitat: Near ley lines in oceans and seas around the world.

Enemies: Natural predators and humanoids.

Allies: None





Sea Maw aka Gulper

The sea maw is not a fearsome predator, but is still a dangerous deep-sea monster from another dimension. It finds shelter in the deepest ocean depths, but comes to the higher strata in search of food. As its “gulper” nickname might suggest, this giant creature “gulps” down its prey in one or two bites, usually whole. It is a stupid beast that has been known to attack anything that comes too close to its mouth: fish (large and small), giant squid, dolphins, porpoises, seals, floating debris, corpses, garbage, clumps of seaweed, skin divers, power armored divers and even mini-sub! Once swallowed, its prey is engulfed in powerful stomach acids. There have been a number of reports of explorers in power armor blasting their way out of the stomach and escaping! However, even power armor will be slowly eroded (about 1D6 M.D. a minute) by this incredible digestive system and it takes a minimum of 90 M.D. to punch a man-sized hole in the gullet to escape. If the character doesn’t act quickly, the wound will heal shut in 1D4 melee rounds.

The sea maw has no eyes in its head, but has 12 to 20 “eyes” running along each side of its body. These eyes are near-sighted, seeing only about 200 feet (61 m), and can only distinguish shadowy shapes, light and movement. However, they can see in complete darkness. It also has chemoreceptors in its huge mouth to locate potential food. When prey is seen, or “smelled/tasted” via chemoreceptors, the monstrosity lunges toward it and swallows. It is because of its poor senses and voracious appetite that the dumb animal may gobble up torpedoes, depth charges, floating debris and small submarines by mistake. It is often attracted by lights on vehicles and some suits of armor, which it can see from up to 2000 feet (610 m) away.

The sea maw is not particularly aggressive, but can be very persistent. Mini-sub and divers on sea scooters have been reported being chased for as long as three hours, until some other prey catches the monster’s attention or it finally gives up. Sailors have seen these behemoths stranding themselves on reefs, rocks or beaches when they chase

small prey into shallow water. They have rammed boats and been seen lunging out of the water in pursuit of leaping dolphins!

A gulper can wreak havoc to a fishing village, destroying nets, damaging boats and eating all the fish; not to mention an occasional fisherman.

Note: The sea maw is a dull-witted animal.

Alignment: Effectively anarchist or evil; a predator.

Attributes: I.Q. 1D6 (low animal), M.E. 1D6, M.A. 1D6, P.S. 1D6+60, P.P. 1D6+12, P.E. 1D6+20, P.B. 1D4, Spd. Underwater/swimming: 1D6+12 (roughly 9 mph/14 kmph or 7.7 knots); cannot fly or function on dry land. Considered to have supernatural strength and endurance.

Size: 70 to 100 feet (21.3 to 30.5 m) long from the snout to the tip of the tail. The mouth is approximately 20 to 30 feet (6.1 to 9.1 m) in diameter!

Weight: 80 tons or more.

Hit Points: Mega-damage creature

M.D.C.: P.E. number x1000! Each fin is approx. 70 M.D.C.

Horror Factor: 10 when attacking.

Natural Abilities: Swim 98%, impervious to cold (no damage), impervious to disease and poisons, impervious to depth pressure, bio-regeneration 1D4x10 per melee round, and can regenerate lost appendages within 1D4 weeks.

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin.

Chemoreceptors in the mouth enables the character to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 60%, track by taste: 46%; range: One mile (1.6 km).

Gills: Can breath air for only 30 minutes before dying.

Combat Attacks per Melee Round: Three

Special moves include:

Automatic Dodge: Can dodge without using up a melee action.

Tail Parry & Strike: +2 to parry and +3 to strike.

Mid-Air leap: 20 feet (6.1 m) out of the water. Counts as two melee actions.

Mid-Air Precision Leaping: 20 feet (6.1 m); basically the same as the dolphin. Counts as two melee actions.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 18 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoot by or slams into something/somebody; does 1D6×10 impact damage to himself and to whatever it hit.

Speed Burst: Can swim at double his normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses), or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Dive: Up to 5000 feet (1524 m) at triple normal speed.

Damage:

Bite: 1D6×10 M.D.; snapped by the outer edge of the maw.

Swat with Tail: 1D4×10 M.D.

Body Butt/Short Ram: 1D4×10 M.D.

Full Strength Ram: 2D6×10 M.D., but counts as two melee actions.

Swallowed Whole! Prey up to 20 feet long (6.1 m) is swallowed whole and lands inside the beast's stomach. Digestive acids inflict 2D6 M.D. per minute to mega-damage metal or M.D. skin (like dragons); 2D6×10 S.D.C. to flesh and materials.

Bonuses: +2 to strike, +1 to or dodge (no parry bonus), +3 to roll with impact, +2 to save vs magic and mind control, +8 to save vs horror factor (too blind and stupid). All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None

Psionics: None

Average Life Span: 1000+ years.

Market Value: 150,000+ credits alive or recently slain at Atlantis and a few other ocean communities. This whale of a D-bee monster tastes delicious and Splugorthian alchemists have recently developed a way to treat and turn its skin into mega-damage leather armor and wetsuits (60 M.D.C. for human-sized characters, but blunt, explosive, and impact attacks still inflict half damage to the person inside the suit). Without the special treatment the skin quickly rots.

Habitat: Oceans and seas round the world.

Enemies: None per se. although some pirates, whalers and minions of Splugorth have taken to hunting them.

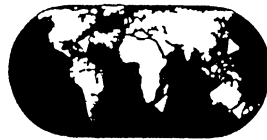
Allies: None per se.

R.C.C. Skills of Note: None

Standard Equipment: None

Money: None

Cybernetics: None; not possible.



Sharks

There are over 340 different species of shark, ranging from those no larger than a human hand to giants up to 60 feet (18.3 m) long! Most sharks have a gestation period of 7 to 9 months and give birth to one to four *live* young (small species may give birth to up to 100 young).

Sharks are unique fish with flexible spines and cartilage and can bend in a complete "U" shape to turn in small areas, or to make quick turns to attack prey. The tiger shark and great white shark are the two largest and most aggressive of Earth sharks. Both tend to be lone hunters. The great white may hunt in small groups of 1D4 while the tiger may hunt in slightly larger groups of 2D4. Other, smaller sharks are also likely to be in the area.

Basic senses and bonuses of the typical shark: Taste blood up to two miles (16 km) away. Track the blood scent/trail to its source 80%. See and follow electrical impulses and energy released by the earth (electromagnetic), machines, electrical cable/conduit, and muscle movement (no blindness penalty to strike, parry or dodge even in ab-

solute darkness; range 200 feet/61 m plus 10 feet/3.0 m per level of experience). Nightvision 500 feet (152 m), +1 to save vs horror factor and +1 on initiative. All abilities are applicable only when underwater!

Penalties: The primitive, predatory senses of the shark sends it into a feeding and killing frenzy from the taste of blood (automatically tastes any blood in the water). Roll to determine (or maintain) a feeding/fighting frenzy for every minute of exposure to blood. The odds of falling into such a frenzy are 1-15% from small amounts of blood, 1-45% from large amounts of blood, and 1-80% if engulfed/bathed in blood. When in a frenzy, the shark will not retreat even against overwhelming odds and will attack, bite and feed until it has its fill of food or is slain.

Great White Shark

Alignment: Considered to be anarchist or evil predators.

Attributes of Note: I.Q. 1D6+1, P.S. 2D6+30, P.P. 1D6+16, P.E. 2D6+20, Spd. swimming: 10 mph (16 kmph or 8.6 knots), but typically cruises at a leisurely one or two miles per hour (1.6 or 3.2 km).

Size (average): 20 to 40 feet (6.1 to 12.2 m) long; some ancient ones and mutants can reach up to 70 feet (21.3 m).

Weight: 2-4 tons

Hit Points & S.D.C. (typical): 1D6×100 total points.

M.D.C.: Some ancient sharks and mutants can have 1D6×10 M.D.C.

Horror Factor: 14

Natural Abilities: Swim 98%, fair vision, impervious to cold (no damage) and nightvision 3000 feet (914 m); can see and follow electrical impulses and energy released by the earth (electro-magnetic), machines, electrical cable/conduit, and muscle movement — no blindness penalty to strike, parry or dodge even in absolute darkness; range 3000 feet (914 m).

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin.

Chemoreceptors/Blood Scent: Can taste blood up to two miles (3.2 km) away, track the blood scent/trail to its source 80% and recognize other chemicals at 60%.

Sense Magnetic North: Same as the dolphin.

Electromagnetic Sensitivity: Basically the same as the dolphin but with 30% greater range.

Ultrasonic Probe: Basically the same as the dolphin, with a base skill of 60%.

Breathing: Aquatic, cannot survive out of water for more than 2D4×10 minutes.

Special moves include:

Quick Turns & Stops: Can stop on a dime.

Speed Burst: Can swim at double its normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Tight circle/turn: Tight circles and turns in an area as small as 15 feet (4.6 m) in diameter.

Dive: Up to 3000 feet (914 m) at double normal speed.

Combat Attacks per Melee Round: Three

Combat Maneuvers & Damage:

Bite: 2D6 S.D.C. points from a nip or 6D6 S.D.C. from a full strength bite. Some ancient ones do 2D6 M.D. while some mutants inflict 5D6 M.D.!

Body Butt/Short Ram: 1D6 S.D.C. damage.

Tail slap: 3D6 S.D.C. damage. Some ancient ones do 1D6 M.D. while some mutants inflict 2D6 M.D.

Bonuses: +3 on initiative, +4 to strike, +2 to dodge, +3 to save vs poison and disease, +10 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None

Psionics: None

Average Life Span: 150 to 300 years.

Market Value: None per se.

Habitat: Oceans and seas around the world, but most commonly found in the Pacific Ocean, especially off the coasts of California, Australia and Japan.

Enemies: None per se.

Allies: None; solitary hunters.

Tiger Shark

Alignment: Considered to be anarchist or evil predators.

Attributes of Note: I.Q. 1D6+2, P.S. 2D6+20, P.P. 1D6+16, P.E. 2D6+20, Spd. swimming: 20 mph (32 kmph or 17.2 knots), but typically cruises at a leisurely one or two miles per hour (1.6 or 3.2 kmph).

Size (average): 12 to 20 feet (3.6 to 6.1 m) long; some ancient ones and mutants can reach up to 40 feet (12.2 m).

Weight: 1-2 tons

Hit Points & S.D.C. (typical): 1D4×100 total points.

M.D.C.: Some ancient sharks and mutants can have 1D4×10 M.D.C.

Horror Factor: 12

Natural Abilities: Swim 98%, nightvision 1000 feet (305 m), fair vision, resistant to cold (half damage). The shark can also see and follow electrical impulses and energy released by the earth (electro-magnetic), machines, electrical cable/conduit, and muscle movement — no blindness penalty to strike, parry or dodge even in absolute darkness; range 1000 feet (305 m).

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin.

Chemoreceptors/Blood Scent: Can taste blood up to two miles (3.2 km) away, track the blood scent/trail to its source 80% and recognize other chemicals at 60%.

Sense Magnetic North: Same as the dolphin.

Electromagnetic Sensitivity: Basically the same as the dolphin.

Ultrasonic Probe: Basically the same as the dolphin, with a base skill of 55%.

Breathing: Aquatic, cannot survive out of water for more than 2D4×10 minutes.

Special moves include:

Quick Turns & Stops: Can stop on a dime.

Speed Burst: Can swim at double its normal speed for one minute. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses), or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Tight circle/turn: Tight circles and turns in an area as small as 15 feet (4.6 m) in diameter.

Dive: Up to 1000 feet (305 m) at double normal speed.

Combat Attacks per Melee Round:

Combat Maneuvers & Damage:

Bite: 1D6 S.D.C. points from a nip or 4D6 S.D.C. from a full strength bite. Some ancient ones do 1D6 M.D. while some mutants inflict 4D6 M.D.!

Body Butt/Short Ram: 1D6 S.D.C. damage.

Tail slap: 2D6 S.D.C. damage. Some ancient ones do 1D6 M.D. while some mutants inflict 2D6 M.D.

Bonuses: +4 on initiative, +4 to strike, +2 to dodge, +8 to save vs poison and disease, +10 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None

Psionics: None

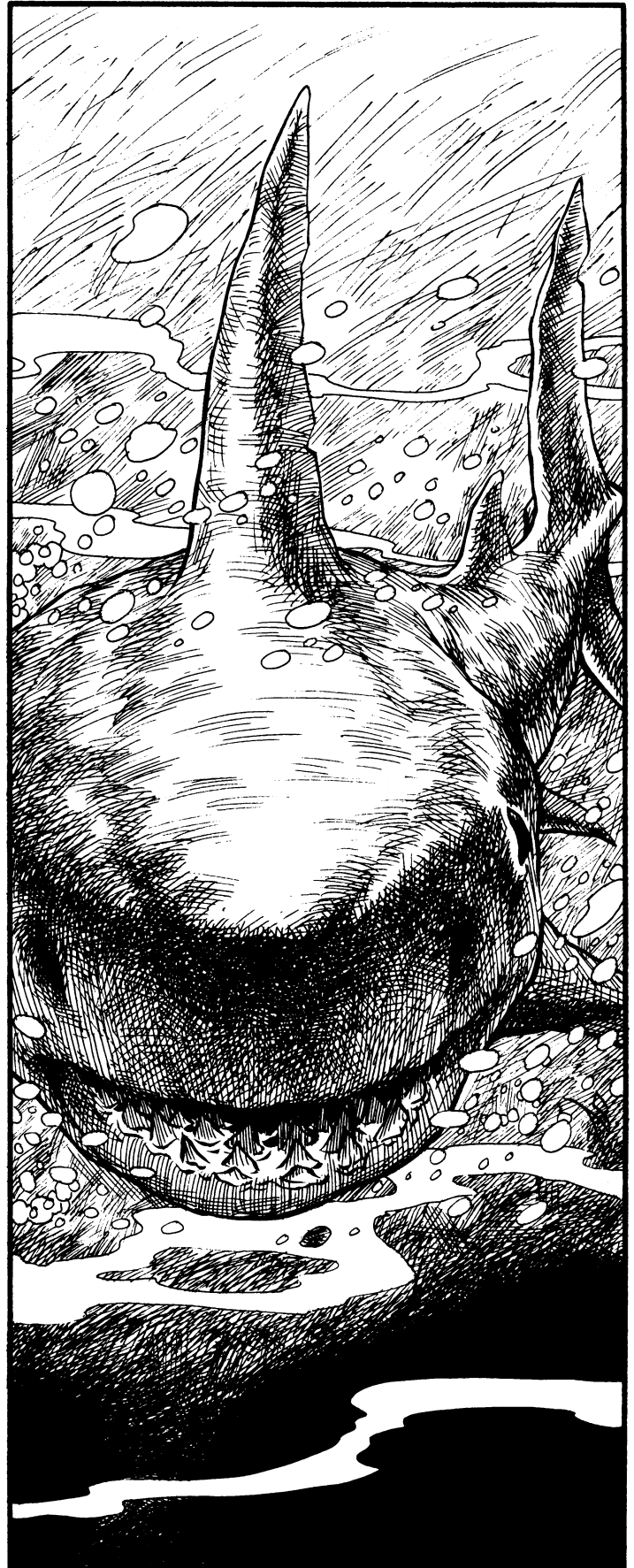
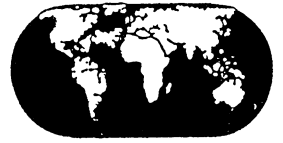
Average Life Span: 100 to 200 years.

Market Value: None per se.

Habitat: Oceans and seas around the world, preferring warm waters. Most commonly found in the Pacific Ocean, especially off the coasts of California, the Caribbean, Australia and Philippines.

Enemies: None per se.

Allies: None; solitary hunters or small groups.



Shadow Sharks

These vicious predators are actually supernatural creatures that resemble tiger sharks, only they are dark grey in color, twice as big and can disappear in shadows! The creature actually becomes invisible in shadows and is virtually invisible in the darkness of the abyss! Light of any kind will expose them, but they are extremely fast and cunning. Unlike regular sharks, these shadow beings typically hunt in pairs or in groups of four. They prey on sea mammals and humanoids of all kinds; dolphins, killer whales, humans, Lemurians, Whale Singers, and Rurlel eel people seem to be their favorites.

Alignment: Evil, supernatural predators.

Attributes of Note: I.Q. 1D6+6, P.S. 2D6+30, P.P. 1D6+16, P.E. 2D6+20, Spd. swimming: 40 mph (64 kmph or 34.4 knots), but typically cruises at a leisurely one or two miles per hour (1.6 or 3.2 kmph).

Size (average): 40 feet (12.2 m) long.

Weight: 3 tons

Hit Points: Mega-damage creature.

M.D.C.: 4D6×10 M.D.C.

Horror Factor: 16

Natural Abilities: Swim 98%, nightvision 3000 feet (914 m), fair vision, impervious to cold (no damage), turns invisible in shadow. Bio-regenerates 3D6 M.D. per melee round and can speak!

Depth Tolerance: Unlimited

Chemoreceptors/Blood Scent: Can taste blood up to two miles (3.2 km) away, track the blood scent/trail to its source 80% and recognize other chemicals at 60%.

Electromagnetic Sensitivity: Basically the same as the dolphin but with 30% greater range.

Breathing: Aquatic, cannot survive out of water for more than 2D4×10 minutes, half that time in sunlight.

Vulnerabilities: Sunlight blinds it and hurts (reduce combat bonuses by half). Fire, lasers, and plasma do double damage; magic and magic weapons do full damage.

Special moves include:

Quick Turns & Stops: Can stop on a dime.

Speed Burst: Can swim at double its normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Tight circle/turn: Tight circles and turns in an area as small as 15 feet (4.6 m) in diameter.

Dive: Up to 3000 feet (914 m) at double normal speed.

Combat Attacks per Melee Round: Four hand to hand or two by magic.

Combat Maneuvers & Damage:

Bite: 5D6 M.D.

Body Butt/Short Ram: 2D6 M.D.

Full speed ram: 6D6 M.D., but counts as two melee actions.

Tail slap: 3D6 M.D.

Bonuses: +2 on initiative, +3 to strike, +4 to dodge, +2 to save vs poison and disease, +8 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: This supernatural monster has 5D6×10 P.P.E. and the following *ocean magic* spells: Black water, change current, sonic blast, water pulse, tongues and 1D4 of choice.

Psionics: None

Average Life Span: Immortal

Market Value: None per se.

Habitat: Oceans and seas around the world.

Enemies: None per se.

Allies: Other shadow sharks and creatures of evil, including the Lord of the Deep, demons and Stidjron.



Storm Riders

aka Ley Line Beasts

The storm rider or ley line beast is most commonly encountered at or near ley lines, magic triangles and dead pools, but they can be found anywhere in the world, including freshwater rivers, lakes and swamps. They are murderous supernatural monsters who feed on the P.P.E. energy of living beings and who enjoy inflicting terror and pain.

They derive their name from the fact that they are known only to appear during ley line storms at sea. 1D4 storm riders pop in every 10 minutes of the typical storm and draw on its energy (double their normal M.D.C., damage and magic capabilities). Half of those who “pop in” during the storm vanish when the storm subsides. Those who remain swim away to reap mayhem both on the surface and underwater. The biggest, most powerful ley line storms in the Demon Sea and at other magic triangles, may see as many as 3D4 storm riders appear every 10 minutes. These creatures have also appeared during ley line storms over *Lake Michigan*, which is believed to be the sight of a mini-triangle. The lake is also as big and deep as some seas so it is possible. Once in the lake, the storm riders can reach any of the Great Lakes or smaller lakes through connecting rivers.

Most scholars insist that ley line storms must create a link to the beast’s home dimension which hurls them from one plane of existence to another. These creatures have never appeared through a dimensional Rift or at a nexus. Nor can they be summoned through a Rift. To add to the mystery, even the most knowledgeable travelers of the Megaverse have no idea where the homeworld, or even home dimension of the storm riders might be. No demon or dark god claims them as their minions and no history of them as a race can be found. If the storm riders know the answers to these questions, they aren’t saying, and they are impervious to psionic probes. Sea druids believe they are creatures of magic born in the chaos and carnage of the ley line storm itself and a physical manifestation of destructive magical energy. A tiny handful of mystics on a distant world known as Palladium, warn that the storm riders are the living nightmares of the *Old Ones*.

These supernatural horrors are not satisfied with killing to feed, they crave torture and destruction. During ley line storms, they leap into the wind to ride the fury of the storm on a rampage of destruction. When the storm is over, they go to spread terror and death wherever they travel. Although seemingly the embodiment of chaos and primal instincts, they are instilled with an intelligence that makes them cunning and patient. Many will wait and plot before launching a campaign of destruction or stepping out of the shadows to kill. However, they do not work well with others, seldom have minions, and are feeble at manipulating others. Instead, they strike like thieves in the night, waiting for the right moment to attack and inflict the greatest pain, or cause the greatest amount of destruction. Like a storm, they may appear during another moment of catastrophe to add to the chaos and death. Some become serial killers who play a deadly game with the authorities and terrorize a community. Others simply blow through a town like a tornado, barely pausing but striking at all in their path.

Note: The ley line beast has a human intelligence, but is also a supernatural creature of instinct. They live to create terror and to kill and destroy — drawing life from those they slay.

Alignment: Always miscreant or diabolic.

Attributes: I.Q. 2D6+6, M.E. 2D6+6, M.A. 1D6, P.S. 2D6+12, P.P. 2D6+12, P.E. 2D6+12, P.B. 1D4, Spd. Underwater, flying and on land: 40 mph (64.3 kmph or 34.4 knots). Has supernatural attributes.

Size: 10 to 12 feet (3.0 to 3.6 m) long.

Weight: 800 lbs (362 kg).

Hit Points: Mega-damage supernatural creature.

M.D.C.: 4D4×10 plus P.E. number; double at ley lines or in magic triangles and triple during ley line storms!

Horror Factor: 14

Natural Abilities: Swim 98%, fly, climb 75%, nightvision 1000 feet (305 m), keen color vision, see the invisible, impervious to cold (no damage), impervious to poison and disease, and bio-regeneration 1D4×10 per melee round and can regenerate lost body parts within 1D4 hours.

Depth Tolerance: Unlimited

Breathe Without Air: Can breathe without air in any environment indefinitely.

Ley Line Boost: Double their normal M.D.C., speed, hand to hand attacks, damage and magic capabilities (range, duration, damage) whenever on a ley line or in a magic triangle. Also see magic and psionics.

Vulnerabilities: Fire/plasma, rune and holy weapons, Millennium Tree weapons, dragons and other creatures of magic inflict double damage.

Combat Attacks per Melee Round: Four by physical attack or two by magic.

Special moves include:

Tail Parry & Strike: +1 to parry and strike.

Mid-Air leap: 20 feet (6.1 m) out of the water. Counts as two melee actions.

Mid-Air Precision Leaping: 20 feet (6.1 m); basically the same as the dolphin.

Quick Turns & Stops: Can stop on a dime even in the most violent storms.

Dive: Up to 3000 feet (914 m) at double normal speed.

Damage:

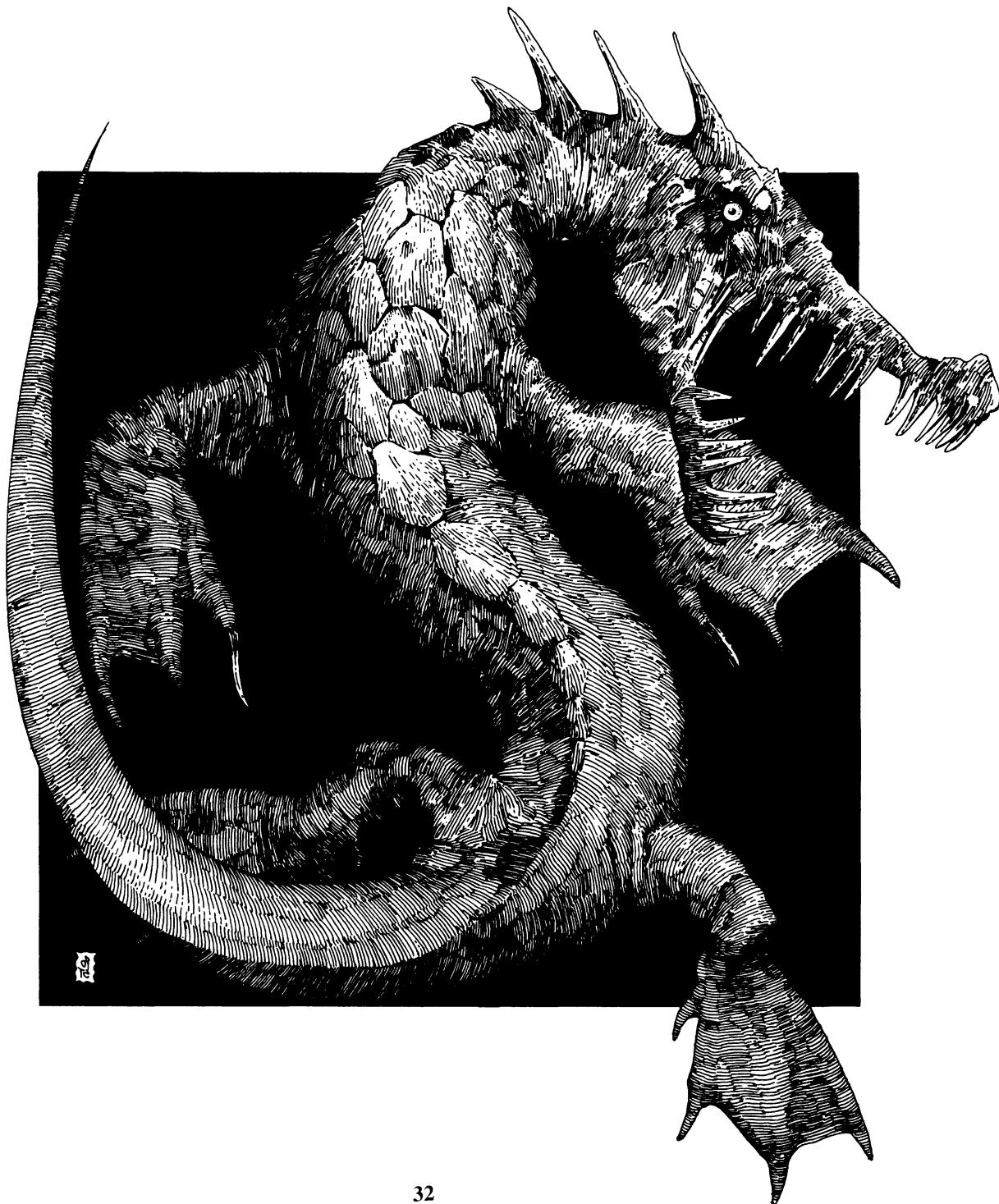
Bite: 6D6 M.D.

Punch: 3D6 M.D.

Power Punch: 6D6 M.D., but counts as two melee attacks.

Swat with Tail: 4D6 M.D.

Head Butt: 2D6 M.D.



Body Butt/Short Ram: 3D6 M.D.

Full Strength Ram (flying or swimming): 1D4×10 M.D., but counts as two melee actions.

Bonuses: +2 on initiative, +6 to strike, +3 to parry and dodge, +1 to save vs magic, +12 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: 3D6×100 P.P.E. — their auras look like pure mystic energy. Knows all spell magic, levels 1-3, plus repel animals, ley line transmission, energy disruption, call lightning, wind rush, life drain, dispel magic barrier, tongues, and 10 ocean magic spells of choice. All spells are equal to a sixth level wizard.

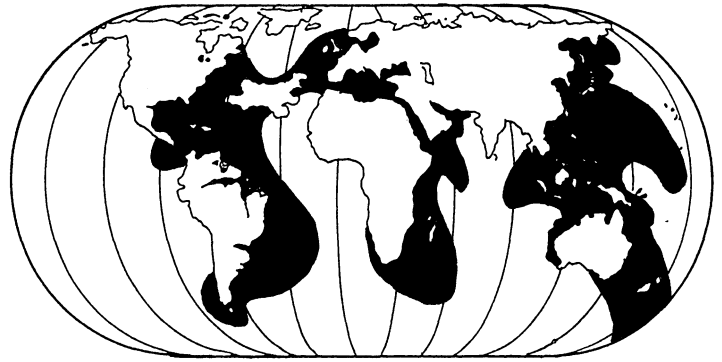
Psionics: None, but is impervious to psionic probes, mind control, telepathy, empathy, mind bond, mind wipe and illusions.

Average Life Span: Immortal, but can be destroyed.

Market Value: None; uncontrollable.

Habitat: Oceans and seas around the world, but most commonly found in magic triangles and near ley lines.

Enemies: All life forms, especially creatures of good alignment and/or dedicated to peace and order.



Allies: None per se. Occasionally join forces with other evil and chaotic beings, including Lorica wraiths, and shadow sharks. They have never been known to attack alien intelligences and seem to recognize their minions and essences.

R.C.C. Skills of Note: None

Standard Equipment: None

Money: None

Cybernetics: Not possible.

Zomba

aka Silicon Sea Snake

The zomba is a devouring sea predator that resembles a legless caterpillar made of stone, hence its nickname, the silicon sea snake. The head is larger than the rest of its body and has a gaping maw full of jagged teeth the length of short swords. This beast feeds primarily on comparatively slow moving sea mammals, crustaceans and humanoids. They are known to plunder the nets, cages and fisheries of fishermen and to leap on board ships low in the water or slither up anchor chains to board vessels in search of easy prey.

The boarding of ships is most common among fishing boats and vessels carrying food (or slaves). If the zomba catches wind of a delectable cargo, they may climb on board and stuff themselves. Finding one or more zomba feeding on the day's catch in a cargo hold is a deadly situation. These monsters are not easily frightened and will stand their ground against man and magic. However, most will flee if their M.D.C. has been reduced to below half or if the leader of the pack flees — they tend to hunt and gather in small groups of 1D4+2.

Note: The zomba has a modest animal intelligence, is incredibly lazy, but also a surprisingly resourceful predator.

Alignment: Effectively an anarchist or evil predator.

Attributes: I.Q. 2D6 (animal), M.E. 2D6, M.A. 2D6, P.S. 2D6+12, P.P. 2D6+10, P.E. 4D6+10, P.B. 1D4, Spd. Underwater and on land: 1D6+12 (roughly 9 mph/14 kmph or 7.7 knots); cannot fly.

Size: 10 to 20 feet (3.0 to 6.1 m) long from the snout to the tip of the tail. The mouth is approximately 3 feet (0.9 m) in diameter.

Weight: 800 lbs (362 kg).

Hit Points: Mega-damage supernatural creature.

M.D.C.: P.E. number ×10 plus 10 points for every foot (0.3 m) of length. Average around 260 M.D.C.

Horror Factor: 10

Natural Abilities: Swim 98%, impervious to cold (no damage), bio-regeneration 1D4×10 per day (24 hours) and can regenerate lost body parts within 2D4 days. Blast wounds and gashes are covered by silicon looking lumps or patches. Three tiny eyes, one on each side and one on the top, are virtually unnoticeable among the other little lumps and rocky bumps of its skin; nightvision 1000 feet (305 m) and has good day vision.

Depth Tolerance: One mile (1.6 km)

Chemoreceptors in the mouth enables the creature to detect minute changes in the salinity and chemical components of the water. Iden-

tify chemicals by taste: 86%, track by taste: 88%; range: Two miles (3.2 km).

Gills & Lungs: Can breathe air for up to 1D4 days before feeling weak and dehydrated (half speed and bonuses when dehydrated; dies in 1D4 weeks without water).

Combat Attacks per Melee Round: Three

Special moves include:

Automatic Dodge: Can dodge without using up a melee action.

Tail Parry & Strike: +1 to parry and +2 to strike.

Mid-Air leap: 20 feet (6.1 m) out of the water. Counts as two melee actions.

Mid-Air Precision Leaping: 20 feet (6.1 m); performed to startle or attack beings or vehicles flying close to the surface of the water or to grab or knock an item out of a hand. Basically the same as the dolphin.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 15 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 4D6 impact damage to himself.

Speed Burst: Can swim at double his normal speed for 2D4+2 minutes. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Dive: Up to 1000 feet (305 m) at triple normal speed.

Damage: Bite: 1D4×10 M.D.

Swat with Tail: 4D6 M.D.

Head Butt: 1D6 M.D.

Body Butt/Short Ram: 3D6 M.D.

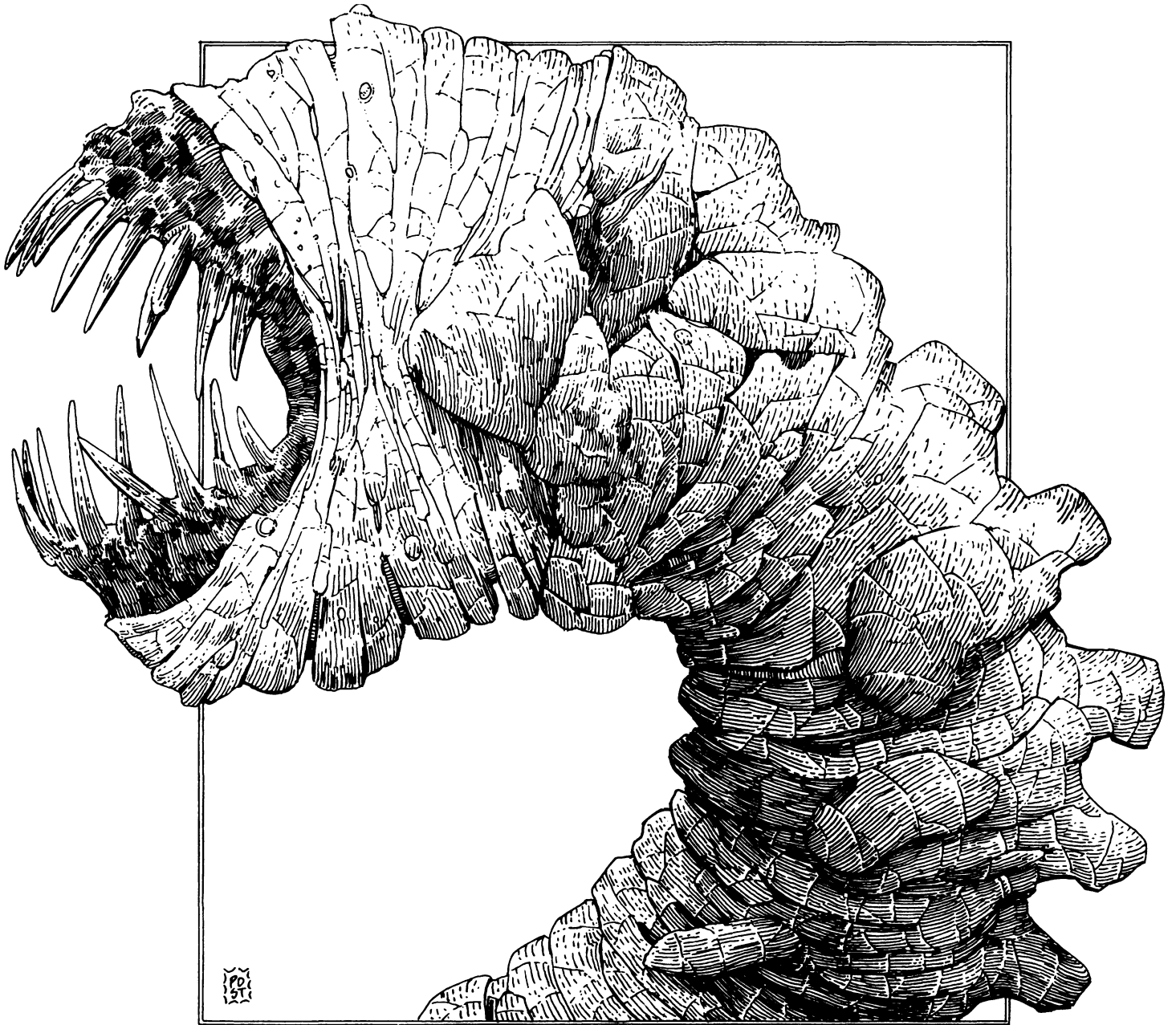
Full Strength Ram: 1D4×10 M.D., but counts as two melee actions.

Bonuses: +1 on initiative, +5 to strike, +2 to or dodge (no parry bonus), +3 to roll with impact, +1 to save vs magic, +10 to save vs horror factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None

Psionics: None

Average Life Span: 150 years.



Market Value: 15,000 to 50,000 credits among some who keep them as pets or watchdogs. They are relatively smart, and because they are so lazy, they are easy to train with bribes of food. However, they may get into their master's own food, cause mischief and attack him if angered. The horune pirates often train zomba as attack and guard animals. They are also used in gladiatorial arenas as both combatants and guard animals.

Habitat: Oceans and seas around the world.

Enemies: None per se.

Allies: None per se, although some pirates, slavers and minions of Splurgorth have taken to using them as pets and guard animals.

R.C.C. Skills of Note: None

Standard Equipment: None

Money: None

Cybernetics: None; not possible.



Stidjron

The stidjron (*pronounced stid jer ron*) is a hideous predator that lives at the bottom of the deepest oceans. It is vaguely humanoid and presumably from another dimension. It has adapted well to the seas of Rifts Earth and has become one of the terrors of the deep. This horror has a high animal intelligence (or perhaps a human-like intelligence that thinks in such a way that it is too “alien” to be recognized as human) and exhibits great cunning and trickery. Stidjron can eat fish and squid, but their favorite prey are humans, humanoids (including Lemurians, naut’yll, eel men and amphibs), dolphins, porpoises and killer whales.

The stidjron love to hunt and fight and do so for pleasure as well as for food. To this end, they will swim to the upper strata of the ocean where life is much more plentiful and varied to find suitable challenges. The monsters are so bold and powerful that they have been known to attack naut’yll outposts, groups of Lemurians, Killer whales, Whale Singers and giant squid for the sheer challenge and entertainment. Small hunting parties of 2D4 stidjron also attack Sperm whales, lorica wraiths,

power armored divers, and small to medium-sized submersibles! They have even climbed on board slow moving or anchored ships and attacked the crew before retreating back into the comforting water to hide or regroup. Especially malicious ones will attack singly, or in a group, retreat, and attack again repeatedly. Another favorite tactic is to snatch crew members one by one and drag them into the water where they are slaughtered, or drowned and eaten or fed to the sharks. The occasional “ghost ship,” a vessel in perfectly good condition but missing its crew

(with or without signs of a struggle), but no valuables or cargo has been removed, is likely to have fallen victim to a stidjron assault.

The stidjron are the one creature that sharks never seem to attack. Exactly why remains a mystery, but it would appear that the shark has developed a symbiotic relationship with the stidjron. Even solitary hunters like the Great white will gather around stidjron lairs and communities and frequently follow hunting parties. The reason is, in part, that wherever the stidjron goes, there is sure to be food. Indeed, the murderous warriors enjoy tossing their victims, especially surface dwellers, to the sharks. The monstrous angler-like people like sharks and consider them pets, like humans do cats. They also feed them scraps and tend to their wounds, and occasionally protect them!

Stidjron live in the absolute blackness of the ocean abyss, so they have no eyes and are completely blind. Thus, they rely entirely on psionics, echo-location and chemoreceptors to locate and capture prey. Indeed, they are so adept at using these senses that an opponent will find it hard to believe that they are blind. In a sense they aren't, because their sonar sense of echo-location provides them with a clear and accurate *sound picture* of their environment. The chemoreceptors and psionic abilities only serve to enhance its "world" picture and make the wretched humanoid as dangerous as the largest shark. Surface dwellers and sighted opponents often find the absence of eyes makes fighting the stidjron unnerving.

Like the angler-fish, the stidjron has a long antenna with a luminous tip that lures animal and fish prey to its light. Even surface explorers are sometime, attracted by its bright luminescence and fall to their doom when they go to investigate it. However, the antenna is more than a simple lure, it is a prehensile tentacle that can grab and encircle its prey and pull it into its gaping maw. It seems that everything about the cunning monster is related to hunting and killing. Its fingernails are the length and sharpness of short swords, its huge maw is filled with dagger-like teeth, and its feet-like flippers (and fins) end with sharp spines that can slash and tear at combatants in close combat.

Note: The stidjron are intended to be NPC villains and not player characters.

Alignment: Diabolic, miscreant or anarchist.

Attributes: I.Q. 2D6+4, M.E. 2D6+6, M.A. 1D6, P.S. 5D6+8, P.P. 3D6+6, P.E. 4D6+6, P.B. 1D4, Swimming Spd. 2D6+20; roughly 15 to 22 mph (4.6 to 6.6 kmph or 13 to 19 knots). P.S. is considered to be superhuman and inflicts mega-damage.

Size: 25 to 33 feet (7.6 to 10 m) long from the top of its head to the tip of its tail. The antenna is 15 feet (4.6 m) long, its arms about the same lengths and the bulk of its body (between the head and its fins in the center) is also about 15 feet (4.6 m) long.

Weight: One ton.

Hit Points: Mega-damage creatures.

M.D.C. by Location:

Fingernail blades/claws (8; four per hand) — 30 each

Head Tentacle (1) — 25

Fins (7) — 50

Head/Maw — 100

Main Body — 3D4×10+60

Horror Factor: 16

Natural Abilities: Swim 98%, underwater navigation 90%, track & hunt sea animals 90%, underwater survival 90%, impervious to cold, impervious to poisons/toxins, heals three times faster than humans and regenerates lost limbs within 2D4 months.

Depth Tolerance: 10 miles (16 km)

Sense Magnetic North: Same as the dolphin

Sonic Echo-Location: Same as the dolphin.

Ultrasonic Probe: Same as the dolphin.

Gills: Can only breathe air for 3D4 minutes before beginning to choke and suffocate.

Chemoreceptors in the mouth enables the character to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 66%, track by taste: 78%; range: one mile (1.6 km).

Combat: Five attacks per melee round.

Special moves include:

Parry with Tentacle or Tail: Standard parry.

Mid-Air leap: Same as the dolphin.

Mid-Air Precision Leaping: Same as the dolphin.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 12 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 4D6 impact damage to himself.

Speed Burst: Can swim at double his normal speed for one minute. This maneuver can be performed six times per hour before tiring the character too much to try it again. This move is performed for a quick dodge (+1 in addition to other bonuses) or get-away, or a quick strike (+2 in addition to other bonuses) or to move toward or away from somebody or some place quickly.

Tight circle/turn: Can make reasonably tight circles and turns in an area as small as 15 feet (4.6 m) in diameter.

Damage:

Bite: 5D6 M.D. for a full strength bite.

Claw Strike: 2D6 M.D. restrained or 6D6 M.D. full strength.

Power Claw Strike: 1D6×10 M.D., but counts as two attacks.

Flipper Strike: 2D6 M.D. with its feet-like appendages.

Tail Slap: 3D6 M.D.

Tail Strike (with spines): 6D6 M.D.

Tentacle Whip: 1D6 M.D.

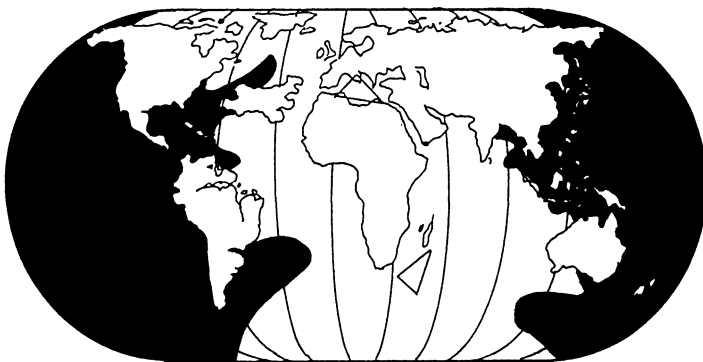
Bonuses: +3 on initiative, +5 to strike, +4 to parry and dodge, +3 to roll with impact, +8 to save vs horror factor. All are in addition to attribute bonuses.

Magic: None.

Psionics: Presence sense, sense evil, sense magic, sixth sense and empathy. I.S.P.: M.E. x3.

Average Life Span: 300 years.

Slave Market Value: None per se. Occasionally captured and sold as exotic animals.



Habitat: The oceans and seas of the world, but they seem to be most plentiful in the Pacific Ocean. Stidjron are most at home at depths beyond two miles (3.2 km) below the surface, but they hunt wherever they can find food (see description). They can be encountered as small groups of 2D4, in pairs or as a solitary individual. Stidjron communities are usually tiny, loosely associated and scattered along the ocean floor. These communities seldom exceed more than 30 individuals. Many live alone or in tiny groups of 2-4. Fewer than 40,000 are believed to exist worldwide.

Enemies: Most life forms are perceived as prey or enemies, including humans, naut'ylls, amphibs, Lemurians, Eel people, dolphins and cetaceans. Hate gene-splicers and attack them on sight, but they are not the creation of splicer's genetic games.

Allies: Some associate with or serve the Lord of the Deep, pirates and supernatural evil beings.

Possessions: Has no need for any, but is smart enough to recognize things humans and D-bees find precious. Stidjron may collect or steal such items to use as "bait" in traps set to lure their prey into their clutches.

Rurlel Eel People

The Rurlel (*pronounced rule el*) is a warrior race of D-bees who have made their home off the coast of Chile and Peru in the Pacific Ocean. Although they venture into the depths of the ocean, they are accustomed to the comparatively shallow depths of the continental shelf where an abundance of aquatic wildlife can be found. They hunt fish, crustaceans and invertebrates, grow and eat seaweed, and have fisheries where they cultivate their own aquatic livestock.

The Rurlel are a simple people who enjoy life and respect the ocean. They live in harmony with the natural ecology of the sea and try to avoid contact or trouble with surface people. They are also aloof and casual toward other aquatic beings, preferring to keep to themselves in quiet, little communities along coastal waters. Except for the occasional Rurlel adventurer, explorer or rogues, the eelmen have never allied themselves with any group.



They fight only to defend themselves and their people and count the stidjron, minions of the Lord of the Deep and sea monsters among their enemies. They tend to be indifferent toward all others. As hunters and warriors, they are quite accomplished and can be considered undersea wilderness scouts.

Note: The Rurlel eel people can be NPCs, villains or optional player characters.

Alignment: Any, but approximately 15% are scrupulous, 35% unprincipled, 20% anarchist and 30% other.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6+6, P.P. 3D6+6, P.E. 4D6+6, P.B. 2D6, Swimming Spd. 2D6+30; roughly 22 to 30 mph (35 to 48 kmph or 30 to 41 knots) underwater or on the surface.

Size: The upper torso is humanoid and about the size of a human. The overall length is 25 feet (7.6 m) long, of which 75% is the tail.

Weight: 400 lbs (180 kg)

Hit Points: Mega-damage creature.

M.D.C.: P.E. number +2D4×10

Horror Factor: 9

Natural Abilities: Swim 98%, resistant to cold (does half damage), heals two times faster than humans and regenerates lost fins, parts of the tail, and limbs within 4D4 months.

Depth Tolerance: 1.5 miles (2.4 km)

Sense Magnetic North: Same as the dolphin.

Gills: Can only breathe air for 4D4 minutes before beginning to choke and suffocate, unless special breathing equipment is used.

Combat: Hand to hand: expert plus the following:

Special moves include:

Tail Parry & Strike: +2 to parry and +1 to strike.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 12 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 4D6 impact damage to himself.

Speed Burst: Can swim at double normal speed for one minute. This maneuver can be performed six times per hour before tiring the character too much to try it again. This move is performed for a quick dodge (+1 in addition to other bonuses) or get-away, or a quick strike (+2 in addition to other bonuses) or to move toward or away from somebody or someplace quickly.

Tight circle/turn: Can make reasonably tight circles and turns in an area as small as 15 feet (4.6 m) in diameter.

Damage: Punch: 1D4 M.D. at full strength.

Power Punch: 2D6 M.D., but counts as two melee attacks.

Power Tail Strike: 4D6 M.D., but counts as two attacks.

Tail slap: 2D6 M.D.

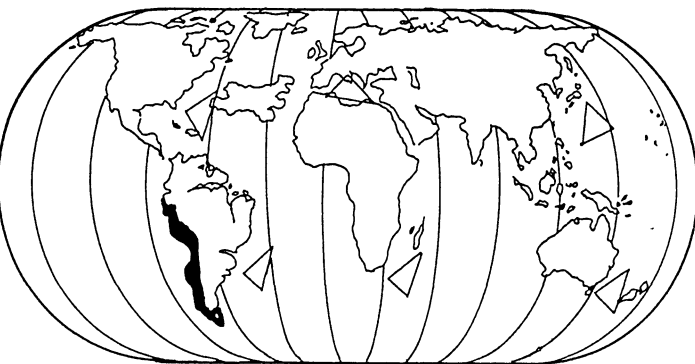
Bonuses: +2 on initiative, +1 to strike and parry, +3 to dodge, +2 to roll with impact, +4 to save vs horror factor. All are in addition to attribute bonuses and hand to hand combat skills.

Magic: 10% of the Rurlel are ocean mages rather than warriors. Create as a Ocean Wizard O.C.C., described in the magic section.

Psionics: None.

Average Life Span: 100 years.

Slave Market Value: None per se. Occasionally captured and sold as slaves.



Habitat: South Pacific along the continental shelf of Chile and Peru, but can be found throughout the world.

Enemies: The Lord of the Deep, his minions and sea monsters.

Allies: None per se; keep to themselves. Most surface dwellers don't even know they exist.

Rurlel Warrior R.C.C. Skills:

Swim 98%

Advanced Fishing (+10%)

Marine Biology (+10%)

Language: Native Tongue 94%

Language: One of Choice (+10%)

Ocean Geographic Surveying (+20%)

Track & Hunt Sea Animals (+10%)

Underwater Navigation (+15%)

Undersea Survival (+15%)

W.P. Harpoon Gun

W.P. Two of choice

Hand to Hand: Expert

R.C.C. Related Skills: Select seven other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Any (+5%)

Mechanical: Basic only.

Medical: Any (+10% for Sea Holistic Medicine only).

Military: None

Physical: Any

Pilot: Power armor (if designed to accommodate their body and needs), water scooter and skiing and surfing only.

Pilot related: Any

Rogue: Any, except computer hacking and pick locks (+2%).

Science: Any

Technical: Any (+5%).

W.P.: Any

Wilderness: Underwater only.

Secondary Skills: The character gets to select one additional skill from those listed above at levels two, four, eight, and twelve. These are additional areas of knowledge that do not get the advantage of any bonuses. All secondary skills start at the base skill level.

Standard Equipment: Three weapons of choice, belt and or harness, backpack, small net, two sacks woven from seaweed, and a handful of personal items.

Money: None to start. Don't really need or want money, but do like jewelry, body armor, energy weapons and magic.

Cybernetics: None; avoid it.

Gene-Splicers & Sea Monsters

By Steve Sheiring & Kevin Siembieda

Europe is believed to be the home of a race of mysterious and malevolent aliens known as Gene-Splicers. The NGR believes that the aliens may visit other places on Earth, but have one or more key outposts in Germany and Poland. They are wrong. Gene-splitters have an equally strong presence in the Earth's seas. There are two known, long-time gene-spliter bases that predate the one in Europe. One is currently located in the **Black Sea**, the other is a mobile base operating in the **North Pacific**. Both create hideous mutants and monsters (for reasons unknown) that are dumped into the sea where they prey on indigenous life (including humans). Many (about 45%) can produce offspring and, as a result, represent new, menacing life forms that could eventually threaten the oceans ecology.

Captain Nemo-2, his New Navy, Tritonia and Lemuria actively seek out and destroy gene-splitters and their monstrous mutations. In fact, the USS Ticonderoga and the 2nd Fleet were assisted by a surprise appearance of Lemurian warriors, to successfully destroy a huge, undersea, gene-spliter base hidden near the Hawaiian Island of Kure. Dolphins, Whale Singers, aquatic D-bees, and sailors frequently encounter their mad handiwork and try to kill these abominations whenever they can. **Note:** See **Rifts Sourcebook 3: Mindwerks** for more details about gene-splitters.

Random Creation of Gene-Splicer Monsters

Ever since the coming of the Rifts, the gene-splicers have visited Earth. They capture animals and abduct sentient life forms for genetic experimentation, often with hideous results. Totally lacking any sense of compassion or morals, at least by human standards, these malignant beings deliberately create monsters and mutants and release them into the world to study. In other cases, they simply discard their (living) gene-trash when they are done, with no regard to the pain and suffering the creature has already endured, or the pain it may inflict upon others. The oceans of Rifts Earth have been experimental sites and biological dumping grounds for centuries.

Whenever a genetic or biological experiment fails or is no longer worth pursuing, the gene-splicers simply “flush” the creatures into the ocean and forget about them. Other monsters and mutants are the product of deliberate experimentation and study. As a result, the seas are now populated by some very unique and strange sea creatures. The least of which are the nefarious gene-splicers themselves.

Imagine a giant penguin coming towards the characters. At first, the sight might invoke a few chortles of laughter. Then, all of a sudden, their amusement turns to horror as the penguin grabs a character with its tentacles and bites his head off. Only then do the other characters realize the true peril they face.

Roll once on each of the following tables Random Body Type/Appearance

All of these creatures have complete underwater breathing capabilities and senses that come with that type of body, but all are mega-damage creatures, and full-size to giant-size.

- 01-10 Sea Snake, Oarfish or Eel:** M.D.C.: 1D6×10, Size: 15-20 ft (4.6-6.1 m) long. Two attacks per melee round and +2 to dodge.
- 11-20 Large Fish** like a tuna, mackerel, sailfish, swordfish, etc., M.D.C.: 2D4×10, Size: 4+1D4 feet (1.2 to 2.4 m) long. Two attacks per melee round and +2 to dodge.
- 21-30 Humanoid/bipedal:** Two legs, feet, arms and hands, M.D.C.: 3D4×10, Size: 6 feet (1.8 m) tall. Three attacks per melee round, +1 to strike and +2 to parry.
- 31-40 Tiger or Great White Shark:** M.D.C. 5D6×10, Size: 20-30 feet (6-9 m). Two attacks per melee round and +2 to strike and dodge.
- 41-50 Dolphin or Porpoise:** M.D.C.: 3D4×10, size: 7-11 feet (2.1-3.3 m) long. Two attacks per melee round and +2 to parry and dodge.
- 51-55 Giant Squid or Octopus:** M.D.C.: 4D4×10, size: 40-50 feet (12.2-15.5 m). Three attacks per melee round and +8 to parry.
- 56-60 Manta Ray:** M.D.C.: 2D4×10, size: 10-15 feet (3-4.6 m). One attack per melee round.
- 61-65 Lobster or Crab:** M.D.C.: 4D6×10, size: 3-5 feet (0.9-1.5 m) long. Three attacks per melee round and +4 to strike, parry and dodge.
- 66-70 Crocodile:** M.D.C.: 4D6×10, size: 20 feet (6.1 m). Two attacks per melee round and +1 to strike.
- 71-75 Sea Lion or Walrus:** M.D.C. 2D4×100, size: 12-15 feet (3.6 to 4.6). Two attacks per melee round and +1 to strike.
- 76-84 Sea Turtle:** M.D.C.: 3D6×10, size: 6 feet (1.8 m). Two attacks per melee round.
- 85-90 Aquatic Bird:** M.D.C.: 1D6×10, Size: 5 feet (1.5 m) long. Two attacks per melee round and +1 to strike.
- 91-95 Sea Horse:** M.D.C.: 1D6×10, Size: 6 feet (1.8 m) long. Two attacks per melee round and +2 to dodge.
- 96-00 Other:** G.M.’s choice of any kind of strange critter, polar bear, sea lamprey, whale, deep-sea fish, alien animal, or aquatic or surface D-bee.

Number of heads

- 01-60** One
61-80 Two
81-90 Three
91-00 Four

Type of Head

Roll for each if the monster has multiple heads.

- 01-35** Same as the natural animal.
36-40 Fish
41-45 Tiger or Great White Shark
46-50 Squid or Octopus
51-55 Lobster or Shrimp
56-60 Turtle
61-65 Sea Horse
66-70 Crocodile
71-75 Eel or Lamprey
76-80 Sea Lion or Walrus
81-85 Hammerhead Shark
86-90 Dolphin or Beaked Whale
91-95 Human (50% look normal/50% look monstrous)
96-00 Other: G.M.’s choice of any kind of strange critter, polar bear, penguin, whale, deep-sea fish, alien animal, or aquatic or surface D-bee.

Intelligence & Aggression

The gene-splicers may have attempted to provide increased, even human intelligence for these creatures, making gentle creatures into predators and predators into docile fish eaters.

- 01-20 I.Q. 1D6+10 human intelligence.** Curious and resourceful, not particularly aggressive; similar to a dolphin. Eats fish, crustaceans and invertebrates.
- 21-40 I.Q. 1D4+10 human intelligence.** A very aggressive and cruel predator who kills humanoids, mammals and fish for pleasure as well as for food.
- 41-60 I.Q. 2D4 human intelligence.** Predator, always looking for easy prey, including humanoids and sick or weak animals.
- 61-80 I.Q. 1D6+8 high animal intelligence.** A ruthless predator.
- 81-00 I.Q. 1D4 low animal intelligence.** A predator that works on instinct and brute strength — otherwise dull witted and may try to eat just about anything, but gives up on prey that is too big or puts up too much of a fight.

Depth Tolerance

May be greater or less than the original creature’s ability.

- 01-10** 500 feet (152 m)
11-20 1000 feet (305 m)
21-30 2000 feet (610 m)
31-50 4000 feet (1220 m)
51-70 1 mile (1.6 km)
71-80 2 miles (3.2 km)
81-90 3 miles (4.8 km)
91-00 Unlimited!

Additional appendages

All are proportional to the size of the creature.

- 01-20** 1D6 tentacles; each pair adds one attack per melee round, +1 on initiative and +1 to parry.
- 21-40** Two (extra for humanoids) arms with clawed hands and webbed fingers.
- 41-50** Spiked, prehensile tail at least half the length of the body; does 2D6 M.D. and is +1 to parry.
- 51-60** 1D4 rhino-like horns used for stabbing and impaling; does 1D6 M.D. each.

- 61-71** A pair of crab claws that do 3D6 M.D. damage per strike, adds one additional attack per melee round and a +2 to parry.
- 72-80** Fish tail or extra fish fins, adds to maneuverability underwater; +1 to dodge, +12 to the creature's normal speed attribute.
- 81-90** 1D4 antennae that are *chemoreceptors* able to detect minute changes in the salinity and chemical components of the water. This enables the character to taste oil, fuel, sulfur and nitrates from explosions, pollution, and blood that has entered the water. Identify chemicals by taste: 68% and track by taste: 64% Range: One mile (1.6 km).
- 91-00** Giant maw with 1D6 tentacle-like tongues used for swallowing prey whole. Each pair adds one attack per melee and +1 to strike.

Additional Features & Abilities

- 01-10** **Ley Line Power:** Has ley line charging ability the same as the dolphin.
- 11-20** **Silent:** Prowl at 80% and is +2 on initiative, does a critical strike (double damage) from sneak attacks.
- 21-30** **Teeth:** The mouth is filled with razor sharp, shark like teeth (for each head) and bite does 2D4 M.D. If the creature has naturally sharp teeth, they are extra large and inflict 3D6 M.D.
- 31-40** **Sonic blast:** 4D6 M.D. underwater or 1D6 M.D. damage above water. Range: 120 feet (366 m). This sonic attack can be used only once per melee, but counts as an extra melee attack.
- 41-50** **Incredible underwater speed:** Up to 120 mph (192 kmph; 103 knots) underwater and on the surface of water.
- 51-60** **Regeneration:** The creature regenerates 3D6 M.D.C. per melee round.
- 61-70** **Turn self invisible and see the invisible at will:** Basically the same as the spells but there is no limit to the duration or how often the powers can be used.
- 71-80** **Echo-location:** Same as the dolphin.
- 81-90** **Psionic empathy:** Telepathy, empathy and empathic transmission. I.S.P.: 3D4×10 points and equal to a third level psychic, but double the normal range.
- 91-00** **Super regeneration:** The creature regenerates 1D4×10 M.D.C. per melee round and will grow back severed limbs and appendages within 3D4 days.

Genetic Defect Table

This is likely to be at least one of the reasons for dumping the creature.

- 01-10** **Insatiable hunger:** Needs to consume 10 times its normal body weight in food in order to survive. Very aggressive; +1 on initiative.
- 11-20** **Magic:** Select 1D6 Ocean magic spells. The creature can cast these spell at random periods, usually when hunting, fighting or cornered, but it can happen at almost any time (G.M.'s choice, be fair). The spells are of varying degrees of power, so roll for equivalent level whenever one is unleashed; 1D6 level strength. The creature tends to be jumpy and unstable.
- 21-30** **Garbage eater:** Can metabolize anything for food, ranging from valuable bone sculptures, plastic appliances, and computer disks to spoiled food, plastic bottles, and clothing. Favorite foods include organic food of all kinds (fresh or spoiled), bones, teeth, plants, leather, rubber, plastic, cloth, and paper products of all kinds (photographs, cardboard, etc.). The only things it can't eat are gems, stone, clay, metals, ceramic compounds, and electronics devices. The creature seems to have a knack for finding and eating the most valuable item(s) first. It must consume the equivalent of its own body weight daily.
- 31-40** **Bad luck aura:** Anyone within twenty feet is -2 on all die rolls and for the next 2D4 hours after the creature leaves the area. Anyone actually touching the creature is -2 on all die rolls for twice as long. Anyone actually eating part of the creature is -2 on all die rolls for the next 1D6 days.

- 41-50** **Obsessive imprint:** The creature will choose to imprint itself upon a particular person (ideally a player character) and follow him or her around for the next 3D6 months! After that, it will choose again, possibly the same person, but likely somebody new. All it does is follow the person around and observe. It will neither attack or defend the subject of its attraction, although it may leave him or her tiny gifts (food) like eyeballs, entrails, fish, occasionally stolen items and knickknacks, shiny stones (rarely valuable), and similar worthless (and smelly) items. Otherwise, it merely follows him around, but the creature is likely to be noisy, big, get in the way, and is a definite attention getter, so the person being followed is -30% to prowling, -2 on initiative and is likely to be the butt of jokes and even avoided by others who are afraid of, or disgusted by his monstrous admirer. **Note:** If the creature is attacked or feels threatened, it will fiercely defend itself, even against the object of its attraction.
- 51-60** **Energy sponge:** The creature is pretty harmless in the wild, but his body soaks up energy (feels soothing) and disrupts electrical devices. If this critter clings onto a submarine or boat, the lights will flicker, radio communications will be garbled, and the range of radios and sensors will be reduced by 50%. The overall power of the vessel will drop 20% and continue to drop at 1% an hour until the creature is chased away. Furthermore, the beast is impervious to electrical energy and most other forms of energy do half damage, including plasma and magic. Explosives and projectiles do full damage.
- 61-70** **Too big! And growing.** 2D4×10% bigger and heavier than normal. Add 2D4×10 to M.D.C. but reduce normal speed by half. This also means it eats twice as much as normal. Will grow an additional 10% for 2D6 months.
- 71-80** **Spasmodic Shape-changer:** Every four hours the creature metamorphs into a variation of itself: shrinks or grows 1D4×10%, is covered in blotches or boils, changes color, spines appear or disappear, teeth grow or shrink 100%, mucus drips from its nose and eyes or slime drools from the mouth (chalky pink, vomit yellow, green or grey in color). The metamorphosis takes one minute and is such an ugly sight that a save versus horror factor 16 must be made. Each transformation is unique and equally terrible to look at.
- 81-90** **Stinks!!** Natural secretions from body oils create a repugnant odor that cannot be stopped, covered or disguised. The odor can be smelled within a 500 foot (152 m) radius in the air and 4000 foot (1220 m) radius underwater. Those who associate or travel with the character will find people avoid them, enemies and predators notice them (unless downwind/downstream), sneak attacks are impossible, and they are likely to be the butt of jokes.
- 91-00** **Psychopathic killer:** The creature is nothing more than a killing machine that cannot be reasoned with. It spends all its time hunting, killing or torturing, eating, or waiting for its next victim. Knows no fear and will attack anything, fleeing only when its M.D.C. is down by 85%. Reduce intelligence by 25%.

Ley Line Mutations

Some sea creatures that are born from parents that live in and around ley lines, nexus junctions and deep pools have exhibited strange, magic energy induced mutations. Sea mammals and intelligent life forms don't seem to be affected, only sharks, rays, some deep sea fish, octopus, squids, eels and crustaceans (crab, lobster, etc.) are susceptible. These mutants will have two of the following properties (pick two or roll percentile dice):

- 01-10** **Predator.** A normally non-aggressive creature becomes as aggressive as the tiger shark, +1 on initiative, +3 to strike, +1 attack per melee, +1D6 to damage and has blood scent.
- 11-25** Five times larger than normal with 5x the S.D.C. and inflicts triple the normal damage inflicted by this animal.
- 26-40** **Mega-damage creature.** Change its S.D.C. into M.D.C. and the beast inflicts mega-damage from bites and punches/claws.

- 41-55** Wounds instantly heal, regenerating 4D6 S.D.C./M.D.C. points per minute!
- 56-70** Severed part(s) transforms into an identical copy of the original creature within one minute! A permanent creation.
- 71-80** Magic resistant: Magic attacks do half damage, duration and penalties are also half.
- 81-90** Can ley line phase at will, like a ley line walker.
- 91-00** Low human intelligence, aggressive and dangerous; may know 2D4 humanoid skills or know 1D4 ocean magic spells (has 3D4×10 P.P.E.).

The Lord of the Deep

By C.J. Carella & Kevin Siembieda

A Sailor's Tale of Horror

"Our sonar picked it up before we even knew what was happening. As our tech started bleating out a warning, I saw schools of fish racing madly towards the surface. Shark or killer whale, I thought, but just in case, I released the safety on the pintle-mounted rail gun. Sharks can be the least of a sailor's worries this close to the Triangle.

"Suddenly, the fish began dashing about the water near the surface, some even leaped out into the air as if to escape the danger below. I could feel a lump grow in my throat and adrenaline begin to flow. This couldn't be good. 'Sunny' Rodriguez joined me on deck. 'Keep yer eyes peeled, Gunner,' he told me. 'Something big is coming from down below. We're trying to outdistance it.' I felt the boat lunge at flank speed, and that's when I began to feel really scared. **The Undaunted** was a well-armed patrol boat. Whatever the captain had seen on the sonar had convinced him we didn't stand a chance if we stayed and fought.

"A loud thump, thump, thump to my right sent a jolt through my jangled nerves like an electric shock. It was the depth charge dispenser, dropping our entire load on top of the rising phantom below. I steadied my nerves and grabbed a hand-hold. The detonations rocked our ship as we sped away. Surely this would be enough to buy us the time to make our escape. 'Sunny' started to move his lips in silent prayer, while I tracked the now motionless waters with my gun. I don't know which action was more useless.

"Water exploded in front of The Undaunted! And ... this thing appeared in front of the ship!! The wake 'it' caused was enough to nearly overturn our vessel. All I could do was hang tight and join Sunny in prayer. Any delusions I had of a sane world were shattered the instant I saw the thing hovering above the ship.

"It was a single, huge tentacle, thicker than our entire ship. The part above the waves was three times longer than our vessel. Daring to glance into the water, the tentacle seemed to continue endlessly below the surface, disappearing into the depths. It had to be thousands of feet long. Dozens of smaller tentacles, each the width of a large man and hundreds of feet long, writhed from the central trunk that towered before us. Sunny screamed an animal sound of pure abject fear. I whispered to myself, 'The Lord of the Deep. The legends are true, then.'

"Thankfully, it didn't want all of us that day. One of the tentacles lashed out like a whip. I turned to my left where Sunny had stood, but he was gone. An eyeblink later I saw him, squirming in the coils of the tentacle as it pulled him toward the gigantic one. His clothing and skin were torn everywhere as he was gripped by the suction-cups. He howled.

"I almost did it. I knew that Sunny would be dragged underwater, and that if the legends were true, he would be magically kept alive until he reached the *Lord of the Deep*, somewhere in the darkest pit beneath the waves. I almost used my rail gun to put an end to his horror! But I didn't! God help me, I just stared transfixed by the horror in front of me, while the huge tentacle disappeared into the sea.

"You see, if I had killed Sunny, it might have decided to take me next.

"So, that's why I came to work on my uncle's farm. I never go *near* the sea anymore. Not the Great Lakes either, they're almost as bad as the damn ocean.

"So where's that drink you promised me?"

The Lord of the Deep

The Lord of the Deep is a supernatural entity of godlike power who resides in the depths of the *Marianas Trench* in the Pacific Ocean. It lives in the middle of a triangular mystical configuration, similar to the more infamous *Bermuda Triangle* (also known as the Demon Sea). It rules a Rifts-ridden undersea kingdom, and is slowly growing in size, both physically and by increasing the area of its dimensional triangle. The goals of this monster are unknown (and perhaps unknowable). Maybe it wishes to consume the entire planet, or it lives off the psychic pain that it and its minions inflict on other beings. Those who know about the Lord of the Deep, fear that the alien intelligence seeks to consume every living thing on the planet before moving on to other worlds.

The gigantic entity lives over 30,000 feet (48,300 m; over five and a half miles) below the surface. Its size and power are such that mere mortals may be driven mad simply by looking at it. Its tentacles, known as the **Reachers from the Deep**, can stretch to span lengths of up to 2000 miles (3200 km)! Thus, enabling the monster to snare victims from great distances and allowing it to remain safely nestled in the trench, miles beyond the reach of any human weapon. Lucky victims are killed outright, their death agonies feeding the monster's psychic essence. The least fortunate are fused with two or more living beings and transformed into one of its predatory minions.

Origins

Some occultists believe that the Lord of the Deep has lived on Earth for uncounted millennia. They theorize that the planet's low magical energies caused it to slumber for most of that time, occasionally sending out one of its *Reachers* to snag a random victim, giving rise to the legends of the Kraken, an enormous sea monster that could sink ships.

When magic returned to the planet with a vengeance, the monster was fully awakened. A second school of thought believes that the Lord of the Deep arrived through a giant Rift somewhere in the ocean depths.

In either case, the alien intelligence has been active for at least two hundred years. Thousands of unfortunates from all species have been killed or mutated into monstrous forms. The *Reachers from the Deep* have attacked whales, dolphins and fish, as well as seagoing vessels, coastal towns, and, sometimes, even crawled onto the mainland looking for a new morsel. Humans, Minions of Splugorth, True Atlanteans, D-Bees, and all forms of animal life have been victimized by the monster. Many are devoured, others are transformed to become predators who in turn, reap their own brand of misery and destruction.

Allies and Enemies

Whale Singers: The main enemy of the Lord of the Deep are the Whale Singers. This loose-knit magic society is made up of former minions of the Lord of the Deep (who could not be turned to evil), independent champions, heroes, and ocean wizards (aquatic and human) who have joined forces to stop the monster and hopefully, destroy it. They know as much about the entity as anyone can and may be the only ones who can eventually destroy it. See the Whale Singer O.C.C. for more details.

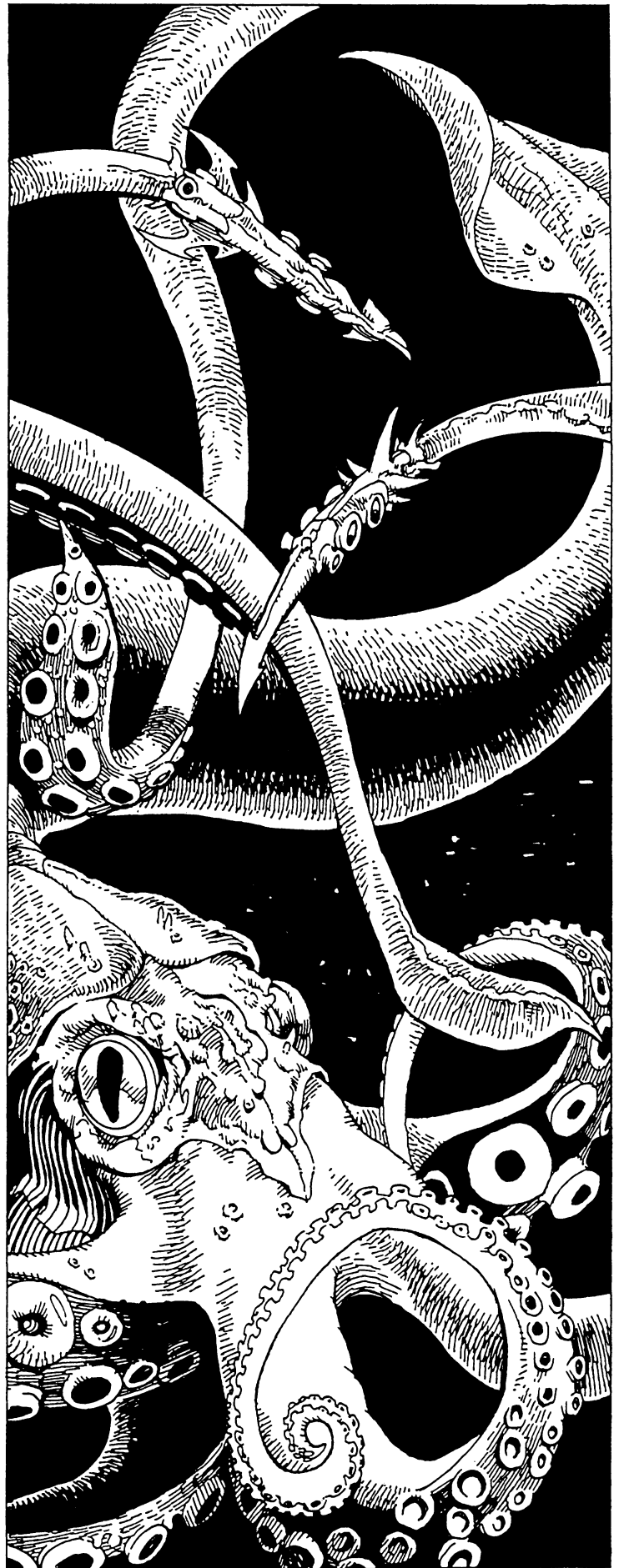
Tritonia: Tritonia has been attacked several times by the Reachers from the Deep and its minions. So far, the floating island's defenses and/or assistance from the New Navy have been enough to repel all attacks. However, some of the Sea Titans fear the Lord of the Deep may only be toying with them and that it must be destroyed before it destroys them. Contact with the Whale Singers has provided the inhabitants of Tritonia, the New Navy, and Captain Nemo-2 with valuable information and insight about the monster. They have also unofficially agreed to join forces, when the time is right, to launch a united attack against the fiend and destroy it once and for all (this is probably decades away). For the time being, they search for a weakness or power that will assure a victory (none of them are suicidal). In the meanwhile, they do what they can to keep the monster in check, thwart its efforts, and destroy its minions and Reachers whenever they can.

Captain Nemo-2 & The New Navy: These defenders of the oceans have had many encounters with Reachers and minions of the Lord of the Deep. In many instances, they have won with minimal casualties and have destroyed hundreds of minions. Other encounters have seen scores of noble sea titans and sailors perish and hundreds more injured. Captain Nemo-2 is determined to destroy the fiend, but cannot yet find a way to do so. Thus, he takes great satisfaction in rescuing people from its clutches and inflicting what damage he can. Also see Tritonia above.

The Naut'Yll: The naut'yll fear and hate the Lord of the Deep and have suffered greater losses from it than any human civilization. The alien intelligence is also one more impediment to their domination of the Pacific Oceans and their quest to conquer the Earth. On several occasions, Reachers from the Deep have come into one of their cities or snared a submarine, killing and kidnapping dozens or even hundreds of people. The monstrous creations of the alien intelligence also plague their settlements. Their hatred for the monster is so great that they might even consider making a temporary alliance with other undersea civilizations in order to destroy it, but not with Captain Nemo-2, the New Navy or the Lemurians.

Lemuria & Aquatic D-Bees: The Lemurians and other aquatic races also suffer great catastrophes and constant danger from the Lord of the Deep; much more than any surface people could imagine. However, of all the aquatic people, the Lemurians probably fare the best, due to their own unique culture, size, antiquity, and strengths. Like most everybody else, Lemurians would like to see the menace removed, but currently lack the power to do so. This *may* serve as additional impetus to form an alliance with the New Navy in the future.

Surface Civilizations: Most surface civilizations, with the exception of Atlantis, are for the most part, unaware of the Lord of the Deep.



The Cult of the Deep: The **Cult of the Deep** is composed of beings of all races, as well as the minions of the Lord of the Deep. It is a death cult whose followers worship the alien intelligence as a god of death and chaos. They engage in wanton acts of destruction, blood sacrifices, murder, assassination, necromancy, brutality and decadence. They are most common in South America, but the cult is beginning to make inroads in North America and Europe. Currently, factions of the Cult of the Deep can be discovered in the American West along the Pacific Coast, Central America, the Yucatan, and in the last decade, around the Great Lakes in North America. The latter is *inspired* by the original South American cult and legends about the monster as told by sailors. However, this sub-group is comparatively, tiny, inexperienced, and are not directly linked to the alien intelligence or its minions in any way. These murderous fanatics believe unrelated lake monsters and strange phenomena are the works of the Lord of the Deep. They are wrong, but dedicated to the monster none the less.

The nations of Colombia, Maga Island, and Bahia (see **Rifts South America Book One**) have all outlawed the worship of the Lord of the Deep and actively hunt and kill cultists and the monster's minions. It is only a matter of time before members of this cult come to the attention of such nations as Lazlo, Tolkeen, the Coalition States, the Japanese Republic, and the NGR.

The Splugorth: Lord Splynncryth is aware that an alien intelligence is operating in the depths of the Marianas Trench. He suspects that some of the strange sea monsters popping up in the oceans might be its handiwork and minions, although it is hard to determine, since the Gene-Splicers are also fond of creating monsters, and undersea Rifts drop their share of alien creatures into Earth's waters. For the time being, the **Marianas Trench Intelligence**, as it is known in formal Splugorth reports, is not a major concern; Lord Splynncryth has a great many, more pressing matters to worry about. If the Lord of the Deep continues to grow in both physical strength and power over the seas, the Splugorth will realize the extent of its threat and will *try* to stop it.

Other Alien Intelligences: Zazshan, an alien intelligence that is behind much of the corruption in England (see **Rifts World Book Three: England**), seems to know a great deal about the Lord of the Deep. It is possible that the Zilyphans (Zazshan's species) may have encountered the monster somewhere else in the Megaverse. Zazshan's chief minion, Mrrlyn, is seeking more information about the Lord of the Deep, but has taken no action against it, nor the monster against England.

The vampire intelligences and other similar beings have taken no interest in the Lord of the Deep. As long as it does not interfere with their plans, they could care less about its activities (besides, vampires are vulnerable to moving water).

The Lord of the Deep

Alien Intelligence

Real Name: Unknown. Also known as the Kraken and the Leviathan.
Alignment: Diabolic
Attributes: I.Q. 30, M.E. 30, M.A. 22, P.S. 60, P.P. 20, P.E. 24, P.B. 2, Spd. 6 (crawling or swimming); also see *Reachers from the Deep*, its miles long tentacles.
Size: The main body is 500 feet (152 m) tall and 700 feet (210 m) wide at the base. Its eight main tentacles (see the *Reachers from the Deep*, below) can stretch/reach from a minimum length of 200 feet (61 m) to a maximum of 2000 miles (3200 km)!
Weight: 10,000 tons!
M.D.C.: 500,000 main body (also see the *Reachers from the Deep*)!! Given its powerful regeneration capabilities, it is virtually impossible to destroy the Lord of the Deep with conventional weapons.

S.D.C./Hit Points: In the Astral Realm, the Lord of the Deep manifests itself as an immense mound of flesh, even uglier than its material form. This astral form has 30,000 S.D.C. and 20,000 hit points.

Horror Factor: 18

P.P.E.: 10,000

Experience Level: 15th level alien intelligence.

Natural Abilities: Impervious to normal cold, heat, fire, disease, radiation, and pressure. Can breathe without air indefinitely, swim at a speed of 6, astral project, climb 60%/50%, and can understand all languages.

Energy Vampire: The monster feeds on P.P.E., so every time a living being is killed by one of its tentacles, slain by a minion, or sacrificed by one of its cultists, the Lord of the Deep gains half the P.P.E. of the victim. This P.P.E. helps it grow in size (currently gaining about a foot (0.3 m) of height per month!). Note that the Lord of the Deep does NOT have a mouth, so it does not chew-up and eat people, despite legends to the contrary. It can kill people with its tentacles via physical blows, strangulation, drowning, and ocean pressure, as well as by magic. The monster may also let its minions kill and/or feed on the corpses of its catches. It communicates via magic, empathy or telepathy.

Special: Mystically sense its surroundings (2000 ft/610 m radius). This incredible ability enables it to see in every spectrum of light, detect the invisible, sense the presence and general location of those who are shadow-melded and even sense and see fourth-dimensional characters!

Special: Long-range Nightvision: Can see in total darkness, to a range of 2000 feet (610 m).

Special: Regeneration: 1D4×100 M.D.C. every melee round. It can regrow small appendages within 1D4 hours and regrows severed Reachers of the Deep in 1D4 days.

Special: Magically modify and transform non-supernatural living things: This incredible magic is used to create new races of monsters to serve as minions of the Lord of the Deep. The effects of this *magic transformation* are permanent and can only be reversed via the Transformation Ritual at double the normal P.P.E. cost (see **Rifts Book of Magic**, page 153) or by killing the Lord of the Deep. Furthermore, these transformed beings can mate with a creature of the same type and 50% of the time, bear offspring! This means the terrible creatures can actually perpetuate their race; offspring typically reach maturity in 10 years and live for 2D6+40 years.

Vulnerabilities/Penalties: Magic spells, circles and wards do double damage; rune weapons do triple damage, and holy weapons and Millennium Tree weapons do ten times damage! Furthermore, the regenerative powers of the Lord of the Deep are hampered by magic. Thus, damage inflicted by magic of any kind regenerates at a rate of 1D4×100 per hour (not in a matter of seconds). Likewise, any limb destroyed or severed by magic will require 1D4 weeks to regrow.

M.D.C. weapons, explosives and psionic attacks inflict full damage.

Disposition: Nobody is known to have communicated with the Lord of the Deep. Pleas, threats and flattery are all equally useless on the monster. It does what it wants to do, and only responds to the use of force (by attacking back!). If it has any even remotely human-like emotions or thoughts, it keeps them to itself.

Psionic Powers: Knows all sensitive powers, equal to an 11th level psionic. Considered to be a master psionic for save purposes.

I.S.P.: 4,000

Magical Knowledge: Knows all magical spells, levels 1-10 (see **Rifts RPG**), plus calm storms, summon entity, summon storm, close rift, dimensional portal, and teleport: superior. Odd as it may seem, the Lord of the Deep does not possess knowledge of *ocean magic* or *whale singer* abilities.

Combat abilities: Supernatural.

Attacks Per Melee Round: Three magic attacks or by main tentacle (*Reachers from the Deep*). The monster usually has one or two of its

Reachers from the Deep (tentacles) nearby for self-defense; the other tentacles are usually hundreds or thousands of miles away and need hours to respond to danger (see Reachers from combat info).

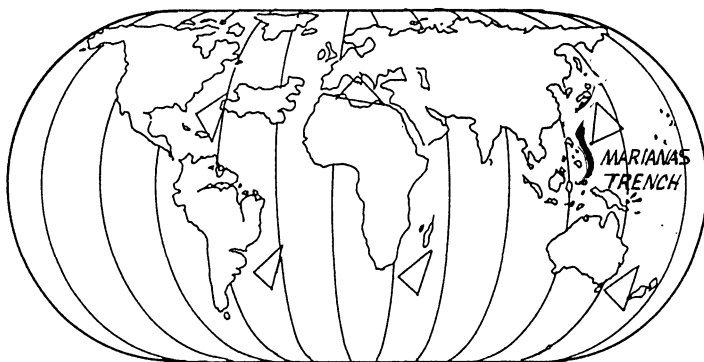
Damage: As per magic or the Reachers from the Deep.

Bonuses: Main Body: Cannot dodge attacks, +8 save vs magic and psionics, +15 to save vs horror factor, also see natural abilities. For tentacle combat, see the *Reachers from the Deep*.

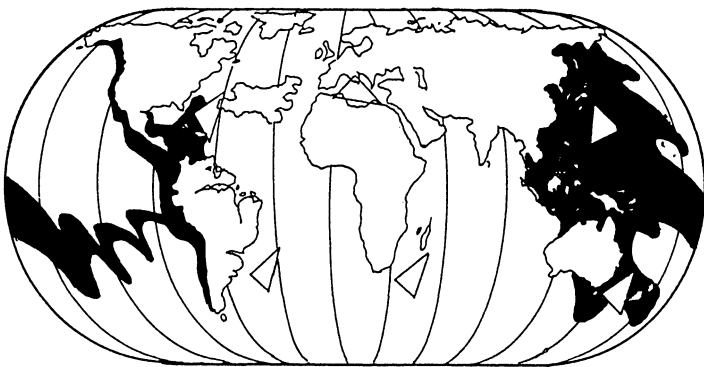
O.C.C. Skills of Note: Most skills are meaningless to the alien intelligence. Magically knows all languages, and has the equivalent of all medical skills, land navigation, and magic lore, all at 90%.

Alliances and Allies: None known. May be in contact with such entities as the Old Ones, the Conqueror (see **Rifts Mercenaries**), and some of the beings imprisoned by the gods (see **Rifts Conversion Book 2: Pantheons of the Megaverse**). There are also *rumors* that the D-bee pirates known as the Horune have become allies or worshippers of the foul creature, because they never seem to be attacked and a number of them are members of the *Cult of the Deep*.

Minions: The Lord of the Deep has created thousands of monsters and released them into the oceans to kill in his name. In an emergency, it could summon 1D4×100 diverse monsters every hour for 1D4+1 hours. If given several days, The Lord of the Deep could gather ten times that number!



Main Area of Activity: The Lord of the Deep is himself most active in the Pacific Ocean, especially along the Marianas Trench which serves as its refuge. It seldom leaves the deepest parts of the ocean, but does occasionally enter the comparatively shallow waters of the Atlantic Ocean and continental shelves. Here the monster is at its most vulnerable because it can be attacked by humans and other beings who cannot otherwise survive the crushing, black depths the monster normally calls home!



Its minions are also most active in the Pacific Ocean, along the western coasts of North America, Mexico, Central America, and South America, as well as what's left of Samoa and the other Oceania Islands, Hawaiian Islands, Caroline Islands, New Guinea, Indonesia, Philippines, and the Japanese Islands. However, they can be encountered anywhere in the world.

Also note that there is a dead pool located in the ley line triangle where the Lord of the Deep resides. This random Rifts location draws beings from other dimensions to their doom. The lucky ones are aquatic beings who flee the area quickly. The less fortunate

drown or are slain by minions of the Lord of the Deep, and their belongings scavenged by the minions or bold aquatic adventurers. The least fortunate are transformed into the monstrous minions of the deep.

Reachers from the Deep

The Limbs of the Lord of the Deep

The giant, main tentacles of the Lord of the Deep are so long and huge that they must be treated like separate entities. The monster has *eight* Reachers and usually keeps one or two nearby for self-defense. The others are sent out into the ocean to capture or kill live prey up to 2000 miles (3200 km) away! The Lord of the Deep can stretch the giant tentacles for thousands of miles, spanning continents and reaching deep into the ocean! Each tentacle has hundreds of smaller sub-tentacles which are used to grab or lash out at small prey like humans.

The Reachers from the Deep are relatively independent from the main body of the alien intelligence and can be considered independent life essences or extensions of the monster itself. They can somehow sense prey, although they have no apparent sensory organs. Eerily, they can choose to attack and take only one victim, or seize hundreds, seemingly at random. Once a victim(s) has been selected, the Reacher will follow him or her for several hundred miles or until the giant tentacle becomes bored and gives up or is severed or destroyed. The Reacher tentacles are so far away from the body of the alien intelligence that the Lord of the Deep will not even sense that a limb has been attacked or hurt for 1D6 minutes for every ten miles (16 km) of distance separating them. This gives characters a chance to flee after destroying a tentacle; given the reaction times of the Reachers, it might take hours or days before another giant tentacle arrives at the battle zone.

A Reacher that has been severed will retreat back to the main body and will regenerate/regrow 1D4 days later.

M.D.C. by Location:

Main Tentacle — 1D4×1000 (this is the amount needed to sever or destroy the limb)

Sub-Tentacles (3D6×10 per each giant tentacle): 200 each.

Size: Typically 40 to 100 feet (12 to 30.5 m) wide; they taper toward the tip and get thicker near the base of the body. The main tentacles can reach up to 2000 miles (3200 km).

Combat: Six different "sets" or groupings of sub-tentacles can simultaneously attack six different opponents/prey. As many as 1D4+1 sub-tentacles will be part of the "set" attacking a single target/prey. Each "set" of sub-tentacles can attack six times per melee round. Types of attacks include punch/tentacle strike, power punch/strike, entangle and simultaneous attack. All tentacles are M.D.C. structures.

The main tentacle can attack only once per melee round, and during that round the sub-tentacles cannot attack.

Range/Reach of Sub-Tentacles: 200 feet (61 m).

Range/Reach of Main Tentacle: 2000 miles (3.2 km).

Damage:

Sub-Tentacle Strike — 1D6×10 M.D.

Sub-Tentacle power strike — 2D6×10 M.D. (counts as two melee attacks).

Main tentacle strike — 1D4×100 M.D. against ships, buildings or other large structures; less damage, 3D6×10 M.D., to targets less than 20 feet (6.1 m) tall.

Bonuses: Sub-tentacles: +4 to strike, +6 to parry, +4 to pull punch. Each tentacle strikes as if it had eyes and a mind of its own (or simultaneously, like a team). Both the main tentacle and sub-tentacles are impervious to horror factor except when dealing with magic weapons (H.F. 9), creatures of magic like dragons, demigods, and godlings (H.F. 11), or gods and alien intelligences (H.F. 13).

Main Tentacle: +1 to strike, +2 to dodge.

Vulnerabilities/Penalties: Same as the Lord of the Deep.

Natural Abilities: Same as the Lord of the Deep.

Devil Shark R.C.C.

Minion of the Lord of the Deep

These monsters are created by The Lord of the Deep through its transformation magic. It is used to fuse a human or humanoid with a large shark, usually a great white, tiger or hammerhead. Devil Sharks have the body and features of a shark with a pair of clawed arms and show human-like facial expressions of anger, happiness and fear (imagine a toothy smile or menacing sneer). The monster does not need to eat, drink or breathe, but it is ravaged by hunger pangs and a taste for blood anyway. These cravings encourage it to hunt, kill and devour all manner of living beings, from fish and sea mammals to humans and D-bees. The Devil Shark keeps gorging himself, but is seldom satisfied for more than a few hours. The flesh of humans, D-bees, dolphins, and intelligent creatures is more fulfilling and can satisfy their blood lust for an entire day (4D6 hours), so the creature will seek them out in preference to normal fish and animals.

The monster can attack with a savage bite or it can claw or grapple with its arms. It is not suicidal, so if reduced to half its M.D.C. points, it will try to flee and attack another day. Although no longer fully intelligent, Devil Sharks have high animal cunning, low human intelligence and sometimes work in groups or with others to plan ambushes and attacks, especially against powerful foes or groups. Although they have no need for money, weapons, or personal possessions, many (about 60%) keep a secret treasure trove of trinkets from their victims, buried on the bottom of the ocean floor, hidden under rocks, or stowed away in caves. These so-called "treasures" are likely to include the skulls and bones of victims as trophies, along with weapons, jewelry, parts of body armor, and other odds and ends. Rarely is there more than a few items that are salvageable or worth more than 2D6×100 credits.

Alignment: Diabolic or miscreant.

Attributes: I.Q. 1D6+4, M.E. 1D6+10, M.A. 1D4+4, P.S. 1D6+40, P.P. 1D6+20, P.E. 1D6+18, P.B. 1D4+1, Spd. 1D6×10 swimming underwater; it can only crawl on dry land at a maximum Spd of 8.

Size: 12 to 30 feet long (3.6 to 9.1 m)

M.D.C.: 3D6×10 +70

Horror Factor: 15

P.P.E.: 1D6×10; considered to be a supernatural being.

Average Life Span: 25 years from the moment of the transformation.

Natural Abilities: All the senses of a normal shark (excellent hearing and sense of smell, but poor eyesight; see shark description for details), regenerate 1D6×10 M.D.C. every 10 minutes, and can survive the cold and depths of up to four miles (6.4 km).

Psionic Powers: None

Magic Powers: None

Combat: Supernatural. Five hand to hand attacks per melee round.

Damage:

Bite — 6D6 M.D.

Claw Strike — 4D6 M.D.

Power Claw Strike — 1D4×10 M.D. (counts as two attacks)

Tail Slap — 3D6 M.D.

Head Butt — 2D4 M.D.

Body Slam — 4D6 M.D. and has a 62% chance of stunning and knocking an opponent back. Victim is -1 on initiative and loses one melee action.

Bonuses: +1 on initiative underwater, +2 to strike, +3 to parry, +3 to dodge, +4 to roll with impact, +4 to pull punch, +4 vs horror factor. All these are in addition to attribute bonuses.

Vulnerabilities/Penalties: Takes double damage from M.D. fire and plasma, as well as rune, holy and Millennium Tree weapons.

Monster Naut'Yll

Minion of the Lord of the Deep

A combination of a naut'yll and a barracuda, the Monster Naut'Yll have become the bogey-men of that alien species. At a distance, the creatures appear to be normal naut'yll, albeit slightly disheveled in appearance. Closer up they reveal themselves to have huge mouths with three rows of sharp teeth, hidden under their facial tentacles. The normally weak face tentacles of aliens are altered by the transformation into a serpentine mass of tentacles (nine total) that can magically grow and stretch to 10 feet long (3.0 m). They are used to ensnare, entangle and/or whip opponents and to pull them into their deadly maws. The hands end in ultra-sharp claws, and their strength is greatly augmented. What is worse is that the naut'yll retains his intelligence, now combined with the relentless predatory instincts of a barracuda and cannibalistic urges!

Monster Naut'Yll do not limit their attacks to their former fellows; they also hunt dolphin, killer whales, humans, D-bee sailors, k reel-lok, whale singers, Lemurians and other intelligent beings, both underwater or on the surface. They have been known to leave the seas and raid coastlines, dragging children or other helpless victim(s) into the ocean to be massacred, eaten or transformed into monsters.

Alignment: Diabolic or miscreant.

Attributes: I.Q. 1D6+10, M.E. 2D6+6, M.A. 2D6+6, P.S. 1D6+32, P.P. 2D6+10, P.E. 2D6+12, P.B. 1D6, Spd. 6D6 underwater, 3D6 on land.

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

Weight: 180 to 300 lbs (82 to 136 km).

M.D.C.: Triple normal M.D.C. (see Naut'Yll R.C.C.)

Horror Factor: 13

Average Life Span: 40 years from the moment of transformation.

Natural Abilities: Able to breathe underwater and on dry land, nightvision 200 ft (61 m; able to see in near-total darkness), excellent hearing (equivalent to bionic). Magic facial antennae (described above, also see combat) and regenerate 1D4×10 M.D.C. per minute.

Psionic Powers: Has the equivalent of mind block auto-defense, and can sense all living things psionically via a form of super presence sense (Special): Sense all living things within 500 feet (152 m) of it.

Magic Powers: Only if a magic practitioner before being transformed.

Combat: Supernatural with six attacks per melee either from tentacles, claws or bite; plus entangle and simultaneous attack. Rarely uses weapons, but can use one or two old favorites.

Damage: Claws inflict 4D6 M.D. plus P.S. bonus. A tentacle strike does 2D6 M.D. and a bite inflicts 4D6 M.D.

Bonuses: +3 on initiative (underwater only), +5 to strike and parry (+7 underwater), and +2 to dodge and roll/pull punch. All these are in addition to attribute bonuses.

Vulnerabilities/Penalties: Same as normal naut'yll, plus double damage from rune and Millennium Tree weapons.

R.C.C. Skills: Same as it had in life, except frozen at *half* the level of experience from the moment of transformation. See the Naut'Yll R.C.C. and O.C.C.s. New skills and growth in experience are NOT possible.

Note: Have no need or desire for possessions.





Psiren R.C.C.

Minion of the Lord of the Deep

In Greek mythology, the songs of the mermaids (also known as sirens) would entice sailors to sail to their doom in rocky waters, or to leap off their ships to be with them, only to be drowned and devoured. Such is the foul nature of the psiren created by the Lord of the Deep.

The Psiren is a grotesque mockery of the mermaid legend. Like the legendary creatures of myth, these beings have the torso of a human (90% are female) and the lower body of a fish (60%) or seal (40%). They are beautiful and bewitching even when the fish or seal lower body is evident. They are strangely attractive and can seem alluring with beckoning eyes and sweet songs or helpless, needy and innocent — until a victim falls into their embrace or the monster lunges forward, mouth open wide to reveal huge, sharp teeth.

The psiren has a powerful version of the *empathic transmission* power that transmits feelings of love, peacefulness/beauty, or trust. Its “song” is only heard in the mind of the victim(s) it selects, and is used as a powerful lure along with their beguiling beauty and apparent innocence. The victim who succumbs to the monster will usually leap into the water or take a smaller boat and rush to the beast’s embrace. Some become so enamored that they will steer their ship into dangerous waters or onto rocks without regard for their personal safety, their crew or the ship. Once in the water, the psiren may wait until the mesmerized victim climbs into its arms or pounce, using its claws and teeth to tear away armor and rip the poor soul apart. The psiren may also drag the victim into the depths to be drowned or crushed by sea pressure.

Most psirens hunt alone or in pairs, but the occasional “pod” of 4-16 (4D4) may gather or prowl for victims together, going after entire ships or groups of unwary beings. If surrounded or attacked, the psiren can use a variety of psionic powers in self-defense.

It is interesting to note that these creatures are found throughout the oceans and seas of the world and occasionally even in freshwater lakes and rivers that are connected to the ocean. Although vile creations of the Lord of the Deep, their human nature is sometimes touched by beauty and acts of bravery, self-sacrifice or compassion. Occasionally, they take pity on such and will release them, or even attempt to rescue them. On rare occasion, the psiren may even fall madly in love with a person — which can be beneficial in the short term (especially if the person leaves the area, never to return), but ultimately the psiren is an evil predator given to extreme jealousy, murderous possessiveness and acts of brutality.

Alignment: Diabolic or miscreant.

Attributes: I.Q. 1D6+10, M.E. 1D4+10, M.A. 1D4+6, P.S. 2D6+20, P.P. 1D6+12, P.E. 1D4+20, P.B. 1D6+20, Spd. 2D4×10 underwater, 3D4 on land.

Size: 9 to 12 feet (2.7 to 3.65 m) from head to tail.

Weight: 800 lbs (362 kg).

M.D.C.: P.E. plus 3D4×10

Horror Factor: 12 when their carnivorous nature is revealed.

P.P.E.: 20+1D6

Average Life Span: 50 years from the moment of transformation.

Natural Abilities: Supernatural attributes, does not need to breathe or eat to survive; can swim 90%, dive, leap up to five feet (1.5 m) into the air, nightvision 500 feet (152 m), impervious to cold and can survive ocean depths of up to 1.5 miles (2.4 km).

Psionic Powers: Considered to be master psionics. Powers include empathic transmission but limited to love/peacefulness/beauty, trust and confusion, but at 10× the range (600 feet/183 m) and potential victims get to save vs psionic attack as usual. Plus hypnotic suggestion, mind bolt, psi-sword, mind block, empathy, telepathy, and 1D4 powers of choice from the sensitive category.

I.S.P.: 3D4×10+40

Magic Powers: None.

Combat: Supernatural abilities. Can engage in hand to hand combat or use psionic attacks four times per melee round.

Damage: Claws inflict 2D6 M.D. plus P.S. damage bonus, tail slap 1D6 M.D., bite: 3D6 M.D. or by handheld weapon (but rarely use them).

Bonuses: +2 on initiative, +4 to strike, parry and dodge, +2 to roll with impact, +2 to pull punch, +6 to save vs horror factor and +3 to save vs disease. All these are in addition to attribute bonuses.

Vulnerabilities/Penalties: Can only crawl on land; takes double damage from rune and Millennium Tree weapons; and all bonuses are reduced by half when on dry land.

R.C.C. Skills: The creature can speak 1D4 tongues (as known before the transformation) and select six secondary skills from the vagabond O.C.C.; new skills and growth in experience are NOT possible.

Note: Have no need or desire for possessions, but will wear jewelry and some bits of clothes that humans and other humanoids might find alluring (mainly gold and gems). Rarely needs or uses any weapons.

Sea Doppelganger

Minion of the Lord of the Deep, as well a non-allied NPC Monster

A combination of a jellyfish and human, the doppelganger’s body is shaped like a giant jellyfish/man o’war. It has the power to temporarily assume a human form, sometimes the shape of someone the victim knows or knew (by reading the victim’s mind), or more often, the shape of a human or D-bee it has recently killed and consumed! The humanoid form usually has a slightly-too-big, fixed smile on his or her face and may seem pale or act strange, as if drunk or drugged. It also never speaks in any form; these small clues can save the lives of potential victims, although sometimes drunken sailors have been shot by mistake when they wouldn’t stop smiling!

The Sea Doppelganger attacks with a deadly poison sting, or by engulfing a victim whole and “digesting” him with powerful acid secretions. To engulf a humanoid, the true form of the Doppelganger must be revealed. This entails the terrifying transformation from humanoid to an amorphous transparent blob!

The creature can operate both in and out of water. A typical tactic is to slither aboard a ship, attack and devour a victim, take its form, approach the next watchman and attack and devour him, and so on; 1D4+1 victims usually satisfy the monster’s hunger for 48 hours, although it can go for a week without eating if absolutely necessary.

Sea Dopplegangers hunt alone most of the time. Sometimes a band of 2D6 creatures are sent on missions for the Lord of the Deep, or by one of the Cultists of the Deep.

Alignment: Diabolic

Attributes: I.Q. 1D6+5 (high predatory animal intelligence), M.E. 1D4+8, M.A. 1D4+8, P.S. 4D6+6, P.P. 3D6+6, P.E. 1D6+20, P.B. 1D4/up to 20 in human guise, Spd. 1D6×10 underwater, 3D6 on land.

Size: Varies; typically three times the size of a human in its natural jellyfish form.

Weight: 100-300 lbs (45 to 136 kg).

M.D.C.: 3D6×10

Horror Factor: 14 when its true nature is revealed.

P.P.E.: 20+1D6

Average Life Span: 180 years.

Natural Abilities: Limited shape-shifting (see description above), impervious to cold, impervious to pressure (can descend to any depth), bio-regeneration of 3D6 M.D.C. per melee round, and has the same keen sense of smell as the shark.

Psionic Powers (Special): Limited telepathy (no I.S.P. cost) that allows the creature to pick the shape of someone the victim knows; stopped by mind block. Plus presence sense with an incredible 1200 foot (366 m) radius, and can differentiate between fish and humanoids. Considered a minor psionic, although both psionic abilities are innate, constantly “on” and do not require the conscious use of I.S.P.

Magic Powers: None.

Combat: Supernatural. Three by sting or one engulf attack per melee. After engulfing one victim, it can attack others with its sting.

Damage: **Punch:** Only in humanoid form; 1D6 M.D.

Poison Sting: 3D6 M.D. plus 4D6 M.D. from poison (half damage from a successful save vs magic). Characters clad in armor suffer only stinger damage.

Engulf: +4 to strike (target can only dodge). On a successful *engulfing*, the victim is completely swallowed and takes 3D6 M.D. of acid damage immediately and at the beginning of each melee round. Furthermore, those without an independent oxygen supply will suffocate within three minutes. The only way to break free is to inflict 30 M.D.C. to the insides of the creature in one round or for others to kill it from the outside.

Bonuses: +3 to strike (+4 with engulfing attack), +2 to parry and dodge, +3 to roll with impact, +3 to save vs poison and disease, and +10 to save vs horror factor. All these are in addition to attribute bonuses.

Vulnerabilities/Penalties: Takes triple damage from rune and Millennium Tree weapons; double damage from fire and plasma.

Skills: None. These creatures have about as much in common with humans as real jellyfish; they are simply supernatural predators.

Habitat: The Marianas Trench, dead pools, the Demon Sea and other dimensional triangles, and encountered infrequently throughout the oceans and seas of the world.

Note: Although the sea doppleganger is counted among the minions of the Lord of the Deep, they are supernatural beings from another dimension, so there are many of these predators wandering the seas of Earth who are not servants to any master. They never use weapons and have no need for possessions or treasure.

The Cult of the Deep

You who are called Leviathan, the Kraken, the Lord of the Deep,
Are my Lord and Master.

I shall Serve You, and Keep You Fed.

You rule the oceans from the bottomless depths.

I shall see your Kingdom come to the lands of my people.

— *Written prayer found among the possessions of Sea-Witch Indigo Cortez, killed by a lynch mob after his twelfth, known, act of murder.*

Not content with releasing its abominations into the oceans of Rifts Earth, the Lord of the Deep has begun infecting coastal lands with its madness. A number of human sensitives (psychics and mystics) have caught visions of the monster in dreams or while traveling on the astral planes. Some die from shock or go hopelessly mad. Most of the rest cannot forget the terrible vision and become obsessed by the creature and its seemingly limitless power. Some of these people dedicate their lives to fighting the terror and destroying its cultists and minions. Others worship the monster! These diabolic men and women are insane, but they hide their madness from their fellows and are granted a number of supernatural powers in return for human sacrifices. Sacrificial victims are either killed in unholy rituals, or given over to minions, or one of the *Reachers from the Deep*.

The cult does not have to many followers. The typical cult organization has about a half dozen “Servants” (psychics who worship and are empowered by the alien intelligence), less than a dozen monstrous minions, and seldom more than 10 to 50 cult members/worshippers. As a death cult, they tend to attract murderers, assassins and anarchists. Their numbers are slowly spreading around the world, although the Cult of the Deep is strongest in South America (see the *Lord of the Deep* description for additional details). In some places, entire villages have fallen under the sway of the Lord of the Deep, led by a charismatic Servant of the Deep, or terrorized by cultists and monstrous minions. The most worthy and loyal “servants” find themselves slowly mutating into inhuman shapes — a “blessing” from their horrific master.

Servants of the Deep

NPC Villain R.C.C.

These lost souls have willingly given themselves to the service of the Lord of the Deep. They are similar to the *witch* character described in **Rifts® Dark Conversions**. Most of them were simple fishermen, sailors or villagers until the fateful day when they encountered one of the Reachers of the Deep, or were haunted in dreams by the Lord of the Deep. As many as one-third of all the unfortunates contacted by the alien intelligence via dreams die of fright, became catatonic, or are afflicted by phobias about water, serpents, octopus, darkness and aquatic humanoids. The strong-willed and principled are able to reject the hideous suggestions of the dreams to join the monster. Some go on to lead normal lives, but many of those eventually became the *Sea Inquisitors* who hunt and destroy the evil cults and minions of the Deep. The rest are seduced by the promise of power or a lust for destruction, and often become insane in the process.

Those who embrace evil become cultists of the Deep: human and D-bee minions of the terrible monster. As they perform rituals and blood sacrifices for their master, the Servants start gaining powers. These “gifts” prompt them to perform more extreme actions for the cult and their master, sometimes murdering relatives and loved ones as “proof” of their loyalty. They also start gathering followers, usually misfits or outcasts who want to find a group to belong to or use this joining as a means to extract revenge. As the cult grows in numbers, weapons and equipment are gathered to defend it from outsiders. A strong cult might even have one or two ships, or be affiliated with pirates and criminals, and go on raiding expeditions in search of loot and more sacrificial victims!

After ten years or more of service, the Servant loses every last shred of humanity. His appearance becomes utterly demonic, with leathery skin, boils and warts, and sharp teeth like that of a shark or barracuda. Eventually, his arms and legs become writhing tentacles, and the creature must consume the living flesh of intelligent beings to survive, as well as becoming a P.P.E. vampire who draws on the mystic life energy of living beings at the moment of their death. By the twentieth year, the Servant, totally transformed into a monster, leaps into the ocean and swims towards its Master, where as final reward, he is devoured whole, adding its body and energy (P.P.E.) to the growing Lord of the Deep.

Note: The typical cultist is not a full-fledged Servant. “Rank and file” cultists can belong to any O.C.C. (most are vagabonds, city rats, sailors, pirates, and assassins). Typically only their leader and 1D4 acolytes are Servants with supernatural powers. The rest of the cult make do with weapons, fanaticism and cunning.

Attribute Requirements: None

Alignment: Diabolic, miscreant, or anarchist.

R.C.C., Magic, and Mutant Abilities and Bonuses: The powers of the Servant of the Deep change with the length of service. Whether they know it or not, service to the Lord of the Deep is for life; there is no going back, except for the release of death. All bonuses are cumulative.

1. **After One Year of Service:** During the first year, the Servant becomes a minor supernatural creature, with supernatural strength and P.E. $\times 2$ M.D.C., instead of hit points and S.D.C. The character also gains four spells selected from levels 1-3 (see the **Rifts RPG**; ocean magic and songs are not available). These spells, and all subsequent spells, are treated as if being cast by a 5th level magician, regardless of the character’s actual level of experience. P.P.E. is raised by 3D6 $\times 10$! A greenish-blue mark appears somewhere on the Servant’s body; this is the Sign of the Deep and proof that the Servant is in the thrall of the alien intelligence.

2. **After Three Years of Service:** M.D.C. is increased by 2D6 $\times 10$, and the servant gains +6 P.S. and P.E., plus an additional four spells selected from levels 1-4 are gained. Add 1D4 $\times 10$ P.P.E.

3. **After Five Years of Service:** Add +50 M.D.C., +50 P.P.E. and six spells selected from levels 1-5. The Servant loses all body hair, and his skin becomes grayish, coarse and wrinkled; appearing much older than he should be. P.B. is reduced by four points. Some Servants try to hide this by wearing wigs, make-up, or concealing robes and clothing but most don’t care.

4. **After Seven Years of Service:** Add +50 M.D.C., +50 P.P.E., and four spells selected from levels 1-6. Boils and warts start appearing on the character’s face during the last six months of the sixth year (reduce P.B. by half). The Servant’s voice becomes an inhuman rasp, and his eyes start glowing green or black whenever he is angered. The Servant cannot stomach anything but raw flesh, and it starts getting cannibalistic impulses (most will act on them sooner or later).

5. **After Ten Years of Service — The Great Change:** Add +50 M.D.C., +6 to P.S., +100 P.P.E. and four spells selected from levels 1-8. The Servant’s arms and legs become tentacles that do 1D6 M.D. in addition to supernatural hand to hand damage and P.S. bonuses. The skin becomes dark gray or green, and even coarser and more boil-ridden. The creature gains 200 lbs (90 kg) of weight, becoming bloated and slow (speed is reduced by 6 on land, but can swim at a speed of 5D6, can hold its breath for 4D6 minutes, and survive depths of up to 500 feet/152 m). Normal communication is no longer possible. Not only is the creature incapable of speech (grunts, groans and howls only), its mind is so twisted that even telepathic probes will reveal no meaningful images, just an insane jumble of alien lusts, hungers and murder.

The Servant must consume P.P.E. as well as the flesh of intelligent beings to survive (a minimum of 20 P.P.E. per week). Only the P.P.E. of a dying being will satisfy it (animals will do in a pinch, but humans and intelligent beings are preferred). At this point, the Servant must be taken care of by his cult. Typically, the monstrous being is kept hidden at the cult’s “temple” and brought “offerings.”

6. **By the Fifteenth Year,** the Servant grows by a foot (0.3 m) and gains an additional 200 lbs (90 kg). It also gets +50 M.D.C., +50 P.P.E. and gains an additional four spells selected from levels 1-10, and its energy requirements grow to 50 P.P.E. per week. The beast is not recognizable as ever having been human and requires being in water at least half the time. It can now hold its breath +20 minutes, swimming speed is +10, and it can survive depths of up to 2000 feet (610 m) and it has the predatory senses and desires of a shark.

At this point, the needs for the death energy, its lust for human flesh and uncontained murderous desires often leads to the cult’s discovery. By this time, the cult is certain to have a reputation and be blamed for mysterious deaths, disappearances and particularly brutal murders whether it is responsible or not. It is also likely that the Servant becomes so ravenous and insanely murderous that it goes out hunting every night (usually along canals, sewers or waterways) and may even kill and feed on cult members when sacrifices are slow in coming or when angered! A few continue to grow in power.

7. **On the Twentieth Year,** the Servant feels an irresistible urge to leap into the ocean and join the Lord of the Deep. Once it gets there, it is devoured, body and soul, by the alien intelligence — some retirement plan!

O.C.C. Skills: Servants of the Deep can come from any walk of life, but all will have some degree of psionic power, at least minor. Pick any O.C.C. for skill selections and determine what the character’s level of experience was before he became a Servant. All skills are frozen at that level. By the 10th year of servitude the changing monster forgets half of these skills. By the 20th year he barely remembers 15%.

Psionic Powers: 60% have minor psionics, 20% major, 10% master (mind melters or mind bleeders) and 10% are mystics. Their followers usually don’t have any sort of psychic ability.

Areas of Activity: Cults of the Deep can be found in South America, Central America, the Yucatan, and the American West along the Pacific Coast. A few small cults can also be found cropping up in China, Indonesia and the occasional Pacific island. Groups that worship the Lord of the Deep and call themselves Cultists of the Deep have appeared around the Great Lakes in North America. These fanatics are *not* genuine and do not have a Servant or minion among them. However, they are definitely ripe for “official” conversion and union with the monster.

Note: The “call” for servants by the Lord of the Deep occurs in a limited part of the world (usually a 1000 mile/1600 km strip or diameter) once or twice a year. Ironically, this is an innate ability that the Lord of the Deep has little control over. The area is typically a place where the alien intelligence knows he already has a stronghold, like South America, or a place he has been thinking about recently. Only those with psionic abilities are susceptible (standard saving throw vs psionic attack; G.M.’s can elect to make player characters and key NPCs automatically save). The “calling” is usually one week of reoccurring visions or dreams.

Sea Inquisitor O.C.C.

Enemies of the Cult of the Deep

Humans who have heard the calling of the Lord of the Deep and have managed to retain their sanity and reject the monster’s call, frequently become obsessed with destroying the monster and its minions. Likewise, sailors and adventurers who have beheld the Lord of the Deep in all its horror may also resolve to destroy it. These people become sworn enemies of the alien intelligence and all its followers. Their brush with the supernatural has awakened special powers within them, which they use to hunt down all cults and creations of the hellish monster. They are known as Witch Finders or *Inquisitors*, because they are usually most active along seacoasts and islands, and travel the seas (where cultists and minions can be found), they are typically referred to as the **Sea Inquisitors**.

These men and women come from all walks of life, and usually lead fairly normal lives until their chance encounter with the evil of the Lord of the Deep. Some are survivors of its minions’ attacks. Most (with psionics) were touched by the monster in dreams or visions when

“called” and offered great power in return for their humanity. Those with strong wills, good alignment and/or high principles refused the “call,” often paying a terrible price in painful headaches and temporary insanity that lasts 2D6 days after the last dream. When they recover, they are transformed! Because they had the power to mentally and emotionally fight the Lord of the Deep, they realize that they can fight the horror in all its manifestations and extensions (followers and minions). Abandoning their former lives, they have gone out into the world to fight the evil forces that are threatening it.

Sea inquisitors tend to operate alone or in small groups. They do not have any global organization or even a central base. Somehow, they all have similar powers and goals. Some have speculated that they may be empowered by a Higher Force who opposes the Lord of the Deep. Yet, there is not a flicker of supernatural energies around these heroic men and women, despite their mystical powers. This raises the question of whether the source of their power is a supernatural essence so strong and subtle that no one can detect it, or that they are simply empowered by their own inner strength and convictions. No one knows.

Sea inquisitors soon become experienced witch and demon-hunters. Not only do they combat the minions and servants of the Lord of the Deep, but other foul, inhuman creatures in a quest to destroy all forms of supernatural evil. They often join forces with whale singers, undead slayers, cyber-knights, adventurers and other champions of good.

O.C.C. Abilities and Bonuses

1. Will of Iron: After their encounter with the Lord of the Deep, those who become sea inquisitors get +8 to their M.E. attribute, with a minimum M.E. of 18; plus +8 to save vs horror factor and +1 to save vs all magic, including potions, circles, wards, and mind control.

2. Magical and Psionic Dispersal: A previously unknown aura around the character dispels most magical and psionic energies directed against him! Only if he allows it will a spell or psionic ability have its full affect on him. Whether this aura is based on psionics or magic is unknown; it cannot be duplicated by other psychics or practitioners of magic.

Every *melee round*, the sea inquisitor can dispel an equivalent of 10 P.P.E. or I.S.P., per experience level, of a spell or psi-power that is directed at him. If the spell or psionic attack had more energy than the amount dispelled, the magic or psionics is not completely dispelled, but is half as powerful (half damage, duration, effects, etc.). If the sea inquisitor can dispel *more* P.P.E. or I.S.P. than was put into the spell or psionic attack, the magic or psionics fizzles to nothing and has absolutely no affect. Example: A sorcerer is casting a fire ball spell at a 4th level sea inquisitor. The spell costs 10 P.P.E., and the inquisitor can dispel 40 points, so the fire ball directed at him vanishes a second after it appeared; no damage. During the same round, two other spell casters are attacking the same Inquisitor, one with an agony spell, the other with another fire ball. The Inquisitor can still dispel another 30 points of energy. The agony spell costs 20 P.P.E. and the fire ball 10; both spells also fail! If a fourth spell was cast against the sea inquisitor during that round, however, it would inflict FULL damage because the character has momentarily used up all his dispelling power for that round. The next round, he starts again with 40 anti-magic and psionic points.

Note: The character cannot dispel magic or psionic attacks that are directed at other people around him, even if the target of the attack is standing at his side or held in his arms. However, *area affect magic* (including wards) intended to afflict everybody within its diameter can be dispelled if the sea inquisitor is included in that area. The inquisitor cannot dispel/deactivate, negate or de-energize magic circles, permanent wards, talismans, amulets, potions, scrolls, cursed items, rune weapons, Millennium Tree items and most permanent magic weapons and items, but *can* dispel any magic or psionic attacks from these things that are directed at him. Likewise, he cannot deactivate or de-energize technowizard items, but *can* dispel any magic spells or mystic energy bolts fired by them.

3. Shield of Inner Spirit: The Inquisitor can summon an aura of inner energy around him, protecting him from harm. The shield has 100 M.D.C. plus 10 M.D.C. per level of experience! It can be brought forth for one hour, one time a day per level of experience.

4. Sense Supernatural Evil: This power is very similar to the psi-stalker’s ability. The character can sense supernatural beings without consciously using their power, at a range of 50 feet (15.2 m) per level of experience (does not use I.S.P.), or 1000 ft (305 m) plus 100 ft (30.5 m) per level of experience if the entity is using its powers to locate evil; costs 2 I.S.P. per use and lasts for five minutes per level of experience.

Furthermore, the sea inquisitor can sense whether or not the supernatural creature is evil, or a servant or minion of the Lord of the Deep, with a base chance of 35% plus 5% per level of experience.

5. Destroy the Supernatural: In the hands of the sea inquisitor, all weapons and attacks do extra damage against *evil supernatural creatures*. This includes minions of the Lord of the Deep, demons, vampires, entities, dragons, godlings and any other being with supernatural attributes. Any M.D.C. or S.D.C. weapon (including punches and kicks) inflicts double damage directly to the creature’s M.D.C. or hit points (depending on the nature of the beast)! This includes not only melee weapons but ranged weapons like laser rifles! Example: A sea inquisitor shooting a .45 pistol (normally 4D6 S.D.C. damage) will inflict 4D6×2 M.D. to a creation of the Lord of the Deep, demon, or evil dragon. If his punch damage is normally 1D4+6, he would do 2D4+12 against a supernatural creature like a gargoye or a vampire!

6. Bonuses: +2D6×10 S.D.C., +2 to P.S., +2 to P.E., +2 to spd, +1 to M.A., and +1 on initiative when fighting supernatural beings. Can hold breath underwater twice as long as normal (about four minutes).

Alignment: Must be principled or unscrupulous.

Attribute Requirements: None, but see O.C.C. bonuses.

Psionics: Those who become sea inquisitors as a result of visions of “calling” from the Lord of the Deep, must have at least minor psionics. Of those, about 10% are mind melters, mind bleeders (see **Rifts Africa** for the latter) or are mystics. However, non-psionic people who have encountered the alien intelligence (probably via Reachers from the Deep or one of its minions or cultists) can also become a sea inquisitor. Roughly 45% have no psionic powers, 50% have minor or major psionics and 5% have master psionic or magic abilities (in addition to the inquisitor abilities). 80% are human or very human-looking D-bees, 20% are other races.

O.C.C. Skills: Due to the fact that sea inquisitors may have a number of different backgrounds, only a few R.C.C. skills apply.

Demon and Monster Lore (+20%)

Streetwise (+4%)

Two Languages of Choice (+20%)

One Pilot Vehicle of Choice (+5%)

Two W.P. of Choice

Hand to Hand: Basic

Hand to hand: basic can be changed to expert at the cost of one “other” skill or to martial arts at the cost of two “other” skills.

Other Skills: To determine other skills, the player selects the *O.C.C. Related Skills* and *Secondary Skills* from any of the following O.C.C.s or R.C.C.s:

Any Scholar or Adventurer O.C.C.

Any Psychic R.C.C.

Or any of the following: sailor, pirate, grunt/foot-soldier or simple warrior, and mystic — must be of a good alignment.

Standard Equipment: Suit of light M.D.C. armor, one energy weapon and one S.D.C. weapon of choice, two sets of clothing, a knapsack of backpack for personal possessions. Inquisitors don’t have much in the way of property.

Money: 1D6×100 in credit and 2D4×100 in trade items.

Cybernetics: None.

The Whale Singers

By C.J. Carella
& Kevin Siembieda

Mystical Undersea Society

A Band of Warriors, brave and strong.
A Circle of Wizards, wise and clever.
The One Eye of Eylor.
The Eternal Flame Blade.
The Fires of the Cosmic Forge.
The Largest War Machine.
The Strength of an Unbeliever.
And a Hundred Years' War.
All these Must Be, and the Lord Shall Fall.

—*The Prophecy of Blind Current-Rider*

The Prophecy

One of the first Whale Singers was Current-Rider, the product of the melding of a human mystic with an old blue whale. It is said that it was Current-Rider who discovered and taught the secret of the spellsongs. He also performed the first and most powerful Song of Prophecy, with which he tried to discover a way to destroy the Lord of the Deep. The spellsong caused a devastating psychic backlash that killed all participants except Current-Rider, who was struck blind. Nobody knows whether the backlash was caused by the Lord of the Deep's mystical defenses or whether the spellsingers saw something not meant for mortal eyes. All Current-Rider could remember was the words to the prophecy, written above.

The prophecy is the driving force for a sub-cult within the brotherhood of whale singers who call themselves the Seekers. The Seekers traveled through Rifts Earth (and, recently, through the Megaverse), searching for the answers and mysterious weapons mentioned in the prophecy. So far, Captain Nemo-2's USS Ticonderoga has been tentatively identified as the Largest War Machine. Some Seekers have also discovered that the Eyes of Eylor are slaves of the Splugorth (see **Rifts Atlantis**), and they are now trying to discover the mysterious living world of Eylor to rescue or capture the "One Eye." Nobody is sure about the Eternal Flame Blade, the Strength of an Unbeliever, or the Fires of the Cosmic Forge (although visitors to **Phase World** might be able to shed light on the last one; see **Rifts Dimension Book Two: Phase World** for details).

Whale Singers

& Pneuma-Biforms

The Whale Singers are living proof that power, even diabolical, disfiguring power with evil intent, can be reformed into a force for good. Many members of the Whale Singers are the former victims or creations of the Lord of Deep. They have endured the horror of being dragged into the deepest reaches of the ocean, the agonies of mystical shapeshifting, and the madness of the Lord of the Deep. Somehow, they have broken free from the control of the monster and now fight for its destruction.

Origins

Many Whale Singers are *pneuma-biforms* (pronounced new-mah buy-forms), dolphins or whales who were captured and fused into one with a human being by the Lord of the Deep. Dozens of the pneuma-biforms were created and released into the oceans to spread death and destruction, but something went wrong. When humans were fused into a

single individual with dolphins or whales, the result was the creation of a being with an indomitable will, much stronger than the sum of its parts. Two minds and two spirits became one, and that one was able to survive any horror the Lord of the Deep could throw at him/them.

Pneuma-biforms basically means "multiple souls" or "multiple life." Although the Lord of the Deep's transformation magic always fuses two different life forms together, in all other cases there is only one evil predatory mind behind the monster. The spirits or life essence of both the human and the cetacean survive in the pneuma-biform as two vibrant halves of a greater whole. Nobody, not even the Lord of the Deep, understands why this happens. The answer to this inexplicable phenomenon may lay in the fact that dolphins, whales and humans seem to share some sort of bond on a spiritual level, particularly humans, dolphins and killer whales.

Almost every pneuma-biform has escaped the clutches of their demonic creator. Eventually, these refugees found one another through their songs. The transformation also gave them an innate talent for magic whale singing. Over the decades, they have joined forces with other escapees, Whale Singers, and fighters, first for self-defense against the minions sent against them, but later to actively oppose the Lord of the Deep and to protect innocent beings from all the evils of the Deep.

Over the last century, the Whale Singers have established a loose network in every ocean and sea on Earth. This group is less formal or structured than an organization and is more like a global fraternity or brotherhood who share similar views, beliefs and goals. They do not actively recruit followers but welcome anyone who shares their views. Besides pneuma-biforms, ocean wizards, dolphins, whales, champions of light, and heroes of all races have joined this fraternity. Most dream of making the oceans (and the world) a better, safer place to live, and all are dedicated to destroying the Lord of the Deep.

Population Breakdown

Population Breakdown of Whale Singers: An estimated 4,876,600 total, spread over the world. The population estimates of each specific race and total could be plus or minus 10%.

Pneuma-Biform Dolphins: 4,788
Pneuma-Biform Killer Whales: 3,000
Pneuma-Biform Humpback Whales: 512
Pneuma-Biform Other Whales: 1,100
Dolphins: 2.9 million
Porpoises: 400,000
Killer Whales: 1 million
Humpback Whales: 14,600 (about half of the known population)
Other Whales: 50,000
Kreel-lok: 41,000
Others: 62,000 — Including humans (9%), surface D-bees (12%), amphibians (2%), naut'yll (1%), Lemurians (10%) and aquatic D-bees (66%).

The pneuma-biforms have grown in numbers, with current estimates at over nine thousand scattered around the world. Most travel in small groups of 4-24 (4D6), or are members of other groups, some large, some small. Others are loners or travel in pairs, associating with adventurers they encounter only for short periods before they move on.



Allies and Enemies

Whale Singers are the sworn enemies of the Lord of the Deep, his minions, servitors and any who ally themselves to him or similar dark forces, including the occasional evil pneuma-biform and rogue Whale Singer. Fifty years ago, six hundred Whale Singers attempted to destroy the Lord of the Deep in an all-out attack. Tragically, the alien intelligence summoned a much larger army of minions and servitors and all but 97 of these champions were slaughtered. Since then, no direct attacks have been made against the Lord of the Deep; instead, they try to hunt down and destroy the Reachers from the Deep and its monstrous predatory minions.

The Whale Singers are often outcasts, unable to fit into normal whale or dolphin "society." Their supernatural auras cause apprehension and discomfort among common dolphins and whales. Even when they know that the Whale Singers are good, they remain uneasy or scared of them. Likewise, surface dwellers and some aquatic D-bees fear these mystical beings. It is the great tragedy of these heroes that they are feared by the very beings they are trying to protect. In some cases it is simply a fear of the unknown, in others it is because the Whale Singers seem forever linked to the Lord of the Deep and danger is said to follow them. For others like the naut'yll, horune and Minions of Splugorth, the Whale Singers are correctly seen as an enemy who will oppose them for acts of conquest, murder, brutality, slavery, and destruction.

The Whale Singers are recognized by most aquatic and seafaring people as forces of good and protectors of the innocent. They are frequently joined by other champions of good, both from the sea and the surface world. Many Sea Inquisitors, amphibs, Lemurians, Tritonians and others accept the Whale Singers as trustworthy allies, although some may feel uneasy around them.

The Whale Singers have an informal alliance with Captain Nemo-2 and the New Navy. Thus, members are often seen working with or in the company of sea titans, the USS Ticonderoga and members of the New Navy. A pod of 30 Whale Singers inhabit the waters around Refuge base and 50 protect the city of Salvation. The two groups have fought together against the Lord of the Deep many times.

The Floating City of Tritonia has offered sanctuary to these beings, and the pneuma-biforms are always welcomed there. Some *amphibs* and humans have learned the secrets of spellsongs and have become Whale Singers themselves. A similar camaraderie exists between Whale Singers and Lemurians.

A few k reel-lok communities have also forged alliances and friendships with the Whale Singers. A number of k reel-lok have joined them in their fight against the Lord of the Deep.

The naut'yll, horune and other menaces in the sea are viewed with contempt and hostility. In fact, some bands of Whale Singers have temporarily abandoned their struggle against the Lord of the Deep to deal with these other threats to the oceans of Earth. A few members of the fraternity are renegade naut'yll who have taught their brethren some of the mystic secrets of Korallyte shaping spells and the psionic techniques of the naut'yll.

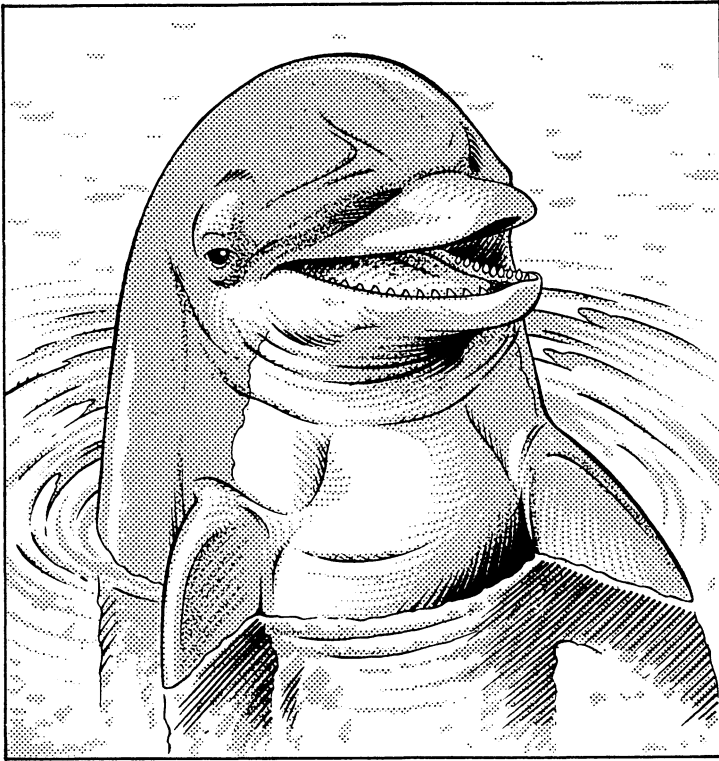
Note: The Whale Singers will be friendly to any people, organization or civilization that does not try to damage the oceans or conquer its people, including dolphins and whales. They will oppose and fight against those who carelessly or deliberately pollute the waters, kill indiscriminately, or otherwise threaten the people of the ocean and their watery environment.

Dolphin Pneuma-Biform R.C.C.

A union of human with dolphin, combines the traits and personalities of the two. This pneuma-biform combines the gentleness, compassion and playfully irreverent personality of a dolphin with human ingenuity, resourcefulness and knowledge of the surface world. Both share a keen sense of awareness, personal expression, a lust for freedom, curious and imaginative natures, and a sense of justice which have made them all the stronger from the merging. Pneuma-biform dolphins (PB-dolphins) tend to be the most light-hearted, inquisitive and playful of the Whale Singers. As such, they are helpful in lifting the dark depression that often accosts the PB-whales.

These creatures can mate with other PB-dolphins, normal humans, or normal dolphins (the pneuma-biform must be in the appropriate form to do so, of course). Unions between a pair of PB-dolphins that produce off spring will always bear pneuma-biform dolphins. Mating with a normal being of either species only produces children 11% of the time and the children of these unions will almost always be PB-dolphins (90%). The birth rate among all pneuma-biforms is very low, accounting for their relative rarity. A mature female can only give birth once every nine years, producing one young (twins are very rare). The young reaches full physical maturity within 10 years but cannot produce off spring until 25 years old. The gestation period is 12 months. Young will usually stay with their mother and/or father for the first 9-12 years of their lives before venturing off on their own. Pneuma-biform dolphins mate for life.

Like all pneuma-biforms, these dolphins can assume either the shape of a dolphin (their natural aquatic form) or that of a human being (for visiting the surface world). They can also assume what they call a "combat" form which seems to transform them into a sleek, smooth, metallic silver version of whichever body shape they are using (see *Natural Abilities* for complete details). The bodies of the PB-dolphins are exactly like that of the average dolphin, only slightly larger. The human shape is slender, wiry and graceful, resembling a ballet dancer or acrobat. These beings rarely wear clothing except when disguised as a human and tend to rely on their magical and natural powers rather than mechanical devices or weapons. Likewise, they have little use for the valuables and possessions so often coveted by surface dwellers and aquatic D-bees like the naut'yll. However, they may keep a small cache of items, including 1 to 4 weapons, a water scooter, set of clothes, precious metals and gems, trinkets and other odds and ends, for use when they walk among men, or for the occasional bribe.



Pnuma-Biform Dolphin R.C.C.

Note: This creature of magic possesses some attributes and abilities equal to those of both dolphins and humans, but also has a variety of different and additional abilities as a result of their supernatural creation. Also, because of their strong will and independence, they will remain a pneuma-biform even if the Lord of the Deep is slain. The only exceptions are characters who want to become a normal human and/or dolphin again, but most (88%) of PB-dolphins like being what they are. Once the magic fusion is broken, it can never be restored.

Alignment: 70% are scrupulous or unprincipled; the rest tend to be principled, anarchist, or aberrant. Diabolic or miscreant PB-dolphins are almost unknown.

Attributes: I.Q. 3D6+3, M.E. 3D6+10, M.A. 3D6+6, P.S. 4D6+6, P.P. 3D6+6, P.E. 3D6+6, P.B. 3D6+6, Spd. in human form 3D6+6. Strength and endurance are considered to be supernatural.

Supernatural Swimming Speed: Underwater: 1D4×10+60 in dolphin form, 1D4×10+20 in dolphin combat form and 3D6+6 in human form (combat or normal).

Size: 6-7.5 feet (1.8 to 2.25 m) in combat form; see dolphin descriptions for the swimming form; PB-dolphins are about 20% larger than the average dolphin.

M.D.C.: P.E. plus 2D6×10. Add 2D6 M.D.C. per level of experience.

Horror Factor: 10 only when in combat form.

P.P.E.: P.E. plus 3D6×10. Add 3D6 P.P.E. per level of experience.

Average Life Span: At least 400 years; no pneuma-biform has died of old age yet.

Natural Abilities: Same as the normal dolphin, except maximum depth endurance is four miles (6.4 km), plus mystically regenerates 1D4×10 M.D.C. per minute and has human intelligence, resourcefulness and communication abilities (voice is high-pitched and guttural as a dolphin, deep and clear when in human form).

Special: Metamorphosis Human: The normal form of this pneuma-biform is that of a dolphin, however, it can transform into an attractive human with light skin (gender depends on the character's sex) twice a day.

Limitations: Can only be performed two times per 24 hour period and always has the same human appearance; cannot assume other human guises, age, or gender. The human body shape provides the mobility and abilities of a human, such as the advantages of having

articulated hands and fingers to use weapons and tools, operate machinery, survive on land without fear of dehydration, walk, run, climb, speak in a deep human voice, and so on. However, while in human form the character loses the physical and natural abilities of the dolphin, including sonic abilities, electromagnetic sensitivity, dolphin magic, and ley line abilities. Swimming speed is the same as running speed, breath can only be held for 1D4+2 minutes, and maximum depth tolerance is 300 feet (91.5 m) without diving gear or turning back into dolphin form. Retains whale spellsongs but at half range. Ocean magic can be used as normal. Duration: One hour per level of experience.

Special: Metamorphosis Combat form: Size increases by one foot (0.3 m), the skin gets a hard, gray, metallic appearance that resembles chrome or polished metal, +10 M.D.C. per level of experience, +6 M.D. is inflicted from all physical attacks, +1 attack per melee round, +1 on initiative, +1 to strike, +1 to roll with impact, +2 to pull punch, and the character has a horror factor of 10. This transformation can be used in dolphin or human form. All bonuses are in addition to attribute and skill bonuses. Duration: 30 minutes per level of experience and can be performed three times per 24 hour period.

Psionic Powers: Same as the normal dolphin.

Magic Powers:

1. **Spellsongs:** Select one whale spellsong per each level of experience, starting at third level.

2. **Ocean Magic:** The PB-Dolphin who is the most articulate when it comes to human speech can also cast ocean magic. Select one spell for each level of experience.

3. **Dolphin R.C.C. Magic:** The character also possesses dolphin magic and all ley line abilities common to all dolphins.

4. **Spell strength** (the number others must save against from the character's magic): +1 at levels three, seven, and 11.

Combat: Supernatural. Four physical attacks/actions per melee round in human form or three attacks per round in dolphin form; two via magic or psionics when in either form. Note: Do not add the melee round attacks from the hand to hand combat skill, only use it for bonuses and fighting techniques (kicks, flips, etc.) when in human form.

Damage: Supernatural strength inflicts mega-damage when in either human or dolphin form (see **Conversion Book 1, Revised**, p. 10-11). In human form, punches, kicks and other combat moves are possible, but special moves like wrestling, body flips and leap kicks requires knowledge and training in the appropriate human combat skill(s). See the dolphin R.C.C. for fighting abilities when using that form; does mega-damage.

Bonuses: +2 on initiative, +1 to dodge, +4 to save vs disease, +6 to save vs horror factor, +4 to save vs illusions and mind control, and is impervious to cold.

Vulnerabilities/Penalties: In human form, the character will be uncomfortable if not near water (salt or fresh; at least a bathtub full), because he needs to immerse himself in water when he turns back into a dolphin.

In dolphin form, the character dehydrates quickly, unless immersed in water or constantly sprinkled with water. Every hour on dry land without being able to soak in water, the character will lose 4D6 M.D.C. and cannot heal or regenerate until he can soak for six hours. Furthermore, after five hours without water, the character will become weak; reduce attacks per melee round and all combat bonuses by half!

R.C.C. Skills:

Swimming 98%

Dolphin/Whale Language 98%

One human language 98%

Two languages of choice (+15%)

Demon and Monster Lore (+15%)

Track & Hunt Sea Animals (+10%)

Underwater Navigation (+20%)

Sing (+15%)

Acrobatics

One W.P. of choice (applicable when human)

Hand to Hand: basic (applicable when human)

Hand to hand: basic can be changed to expert for the cost of one other skill selection or to martial arts for two other skills.

R.C.C. Related Skills: Select five "other" human skills. Plus select one additional skill at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+10%)

Electrical: None

Espionage: Any, except forgery and sniper.

Mechanical: None

Medical: First aid and Holistic Medicine (+5%) only.

Military: None

Physical: Any

Pilot: None

Pilot Related: Any

Rogue: Any

Science: None

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: Select five secondary skills from the previous list, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonuses listed in parentheses.

Alliances and Allies: Besides the Whale Singers, PB-dolphins often team up with normal dolphins, whales, humans, sea titans, amphibs, sea inquisitors and people of a good alignment or good intentions.

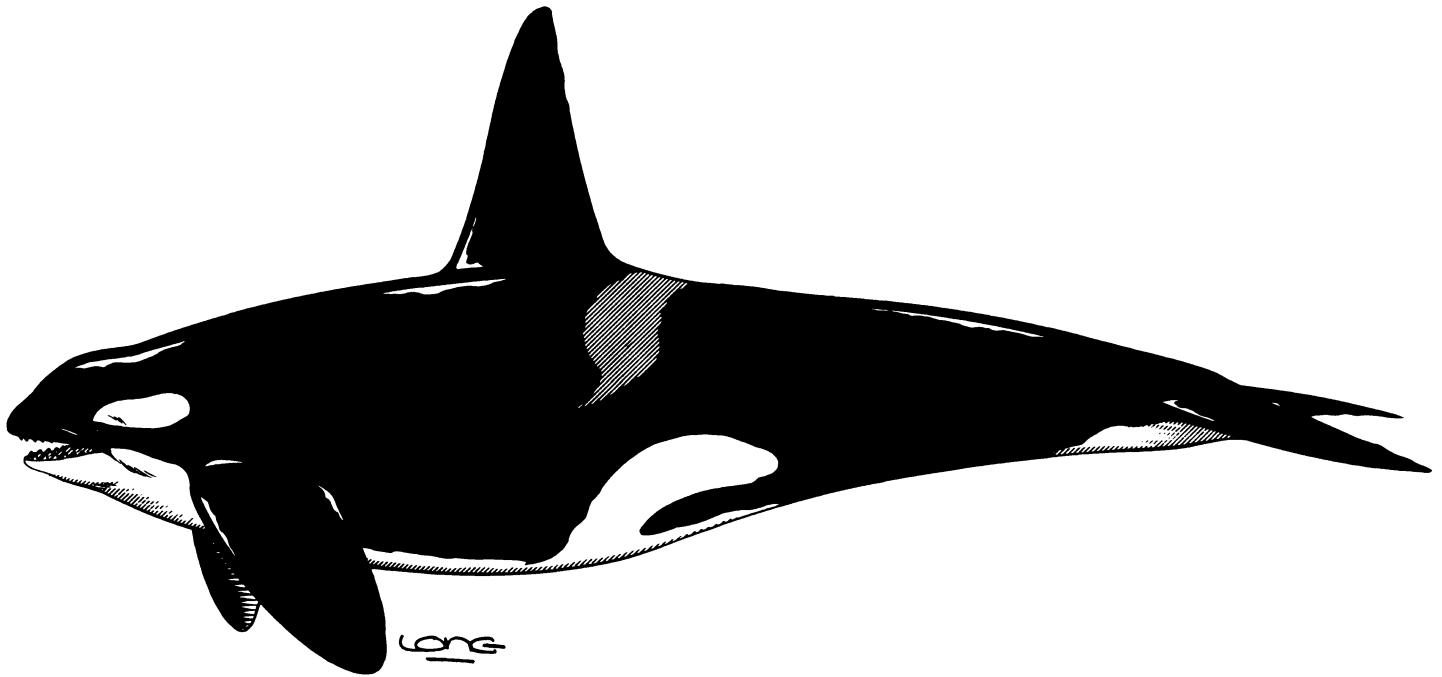
Weapons: Typically rely on their natural powers, especially when in dolphin form. The character may have one or two weapons and some personal items for use when it takes human shape. A few have magical, techno-wizard or rune weapons/items.

Body Armor: Usually none; occasionally magically-woven kelp armor (90 M.D.C.) created from the Song of Weaving.

Money: May keep a small cache of items, including 1 to 4 weapons, a water scooter or surf board, set of clothes, some precious metals and gems, trinkets and other odds and ends for use when they walk among men. Typically 1D6×1000 worth of credits in gold and gems, 1D4×1000 in other odds and ends

Cybernetics: Never use any.

Killer Whale Pneuma-Biform R.C.C.



The Lord of the Deep must have thought that fusing together humans and killer whales would produce superior predators. After all, orcas are known to be ferocious hunters and humans, resourceful and treacherous. However, like all the pneuma-biforms, the PB-killer whales rebelled against their overlord; most joined the Whale Singers. Although killer whales are known to hunt and eat dolphins, porpoises and other whales, *most* (75%) of the pneuma-biforms are tolerant and friendly toward all intelligent life forms, including normal dolphins and all cetaceans. Only *rogue* PB-killer whales continue to feed on their smaller cousins. The most vile of these rogues (always of an anarchist or evil alignment) have little regard for any life other than their own and are savage and conniving monsters who attack Whale Singers, humans and anybody they please. Sadly, these PB-rogues seem to have kept the worst traits of both humans and orcas.

The ferocity and power of these creatures, has made the killer whale the most feared of all the pneuma-biform cetaceans. They are considered to have the most comparatively explosive and violent tempers and aggressive, predatory nature of all the biforms — although no worse than humans. Some of the most evil or self-serving have garnered repu-

tations as frightful as any dragon or sea witch. A few have even enslaved underwater and/or surface communities, or encouraged lesser beings to worship them as gods or accept them as their leader. For example, a crusty, mean PB-killer, known as Knife Fin (12th level), is the leader of a formidable band of horune pirates who not only accept her as their leader but worship her as a god. Two of her foul off spring (4th and 7th level; both are adult males) are also respected and feared members of this small pirate fleet. However, PB-rogues are just as likely to work alone or in small groups and shun the adoration of humans and other lesser beings. **Note:** Even these renegades have *never* been known to return to the service of the Lord of the Deep.

Despite their disquieting reputation, most pneuma-biform orcas are dependable, trustworthy, and fiercely valiant champions. They are the front-line warriors in the battle against the Lord of the Deep and defend the weak and innocent against brutality and evil wherever they find it, regardless of racial differences. They are especially loyal and friendly toward other biforms, humans, cetaceans and Whale Singers. They tend to be headstrong and impulsive, preferring direct confrontations to the diplomatic and often mystical ways of the PB-whales, or the clever

trickery of PB-dolphins. They are the least magically inclined of the pneuma-biforms and Whale Singers, but are good strategists, resourceful and superior fighters with great strength, M.D.C. and combat skills. The disastrous expedition that sought to do combat with the Lord of the Deep was led by PB-orcas. Despite any failings, these heroic and compassionate beings continue to be very influential among the Whale Singers.

Pneuma-Biform Killer Whale R.C.C.

Note: This creature of magic possesses some attributes and abilities equal to those of both the orca and humans, but also has a variety of different and additional abilities as a result of their supernatural creation. Also, because of their strong will and independence, they will remain a pneuma-biform even if the Lord of the Deep is slain. The only exceptions are characters who want to become a normal human and/or orca again, but most (83%) of PB-killer whales like being what they are. Once the magic fusion is broken, it can never be restored.

Alignment: 60% are scrupulous or unprincipled; the rest tend to be principled or anarchist, but can be any alignment, including evil.

Attributes: I.Q. 3D6+1, M.E. 4D6+3, M.A. 3D6+3, P.S. 5D6+20, P.P. 3D6+6, P.E. 4D6+6, P.B. 3D6+4, Spd. in human form 3D6. Strength and endurance are considered to be supernatural.

Supernatural Swimming Speed: Underwater: 1D4×10+30 in whale form, 1D4×10+10 in whale combat form and 3D6 in human form (combat or normal).

Size: Biform males average 30 to 40 feet (9.1 to 12.2 m) long; females 20 to 25 feet (6.1 to 7.6 m) long. The upright angular fin is 7 to 10 feet (2.1 to 3.0 m) tall.

Weight: 4 to 7 tons for a full-sized adult. The male is approximately twice the size of the female.

M.D.C.: P.E. plus 1D4×100. Add 4D6 M.D.C. per level of experience.

Horror Factor: 11 when angry or attacking, but 14 when in combat form.

P.P.E.: P.E. plus 2D6×10. Add 2D6 P.P.E. per level of experience.

Average Life Span: At least 400 years; no pneuma-biform has died of old age yet.

Natural Abilities: Same as the normal killer whale, except maximum depth endurance is four miles (6.4 km), plus mystically regenerates 1D6×10 M.D.C. per minute and has human intelligence, resourcefulness and communication abilities (voice is high-pitched and guttural as an orca; deep and clear when in human form).

Special: Metamorphosis Human: The normal form of this pneuma-biform is that of a killer whale, however, it can transform into a tall (6 to 7 foot/1.8 to 2.1 m), attractive human with dark skin (gender depends on the character's sex) twice a day.

Limitations: Can only be performed two times per 24 hour period and always has the same human appearance; cannot assume other human guises, different ages, or different gender. The human body shape provides the mobility and abilities of that form, such as having articulated hands and fingers to use weapons and tools, operate machinery, can survive on land without fear of dehydration, walk, run, climb, and so on. But the limitations of being a human also means the character loses the physical abilities of the killer whale; swimming speed is the same as running speed, breath can be held for only 1D4+2 minutes, and maximum depth tolerance is 300 feet (91.5 m) without diving gear or turning back into orca form. Retains whale spellsongs but range is reduced by half. Duration: One hour per level of experience.

Special: Metamorphosis Combat form: Size increases by 10%, the skin gets a hard, glossy, black, metallic appearance that resembles chrome or polished metal, +20 M.D.C. per level of experience, +10 M.D. is inflicted from all physical attacks, +1 attack per melee round, +2 on initiative, +1 to strike, +2 to roll with impact, +3 to pull punch, and the character has a horror factor of 14. This transformation can be used in killer whale or human form. All bonuses are in addition to attribute and skill bonuses.

Duration: 30 minutes per level of experience and can be performed four times per 24 hour period!

Psionic Powers: Same as the normal killer whale.

Magic Powers: Limited: Can select two whale spellsongs at level one and one additional for each subsequent level of experience, starting with second level. Plus ley line abilities are the same as the Dolphin R.C.C.; does not have dolphin magic.

Spell strength (the number others must save against from the character's magic): +1 at levels four, eight, and 12.

Combat: Supernatural. Six physical attacks/actions per melee round in human form and five in killer whale form; two via magic or psionics when in either form. Bite does 1D4×10 M.D. Note: Do not add the melee round attacks from the hand to hand combat skill, only use it for bonuses and fighting techniques (kicks, flips, etc.) when in human form.

Damage: Supernatural strength inflicts mega-damage when in either human or orca form (see **Conversion Book 1, Revised**, p. 10-11). In human form, punches, kicks and other combat moves are possible, but special moves like wrestling, body flips and leap kicks requires knowledge and training in the appropriate human combat skill(s). See the Killer Whale R.C.C. for fighting abilities when using that form; does mega-damage.

Bonuses: +2 on initiative, +1 to strike, +1 to dodge, +4 to save vs disease, +7 to save vs horror factor, +3 to save vs illusions and mind control, and is impervious to cold.

Vulnerabilities/Penalties: In human form, the character will be uncomfortable if not near water (salt or fresh; at least the size of a swimming pool), because he needs to immerse himself in water when he turns back into a killer whale.

In orca form, the character dehydrates quickly, unless immersed in water or constantly sprinkled with water. Every hour on dry land without being able to soak in water, the character will lose 4D6 M.D.C. and cannot heal or regenerate until he can soak for six hours. Furthermore, after five hours without water, the character will become weak; reduce attacks per melee round and all combat bonuses by half!

R.C.C. Skills:

Swimming 98%

Dolphin/Whale Language 98%

One human language 98%

One language of choice (+15%)

Demon and Monster Lore (+15%)

Track & Hunt Sea Animals (+15%)

Underwater Navigation (+15%)

Sing (+10%)

Two W.P.s of choice (applicable when human)

Hand to Hand: expert (applicable when human)

Hand to hand: expert can be changed to martial arts (or assassin if evil) for the cost of one other skill selection.

R.C.C. Related Skills: Select four "other" human skills. Plus select one additional skill at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Any

Mechanical: None

Medical: First aid and Holistic Medicine only.

Military: None

Physical: Any

Pilot: None

Pilot Related: Any

Rogue: Any

Science: None

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: Select four secondary skills from the previous list, excluding those marked “None.” These are additional areas of knowledge that do not get the advantage of the bonuses listed in parentheses.

Alliances and Allies: Besides the Whale Singers, PB-killer whales often team up with normal dolphins, whales, humans, sea titans, amphibians, sea inquisitors and people of a good alignment or good intentions.

Weapons: Typically rely on their natural powers, especially when in orca form. The character may have as many as a dozen weapons and some personal items for use when it takes human shape. A few have magical, techno-wizard or rune weapons/items.

Body Armor: Usually none, except when in human disguise; occasionally uses magically-woven kelp armor (90 M.D.C.) created from the Song of Weaving.

Money: May keep a small cache of items, including 1 to 4 weapons, a water scooter or surf board, set of clothes, some precious metals and gems, trinkets and other odds and ends, for use when they walk among men. Typically 1D6×1000 credits in gold and gems, 1D4×1000 in other odds and ends

Cybernetics: Never use any.

1D6×100 and add 1D4×10 M.D.C. per level of experience. *Beaked and medium-sized whales:* P.E. plus 1D4×100 and add 4D6 M.D.C. per level of experience.

Horror Factor: 11 when angry, attacking, or in combat form.

P.P.E.: P.E. plus 4D6×10. Add 4D6 P.P.E. per level of experience.

Average Life Span: At least 400 years; no pneuma-biform has died of old age yet.

Natural Abilities: Same as per that particular species of whale (most are roughly equivalent to the normal killer whale), except maximum depth endurance is five miles (8 km; 9 miles/14.4 km for the sperm whale), plus mystically regenerates 1D6×10 M.D.C. per minute and has human intelligence, resourcefulness and communication abilities (voice is high-pitched and guttural as a whale; deep and clear when in human form).

Special: Metamorphosis Human: The normal form of this pneuma-biform is that of a whale, however, it can transform into a tall (6 to 7 foot/1.8 to 2.1 m), attractive human (gender depends on the character’s sex) twice a day.

Limitations: Basically the same as the killer whale, except they can cast ocean magic and use psionic powers as normal. Retains whale spellsongs too, but range is reduced by half.

Duration: 30 minutes per level of experience and can be performed twice per 24 hour period.

Special: Metamorphosis Combat form: Size increases by 10%, the skin gets a glossy, silver or white metallic appearance that resembles chrome or polished metal, +20 M.D.C. per level of experience, +6 M.D. is inflicted from all physical attacks, +1 attack per melee round, +1 on initiative, +2 to roll with impact, +2 to pull punch, and the character has a horror factor of 11. This transformation can be used in whale or human form. All bonuses are in addition to attributes and skill bonuses.

Duration: 30 minutes per level of experience and can be performed two times per 24 hour period!

Psionic Powers: Master psionic: Group mind block and select four powers from the sensitive category and two powers from both the physical and healing categories. At subsequent levels of experience, select one additional power from all categories except super.

I.S.P.: M.E. plus 2D4×10. Add 2D6 I.S.P. per level of experience.

Magic Powers: 1. **Whale spellsongs:** Select five spellsongs at level one and one for each subsequent level of experience, starting at second level.

2. **Ocean magic:** Select any three ocean magic spells or gets dolphin magic at level one and two ocean magic spells for each subsequent level of experience, starting at level two.

3. **Ley line magic abilities (dolphin):** The PB-whale can also select one ley line magic ability as described under the Dolphin R.C.C. at levels two, six, ten and fourteen.

4. **Spell strength** (the number others must save against from the character’s magic): +1 at levels three, six, nine, 11 and 14.

Combat: Supernatural. Two physical attacks/actions per melee round in human or whale form, or two via magic or psionics when in either form. The bite of the Sperm whale does 5D6 M.D.; 3D6 M.D. for most others. Note: Do not add the melee round attacks from the hand to hand combat skill, only use it for bonuses and fighting techniques (kicks, flips, etc.) when in human form.

Damage: Supernatural strength inflicts mega-damage when in either human or whale form (see **Conversion Book 1, Revised**, p. 10-11). In human form, punches, kicks and other combat moves are possible, but special moves like wrestling, body flips and leap kicks requires knowledge and training in the appropriate human combat skill(s). See the dolphin R.C.C. for fighting abilities when using that form; does mega-damage.

Bonuses: +2 on initiative, +1 to strike, +1 to dodge, +4 to save vs disease, +7 to save vs horror factor, +3 to save vs illusions and mind control, and is impervious to cold.

Vulnerabilities/Penalties: In human form, the character will be uncomfortable if not near water (salt or fresh; at least the size of a swim-

Whale

Pneuma-Biform R.C.C.

The mystics of the cetacean order of marine mammals are the pneuma-biform whales, who have the strongest magic powers of all the Whale Singers or any creation of the Lord of the Deep. They are the leaders and guides of all the other pneuma-biforms and the deepest thinkers. Sometimes, the dolphins and orcas criticize them for being too thoughtful, and too slow to move to action until the right answer to a problem is found. To this, the PB-whales reply: “The Lord of the Deep was here before we were born. It is likely it will still be here after we are gone — unless we think things through!”

Pneuma-Biform Whale R.C.C.

Note: This creature of magic possesses some attributes and abilities equal to those of both the whale and humans, but also has a variety of different and additional abilities as a result of their supernatural creation. Also, because of their strong will and independence, they will remain a pneuma-biform even if the Lord of the Deep is slain. The only exceptions are characters who want to become a normal human and/or whale again, but most (83%) of PB-whales like being what they are. Once the magic fusion is broken, it can never be restored.

Alignment: Any, but typically principled and scrupulous.

Attributes: I.Q. 3D6+5, M.E. 4D6+3, M.A. 3D6+6, P.S. 4D6+20, P.P. 3D6+3, P.E. 4D6+6, P.B. 3D6, Spd. in human form 2D6. Strength and endurance are considered to be supernatural.

Supernatural Swimming Speed: Underwater: 1D4×10+30 in whale form, 1D4×10+10 in whale combat form and 3D6 in human form (combat or normal).

Size & Weight: The size of a whale can vary dramatically depending on its species. The *Blue whale* is 80 to 100 feet (24.4 to 30.5 m) long and weighs 120 to 160 tons, the *Sperm whale* is 36 to 66 feet (11 to 20 m) long and weighs 30 to 40 tons, the *Humpback whale* is 46 to 62 feet (13.8 to 18.9 m) long and weighs 35 to 40 tons, the *Gray whale* is 39 to 47 feet (10.0 to 14.3 m) long and weighs 30 to 34 tons, while the average *beaked whale* is 20 to 30 feet (6.1 to 9.1 m) long and weighs 4 to 16 tons. The male is usually 50% larger than the female. Note that most pneuma-biform whales tend to be their maximum size.

M.D.C.: *Blue whale:* P.E. plus 2D4×100 and add 1D6×10 M.D.C. per level of experience. *Sperm and other large whales:* P.E. plus

ming pool), because he needs to immerse himself in water when he turns back into a whale.

In whale form, the character dehydrates quickly, unless immersed in water or constantly sprinkled with water. Every hour on dry land without being able to soak in water, the character will lose 4D6 M.D.C. and cannot heal or regenerate until he can soak for six hours. Furthermore, after five hours without water, the character will become weak; reduce attacks per melee round and all combat bonuses by half!

R.C.C. Skills:

Swimming 98%
Dolphin/Whale Language 98%
One human language 98%
One language of choice (+15%)
Basic Math (+15%)
Demon and Monster Lore (+15%)
Magic Lore (+10%)
Track & Hunt Sea Animals (+10%)
Underwater Navigation (+15%)
Sing (+10%; +20% for the Humpback)
One W.P. of choice (applicable when human)

R.C.C. Related Skills: Select five "other" human skills. Plus select one additional skill at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Intelligence, detect ambush, detect concealment and wilderness survival only.

Mechanical: None

Medical: First aid and Holistic Medicine only.

Military: None

Physical: Any*

Pilot: None

Pilot Related: Any

Rogue: Any

Science: None

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

*Physical: Hand to hand: basic costs as one skill selection, expert costs two, and martial arts cost three skill selections. Boxing, wrestling and other combat skills count as one skill selection.

Secondary Skills: Select five secondary skills from the previous list, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonuses listed in parentheses.

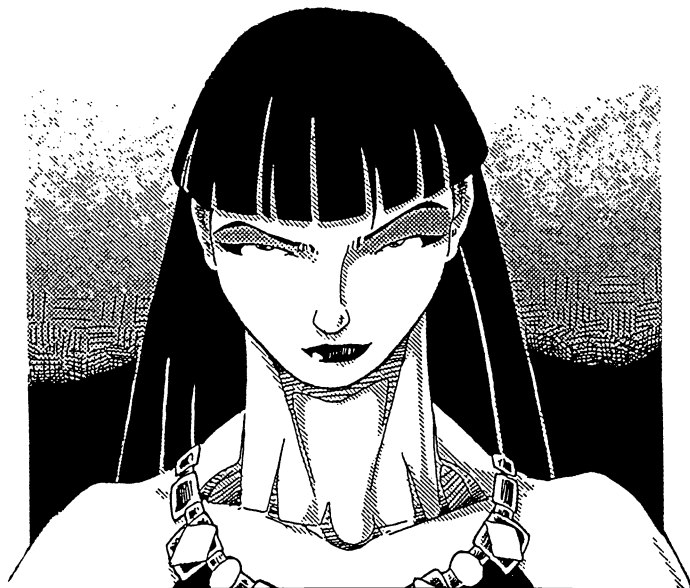
Alliances and Allies: Besides the Whale Singers, PB-whales often team up with other biforms, sea druids, ocean mages and normal dolphins and whales. They tend to avoid regular contact with surface dwellers and aquatic humanoids, but will work with or befriend humans, sea titans, amphibs, sea inquisitors and all people of a good alignment or good intentions.

Weapons: Typically rely on their natural powers in both human and whale form. A few have magical or rune weapons and items.

Body Armor: Usually none, except when in human disguise; occasionally uses magically-woven kelp armor (90 M.D.C.) created from the Song of Weaving.

Money: May keep a small cache of items, including 1 to 4 weapons, some simple articles of clothing, and other odds and ends for use when they walk among men. Typically 2D4×1000 credits in gold and gems, 1D6×1000 in other odds and ends.

Cybernetics: Never use any.



Whale Singer O.C.C.

Whale singers can include humans, simvan, dog boys, sea titans, amphibs, naut'ylls, Lemurians and other races, both aquatic and under-sea, although the vast majority are dolphins, porpoises, whales and pneuma-biforms.

Whale Singers who are human or humanoid, are often regarded with respect by sailors and sea communities. Depending on the circumstances and the people involved, passage costs on ships are typically reduced by 50 to 80 percent for Whale Singers (especially if trouble with sea monsters is anticipated or the captain is feeling unlucky), and in some coastal communities, meals, drinks, and room and board are discounted by 10 to 25 percent. Lodgings, food, travel expenses and basic needs may also be used as *trade* for the Singer's services or help. The same is true, to a somewhat lesser degree, of ocean wizards and sea druids.

Whale Singer Abilities

Note: These abilities are available to beings who are not cetaceans or pneuma-biforms. Only number one, the ability to recognize each other, is common to all Whale Singers.

1. Sense Other: Recognizes other Whale Singers within 100 feet (30.5 m) per level of experience, regardless of race, form or disguise.

2. Sense Water Purity: Requires the character to be within 10 yards/meters (30 feet) of any body of water to detect if it is fresh- or saltwater, drinkable, pure, contaminated, poisoned or tainted in any way. In addition, the character can sense the general nature of the danger or cause of the pollution, such as magic, poison, biological waste, garbage, radiation, natural causes, etc. This ability does not warn about dangers from predators or intelligent life forms.

3. Underwater navigation is the underwater version of land navigation. The character develops an understanding of underwater terrain, land markings, and the movement of currents and tides to find his way around, and to judge direction, distance and depth. Base skill: 45%+5% per level.

4. Enhanced underwater abilities: Can hold breath underwater for 2D4+4 minutes, survive pressure at depths of 200 feet (61 m) plus 10 feet (3.0 m) per level of experience without diving gear or air tanks, and swims with minimal fatigue.

5. Sense Ley Line and Magic Energy: Same as the ley line walker.

6. Read Ley Lines: Same as the ley line walker.

7. Ley line Transmission: Same as the ley line walker.

8. Ley Line Rejuvenation: Doubles natural healing ability the same as the ley line walker ability.

9. Whale Spellsongs: Select any four at level one, two at level two and one additional with each subsequent level of experience.

10. Spell Casting Abilities: The Whale Singer can also learn ocean magic. Starts with water pulse, speak underwater, float underwater, float on water, armor of Neptune and any two of choice.

11. Learning New Spells: Additional ocean magic spells and rituals of any magic level can be learned and/or purchased at any time, regardless of the wizard's experience level. See *The Pursuit of Magic* in the *Rifts RPG*. Dolphin magic is not available.

12. Magic Bonuses: +1 to save vs magic and +1 spell strength (the number others must save against from the character's magic) at levels four, eight and 12; +3 to save vs horror factor.

13. P.P.E.: 2D4×10 +P.E. number and 2D6 per each level of advancement above first.

Attribute Requirements: I.Q. and M.A. must be 11 or higher.

Alignment: Any, but tend to be good or selfish.

O.C.C. Skills:

Basic Math (+20%)

Swim (+20%)

Sing (+15%)

Fishing (+15%)

Pilot: Sailboat (+20%)

Pilot: Two of Choice (+10%)

Underwater Navigation (+15%)

Demon and Monster Lore (+15%)

Two languages of choice (+15%)

One W.P. of choice.

Hand to Hand: Basic

Hand to hand: basic can be changed to expert for the cost of one other skill selection, martial arts (or assassin if evil) for the cost of two.

O.C.C. Related Skills: Select five other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Any (+5%)

Domestic: Any (+10% to musical instruments only)

Electrical: None

Espionage: Escape artist and intelligence only (+5%)

Mechanical: Automotive or Basic Mechanics only.

Medical: Any (+5%)

Military: None

Physical: Any, except acrobatics and boxing.

Pilot: Any, except robots, power armor, tank, or spacecraft.

Pilot related: Any (+5%)

Rogue: Any (2%)

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character gets to select five 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 level.

Standard Equipment: One or two weapons of choice, a scaling knife, fishing pole, line and reel, a dozen fishing hooks and lures, a couple of sacks, a small backpack, some rope, basic food provisions, canteen, sunglasses or tinted goggles, air tank (if needed), wet suit, and S.C.U.B.A. gear or light environmental armor suitable for use underwater. Most have a set of clothing for sailing and traveling on dry land and a set for swimming/underwater travel. The character may have a small boat or underwater scooter (G.M.'s discretion), otherwise uses his magic or books passage on a boat to travel.

Money: 3D4×1000 in credits, 1D4×1000 in gems and precious metals.

Cybernetics: None; artificial enhancements are avoided.

Whale Singer Spellsongs

By Siembieda, Carella & Conder

Shortly after they rebelled against the Lord of the Deep, a number of pneuma-biforms discovered that the ancient songs of the cetacean race (whales, dolphins, and porpoises) had magical properties. The blind prophet Current-Rider was the first Whale Singer to learn all the known songs and develop many into *spellsongs* which could be used by pneuma-biforms and normal cetaceans alike. This unique form of magic is known to all true Whale Singers.

In most cases, humans and surface dwelling D-bees not adapted to speaking and living underwater, must use spellsongs only as Ritual Magic (see *Rifts Ult. Ed.*, page 187), and have only 10% the normal range of the songs. The Whale Song rituals must be performed underwater, and last 1D6×10 minutes, before the spell is activated. Most aquatic D-bees, unless otherwise noted, can perform spellsongs but with half the range of cetaceans and pneuma-biforms. At the GM's discretion, other D-Bee races who communicate like whales and dolphins might also be able to learn and cast spellsongs at half or full range.

Alphabetical List of Spellsongs

Song of Calling (20)

Song of Danger (4)

Song of Doubt (6)

Song of Fear (10)

Song of Grief (2)

Song of Joy (4)

Song of Life (750)

Song of Protection (35)

Song of Revenge (400)

Song of Reversal (500)

Song of Sea Sickness (50)

Song of Severing (110)

Song of Sleep (30)

Song of Strength (15)

Song of Summoning (200)

Song of Weaving (150)

Sonic Boom (40)

Sound Blast (10)

Sound Spike (15)

Stormsong (250)

Valorsong (50)

Note: No more than two whale songs can be used in the same listening area, with the exception of the sonic boom, sound blast and sound spike (when used against living beings). Any songs started after the first two are nullified and only serve to confuse the magic signals, reducing the range of the first two by half.

Having more than one Whale Singer sing the same spellsong may be spooky for the listener but does not have any cumulative effects — use the power level, duration, etc., of the most experienced and powerful singer.

A singing character cannot cast other types of magic until he or she is done with the spellsong. Unless otherwise stated, the magic and effects of most spellsongs cease the moment the magic song stops.

Song of Calling

Range: 300 miles (482 km) per level of experience.

Duration: 5 minutes.

Saving Throw: Standard

P.P.E.: 20

A modified version to the ancient whale songs by which the cetacean community kept in touch over long distances, this ritual allows the song caster to communicate with a friend or ally, hundreds and even thousands of miles away. The caster must know the name of the person he is calling and that person must be willing to "accept the call," or the spell will automatically fail. Two way communication lasts only five minutes per casting, so only a short conversation is possible.

Song of Danger

Range: 1000 feet (305 m) distance and radius per level of experience; x10 (roughly two miles/3.2 km) for Humpback whales.

Duration: Lasts for as long as the song is sung.

Saving Throw: None

P.P.E.: 4

This frantic sounding melody warns other whale singers and cetaceans of danger. The song tells whether the danger is immediate, minor or terrible and which direction it is heading. Whale singers can also tell what the danger is; i.e. hunters, D-bees, monsters, minions of the Lord of the Deep, Reachers and so on.

Song of Doubt

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.

Duration: Lasts for as long as the song is sung.

Saving Throw: Standard

P.P.E.: 6

Everybody who hears this haunting melody becomes nervous and uncomfortable. Those affected lack confidence and are likely to want to hang back for a while or take a different route away from the song. They are also -2 on initiative and -20% on all skill performance.

Song of Fear

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.

Duration: Lasts for as long as the song is sung.

Saving Throw: Standard

P.P.E.: 10

A long, deep moaning that sends shivers up and down the spine of even those who make a successful saving throw.

Characters who fail to save are nervous and will beg their companions or officers to retreat from the dreadful sounds. If attacked by Whale Singers, pneuma-biforms, killer whales, whales or frightening looking non-humans, victims of this magic are petrified: No initiative and reduce attacks per melee, combat bonuses, and skill performance by half. Furthermore, their attackers have a horror factor of 15 and there is a 1-50% chance that those affected will panic and flee; roll to save again. A successful save at this point means victims have found new courage, stand their ground and suffer only half the penalties previously noted.

Song of Grief

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.

Duration: Lasts for as long as the song is sung.

Saving Throw: Standard

P.P.E.: 2

A torture song that sounds like a combination of crying and screaming. All who hear this song, even surface dwellers, know it tells of death or terrible tragedy and the gut-wrenching sorrow of loved ones or survivors. Compassionate characters, even those with selfish or evil alignments, will not trouble these mourning singers and say a quiet prayer for loved ones they have lost in the past. Of course, truly evil and heartless villains will take this opportunity to strike or gain some advantage.

Song of Joy

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.

Duration: Lasts for as long as the song is sung.

Saving Throw: Standard

P.P.E.: 4

This cheerful melody evokes feelings of happiness, joyous anticipation, and safety. It is often sung after a triumphant battle, birth, and other joyous occasions, as well as to welcome friends, allies and friendly visitors. It cannot be sung to lure enemies to their doom or when danger, death or sorrow is present.

These happy songs may be accompanied by underwater dancing, acrobatics and games, and will repel sharks, entities, ghouls, animated dead, and lesser demons who find such happiness repulsive and go to find less boisterous waters. Minions of the Lord of the Deep are -1 on initiative and all combat moves.

Song of Life

Range: 10 feet (3.0 m)

Duration: The ritual takes 20 minutes to one hour; the restoration is instant.

Saving Throw: None

P.P.E.: 750

This song is a variation of the mourning chants of the whales. The music is a powerful ritual used to heal all damage and remove the effects of any curse, crippling injury, or disease in any one person, human, D-bee or cetacean. It can even raise the dead, provided the deceased has not been dead for very long! The base chance for resurrection is 40% plus 5% per experience level of the spell caster. Reduce this chance by 5% for every day after the death of the victim.

Song of Protection

Casting Time Required: One melee round

Range: Self

Duration: As long as the song is sung and for up to 15 minutes per level of the singer after the song has stopped.

Saving Throw: None.

P.P.E.: 35

Originally a short warning call, this song grants the recipient a powerful aura of protection. The aura protects with 60 M.D.C. against all forms of damage. Additionally, the recipient will be invulnerable to deep sea pressure, extreme cold and heat, and any and all environmental hazards short of being in a star's corona!

Song of Revenge

Casting Time Required: 1D6 hours.

Range: Unlimited!

Duration: Permanent

Saving Throw: 18 or higher on an unmodified, "natural" roll.

P.P.E.: 400

This is another mourning song, but one with angry and bitter undertones. The song is a powerful curse directed against someone who has committed a grave crime against the pneuma-biforms, whales, dolphins, or the sea. The identity of the culprit must be known and he must be, without a doubt, responsible for the crime. The song calls on the spirits of every whale that has ever lived to punish the transgressor.

If the intended victim fails his saving throw, he takes 3D6 damage directly to his hit points (6D6 if he is an M.D.C. creature). Furthermore, the victim is marked with a purple blemish in the shape of a whale (usually located on the face, neck or hands where others can see it) and is -1 on all combat rolls, and -5% on all skill rolls until the curse is lifted (usually requires an act of atonement).

The damage and penalties cannot be healed by any scientific, magical or psionic means, nor can the blemish be removed; all will forever haunt the character unless the song caster can be convinced to lift the curse. Many Whale Singers have tried to use this curse on the Lord of the Deep, but he is impervious to it.

Song of Reversal

Range: 10 feet (3.0 m)

Duration: Permanent

Saving Throw: Special

P.P.E.: 500

This powerful transformation ritual will actually change back one of the Lord of the Deep's minions into the original creatures that it was. The song requires at least four singers and 500 P.P.E. The minion resists at +3 to save (in addition to any normal bonuses). On a success, the two or three beings that were fused into one will reappear and swim away. The reversal of the monstrous transformation lasts for one day per level of the chief spellsinger, with a 1-67% chance of being permanent! Humans will have only faint memories of their experience, although they may acquire one or more insanities due to their ordeal.

The song does not work on pneuma-biforms, beings transformed via the Transformation ritual in *Rifts Book of Magic*, changed by the gods, or natural shapeshifters. However, it can be used to safely separate magic symbiotes from a host body! It is best if the separated symbiote is destroyed or captured before it can find a new host body. This ritual must be performed underwater, although the creature being affected can be floating on the surface of the water.

Song of Severing

Casting Time: 1D6+2 melee rounds.

Range: 1 mile (1.6 km) per level of the spell caster.

Duration: Instant.

Saving Throw: Standard.

P.P.E.: 110

This song is the victory chant of the Sperm whale after a battle with a giant squid, and can be used against the *Reachers from the Deep*. The spell must be cast while in visual range of one of the Reachers, which means that the spell caster's friends and companions must defend him while he completes the ritual (the GM should secretly roll for the time the ritual takes to cast, so the players won't know how long they have to fight the Reacher). If successful, the ritual will destroy the gigantic tentacle and it now requires three times the normal period to regrow. This magic will also inflict 2D6×1000 M.D. on the Lord of the Deep. The ritual was used several times during the ill-fated attack on the alien intelligence, causing injury but not enough damage to destroy it.

Song of Sea Sickness

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.

Duration: While the song is sung and for 2D6 minutes after it has finished.

Saving Throw: Standard

P.P.E.: 50

This song has a wide range of sound from a deep, "bloop, bloop," to a high-pitched, throbbing pulse. Both seem to affect the head and stomach of the listener, creating a feeling of sea sickness in anybody who fails to make a saving throw. A failed roll means the victim has a throbbing headache (to the beat of the music), a queazy stomach, and finds it difficult to concentrate. Reduce skill performance by 10%, speed by 30%, and has no initiative; feels like vomiting, especially when moving fast or making sudden movements.

Song of Sleep

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.

Duration: While the song is sung and for 2D6 minutes after it has finished.

Saving Throw: Standard

P.P.E.: 30

A deep, rolling sound that calms the listener and slowly puts him to

sleep. Characters who manage to stay awake, or save vs magic are so relaxed that they are -2 on initiative, skill performance is -10% and takes twice as long as usual, and the characters are not very alert or observant.

Those who fail to save vs magic will fall into a deep sleep within 1D4 minutes. Once asleep they can only be roused by being violently shaken. If forced awake, the victims will function in a groggy state, with the following penalties: Reduce attacks per melee, combat bonuses, and skill performance by half, reduce spd by 75%, and has no initiative (always last to strike in an attack sequence).

Song of Strength

Range: Self and select others within 1000 feet (305 m).

Duration: Five minutes per level of experience.

Saving Throw: None

P.P.E.: 15

A drumming and spirit lifting song with a lot of bass and pulses. It increases the physical strength of the singer and one other person per level of experience by 10 points, can lift, carry or pull 10 times their normal weight capacity, plus those enchanted do not suffer from fatigue.

A variation of this song will turn away animated dead, zombies, poltergeists and haunting entities from a 1000 foot (305 m) radius around the singer.

Song of Summoning

Range: 50 miles (80 km) per level of experience.

Duration: Instant.

Saving Throw: Special.

P.P.E.: 200

This is a variation on the song of calling, but used to teleport the person with whom contact is made to the location of the caller! The spell caster must personally know the character to contact him. If the person is willing to be teleported, it happens in an instant. If the character resists/refuses, he must make a standard saving throw. If one character is an enemy of the other, the one to be teleported is +6 to save vs magic summoning/teleportation. If the save is successful he cannot be summoned again for a week.

Song of Weaving

Range: Touch

Duration: Permanent

Saving Throw: None

P.P.E.: 150

This ritual creates a set of magically woven kelp that acts as body armor. Furthermore, the armor can be worn both in humanoid and cetacean form, changing shapes to fit the wearer. The suit of magical clothing protects with 90 M.D.C. When the M.D.C. is depleted, it falls away and a new one must be woven.

Sonic Boom

Range: 200 feet (61 m) plus 100 feet (30.5 m) per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: 40

A powerful underwater sonic boom that can be directed against a single target as small as a man. The boom inflicts 1D4×10 M.D.C. plus 10 M.D. per every level of experience to the main target and 4D6 M.D. to everything within a 100 foot (30.5 m) radius around the target. Consequently, the user of this spellsong must be careful not to injure or damage allies who might be caught in the blast radius. Furthermore, even mega-damage creatures and characters in power armor, body armor, or who are bionic suffer from a ringing in the ears and dizziness, with the following penalties: -1 to strike, parry and dodge, -20% to

swim, climb, run, or navigate, and reduce speed by 10%, all for 1D6 melee rounds. Subsequent blasts do additional damage and the duration for penalties is cumulative (roll for each blast).

In an air environment, the range is half, the boom only does a total of 5D6 M.D. to the main target and 1D4 M.D. to a 10 foot (3 m) radius around it, and penalties last for 1D4 melee rounds.

Sound Blast

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

Duration: Instant

Saving Throw: None

P.P.E.: 10

An ultrasonic blast of sound that hits with the force of a torpedo. A light blast does 1D6×10 S.D.C. and can be fired twice per spell (10 P.P.E. cost). A mega-damage blast does 1D6 M.D. per level of the spell caster; only one M.D. blast per spellsong.

Sound Spike

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

Duration: Instant when used against living creatures, two minutes per level of experience when used against electronic equipment.

Saving Throw: Standard

P.P.E.: 15

An ultrasonic blast of sound that sends a *spike* of pain into the head. The pain is so severe that the victim screams or groans in pain, loses two melee attacks/actions, loses initiative, and suffers 2D6 points of damage (S.D.C. or M.D.C. depending on the physiology of the victim). Characters who make a successful saving throw, have a bionic sound filtration system, ear plugs or are inside power armor, a robot or vehicle, suffer half damage, lose only one melee attack/action and do not lose initiative.

A humming version of this song can be used to disrupt radio transmissions and electronic equipment, rather than living beings. Radios and television transmitters and receivers are filled with white noise and all intelligible sounds are destroyed for the duration of the song; thus blocking communication. Sonar and echo location systems and any sensors that rely on sound waves are temporarily knocked out of service; white screen, no data until the song stops. Computers, monitors, TV screens and other electronic devices may flicker or buzz, but are otherwise unaffected.

Stormsong

Range: One square mile (2.59 sq. km) per level of experience.

Duration: 30 minutes per level of experience.

Saving Throw: None

P.P.E.: 250

Originally a song of warning against rough weather, this powerful ritual can change the weather conditions over a patch of ocean, turning a sunny day into a raging storm, and vice versa. Waves can swell up to 20 feet (6.1 m) and driving rain can reduce visibility to less than 10 feet (3.0 m). Small boats and life rafts may be capsized, while larger boats and ships will see their speed reduced by 75% and 2D4×10% of the crew will become sea sick! Ineffective against underwater opponents deeper than 100 feet (30.5 m) below the surface.

Valorsong

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.

Duration: While the song is sung and for 2D6 minutes after it has finished.

Saving Throw: Standard

P.P.E.: 50

Bolsters the morale of all those on the caster's side who hear it, +4 to save vs horror factor, +2 to save vs poison or disease, +1 to save vs illusions and mind control.

Ocean Wizard O.C.C.

Ocean wizards, also known as ocean mages, are fundamentally the ley line walkers and sorcerers of the sea. Many intelligent aquatic races and a handful of human and surface dwelling D-bees living on islands, along coastlines, or near oceans and seas have learned this water specific mystic art. Surface dwelling ocean wizards (and air and water warlocks) are sought after by sailors, owners of ship lines, sea merchants and businessmen to help protect vessels from danger, as well as for undersea salvage operations, exploration, mining, building and rescue.

Ocean Wizard Abilities

Note: These abilities are available only to beings who are *not* cetacean or pneuma-biforms.

1. Enhanced underwater abilities: Humans and surface dwellers can hold their breath underwater for 2D4+4 minutes and can survive pressure at depths of 200 feet (61 m) plus 10 feet (3.0 m) per level of experience, without diving gear or air tanks, and swim with minimal fatigue. Aquatic beings with lungs rather than gills can hold their breath for twice as long as usual and endure depths 10% greater than normal (minimum depth of 220 feet (67 m).

2. Ley Line Speed Doubler: Doubles the character's natural swimming speed the same as the speed doubler spell, but only works when travelling directly along ley lines and does NOT cost the wizard any P.P.E. to use.

3. Sense Ley Line and Magic Energy: Same as the ley line walker.

4. Read Ley Lines: Same as the ley line walker.

5. Ley line Transmission: Same as the ley line walker.

6. Ley Line Rejuvenation: Doubles natural healing ability the same as the ley line walker ability.

7. Spell Casting Abilities: Starts with breathe without air, speak underwater, float underwater, float on water, ride the waves, and five ocean spells of choice; limited to selections of spells from 1-5th level. Each additional level of experience, the character will be able to figure out/select one new spell equal or below his own experience level.

8. Learning New Spells: Additional ocean magic spells and rituals of any magic level can be learned and/or purchased at any time regardless of the wizard's experience level. See *The Pursuit of Magic* in the *Rifts RPG*. Dolphin magic and spell songs are not available.

9. Magic Bonuses: +1 to save vs magic, including spellsongs, and +1 spell strength (the number others must save against from the character's magic) at levels three, seven, eleven and fifteen. Also +3 to save vs horror factor.

10. P.P.E.: 2D6×10 +P.E. number and 3D6 P.P.E. per each level of advancement above first.

Attribute Requirements: I.Q. and P.E. of 11 or higher.

Alignment: Any, but tend to be good or selfish.

O.C.C. Skills:

Basic Math (+20%)

Swim (+20%)

Pilot: Sailboat (+20%)

Pilot: Two of Choice (+20%)

Underwater Navigation (+15%)

Demon and Monster Lore (+10%)

Two languages of choice (+15%)

Literacy in one language of choice (+20%)

Hand to Hand: Basic

Hand to hand: basic can be changed to expert for the cost of two other skill selections, martial arts (or assassin if evil) for the cost of three.



Pilot: Any, except robot, power armor, tank, or spacecraft.

Pilot related: Any (+10%)

Rogue: Any

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character gets to select five 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 level.

Standard Equipment: One or two weapons of choice, a survival knife, a couple of sacks, a small backpack, some rope, basic food provisions, canteen, tinted goggles, air tank (if needed), wet suit and S.C.U.B.A. gear, or light environmental armor suitable for use underwater. Most have a set of clothing for sailing and traveling on dry land and a set for swimming/underwater travel. The character may have a small boat or underwater scooter (G.M.'s discretion), otherwise he uses his magic or books passage on a boat to travel.

Money: 3D4×1000 in credits, 1D4×1000 in gems, precious metals or artifacts.

Cybernetics: None; artificial enhancements are avoided.

Sea Druid O.C.C.

By Steve Sheiring and Kevin Siembieda

Sea druids are surface dwellers concerned with using the valuable resource of water as an important part of their life. They do not necessarily want to change the environment, but prefer to work with it. The nature of their skills and abilities is more passive and defensive in nature. They tend to alter the natural flow of water only to protect and improve the lives of others and, even then, only temporarily.

Sea druids are excellent sources of information once you befriend one. They are sensitive to the surrounding environment and are capable of knowing everything going on in the immediate water environment. They do not value money and items as much as nature itself.

Each sea druid selects a sea creature as their totem animal, which they can transform into at will. The totem sea creature must be a common sea creature and not a supernatural sea monster or creature of magic. The sea druid has all the abilities of his totem animal, including swimming and breathing underwater. Of course, only the sea druid's body changes and not his clothes, weapons, possessions, etc.

Sea Druid O.C.C. Abilities

Note: These are innate abilities that require no P.P.E. and can be used at any time.

1. Sense water: This ability enables the character to sense the general location and direction of the nearest sources of water (one mile/1.6 km per level of experience) and what type of body of water it is, such as an ocean, lake, river, stream, swamp, underground spring, well, man made aqueduct, and so on. It also tells the character the general compass direction and distance, but does not provide an exact mental map.

2. Sense Water Purity: Requires the sea druid to be within 10 yards/meters of any body of water. The sea druid can detect if the water is fresh or salt, drinkable, pure, polluted, contaminated, poisoned or tainted in any way. In addition, the druid can sense the general nature of the danger or cause of the pollution, such as magic, poison, biological waste, garbage, radiation, natural causes, etc. This ability does not warn about dangers from predators or intelligent life forms.

3. Sense elemental: The druid can sense the presence of water elementals and can tell whether it is a major or minor force. He can also tell whether it is close by, or in what general direction it can be found.

O.C.C. Related Skills: Select six other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Escape artist, forgery and intelligence only (+5%)

Mechanical: None

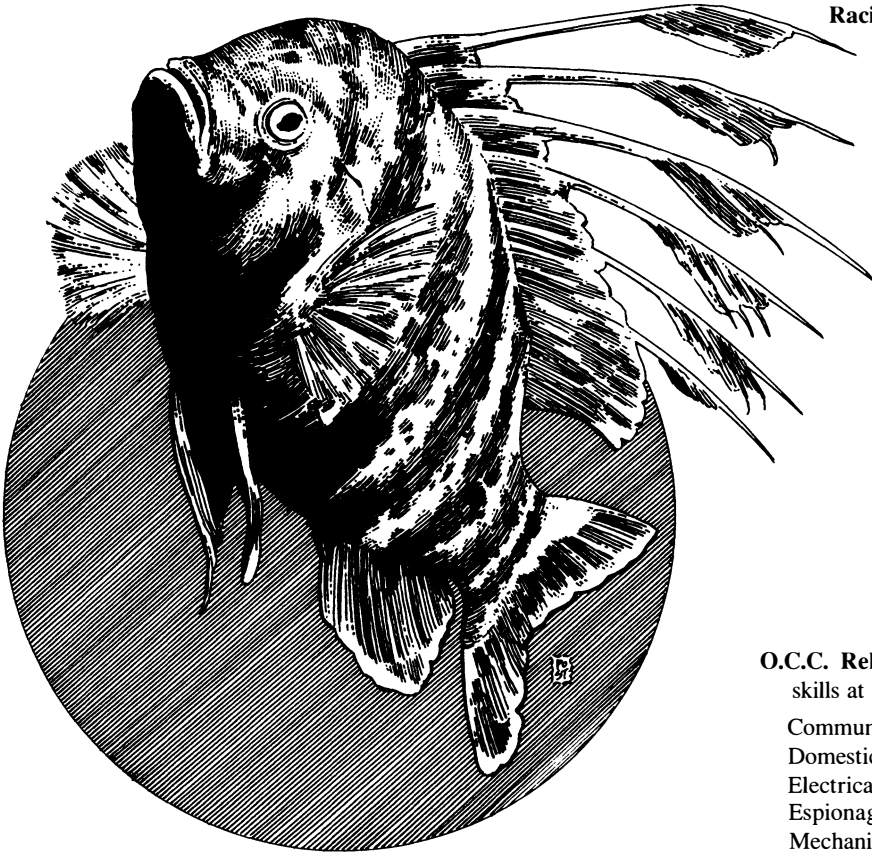
Medical: Any (+5%)

Military: None

Physical: Any, except acrobatics and boxing.

4. Sense underwater danger is a sixth sense that tells the druid to stay alert since there is imminent danger within a 100 yard (300 ft) radius of the sea druid. Possible dangers include but are not limited to: predatory sea creatures, hostile sea druids, natural disasters, powerful spells, underwater traps, and underwater battles that are occurring nearby. Unfortunately, it does not provide details other than the general compass direction of the danger.

5. Enhanced underwater abilities: Hold breath underwater for 1D4+4 minutes, survive pressure at depths of 200 feet (61 m) plus 10 feet (3.0 m) per level of experience without diving gear or air tanks, and swim with minimal fatigue.



6. Summon and Control Totem Sea Creature: This is the only druid ability that works like a magic spell.

Range: One mile (1.6 km) radius; **duration:** One hour per level of experience; **saving throw:** none; **P.P.E. cost:** 20.

The sea druid can summon and control one, and only one, totem sea creature within a one mile (1.6 km) radius. If no totem sea creature is within range at the time of the summoning, the spell is wasted. For this reason, most sea druids will select a reasonably *common* animal, including large fish (the sailfish, for example, is the fastest fish in the sea; 62 mph/100 km), barracudas, sharks, manta rays, sting rays, giant squid and octopus, eels, sea snakes, marine iguanas, sea turtles, sea lions, seals, walruses, sea otters, polar bear (the most aquatic bear in the world), various common mutants, monsters and D-bee animals. Most dolphins, porpoises and whales are too intelligent to be summoned by this magic.

The totem sea creature will obey the sea druid completely and communicates via a sort of telepathy and empathy. Likewise, it will protect and defend the druid, let him ride on its back, and so on. Even when this spell is not in force, the totem animal will never attack the character.

The sea druid and the summoned sea creature can be separated up to one mile, but the creature will not travel beyond this point until the summoning period lapses. If the sea creature or sea druid somehow does go beyond this range (is kidnapped, teleported) then the spell is broken and the creature is free to leave.

7. Spell Casting abilities: The sea druid also knows magic and can select any two ocean magic or dolphin spells per level of experience or one Whale Singer's spellsong.

8. P.P.E.: 2D4×10+P.E. number and 2D6 P.P.E. per each level of advancement above first.

9. Magic Bonuses: +1 to save vs magic, +2 to save vs whale spellsongs and +1 spell strength (the number others must save against from the character's magic) at levels three, eight and 12; +4 to save vs horror factor.

Attribute Requirements: I.Q. and M.A. must be 11 or higher.

Alignment: Any, but tend to be good, selfish, or aberrant.

Racial Restrictions: Humans and surface dwelling races only!

O.C.C. Skills:

Basic Math (+20%)

Swim (+15%)

Fishing (+10%)

Marine Biology (+10%)

Pilot: Sailboat (+20%)

Pilot: Skiing and Surfing (+10%)

Sea Holistic Medicine (+20%)

Track & Hunt Sea Animals (+10%)

Underwater Navigation (+5%)

Two languages of choice (+20%)

One W.P. of choice.

O.C.C. Related Skills: Select five other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communication: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Escape artist and intelligence only (+5%)

Mechanical: None

Medical: Any (+5%)

Military: None

Physical: Any, except acrobatics and boxing.

Pilot: Any, except robot, power armor, tank, or spacecraft.

Pilot related: Any

Rogue: Any

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character 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 level.

Standard Equipment: Very limited. One weapon of choice, a scaling knife, fishing pole, line and reel, a dozen fishing hooks and lures, a small fishing net, a couple of sacks, some rope, basic food provisions, waterskin or canteen, sunglasses or tinted goggles, and a small backpack. Tends to wear loose fitting robes and tunics, or light clothing. May wear light armor, but tends to rely on magic; heavy armor and equipment would negate the usefulness of being able to swim underwater and turn into ones totem animal.

Money: 4D4×1000 in credits, 1D4×1000 in gems and precious metals.

Cybernetics: None; artificial enhancements are never considered.

Ocean Magic

By Kevin Siembieda & Steve Sheiring
Special thanks to Val Conder for his spell suggestions.

Notes about Magic Underwater

- Ocean magic does require the spoken word or a series of sounds suitable for use by dolphins, whales and aquatic D-bees who can speak or communicate through clicks, groans, and whistles.
- Humans and creatures like humans who normally use the spoken word to cast magic may find it difficult to cast spells underwater, but not impossible. Surface dweller characters clad in environmental suits or power armor, can speak via radio and/or loudspeaker to cast magic as usual. Likewise, aquatic D-bees and cetaceans who can speak underwater, and those magically endowed with the ability to speak underwater, can also cast spoken magic without difficulty.
- Characters who cannot speak aloud can concentrate very deeply, saying the incantation in their mind, but can only cast one spell per melee round and it counts as three melee actions. The spoken word is really a means of focus and delivery, the magic energy is present in the spell caster no matter what the environment may be.
- Spell casters inside vehicles can only cast spells that work inside the vehicle. Only *ranged* or *area effect* spells can be cast outside the confines of the underwater vessel, but only if the spell caster has a window or portal from which he can see his target; line of vision, view screens don't count.
- Some surface magic may be limited by or useless in an underwater environment, such as most fire spells, air spells, flight magic and others. These spells are not suitable for use underwater, while others like sense magic, fear, chameleon, see the invisible, magic net, etc., work perfectly well.
- Also see Warlocks and their elemental magic in the **Rifts Conversion Book One**. Water warlock spells can be found on pages 78-83. Water elementals can be found on pages 201 and 202.

Alphabetical List of Ocean Spells

Abilities of a Snail (20)
Air Swim (15)
Armor of Neptune (20)
Black Water (5)
Breathe Air (without gills; 5)
Calm Waters (150)
Change Current (15)
Communicate with Sea Creature (10)
Coral Armor (10 or 45)
Float on Water (3)
Float Underwater (5)
Flying Fish (8)
Grow Tentacles (30)
Healing Waters (15)
Impervious to Cold (10)
Impervious to Electricity (20)
Impervious to Ocean Depths (75)
Metamorphosis Crustacean (60 or 120)
Metamorphosis Fish (50)
Metamorphosis Shark (90 or 160)
Mystic Sea Horse (15)
Ride the Waves (10)
Sense Direction Underwater (4)
Senses of the Shark (15)
Sonar Hearing (10)

Sound Sponge (30)
Speak Underwater (10)
Strength of the Whale (20)
Summon Sea Friend (40)
Transmute Water (15 or 25)
Travel Above Water (30)
Walk Like a Humanoid (30)
Water Envelope (10)
Water Nourishment (10)
Water Pulse (2)
Water Rush (15)
Water Seal (10)
Water Spout (12)
Water Wall (10 or 25)
Weed Snare (8)
Whirlpool (50)

Additional Spell Magic for Ocean Wizards

The following spells common to surface dwellers are also counted among ocean magic and can be learned by sea wizards and whale pneuma-biforms. See descriptions in **Rifts Ultimate Ed.**, or as noted.

Animate/Control Dead (20) - page 211
Anti-Magic Cloud (140) - page 221
Astral Projection (10) - page 99 of **Rifts Book of Magic**
Banishment (65) - page 218
Blind (6) - page 204
Breathe Without Air (5) - page 202
Calm Storms (200) - page 223
Chameleon (6) - page 199
Close Rift (200+) - page 224
Concealment (6) - page 200
Death Trance (1) - page 198
Escape (8) - page 208
Fool's Gold (10) - page 205
Globe of Daylight (2) - page 198
Heal Wounds (10) - page 208
Impervious to Poison (5) - page 202
Invisibility: Simple (6) - page 203
Invisibility: Superior (20) - page 212
Ley Line Transmission (30) - page 205
Magic Net (7) - page 173 205
Mask of Deceit (15) - page 210
Metamorphosis: (sea) Animal (25) - page 213
Mystic Portal (60) - page 219
Negate Poison/Toxins (5) - page 203
Repel Animals (including sea animals; 7) - page 206
Restoration (750) - page 224
Sanctum (390) - page 224
See the Invisible (4) - page 199
Sickness (50) - page 217
Speed of the Snail (50) - page 218
Summon and Control Storm (300) - page 149 of **Rifts Book of Magic**
Summon Fog (140) - page 143 of **Rifts Book of Magic**
Tongues (12) - page 211
Transformation (2000) - page 153 of **Rifts Book of Magic**
Turn Dead (6) - page 201
Water to Wine (40) - page 218

Ocean Magic Descriptions

Abilities of a Snail

Range: Self or another person by touch.

Duration: Two minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: 20

Level: 7th

This powerful enchantment causes a pair of magical antennae to grow out of the character's forehead and instills the following abilities common to snails:

- **Adhesion:** Can stick to/cling on, and climb on all surfaces, including metal, glass and other smooth surfaces, and even submarines and vessels travelling at speeds of up to 100 mph (160 km)! HOWEVER, the character's running and climbing/crawling speed is reduced by 60%, and by 80% when crawling along a moving object.
- **Sensor Antennae:** Can determine precise water temperature, direction of current, smell/taste blood and foreign chemicals in the water up to a half mile (8 km) away, and sense movement within a 20 foot (6.1 m) radius (+1 to dodge). The antennae can also be used as feelers in absolute darkness (reduce blindness penalties by 75%).
- Carry two times its own body weight without fatigue.
- Survive depths of up to 1000 feet (305 m).
- +10% to prowling skill.

Air Swim

Range: Self or one other by touch.

Duration: 10 minutes per level of experience.

Save: None

P.P.E.: 15

Level: 6th

This magic lets the character swim through the air as if it were water; same speed and agility as underwater! The spell can be especially useful in fleeing an underwater foe who cannot fly, breathe air or survive out of water. Maximum height is 10 feet (3 m) above the water's surface per level of experience. Characters, like dolphins, who need to stay wet can dive in and out of the water to stay wet, although they will begin to feel ill and dehydrate after more than 20 minutes out of the water.

Armor of Neptune

Range: Self or another person by touch.

Duration: Three minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: 20

Level: 6th

Magically provides the wearer with air to breathe (as long as the magic lasts), makes him impervious to cold (magical cold attacks do half damage), impervious to great depths/pressure (no limit to depth), and provides an invisible armor with 15 M.D.C. per level of the spell caster's experience!

Black Water

Range: Can be cast up to 100 feet (30.5 m) plus 10 feet (3.0 m) per level of experience.

Duration: One minute per level of the spell caster's experience.

Saving Throw: Standard (fish and dumb animals need an 18 or higher to save). A successful saving throw means the water seems less threatening and the disorienting magic has no effect.

P.P.E.: Five

Level: 2nd

This spell turns an area of water into an ominous looking black color. Fish and animals, including sharks and other predators, will avoid the black water, preferring to swim around it rather than through it. Intelligent humanoids, dolphins and other life forms will also find the black waters to be unnatural and tend to avoid it. Those entering the black waters will be temporarily blinded (cannot see in the blackened area) and become disoriented, unable to tell what is up, down or any direction or depth while in the black water and for 1D4 melee rounds after leaving it. The disorientation also causes a sense of panic, so the victim has no initiative, and attacks per melee, combat bonuses and skill performance are all reduced by half.

Breathe Air (without gills)

Range: Self or two others.

Duration: 10 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: Five

Level: 3rd

An enchantment that enables fish and gilled creatures to breathe air like mammals. This is especially helpful when on dry land.

Calm Waters

Range: One mile (1.6 m) radius per level of experience.

Duration: One hour per level of experience

Saving Throw: None

P.P.E.: 150

Level: 11th

Similar to the *calm storms* spell, this allows the character to calm any body of water and make it completely still. The water is not frozen or altered in any way. Water currently in the process of falling from a waterfall will continue to fall, and waves gently roll across the ocean, but water is comparatively calm and slow moving. This spell affects water spouts/tsunamis, underwater explosions and earthquakes, and will even cause an angry water elemental to become calm and passive (the water elemental will still defend itself if attacked, but immediately becomes passive once the attackers are killed or retreat).

The center of this spell is from where the spell caster is standing, although once cast, he can move out of the area and the spell still remains in effect. Beyond the radius of the spell, any turbulence continues unabated.



Change Current

Range: Current nearest the spell caster; affects 1000 foot (305 m) radius per level of experience.

Duration: 5 minutes per level of the spell caster's experience.

Saving Throw: None.

P.P.E.: 15

Level: 6th

The character can reverse or redirect the ocean current in an isolated area, at least for a short period. This can be used to send ships and wreckage that is adrift in a particular direction, push away pollution or toxins, confuse fish and sailors, and so on.

Communicate with Sea Creature

Range: 100 ft (30.5 m)

Duration: Ten minutes per level of experience.

Saving Throw: None

P.P.E.: 10

Level: 5th

Allows the characters to speak telepathically with any sea creature, including fish and sea mammals, and many aquatic predators from other worlds, but not with underwater plants, invertebrates or intelligent beings. This ability to have a dialogue exchange does not mean the sea creature will obey, cooperate, or provide accurate information.

Coral Armor

Range: Self

Duration: Five minutes per level of spell caster

Savings Throw: None

P.P.E.: 10 for S.D.C. armor or 45 for M.D.C. armor.

Level: 7th

A spell that creates a lightweight, noiseless, full suit of armor made from living coral that not only protects the character, but is spiky and so sharp that opponents cannot touch it without cutting themselves (2D4 S.D.C. damage). The armor has 15 S.D.C. or M.D.C. per level of experience. Lightning, cold, and water based attacks do one-third damage. Note that coral armor is not air- or water-tight and has no environmental features.

Float Underwater

Range: Self or two others.

Duration: 15 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: Five

Level: 2nd

Characters affected by this spell become buoyant enough to float underwater, but not so much as to rise completely to the surface. Those affected simply float along with the current without sinking any lower than 1000 feet (305 m). Characters who can swim can alter their direction and swim at their maximum speed at half the normal exhaustion rate.

Float on Water

Range: Self or two others (can be cast on others up to 30 ft/9.1 m away).

Duration: 30 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: Three

Level: 1st

This spell makes the enchanted person so buoyant that he rises to the surface and floats on the waves like a stick of wood. This spell does not endow the ability to swim, although those who can swim can alter their direction, try to swim against the current, and swim on the surface at their maximum speed at half the normal exhaustion rate.

Flying Fish

Range: Self or two others by touch.

Duration: 10 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient resists the magic.

P.P.E.: Eight

Level: 3rd

This spell enables the character, whether a humanoid, dolphin, whale or other type of creature, to dive in and out of the water at great speeds and glide through the air similar to a flying fish or a flat stone skipping across the water. When airborne, the character can soar up to

20 feet (6.1 m) above the waves at a speed of approximately 40 mph (64 km), for a distance of 100 feet (30.5 m) per level of the spell caster. Thus, a second level spell enables the character to glide 200 feet (61 m), before dropping back into the water. 1D4 seconds later, the character leaps back out and glides another 200 feet (61 m), and so on until the spell's duration elapses. An 8th level spell means the character can glide 800 feet (240 m), 9th level 900 feet (270 m), 10th level 1000 feet (305 m) and so on. Rate of speed is roughly 40 miles per hour (64 km).

Grow Tentacles

Range: Self or one person by touch.

Duration: Two minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient resists the magic.

P.P.E.: 30

Level: 8th

A pair of tentacles magically appears as part of the character's body. Each pair adds one attack per melee round, a bonus of +1 to strike and parry and +1 on initiative. Each tentacle has 60 M.D.C. The spell can be used repeatedly to add as many as three pair (six tentacles); all bonuses are cumulative.

Healing Waters

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

Duration: Two minutes per level of experience.

Saving Throw: None

P.P.E.: 15

Level: 6th

Instantly changes a three foot (0.9 m) radius of water, per level of experience, into a warm bath water which soothes all aches, pains, and burns, and heals 1D6 points of damage (S.D.C. or M.D.C. depending on the creature) per minute. Once the healing affect dissipates, the water returns to normal.

Impervious to Cold

Range: Self or one other by touch.

Duration: 20 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: 10

Level: 4th

Those affected by this magic are impervious to cold, including the freezing temperatures at great depths.

Impervious to Electricity

Range: Self or one other by touch.

Duration: 15 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: 20 **Level:** 7th

Those affected by this magic are impervious to electricity; no damage. Magic lightning and electricity does half damage.

Impervious to Ocean Depths

Range: Self or two others by touch.

Duration: 10 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: 75

Level: 10th

This enchantment makes the character impervious to the deadly pressures of the ocean's depths. This means he can travel to the bottom of the deepest ocean trench without ill effect. Note, however, that if the spell wears off while at great depths, the character will be crushed and die instantly! For humans without deep sea armor, that would be any depth over 250 feet (76.2 m)!!

Metamorphosis Crustacean

Range: Self or one person (can be cast up to 30 ft/9 m away).

Duration: 10 minutes per level of the spell caster's experience.

Saving Throw: Standard, if the recipient tries to resist.

P.P.E.: 60 or 120 for a monster crustacean.

Level: 11th

The mage can transform himself into any variety of crab, lobster, or shrimp that is no smaller than a half inch (12.7 mm) and no longer than three feet (0.9 m). This is an excellent means of disguise, although the character may be vulnerable to attack from fish and other natural predators.

While in this animal form, the character retains his own I.Q., memory, knowledge, hit points and S.D.C./M.D.C.; however, the performance of human skills is impossible. Likewise, speaking and casting magic is impossible in this form. The metamorphosis can be cancelled at will.

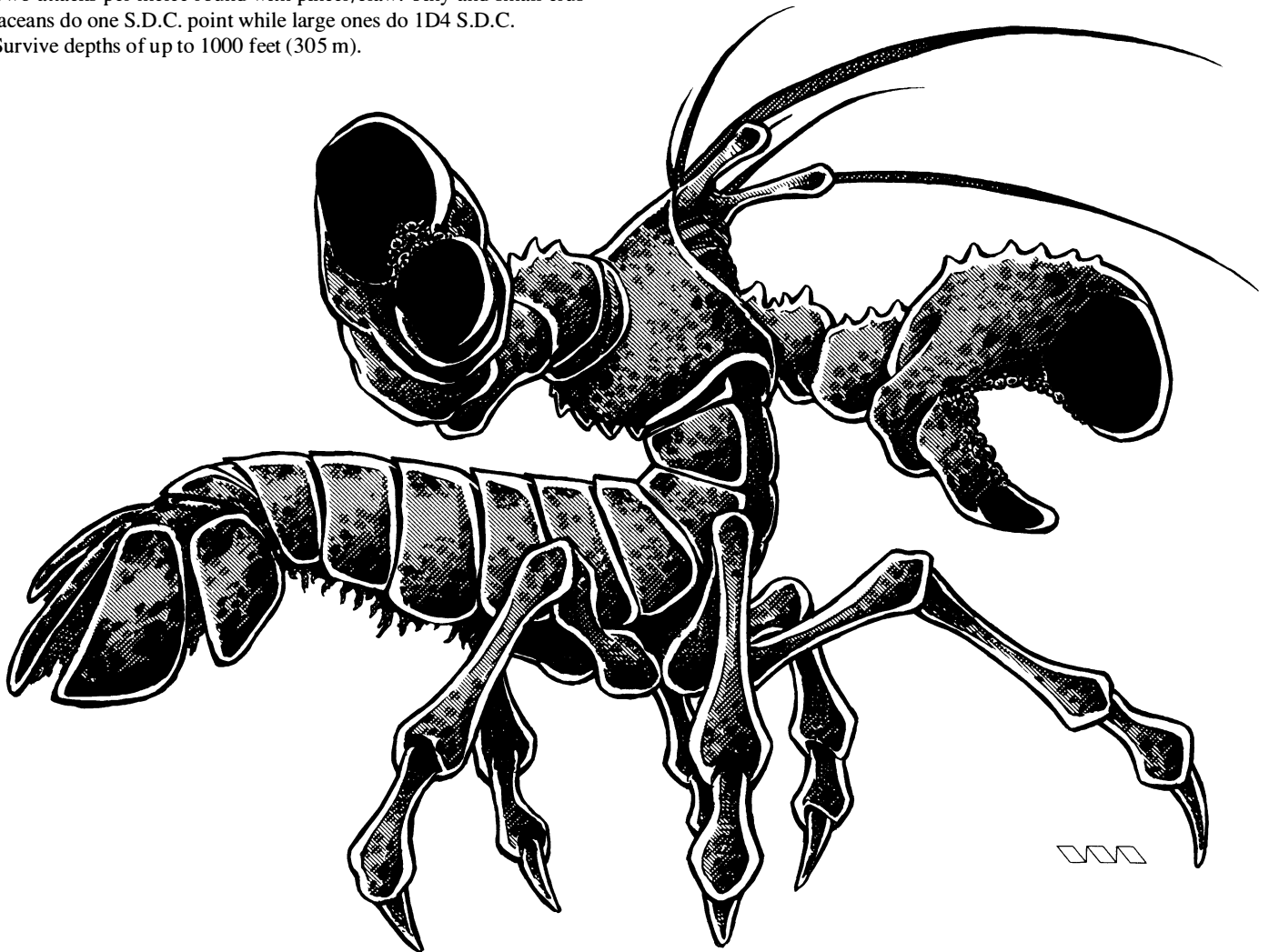
The following are some of the abilities common to these creatures:

- Run at a maximum speed of three mph (4.8 kmph).
- Swim at a speed of one mile per hour (1.6 kmph).
- Swim in short bursts that last 1D4 minutes at speeds of 20 mph (32 km)
- Breathe and function underwater and on dry land.
- Dig and bury self under loose sand and rocks.
- Climb skill: 80%/70%
- Prowl skill: 75%
- Carry three times its own body weight.
- Two attacks per melee round with pincer/claw. Tiny and small crustaceans do one S.D.C. point while large ones do 1D4 S.D.C.
- Survive depths of up to 1000 feet (305 m).

The metamorphosis into a monster crustacean transforms the mage into a giant and frightening looking crab or lobster-like beast. As always, the character retains his own I.Q., memory, knowledge, hit points and S.D.C./M.D.C. (plus monster bonuses and abilities); however, the performance of human skills is impossible. Likewise, speaking and casting magic is impossible in this form. The metamorphosis can be cancelled at will.

The following abilities apply to monsters:

- Horror Factor 13
- M.D.C. bonus of 15 per level of experience.
- Running speed of 22 (15 mph/24 km).
- Swim at a speed of five miles per hour (8 km).
- Swim in short bursts that last 1D4 minutes at speeds of 50 mph (80 km)
- Breathe and function underwater and on dry land.
- Dig and bury self under loose sand and rocks.
- Climb skill: 80%/70%
- Prowl skill: 35%
- Carry three tons.
- Four attacks per melee round with pincer/claw. Inflicts 3D6 M.D., while a body block or stomp does 1D6 M.D.
- Survive depths of up to 3000 feet (914 m).



Metamorphosis Fish

Range: Self or one person (can be cast up to 30 ft/9.1 m away).
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: 50
Level: 9th

A transformation spell that turns the spell caster into any type of large to medium-size fish. Abilities are fundamentally the same as the fish selected. Does not include jellyfish or star fish, both of which are NOT in the fish family; their names are misnomers. Likewise, sea mammals such as dolphins, whales and sea lions, are not possible. While in this animal form, the character retains his own I.Q., memory, knowledge, hit points and S.D.C./M.D.C.; however, the performance of human skills is impossible. Likewise, speaking and casting magic is impossible in this form. The metamorphosis can be cancelled at will.

The following are some average abilities common to most fish:

- Breathe underwater via gills.
- Swim at a speed of 15 miles per hour (24 km).
- Swim in short bursts that last 1D6 minutes at speeds of 40 mph (64 km).
- Two attacks per melee round by bite (1D4 S.D.C. points for medium-sized fish while large ones do 2D4 S.D.C., 2D6 from barracuda) or tail slap (1D6 S.D.C. for medium-sized fish, while large, swordfish or marlin-sized fish do 2D6).
- +1 on initiative and +2 to dodge.
- Survive depths of up to two miles (3.2 km).

Metamorphosis Shark

Range: Self or one person (can be cast up to 30 ft/9 m away).
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: 90 or 160 for a monster shark.
Level: 12th

The character is transformed into a large shark! While in this animal form, the character retains his own I.Q., memory, knowledge, hit points and S.D.C./M.D.C.; however, the performance of human skills, speaking and spell casting is impossible while in this form. The metamorphosis can be cancelled at will. **Note:** There are 350 types of sharks, all members of the strap-gilled fish family, known as elasmobranch, with a different physiology than most other fish.

The following are the average abilities common to most sharks:

- Horror Factor 12 (16 if monster shark)
- Breathe underwater via gills.
- Swim at a speed of 20 miles per hour (32 km).
- Swim in short bursts that last 1D6 minutes at speeds of 50 mph (80 km).
- Can make incredibly sharp, 180 degree turns and can twist its body into a "U" shape.
- Can see the electrical impulses of muscle movement and electricity in machines and conduit.
- Blood scent: smell blood up to two miles (3.2 km) away and track the scent to the source 80%.
- Nightvision 500 feet (152 m)
- Three attacks per melee round: bite does 4D6 S.D.C., power bite (and rip) does 1D6x10 S.D.C. but counts as two melee attacks, or tail slap doing 2D6 S.D.C. (M.D.C. damage if a monster shark).
- +2 on initiative, +2 to strike, +2 to dodge, and +4 to save vs horror factor.
- +3D6x10 bonus S.D.C. (M.D.C. if a monster shark)
- Survive depths of up to three miles (4.8 km).

Mystic Sea Horse

Range: Immediate area.
Speed: Up to 40 mph (64 km) maximum.
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None
P.P.E.: 15
Level: 6th

The spell creates a giant, magical sea horse that humanoids can ride and other creatures can hold onto, or be swept up by and carried away. The creature is really a minor water elemental composed entirely of water and has a head and body shape resembling a sea horse. The mount has a low intelligence and serves only as a riding/pulling animal. Can travel up to 4 miles (6.4 km) deep, which is probably much deeper than its riders can survive.

Ride the Waves

Range: Self and/or two others.
Speed: Up to 40 mph (64 km) maximum.
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None
P.P.E.: Ten
Level: 5th

The spell caster creates a magical wave on the surface of the water and rides it (standing, kneeling, or laying prone) like a surfer, but without a surf board. This spell can be cast on others, but only the spell caster can control its speed and direction. Likewise, the magic wave can be used to carry a raft, life boat or other type of small boat and all occupants on board, but at half the normal speed (20 mph/32 km).

Sense Direction Underwater

Range: Self
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None
P.P.E.: Four
Level: 1st

This enchantment provides the character with a flawless sense of direction (north, south, east, west, up, down, etc.), the direction of ocean currents, changes in the current, approximate current speed, and an accurate idea of depth, even in total darkness.

Senses of the Shark

Range: Self
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None
P.P.E.: 15 **Level:** 6th

Basic Senses and Bonuses: Taste blood up to two miles (3.2 km) away. Track the blood scent/trail to its source 80%. See and follow electrical impulses and energy released by the earth (electro-magnetic), machines, electrical cable/conduit, and muscle movement (no blindness penalty to strike, parry or dodge even in absolute darkness; range 200 feet/61 m plus 10 feet/3.0 m per level of experience). Nightvision 500 feet (152 m), +1 to save vs horror factor and +1 on initiative. All abilities are applicable only when underwater!

Penalties: The primitive, predatory senses of the shark makes the character -20% to perform all skills and there is a chance that the taste of blood (automatically tastes any blood in the water) will send the character into a fighting frenzy: Compels the character to fight against overwhelming odds, fight to the death, fight without mercy and strike to kill! While in the frenzy, the character may (1-50%) accidentally strike at a friend or ally before he recognizes his friend and stops. Roll to determine (or maintain) a fighting frenzy for every minute of exposure to blood. The odds of falling into such a frenzy are 1-15% from small

amounts of blood, 1-45% from large amounts of blood, and 1-80% if engulfed/bathed in blood.

Sonar Hearing

Range: Self or two others by touch. The range of sonar hearing is 300 feet (91.5 m) plus 100 feet (30.5 m) per level of experience.

Duration: Two minutes per level of the spell caster.

Saving Throw: None

P.P.E.: 10

Level: 4th

This spell provides the character with the ability to “see” underwater even if blinded or in muddy water via sonar and sound pulses. Like a bat, the character can determine the size and shapes of objects, their distance, direction of movement, approximate speed and location by bouncing sound waves off of them and hearing their reflection. This ability is not as precise or complex as the dolphin and whale, so creatures used to seeing with their eyes are -1 on initiative, -1 to strike and -2 to parry and dodge when completely blind and relying on sonar hearing.

Sound Sponge

Range: Can be cast up to 500 feet (153 m) away.

Duration: Five minutes per level of experience.

Save: None

P.P.E.: 30

Level: 7th

Creates a bubble 20 feet (6.1 m) in diameter per level of experience, that absorbs all sound, including the sonar signals and sonic probes used by some marine creatures, ships and submarines. The area will appear as a void spot — suggesting something may be concealed but is unable to be “seen” by sonar and sonic probes. At great depths where there is no light, some other means of detection will be necessary to investigate the cloaked area. The spell is like an expanded version of globe of silence.

Speak Underwater

Range: Self or two others by touch.

Duration: 10 minutes per level of the spell caster’s experience.

Saving Throw: Standard, but only if the recipient resists.

P.P.E.: 10

Level: 4th

This spell enables surface dwellers to speak underwater with the same relative ease as they do in the air. Their words can be heard at a range of 100 feet (30.5 m) +10 feet (3.0 m) per level of the spell caster.

Strength of the Whale

Range: Self

Duration: Five minutes per level of the spell caster’s experience.

Saving Throw: Standard, if the recipient desires to resist.

P.P.E.: 20

Level: 7th

This magic instills the following powers:

- Doubles the character’s normal strength and is the equivalent of *supernatural* P.S. (punches inflict M.D.).
- Doubles the maximum depth tolerance of surface dwellers. For humans, such an increase would be approximately 500 feet (152 m).
- Doubles the character’s S.D.C. (if a mega-damage being, the spell increases M.D.C. by 50%).
- Fatigues at half normal rate.
- Can leap out of the water up to 20 feet (6.1 m) into the air.

Summon Sea Friend

Range: One mile (1.6 km) radius.

Duration: One hour per level of experience.

Saving Throw: None

P.P.E.: 40

Level: 8th

Summons any one of the following animals who are friendly and helpful to humans, humanoids and Whale Singers: 01-20 dolphin, 21-30 killer whale, 31-50 sea otter, 51-70 grey seal, 71-80 manta ray, 81-00 sea turtle; no sea monsters or sharks. The summoning call will make the creature aware that character is injured, or in need of assistance and will allow the summoner to pet them, ride on their backs, be pulled along or be taken to the surface or to a specific place or vessel, retrieve an item, and so on. They will obey simple commands that are not aggressive or hostile in nature, or puts them in serious danger. All communication is telepathic. If the sea creature ever goes beyond the one mile radius (1.6 km), the spell is broken.

Transmute Water

Range: Touch or up to 3 feet (0.9 m) away per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: 15 to change from one to the other, 25 to completely purify.

Level: 7th

This spell enables the character to transform 10 gallons of water per level of experience from saltwater to freshwater, or vice-versa. An additional 10 P.P.E. enables the spell caster to remove all harmful toxins, poisons, pollution, bacteria, etc. from the water. This spell is especially useful on dry land and when a water creature needs either saltwater or freshwater to survive.

Travel Above Water

Range: Self and 100 lbs (45 kg).

Duration: One hour per level of experience.

Savings Throw: None

P.P.E.: 30 **Level:** 8th

This spell is rarely taken by aquatic beings but can be very useful for surface dwellers. It allows the character to travel one to twelve inches (the spell caster’s discretion) above the waves at a speed equal to the character’s normal ground speed. The humanoid can run or walk with or against the current (no penalty) as if he were walking on dry land. He can also drift with the current laying on his stomach, side, or back, hovering a few inches above the waves. The amazing part is that the spell caster and his possessions will remain completely dry from the ocean mist and spray, and can ride the highest waves and barely feel the motion. The character can carry up to 100 lbs (45 kg).

Note: The spell caster *can* be dragged under the water by a combined strength of 30 or more. However, the spell will still be in effect and the magic buoyancy of the spell will attempt to cause the character to surface. If forced underwater, all his possessions will get wet.

Walk Like a Humanoid

Range: Self or one creature by touch.

Duration: 20 minutes per level of the spell caster’s experience.

Saving Throw: Standard if the recipient of the magic tries to resist.

P.P.E.: 30 **Level:** 8th

A sort of modified or partial metamorphosis spell that gives the spell caster or an aquatic creature, including dolphins and other sea mammals, a pair of functioning, magic legs that enables it to walk and run on dry land. Speed is 4D6. Of course, other physiological concerns may need to be addressed, such as dehydration, the ability to breathe air, food, etc.

Water Envelope

Range: Self or two others by touch

Duration: 10 minutes per level of experience.

Save: None

P.P.E.: 10

Level: 4th

Creates a magic enclosure or envelope of water around aquatic beings and animals who need water to survive when out of the water. The magic creates a force field-like envelope that holds circulating fresh or salt water. Creatures such as dolphins who need to breathe air are able to do so as part of the magic. The Field can take 20 M.D.C. before collapsing and releasing all the water. A water envelope cannot be cast around humans or other surface dwelling life forms!

Water Nourishment

Range: Touch or up to 3 feet (0.9 m) away.

Duration: Instant

Saving Throw: None

P.P.E.: 10

Level: 5th

Converts eight fluid ounces of salt or fresh water into a healthy nectar that provides enough nourishment to sustain a person or man-sized sea animal for one day.

Water Pulse

Range: 100 feet (30.5 m)

Duration: Instant

Saving Throw: None

P.P.E.: Two

Level: 1st

A powerful blast of water that inflicts minor damage (2D6 S.D.C.) and knocks human-sized and smaller targets/items back/away 1D4×10 yards/meters (30 to 120 feet). The blast can be used to startle an opponent, scatter fish, push away sand, knock a weapon or tool out of a character's hand (requires a called shot), and similar.

Water Spout

Range: 100 feet (30.5 m) +10 feet (3.0 m) above the waves.

Duration: Two minutes per level of experience.

Saving Throw: None

P.P.E.: 12

Level: 5th

A magic spell that creates a tower or spout of water shooting into the air. It can be used to signal vessels and flyers, to carry the spell caster into the air (standing at the top of the spot; great vantage point and/or opportunity to attack opponents on the water's surface or in the air), or to rock or capsize boats: 1-50% chance of tipping over a small boat or raft, 1-30% chance against a medium-sized vessel, 1-10% against a large vessel, no chance against carrier sized ships.

Water Rush

Range: 100 feet (30.5 m)

Duration: Instant

Saving Throw: None

P.P.E.: 15

Level: 5th

A powerful jet or stream of underwater currents magically appears to sweep away anything in its path, similar to the wind rush spell. Victims caught in this powerful current are swept 30 feet (9.1 m) away per level of the spell caster and must roll a sort of parry (needs a 15 or higher) to hang onto all of their possessions. A failed roll means the character either drops something from one of his hands or 1D4 items

fall from his belt, holster, backpack, etc. — they slowly sink to the ocean floor (it takes 2D4 melee rounds to retrieve them).

The water rush be directed at one, specific target, or fired in a wide, 20 foot (6.1 m) swath.

Water Seal

Range: Touch or up to 3 feet (0.9 m) away.

Duration: One hour per level of experience; triple for sea druids.

Saving Throw: None

P.P.E.: 10

Level: 5th

Allows the character to make any container, regardless of the material it is made from (paper bag, cardboard box, plastic, wood, metal, etc.), completely airtight and water resistant, keeping whatever is inside perfectly dry until the spell expires or the container is opened. The spell can cover up to two cubic feet (0.6 m) per level of experience. This spell can also be used to seal leaking doors, hatches and portholes.

Water Wall

Range: 100 feet (30.5 m) plus 10 feet (3.0 m) per level of experience.

Duration: One minute per level of the spell caster's experience.

Saving Throw: None per se; dodge only.

P.P.E.: 10 for an S.D.C. wall or 25 for an M.D.C. wall.

Level: 7th

A wall of water five feet (1.5 m) tall and 10 feet (3.0 m) long per level of experience, rises from the water and hangs suspended in the air. Hitting an S.D.C. wall does 1D6×10 S.D.C. damage and temporarily reduces speed by one-third. Hitting an M.D.C. wall inflicts 1D6×10 M.D.C. and temporarily reduces speed by half.

The wall will also *stop* S.D.C. or M.D.C. bullets, projectiles, and energy blasts, per each respective wall type, and deflect laser beams and large missiles, knocking them off course (-5 to strike). Of course, mega-damage weapons will punch right through an S.D.C. wall.

The wall is drawn from the ocean itself and is constantly flowing and renewing itself. Thus, after a vessel crashes through it, there is no evidence of its passage (it's like passing through a waterfall). Consequently, neither wall has any sort of damage capacity and cannot be destroyed. Instead, it melts back into the ocean once the spell is cancelled or the duration has elapsed.

A water wall can be created underwater does half damage and has half the duration.

Weed Snare

Range: Can be cast up to 100 feet (30.5 m) away.

Duration: Two melee rounds per level of experience.

Saving Throw: Roll to save by managing to pull out of the weed snare.

P.P.E.: Eight

Level: 4th

This magic animates seaweed to clutch, entangle and hold onto a character. The weeds are S.D.C. material but so dense and ensnaring that even mega-damage beings and bots will lose two melee attacks/actions struggling to get free or trying to shred the weeds.

S.D.C. creatures, including normal humans and dolphins, roll to save against the attack by ripping or wiggling out of the tangle of weeds. A successful save means they slip the snare within 1D4 melee rounds. A failed roll means they are stuck until the spell is cancelled or elapses. While ensnared, the captive can fire weapons, try to fight and use psionics or magic, but is -2 to strike, -4 to parry, -6 to dodge, and cannot move more than a few feet from the spot where the weeds have grabbed him. The spell can also be used to capture fish and small sea animals. Real seaweed must be in the area for this spell to work. One spell affects one person/captive.

Whirlpool

Range: 120 foot (36.5 m) radius; can be cast up to 500 feet (153 m) away.

Duration: One minute per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: 50

Level: 9th

This powerful spell conjures forth a great, spinning whirlpool in an ocean, sea or large lake. The 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 drawn toward the center in a spiralling circle, at the rate of ten feet (3.0 m) per melee round. Victims on boats will become dizzy and disoriented; 30% will get sea sick. Individuals in the water are helpless to escape and drown (50% chance in 2D4 minutes) unless they are thrown a line or otherwise rescued (air pickups are the safest). Most medium to large ships and submersibles can pull out of the outer edge and escape. Small vessels and life rafts only have a 50% chance of escape. The outer whirlpool has a 120 foot (36.5 m) radius.

The center of the whirlpool is 20 feet (6.1 m) in diameter and does 1D4×10 M.D. each melee round to any small object in its grip. Large ships, subs and bots suffer 2D6×10 M.D. and will be pulled underwater when the vessel hits dead center (usually takes 1D4 melee rounds). Getting pulled down the whirlpool inflicts 1D6×10 M.D. to small items/people and 2D6×100 M.D. to large vessels, plus a 90% chance that any vessel that rides the surface of the water is sunk and 90% of its crew drowns! 50% chance of rupture, sinking and drowning for submersibles. **Note:** A dispel magic barrier spell will destroy a magic whirlpool instantly.

Dolphin Magic

Dolphin magic is a range of specialized magic powers known to dolphins, porpoises and some whales. It is exclusive to these races and not known by ocean wizards, humans and non-cetaceans. **Note:** Dolphins can also learn some Ocean Magic or Whale Singer spellsongs. See the appropriate character classes for details.

Alphabetical Spell List

Air Doubler (10)

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Air Doubler

Range: Self or one other; can be cast on a person up to 100 feet (30.5 m) away.

Duration: Special

Saving Throw: None

P.P.E.: 10

Level: 4th

Enables the character affected to hold his breath twice as long as usual. Not applicable to air tanks, only air held in the lungs of living creatures.

Electro-Magnetic Pulse

Range: 10 feet (3.0 m) per level of experience.

Duration: Instant

Saving Throw: Special

P.P.E.: 12

Level: 5th

The spell caster can direct a strong electromagnetic pulse against electronic equipment. Used against underwater scooters, sleds, and jet packs, there is a 1-60% chance of stalling the vehicle or disrupting the gyroscopic controls (it swerves all over the place; cannot be controlled) for 1D6 melee rounds. Any onboard compass, computer, scanner, or radio will be rendered useless for 3D6 melee rounds.

Used against environmental diving suits, exoskeletons, body armor, cyborgs and power armor, it will temporarily knock-out any onboard targeting systems, computer display, and scanners for 1D4 melee rounds, and compass or radio for 2D4 melee rounds.

Used against deep sea probes, mini-sub, large to giant robots, and sensor arrays on big ships, will temporarily knockout any onboard targeting systems, scanners, compasses, or radio for 1D4 melee rounds. Special shielding, insulation and sheer bulk gives these targets an automatic saving throw. A successful save means any disruption lasted only for a micro-second and was barely noticeable.

Psi-Flash Warning

Range: 1000 miles (1600 km) plus 300 miles (482.7 km) per level of experience.

Duration: Instant

Saving Throw: None

P.P.E.: 20

Level: 7th

The spell caster can transmit an instantaneous telepathic warning to any one person within range; usually somebody known to the sender, but a general transmission can also be sent to a group or place.

The psionic communication is an extremely brief but unmistakable warning of danger or trouble, such as: "So and so (an enemy) has captured ... whoever." Or, "Run! So and so (an enemy or dangerous force) is coming." Or, "So and so (an enemy or dangerous force) has killed or struck down the spell caster (or whoever)!" "I'm dying" or "help me" can also be sent, along with a solid idea of a specific location. An image of the danger, or the face of the enemy is usually accompanied with the warning. The sender of the message can allow his identity to be known or conceal it.

Ride Ley Lines

Range: Self or one other; can be cast on a person up to 100 feet (30.5 m) away.

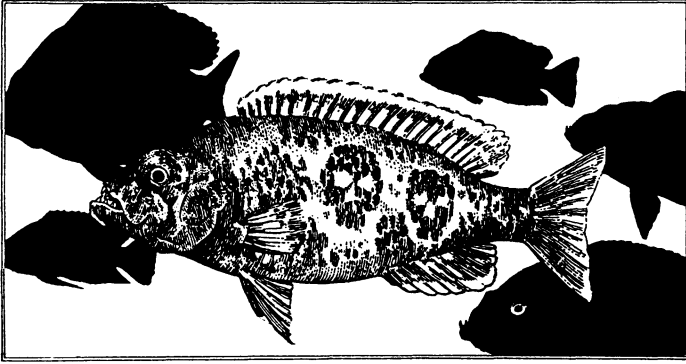
Duration: Special

Saving Throw: None

P.P.E.: 10

Level: 5th

Quadruples the enchanted character's normal swimming speed and ability to hold breath as long as he soars along a ley line or network of ley lines. Leaving the ley line cancels the magic. While traveling along these lines of energy, the rider is also aware of ley line storms and Rifts opening and closing. Furthermore, the speeding character is +2 on initiative and +2 to dodge.



Sense Food

Range: Self or one other; can be cast on a person up to 100 feet (30.5 m) away.

Duration: Special

Saving Throw: None

P.P.E.: 6

Level: 2nd

The spell caster can sense the general location and distance (near or far) of food. Since this is “dolphin” magic, *food* is schools of small (for the ocean) fish, squid, shrimp, invertebrates and krill.

Sense Predator

Range: Self; sensing area is a 200 foot (61 m) radius per level of experience.

Duration: Five minutes per level of experience.

Saving Throw: None for animals, but intelligent creatures (including other cetaceans, aquatic D-bees, Minions of the Lord of the Deep, demons, and many monsters) roll to save vs psionic probe. A 15 or higher is needed to save. A successful save means the intelligent predator’s presence is concealed from the spell caster, so this is not a fool proof means of detection against *all* predators.

P.P.E.: 8

Level: 3rd

This magical “sixth sense” warns the spell caster of any *animal predators* in the area such as sharks, deep sea fish, giant squids, giant octopus, polar bears, animal predators from other worlds, mutant animals and similar animal predators. It also gives the character some idea of how many are present (one, a pair, a few, many) and how close they may be (immediate area/attack is imminent, not far, very far).

This magic *may* also alert the character about human, D-bee, supernatural being, or other intelligent life forms hunting in the area, especially if they are hunting for creatures like the spell caster (or him specifically). However, these beings get a saving throw and *may* avoid detection. If the intelligent predator is missed by one spell caster, he is +6 to save from any additional magical *sense predator* spells cast by anybody within the next 10 minutes.

Sense Weather

Range: Self; weather conditions within a 200 mile (320 km) radius, plus 100 miles (160 km) per level of experience.

Duration: Instant knowledge. Weather conditions should not change for at least 1D4 hours and more likely, for 12 hours.

Saving Throw: None

P.P.E.: 10

Level: 4th

The spell caster can sense the weather conditions on the surface for a radius of several hundred miles. If a fog, light rain, rainstorm, hurricane, ley line storm or other atmospheric force is even beginning to develop or arrive within his area of sensing, the character will know it and

approximately when it will hit his current position. Likewise, the character will sense calm weather and hence, calm waters, a sunny day, and so on.

Sonic Blast

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

Duration: Instant

Saving Throw: None

P.P.E.: 15

Level: 5th

A powerful, narrowly focused blast of sound that strikes with the impact of a torpedo, but has a small impact point and no blast area. It inflicts 1D6 M.D. per level of the spell caster. The M.D.C. structure takes the brunt of the damage, but the equivalent of one-third (33%) damage in *S.D.C. points* is also inflicted to the pilot of light or small-sized bots, power armor, body armor, and small vehicles. That means a blast that inflicts 22 M.D.C. would also inflict 7 S.D.C./hit point damage to the pilot inside the mega-damage structure. A blast that did 40 M.D.C. would also do 13 S.D.C. to the pilot. Large or heavily armored robots and vehicles absorb all damage and no S.D.C. residual waves penetrates their shielding.

Sonic Stun

Range: 50 feet (15.2 m) per level of experience.

Duration: Instant

Saving Throw: Save vs non-lethal poison/attack: 16 or higher. A successful save means no physical damage to the living character and the only side-effects are ringing ears, -3 on initiative, -2 to strike, parry and dodge for 1D4 melee rounds (15 to 60 seconds).

P.P.E.: 20

Level: 6th

An ultra-sonic blast that is intended to stun rather than kill. A failed saving throw means the character is affected in the following way:

- **Damage:** 3D6 S.D.C. underwater or 1D6 on dry land, or an air environment.
- **Stun Effect** from an unsuccessful saving throw: 1-65% likelihood of being knocked unconscious for 1D4 melee rounds. If the victim manages to remain conscious he has a splitting headache, ringing ears and is -6 on initiative, -6 to strike, parry and dodge, and speed, attacks per melee round and performance of skills are reduced by half. **Note:** Sonic “stun” blasts are S.D.C. attacks and do not damage mega-damage body armor, vehicles or structures. However, they will affect characters in half armor, without environmental helmets and even those clad in a full suit of *S.D.C.* armor. Furthermore, *half* the S.D.C. damage will penetrate most M.D.C. body armor, robots vehicles and light vehicles, to hit and hurt the person inside! One-third of the S.D.C. damage will penetrate and hit the wearers of M.D.C. body armor and power armor, while one-quarter will penetrate and hit the pilots of small robots and M.D.C. vehicles. A sonic stun blast will not penetrate heavily armored structures or vessels larger than 50 feet (15.2 m).

Speed Doubler

Range: Self or other (can be cast on a person up to 100 feet/30.5 m away)

Duration: Five minutes per level of the spell caster.

Saving Throw: None

P.P.E.: 8

Level: 4th

The spell enables the enchanted character to swim at twice his normal speed without fatigue! Does not work for running on dry land or flying in the air.



Dolphins & Cetaceans

Design Note: For those readers who look to our books for factual data, please be aware that much of this material is fictional, even though it may *sound* factual. The text is inspired by real world scientific evidence and research, but applied to the fictional world of **Rifts** where we can adjust reality any way we desire. Consequently, the degree of intelligence, subjective reasoning and natural abilities of cetacean RPG characters have been extrapolated upon and taken to the extreme, with magic and psionic powers thrown into the mix. Still, playing such a character makes you wonder about these amazing mammals and what their life in the ocean must be like.

Background: Before the Rifts

Dolphins and whales are members of the same scientific animal order of **Cetacea**. This means that all *cetaceans* are cousins. There are nine different families, 18 genera, and 76 different species. **Dolphins** are *toothed whales* in the family of *Delphinidae*. There are 32 species

and 17 genera within that family of animal, including the *Common dolphin*, *Bottle-nosed dolphin*, *Spotted dolphin*, *Killer whale*, *Pilot's whale* and *Melon-headed whale*. Dolphins are the most common sea mammals in the world, with tens of millions of common dolphins alone and hundreds of millions when one accounts for all the members of the dolphin family (the Common, Bottle-nose, Spotted, and Atlantic white-sided dolphins are the most common). **Porpoises** are cousins from the *Phocoenidae* family and share many of the traits and abilities of dolphins, but more closely resemble small whales, are not as numerous, avoid contact with humanoids and are much more aloof.

Dolphins are highly intelligent! They are very observant, alert, curious, intuitive, resourceful, cooperative, compassionate and quick to action, especially in helping and protecting other dolphins and humans. In fact, there seems to be some magical link or racial memory that bonds humans and dolphins in some way that neither race can explain or understand. Human scientists had recognized this relationship for decades and by the late 20th Century, had done extensive studies on them. If dolphins could be trained, the potential applications for these

intelligent animals would be tremendous, and much more far reaching than entertainers at marine aquariums.

Civilian research focused on studies and development of dolphins and killer whales in communications, task training and medical therapy. **Communications/speech** was a quest to develop the dolphins' understanding of and ability to speak the human language. Humans also tried to learn the dolphins' language of squeals, clicks and whistles, but there was much greater success with dolphins learning the human language than vice versa. **Task training** was an attempt to teach dolphins to perform simple tasks and routines. If successful, the animals could be used in a way similar to training dogs helping the blind, sniffing out drugs and bombs, herding sheep, etc. Marine scientists and engineers hoped dolphins could someday help them with excavation, exploration and colonization of the seas. The coast guard hoped they might be able to help in sea rescue and search missions.

Medical therapy was another area of civilian research that showed great promise. Dolphins could use their keen senses to recognize physical and genetic disabilities in humans. They showed a consistent ability to identify individuals with brain tumors, cancer, mental retardation, physical impairments, and so on. In addition, the compassionate dolphins lavished these people with attention and showed them incredible patience, nurturing and gentle playfulness. The sick and disabled responded to the dolphins' attention and games in such a positive way that the people became more confident and hopeful, and excelled in physical and emotional therapy. There was even some evidence of bio-feedback recovery and spontaneous remission of disease. It was also hoped that dolphins, especially if they could learn to speak, could work with doctors to accurately diagnose and locate the cause of internal and neurological problems.

The military also worked with dolphins and killer whales, particularly in the areas of communication and task training. A dolphin who could speak and follow orders would be the ultimate underwater operative. They could ferret out enemy submarines, mines and ships and report their location, or sabotage, cripple and destroy the enemy with explosives, or simply spy on them. Such military dolphins could also assist and defend skin divers, escort navy vessels and perform reconnaissance. Unfortunately, dolphins and the so-called killer whale lacked the aggressive and violent nature to become such a warrior. Most rebelled against training that focused on hunting or hurting humans. The cetaceans were too intelligent to be tricked into cooperating and after a while, many wouldn't have anything to do with bombs, weapons or military vessels. Their playful and compassionate personalities also made it difficult to hold their attention for long periods of time.

During mankind's golden age of science, the persistent military conducted experiments on dolphins and killer whales in an attempt to mold them to fit their needs. To this end they experimented with cybernetic implants, bionic reconstruction, M.O.M. alterations, dolphin power armor and even genetic engineering. For a while, cybernetic implants and genetic mutations seemed to hold the most promise. In the latter case, it was believed that the creatures could be genetically redesigned for greater speech capacity and be much more aggressive, yet loyal and obedient. The secret **Lone Star Genetics Facility** in Texas was already showing incredible success with mutant dogs (the Coalition's Dog Boys) and other animals. How far this research went with cetaceans is unknown and lost with the advent of the Great Cataclysm — which begs the questions: Did any cetacean mutants survive the Coming of the Rifts? Do their descendants exist in the seas of Rifts Earth? And if they do, are they the friends or enemies of human beings? Questions that are yet to be answered.



The Dolphins of Rifts Earth

Since the Coming of the Rifts and the appearance of magic, dolphins have exhibited an increased level of intelligence, and are even believed to wield their own brand of magic. They were terribly distressed to see the near obliteration of humankind and are delighted to see humans making a comeback even though their return to the oceans makes the seas a more dangerous place for all gentle cetaceans.

It is interesting to note that the devastation that crushed the surface world had much less impact on the oceans and seas. Of course, violent hurricanes, ley line storms, earthquakes and tidal waves shook the oceans, and the appearance of Atlantis and other anomalies altered the seas with its havoc, but the undersea world survived with comparatively minor casualties. In fact, the greatest dangers came later from dimensional Rifts, dead pools, magic triangles like the Demon Sea (Bermuda Triangle) and the alien monsters attracted to such places. From these locations came supernatural forces and new, alien predators that hunted dolphins and in some cases, threatened the entire world. Yet, in the vastness of the oceans, even these dangers could be avoided. Without humans plundering the seas for fish, fuel and sport, the population of cetaceans and most aquatic life forms exploded. Dolphin numbers are back into the tens of millions and even endangered species like the Humpback whale number into the thousands.

The Dolphin Community

Dolphins are by nature gregarious, friendly and sympathetic creatures who not only enjoy life, but have a great respect for it. They are very social animals who cooperate and share. Bands of 10 to 100 hunters will leave the community in search of prey. They work as a team, cleverly chasing fish into the waiting jaws of other dolphins, or into shallow water or cave where they are more easily caught. They will also encircle prey and coordinate their actions to capture it.

When danger threatens, the entire community unites. Females, young and the old are protected by the males and the strong. The weak or helpless are never abandoned, except by accident. If a loved one is discovered missing, a group of 2D4 (sometimes as many as 2D4×10) will go searching for him. Similar groups will *try* to defend against sharks, killer whales and other predators, although many of these ferocious monsters do not give up easily and are likely to kill and devour one or two of the noble defenders.

The largest gatherings of dolphins can number as many as two million, although they are more commonly divided into smaller communities of 1,000 to 40,000. These groups should be considered *communities* like a band of human nomads rather than a *school* of fish. Smaller family groups, hunting parties, and adventuring dolphins will leave the larger community to go on their own travels, foraging and adventures, but can return to the community at any time. Such excursions and side trips are commonplace. The smallest splinter groups can be as few as a pair (dolphins are not solitary creatures and rarely travel alone) to 4D6 members. Medium-sized groups range from 1D6×100 to 2D4×100, while large groups may have 1D6×1000. **Note:** Porpoises and killer whales congregate in much smaller groups of 1D6×10 and the biggest community seldom exceeds 500 members.

Furthermore, if one or two dolphins get separated from their fellows they will cheerfully associate with humans, sometimes staying with them for years. With the appearance of magic energies, a heightened sense of unity and intelligence and an abundance of food, killer whales have become more accepting of their smaller dolphin cousins and don't hunt them in the wild as much as they once did. Strangely, dolphins and killer whales are quick to accept each other when they are members of a team or community of humans, pneuma-biforms or Whale Singers. Even the presence of one or two humans or Whale Singers will make the killer whales more accepting and benevolent toward dolphins. In

this situation, they will associate and befriend each other with little difficulty. Once a dolphin and killer whale become friends, they are likely to remain so for life. However, dolphins and killer whales who are friends never associate with larger communities of other cetaceans unless they are Whale Singers or part of a human community. Thus, when away from humans or Whale Singers, dolphins and killer whales typically hang out in groups of 4 to 20 and never in a group with more than 200 members.

Dolphins & Conflict

Although predators, dolphins and porpoises feed on fish, squid, krill, crustaceans, and invertebrates. They do not prey on other cetaceans or mammals. The only exception to this rule is the killer whale, who will hunt and eat dolphins, porpoises, seals and other sea mammals, as well as fish, squid and invertebrates. However, the killer whale never hunts or feeds on other killer whales or humans, although they may engage them in combat to defend themselves, they seldom fight to the death or kill in anger. As for non-humans, while the notoriously friendly dolphins avoid them, the killer whale has no remorse about fighting, killing or preying on them.

As a rule, dolphins and most cetaceans do not conduct wars, although they will fiercely defend themselves or loved ones from predators. If necessary, they will *kill* animal predators like the shark, and even aquatic D-bees, monsters, and supernatural beings. However, even in a life and death combat situation, most dolphins and porpoises are satisfied with chasing an opponent away or accepting a surrender, rather than slaying him. This is not true of the killer whale who will gladly fight to the death and extract lethal vengeance against cruel or dishonorable foes.

Dolphins rarely fight or even quarrel among themselves and are unbelievably tolerant and forgiving of humans. If a human is attacked, it is in self-defense and only with enough force to escape and flee. A dolphin would rather suffer or die himself than take a human's life. Furthermore, these gentle beings are seldom vindictive or vengeful against other dolphins or humans, no matter how horrible an atrocity may have been committed against them. The rare, bitter and mean-spirited dolphin may never trust or willingly associate with humans, but seldom go after revenge by harming them. Typically, a bitter dolphin character will treat humans rudely, question their every motive, anticipate their betrayal, criticize their actions, insult them, and may act threatening or belligerent, even to the point of nipping and butting them, but will seldom actually fight or seriously hurt them. Only the most evil and tormented soul would lead humans or other dolphins to their doom, or willingly contribute to their demise in any way. Only under the *most* extreme circumstances (one in a million) will a dolphin, porpoise or killer whale slay a human being. Most avoid even quarrelling with them.

Dolphins and killer whales are loyal to their friends, family and community, and will rarely abandon them in a time of need. They will bravely face danger at the side of a friend, including humans, rather than flee to save themselves. In fact, a dolphin may come to the rescue of "people" it doesn't know. Throughout history, human sailors have reported infrequent incidents where a dolphin or pair of dolphins appeared out of nowhere to rescue them from a threatening shark, butting the monster with their nose and chasing it away, before vanishing into the ocean depths. In many ways, dolphins possess all the *best* human traits and have been called **The Paladins of the Sea** (the more aggressive killer whale may be considered an honorable knight but is no Paladin; before the Coming of the Rifts, there were no reports of whales or porpoises coming to a human's rescue).

Since the days of the Great Cataclysm, the dolphins of Rifts Earth have become close friends and allies with numerous human colonies in or near the sea. They have also befriended a handful of human-like D-bees and mutants, yet it is with humans that dolphins (and killer whales) feel the most comfortable. By contrast, dolphins are leery and suspicious of alien life forms, including aquatic humanoids. Their keen ultra-

sonic senses enable them to see differences beneath the D-bees' outside appearance and are even able to identify shape shifters who may *appear* completely human. Thus, dolphins tend to avoid contact and association with non-humans; many are regarded as enemies.

Technology

The average, ordinary dolphin, porpoise, and whale is a simple creature at home in his world and one with nature. They hunt, swim, play, love, and enjoy the splendor and beauty of life and the companionship of friends. Most have no use for personal possessions, wealth or power. Although they have come to recognize and understand the potential danger of human and D-bee ships, submarines, power armor, weapons and machines, they have no desire to use, own, or build them in order to oppose them.

Most dolphins (and to a lesser degree, killer whales) consider the use of machines and the desire for material things, power, and such emotions as greed, jealousy, and envy, as "unenlightened" thinking, and one of the things that holds humans back from becoming a truly great people. In this regard, they view humans, with their machines and weapons, as reckless children playing with dangerous toys. However, they have high hopes that one day, humans will become enlightened and forsake such foolishness and "things." D-bees who use weapons and machines are considered savage barbarians and/or invaders with little hope for enlightenment.

Foreign Relations

Most races regard dolphins and other cetaceans with indifference. Except for the more intelligent mutants, like the pneuma-biforms and Whale Singers, generally speaking, cetaceans won't bother or interfere with you if you don't bother them.

The Splugorth and Atlantis: The Splugorth and their minions find dolphins to be amazing and delightful creatures. However, since most dolphins will not associate with them, they sometimes capture and use them as pets, or force them to entertain and fight in aquatic arenas (pitting aquatic beings against each other in gladiatorial combat is a new idea that has met with cool interest as a blood sport). Bio-wizards have also done some experimentation with cetaceans, but for the most part, the Splugorth like dolphins and whales and leave them alone. Dolphins on the other hand see them as dangerous monsters and barbarian invaders, especially to their friends, the "Land People" (humans).

The Naut'Yll: These expansionist aliens have found normal cetaceans to be a potential food stock but, for the time being, have left most unmolested. However, they hate dolphins and whales who are Whale Singers or members of human communities like Tritonia and the New Navy. These cetaceans have actively fought against them and continue to thwart their expansion into other oceans. They loathe pneuma-biforms (most of whom are Whale Singers) and killer whales, both of whom actively combat them and organize with other beings to destroy them. Many killer whales regard naut'yll as an enemy to be destroyed, and some hunt them as food.

The Lord of the Deep: Dolphins and all cetaceans regard the alien intelligence as a natural enemy and a menace to their homes and the entire world. As such, they actively oppose it and fight its predatory minions whenever they are encountered. The Lord of The Deep and its minions are some of the few living creatures that dolphins will fight to the death with the slightest provocation. Porpoises and less aggressive whales try to avoid these monsters. Killer Whales, pneuma-biforms and Whale Singers strike whenever the opportunity is right and are a constant source of dismay and frustration for the alien. Such attacks are usually brutal and designed to destroy these abominations.

The Coalition States: With the possible exception of ancient research files at the Lone Star Genetics Complex (if they still exist), the CS doesn't know or care about dolphins and whales.

Triax and the NGR: The NGR has conducted some scientific research on cetaceans and have even had some success with befriending

and training some normal dolphins. They are considering possible military applications for these sea mammals and have toyed with developing dolphin power armor and bionic implants; mainly voice, internal oxygen tanks, and gill implants. However, they have more pressing concerns to deal with, so ventures into oceanology and experimental devices are on the back burner. They are aware that Whale Singers exist but know virtually nothing about them.

Lemuria: Dolphins and Whale Singers get along well with Lemurians. This ancient race has been acknowledged and accepted by cetaceans for millennia.

Tritonia & The New Navy: The artificial island, Captain Nemo-2, the New Navy and the cities of Refuge and Salvation have large groups of dolphins and a small number of killer whales, pneuma-biforms and Whale Singers as members of their community and as neighboring allies. Among these "Land People," the dolphins and killer whales are regarded as valuable allies and treated with kindness, honor and respect. The cetaceans have an equally high regard for them and cheerfully work with them in building and defending their tiny nations. Many, especially killer whales and Whale Singers, are members of the New Navy because of its dedication to destroying the Lord of the Deep, ridding the seas of the naut'yll and other invaders, and their commitment to defending the weak and innocent.

These humans have even developed power armor that some cetaceans are willing to use, particularly killer whales and pneuma-biforms (described elsewhere in this section). The Tritonians have also developed an advanced cybernetic implant that enables dolphins and killer whales to speak the human language with superior clarity and ease. Only cetaceans who request this operation are given it.

Others: Many D-bees and surface dwellers, including humans, still think of the dolphins, porpoises and whales as dumb animals and may hunt them for food or sport. The *horune* are an especially vicious D-bee people who hunt and torture dolphins and whales for sport, as well as capture and sell them into slavery.

Dolphins and other cetaceans also tend to get along with sea druids, ocean wizards, simvans, dog bogs, wolfen, zembach, amphibs (mutant humans), sea titans (mutant humans), and other mutant humans and cetaceans.

Dolphins & The Human Language

Dolphins, killer whales and even porpoises are very intelligent, the problem is that they just think differently than humans or "land people," as they call humans. Dolphins tend to think in different terms, needs, spacial relations and, most importantly, in images. They are very visual creatures who think in pictures rather than words or numbers. Their term for humans as "land people" is an excellent example. The term evokes a descriptive image, especially to dolphins who remember when humans were the *only* surface "people" on Earth, so the name "land people" was at once very clear and appropriate. With the appearance of numerous other D-bee surface dwellers, "land people" might seem vague, but to dolphins only humans are "land people."

D-bees are typically referred to as "the others" or "bad others." The absence of the word "people" is an important distinction. To the dolphin, all cetaceans are "ocean people" and Lemurians are the "good people." The absence of "people" indicates disdain and/or alienness. Referring to D-bees as "the others" although vague by human standards (specifically which others?), clearly refers to alien life forms not indigenous to Earth (and not welcomed). Dolphins don't consider them "people." The "people" aspect also reflects the dolphins' acceptance of humans as equals and brethren.

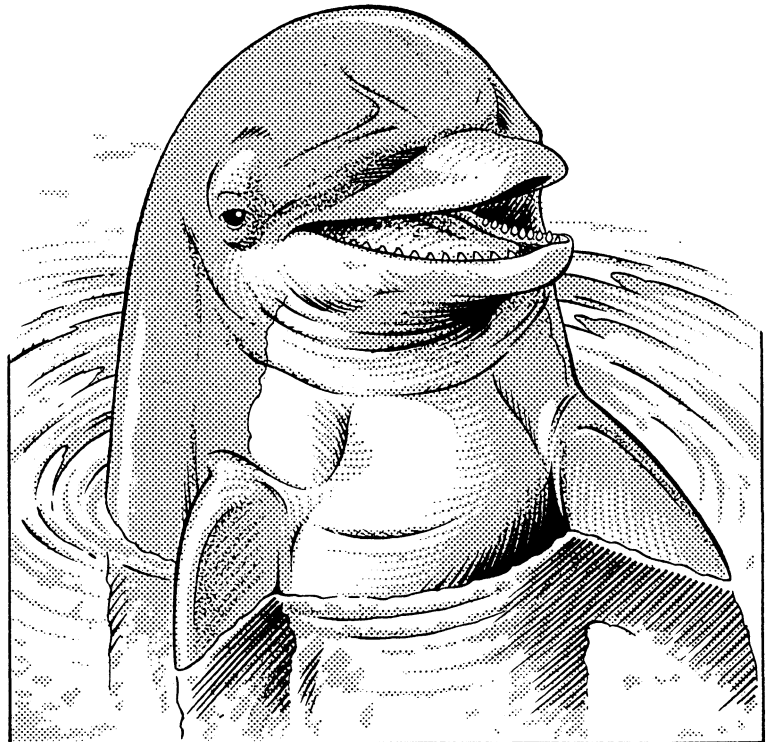
Dolphins also like wolfen and dog boys, to the point that some have started calling them "dog people." Likewise, dolphins will refer to human sailors and ship's crew men as "boat people." This term indicates that these "people/humans" are familiar with the ocean, sailing and sea life. "Land people" live on dry land and do not know or understand the

sea (at least as far as dolphins are concerned). This is a big distinction to dolphins, because they tend to consider land people more helpless on the high seas than boat people, and therefore need more of their attention and help.

Many dolphins who live among or associate with humans have learned to understand one or two human languages, at least to some degree. Of course, their vocal cords and different perceptions limits the range of their abilities.

The Dolphins' ability to speak in words

Most ordinary dolphins will use whistles, clicks and body language to communicate with each other and humans. However, dolphins show an outstanding ability to understand the human language. Those trained by humans can manage to speak in single words that can be strung together to make a short phrase or statement roughly equivalent to a three or four year old human child. Although verbal skills are roughly equivalent to that of a young child, the dolphin can think in a much more complex and mature way. The average dolphin can learn the meaning of 300 to 400 words. Most will develop their own vocabulary with their favorite and easiest words. One and two syllable words, or words that sound like one, are the easiest for them to say. Words that carry a visual image, or that they can relate to are the quickest to be learned and most likely to be remembered.



For example: "No." "Not." "Yes." "Yeah." "Good!" "Bad." "Look." "Now." "Give." "Take." "Come." "Go." "No go." "Stop." "Fast." "Slow." "Far." "Not far." "Deep." "Rest." "Big." "Not big." "Many." "Not many." "Home." "Go home." "Fun." "Play!" "Fish!" "Food." "Eat." "More." "Sky." "Air." "Water." "Dolphin (Doll ...fin)." "Whale." "Shark." "Squid." "Octo (short for octopus)." "Monster." "Sub (short for submarine)." "Boat." "Boat People." "Me." "You" "Friend." "People." "Land." "Land People." "Others." "Fire." "Hot." "Cold." "Swim." "Dive." "Leap." "Fly." "Fight." "Hurt." "Dead." "Kill."

Thus, a playful dolphin who doesn't want his human playmate to leave, might say, "No ... go. Play ... fun." or string together words and phrases like, "Go home." "Give ... more fish." "Shark bad ... kill you." "Come ... now. Land people ... trouble. Bad. Go now."

Proper use of grammar, tenses, and sentence structure are beyond them; either that or they just don't care to learn them.

Those trained through the use of telepathy and/or given cybernetic vocal implants can speak in a more clear voice and put together short phrases and simple sentences, like: “Come now. Alex need you.” “I go get Mike. He know how to help.”

They also recognize specific people (humans and cetaceans) and can learn to say simple or abbreviated names like Tom, Bob, Kev, Larry (Lar-ree), Nemo (Nee-moe), Ann, Flo, Kay, Kate, Mary (Mare-ree) and similar.

Learning to Read: Some dolphins can be taught to read some words, but they are far better at recognizing “symbols” because they think in a very *visual* way. Since, they think in “pictures” they remember “images” rather than words or numbers. Consequently, they are quicker to remember the image of a flag, insignias, silhouettes (especially in regard to submersibles, ships and robots) and features (faces, tattoos, fins, spines, eyes, etc.).

Numbers: Like learning to think in “words,” dolphins have difficulty thinking in numbers. They can easily learn to count to ten, but rarely higher. Likewise, they may be able to do very simple math (addition and subtraction roughly equal to a First or Second Grade school child) but dislike it immensely. They’d rather think in terms of numbers from one to ten, or few, many, and very many.

Judging Distances and Locations: Dolphins can determine and judge distances with absolute precision through echo-location. However, they have great difficulty articulating distances, locations and speed in human terms. They tend to think in the amount of time it will take to swim someplace rather than in any kind of measurements (miles, kilometers, feet, etc.).

Immediate Location or Short Distance (Less than a mile/1.6 km/5000 feet/1524 m): Usually referred by dolphins as “near,” “quick swim,” “very not far,” or “come quick.”

Close Location or Short Distance (Less than a 100 miles/160 km): Usually referred by dolphins as “short swim,” “not far,” or “over the ridge.”

Far (300 to 600 miles/480 to 960 km): A day to three days’ travel is commonly identified as a “one day,” “long swim,” or “short days.”

Very far (900 to 1500 miles/1440 to 2400 km): Four to eight days’ travel is frequently called “many long swim,” “very far,” “many days.”

Long distances (2000 miles/3200 km or more): This is a trip that would take a dolphin 10 days or more to reach as the dolphin swims (which is about 30 mph/48 kmph at maximum speed, so a dolphin can swim 150 to 250 miles/240 to 400 km a day at a good pace, with time to rest, eat and being careful). Such a great distance is typically referred to as “long journey,” “long travel,” “beyond far,” “far, far,” “way far,” or even “too far” if over 2000 miles (3200 km) away. Of course, dolphins may swim from one side of the ocean to another, and beyond, but these swims and migrations are casual, relaxed and may take months.

In the alternative, a dolphin may try to explain distance with a description of a location such as: “Quick swim! Near cave.” Or, “Bad boat near. Hide!” Or, “Long swim to mountain of fire water (undersea volcano) ... then ... short swim ... wreckage.” or “In warm waters ... near spitting island” (surface volcano in a warm, ocean climate).

Trained dolphins can also learn basic directions of north, south, east and west. Some will also remember the names of a handful of military bases, surface ports, underwater cities, and the occasional island, but these places must be in the dolphin’s underwater domain/territory or hold some great significance (typically fun, friends, or dangerous/bad); i.e. “Long journey North. Beyond Hawaii.”

Dolphin Speak

Songs and noises: The language of dolphins and most cetaceans sound like a secret code or out of tune songs consisting of clicks, chirps, chattering, grunts, groans, honks, humming, squeals, snorts and whistles. These sounds are high-pitched among dolphins and porpoises and deeper, more resonant in whales.

The best humans have been able to decipher is very rudimentary impressions rather than actual words. For example, certain sounds and body gestures will indicate when a dolphin is angry or upset, others indicate feelings of sorrow, loneliness, happiness, playfulness, hunger and so on. No surface dweller has been able to speak to cetaceans using the dolphin/whale language; magic and telepathy is much easier.

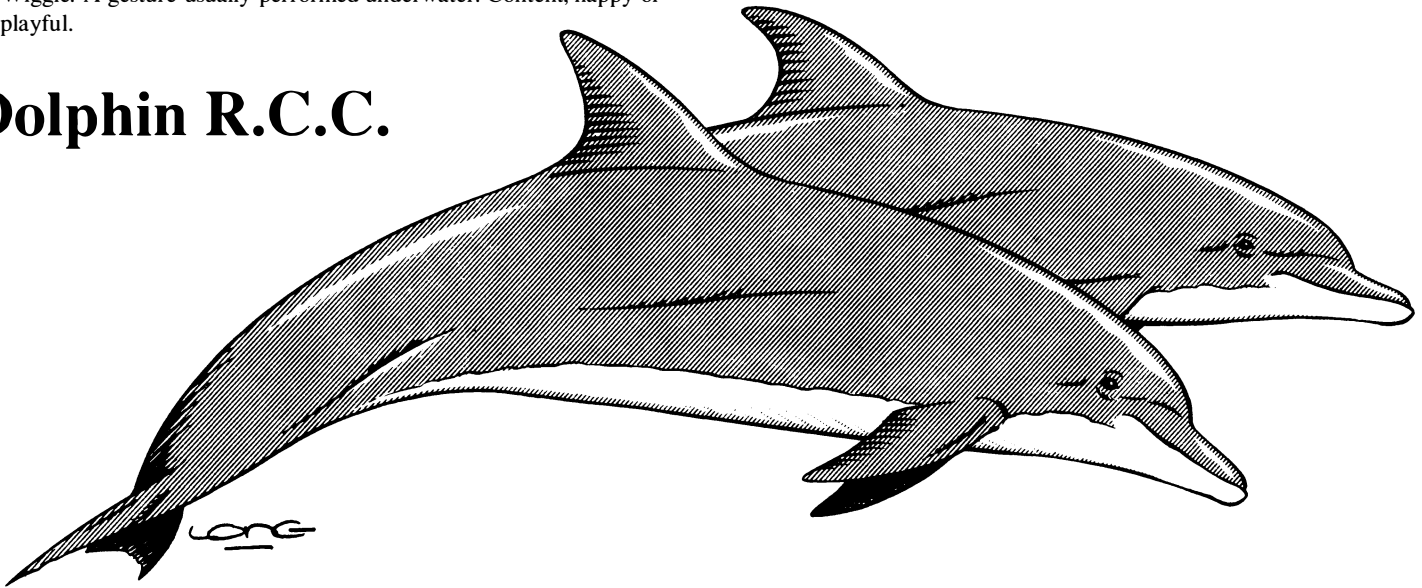
Dolphin Gestures — Body Language

Dolphins, killer whales and, to a lesser degree, porpoises are frisky and animated creatures who make gestures, nod, splash, flip, dance, clown around and perform water and aerial acrobatics to get people’s attention or to make a point. Humans have actually made more progress figuring out the meaning of dolphin *body language* than their spoken tongue. The following is a quick list of gestures and typical meanings.

- Backward Swimming, usually accompanied by squeals or chattering and repeated over and over: Typically means to come quick and follow me. Or warning, trouble — time to leave or flee. Loud squeals or chattering may indicate urgency, danger or fear.
- Backward Swimming, ending in a dive, side ways flop or somersault: Typically means the dolphin is happy and/or wants to play.
- Biting or nipping: Means “leave me alone,” or “I’m mad at you.”
- Blowing bubbles or gargling with mouth: Slow, lazy bubble making means contentment. Rapid bubbling or noisy gargling means frustration.
- Blowing water noisily through blow hole or mouth: Pissed off or strongly disagrees.
- Body bobbing: Rapid bobbing typically means happy, excited or anxious. Slow bobbing means the dolphin is deeply concerned, worried, depressed, or feeling ill, depending on the situation.
- Chasing its tail or swimming in circles: Feels silly, playful and/or mischievous. Games, pranks or splashing may follow. The dolphin tends to be distracted, careless and uncooperative when in this ram-bunctious mood.
- Flipper splash/slap water: Wants attention, look over here, “Hey!”
- Flipper paddling: Several rapid slaps against the water: Agitated, worried, troubled, or concerned.
- Head bobbing in a quick up and down manner: Means yes, agrees or is happy.
- Head slapping to one side: Means something to the effect of, “Oh Brother, I can’t take any more.” or “shut up already, I’ve heard enough.” It can also be meant as silliness.
- Head shaken side to side: Means no.
- Hide and Seek: A playful game.
- Kiss or Peck with mouth: A sign of love and affection, arguably learned from humans, but dolphins in the wild also nuzzle and touch frequently as a sign of affection, support, love and friendship.
- Leap and full body splash: A “big Hey” or “Look!” or warning! Sometimes it can also mean happy and playful depending on the situation.
- Nuzzle with nose or body: A sign of affection, or to show support, comforting or friendship.
- Nudge or tap with head or nose: Wants to play or to get one’s attention.
- Pull or Jerk away sharply: Angry, mad at you and wants to be left alone.
- Rolling on back: Wants a belly rub or other sign of affection.
- Rolling on side and languishes: Sign of feeling sad, tired or ill.
- Toss and catch objects: A playful game.
- Tossing fish or object at another being: Feels silly and/or mischievous, or wants to play. Tossing fish, lobsters, crabs, garbage, and similar items at a person or slipping them in a shoe, backpack, etc., is a prank/practical joke or playful revenge.
- Tail Splash: Angry, stay away.
- Taking a personal item and swimming around with it or even bring it backing and then pulling away before a person can get it typically means “let’s play catch me if you can” or other fun and games.

- Swimming in circles: Typically means bored. If the dolphin ignores calls to it or food, he's really angry or upset.
- Wiggle: A gesture usually performed underwater: Content, happy or playful.

Dolphin R.C.C.



Playing a dolphin or killer whale as a player character can be a blast! There's something magical about playing such an alien, yet so familiar creature (also see bi-form Whale Singers). The character can be especially dynamic and interesting if the player tries to portray the dolphin in character, with their different view of life, thinking in pictures rather than words, high morals, innocence, and broken speech patterns. Also don't forget that through advanced technology and magic, dolphins and other sea creatures can travel and survive on dry land for short periods of time (long periods if water and the right magic are constantly available).

Dolphin R.C.C.

Alignment: Any, but usually good. Typically 45% are scrupulous, 25% principled, 15% unprincipled, 10% are anarchist and 5% others. Diabolic and miscreant dolphins are uncommon.

Attributes: I.Q. 2D6+4, M.E. 3D6+10, M.A. 3D6+10, P.S. 4D6+6, P.P. 3D6+10, P.E. 3D6+6, P.B. 3D6+6, Swimming Spd. 2D6+45; roughly 32 to 38 mph (51.2 to 60.8 kmph; over 26 knots).

Swimming Speed note: The typical dolphin can maintain a maximum speed of around 25 to 30 mph (40 to 48 kmph); max. Spd. can only be maintained for an hour or two. This means a dolphin can swim 150 to 250 miles (240 to 400 km) a day at a good pace, with time to rest, catch food and being careful — perhaps as many as 350 miles (560 km) if swimming to the point of exhaustion and without watching out for danger. A day's or more travel at maximum speed will completely exhaust the character and reduce the speed and range of subsequent days of travel by 50%. The dolphin will need a day or two of rest (light swimming) to regain his full strength.

Size: 5-7 feet (1.5 to 2.1 m) long for most; 6 to 8 feet (1.8 to 2.4 m) for the Bottle-nosed dolphin and Pygmy killer whale, 8 to 20 feet (2.4 to 6.1 m) for most other toothed whales in the dolphin family (also see Killer Whale R.C.C., the largest species of dolphin).

Weight: 150 to 300 lbs. (67.5 to 135 kg). Add 100 lbs for the Bottle-nose dolphin and Pygmy killer whale.

Hit Points: P.E. number +6D6 and +1D6 per level of experience.

S.D.C.: 2D4x10 (+10 for the Bottle-nose dolphin).

Horror Factor: None

Average Life Span: 50 to 100 years.

Habitat: Dolphins are found world wide.

R.C.C. Skills:

Swim 98%

Track & Hunt Sea Animals (+20%)

Underwater Navigation (+10%)

Undersea Survival

One Human language of choice (+20%; probably American/English)

Combat: See natural abilities

R.C.C. Related Skills: Select three other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communication: Radio: Basic only (-10%).

Domestic: Sing, dancing and fishing only.

Electrical: None

Espionage: Only detect ambush, detect concealment, escape artist, intelligence, and pick pockets.

Mechanical: None

Medical: Sea Holistic Medicine only.

Military: None

Physical: None

Pilot: None, except specially designed power armor.

Pilot related: None

Rogue: Any, except computer hacking and pick locks (+4%).

Science: Basic math only (-10%)

Technical: Language, lores, and underwater skill only.

W.P.: None

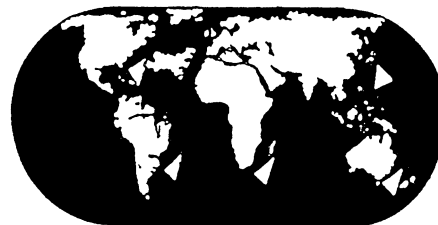
Wilderness: Underwater only.

Secondary Skills: The character gets to select one additional skill from those listed above at levels two, four, six, eight, ten, twelve and fourteen. These are additional areas of knowledge that do not get the advantage of any bonuses. All secondary skills start at the base skill level.

Standard Equipment: None. Dolphins and most cetaceans don't need or want for material possessions. Occasionally, they will keep a piece of artwork (usually sculptures and carvings), a magic item or keepsake (toy, tool, weapon, article of clothing, photograph) to remind himself of a friend or special event.

Money: None; see Standard Equipment above.

Cybernetics: None; although some humans and D-bees conduct experiments on dolphins with implants and bionics.



Natural Dolphin & Porpoise Abilities:

Alphabetical Listing

Depth Tolerance
Dolphin Combat & Maneuvers
Dolphin Sonic Blast
Dolphin Sonic Stun
Electromagnetic Sensitivity
Hold Breath Underwater
Recognize Family Heritage
Sense Magnetic North
Sonic Echo-Location
Ultrasonic Probe

Note: River dolphins are more primitive than their ocean cousins. Porpoises and big whales are not quite as intelligent, perceptive, social or friendly as most dolphins. Consequently, reduce the I.Q. attribute by 2 points and reduce the range of all natural abilities by half, unless specific descriptions or R.C.C.s state otherwise.

1. Depth Tolerance: Dolphins can survive the pressure and cold at depths of up to one mile (1.6 km), but normally seldom swim more than 2000 feet (61 m) deep. Note that the ocean's average depth is roughly 2.4 to 3 miles (3.84 to 4.8 km) and the great ocean trenches are dramatically deeper (5 to 8 miles/8 to 12 km). Of all the cetaceans, only the *Sperm whale* can dive to the ocean floor and swim at depths of two to three miles deep (3.2 to 4.8 km).

2. Hold Breath Underwater: Most dolphins and porpoises can hold their breath for 2D4+10 minutes (roll once to determine a specific character's ability). The physiology of these sea mammals is such that they can survive much greater depths than humans and most D-bees. **Note:** Most large whales (20 to 40 feet/6.1 to 12.2 m) can hold their breath for 2D6+14 minutes. The Rorqual whales (Blue, Fin, Humpback, Minke, Sei, Bryde's), Grey whales, and Sperm whales can hold their breath for 2D6+24 minutes.

3. Sense Magnetic North: Dolphins and whales, unless injured or sick, can always tell where magnetic north is precisely located. This is an immense help in navigating the oceans. A powerful blow to the head may temporarily (3D4 minutes) knockout this ability.

4. Electromagnetic Sensitivity: This sensitivity is another reason dolphins are so compassionate and caring toward other intelligent beings. Their ability is so acute that they can sense the electromagnetic activity in the brain and neural circuitry in living beings, including dolphins, whales, humans and most D-bees. Like a living E.E.G. and E.K.G. machine, the dolphin can detect signals from the brain, recognize deficiencies and aberrations and pinpoint the cause, such as blood clots, tumors, brain or spinal damage, heart problems, paralysis, physical and internal injury, fatigue, and pain. They can also detect brain implants and the presences of psionic abilities and whether the creature is a minor, major or master psionic!

The ability also helps them to sense and actually see electromagnetic energy that is invisible and often undetectable by humans and D-bees. This enables them to see, feel, recognize and follow energy trails in the earth like highways or roads with identifying markers to better navigate the oceans and seas even in complete darkness. This ability also enables them to follow electromagnetic trails left by ships and submarines (trail disappears after 20 minutes and cannot be followed after that time) and to recognize the "signature" of specific types of marine vessels by their E.M. signature alone. **Range:** 30 feet (9.1 m) when scanning people, 300 feet (91.5 m) when scanning or trailing E.M. signatures of vessels (triple for flying saucers), and 3 miles (4.8 km) when reading the E.M. lines in the earth.

Note: Most sharks have a similar ability, only they don't care about physical or mental damage in others, using it instead to select the most vulnerable *prey* as their primary target! Half range for porpoises.

5. Sonic Echo-Location: By bouncing sounds (clicks, whistles, etc.) off an area and interpreting the bounced back signal, dolphins, porpoises and whales can see by creating sound images. The echo-location sound system enables the character to accurately see and understand its environment better than vision alone (in fact, some river dolphins are virtually blind), and can "see" in total darkness, identify and locate objects, fish, humans and other creatures even in mixed groups, identify power armor, ships, submarines, and other sea vessels, obstacles and land formations (underwater mountains, ravines, trenches, shipwrecks, seaweed, underwater cities, etc.), determine the speed a vessel or animal is travelling, dodge attackers, navigate, measure depth, determine the speed and direction of the ocean current, and make precision maneuvers.

This ability is so sensitive and precise that it can identify and locate each and every species of fish (animal or humanoid) in the area being probed, determine the approximate number of fish in the school, their relative size and speed, and current direction. To belabor the point, a dolphin can pinpoint the location of a 5 mm copper wire on the ocean floor. **Base Skill:** 20% +5% per level of experience; +20% for dolphins, +15% for killer whales and porpoises, +10% for most other whales. **Range:** 1000 feet (305 m) for maximum accuracy. Up to 2000 feet (610 m) but at a skill penalty of -20%.

6. Ultrasonic Probe: This is a sonic probe that works very similar to ultrasound scanners used in hospitals and by scientists. The probe is so precise that it can detect the thickness of walls, locate weak spots (thin or damaged areas), locate heat sources, sonar and communication arrays, engine rooms, and pinpoint crew locations (-40% skill and range when probing large ships or thickly armored vessels).

When used on living beings, ultrasound can detect whether or not an animal or humanoid is pregnant, has a cancer or tumor and its location, as well as locate bullets, foreign objects, blood clots, and scar tissue; detect and locate bionics or brain/M.O.M. implants, cybernetic appendages and even recognize bio-systems and artificial skin. This also enables the character to make positive identification of a species by determining the physiology of the subject being scanned, identify creatures of magic and supernatural beings, identify shape-changers in disguise (not applicable to magic metamorphosis). An amazing ability! **Base Skill:** 20% +5% per level of experience; +15% for dolphins, +10% for porpoises, and +5% for killer whales, but not available to most other cetaceans. **Range:** 100 feet (30.5 m) or closer for maximum accuracy. Up to 200 feet (61 m) but at a skill penalty of -20%. **Note:** Half range for porpoises and killer whales.

7. Dolphin Sonic Blast: A powerful, narrowly focused blast of sound that strikes with the impact of a sledgehammer. The blast is used as a means of self-defense and to hunt, kill fish and chasing away predators, especially sharks and giant squid.

Range: 4 feet (1.2 m) plus 1 foot (0.3 m) per level of experience.

Damage: 1D6 S.D.C. per level of the dolphin against small- to medium-sized fish and other small sea creatures. Half damage against mammals, humans and creatures man-sized or bigger. No damage against metal, stone, clay, wood and most man-made materials, including glass, plastic, rubber, ceramics, concrete, steel, etc.

Attacks per melee: Equal to the number of hand to hand attacks of the character.

Note: Not applicable on dry land, or an air environment. See the *magic* version of sonic blast in the Ocean Magic section for an M.D.C. sonic attack and sonic stun. Half range for porpoises and not available to the killer whale or other cetaceans.

8. Dolphin Sonic Stun: An ultrasonic blast that is intended to stun rather than kill. The blast is used as a means of self-defense and to hunt — killing and stunning fish.

Range: 4 feet (1.2 m) plus 2 feet (0.6 m) per level of experience.

Saving Throws: Potential victims get to save vs stun attack. A successful save means no damage or effect. The number listed is the number the creature must reach or surpass to save vs stun attack.

- Small fish and crustaceans must roll a 19 or higher to save.
- Medium-sized fish: 17 or higher to save.
- Man-sized fish and sharks: 10 or higher to save
- Giant fish, squid, sharks and other giant aquatic animals (14 feet/4.3 m or bigger): 7 or higher to save.
- Aquatic birds and mammals (sea lions, etc.): 4 or higher to save.
- D-bees of a fish or amphibian physiology: 6 or higher to saves (9 if smaller than 5 feet/1.5 m tall/long).
- Humans, humanoids, and most intelligent life forms: 3 or better to save (7 if smaller than 5 feet/1.5 m tall/long).
- Other cetaceans are impervious.
- Dragons, giants, creatures of magic, supernatural beings and most mega-damage creatures are impervious.

A failed saving throw means the creature is affected in the following way:

Damage: 2D6 S.D.C. damage underwater or 1D4 on dry land or an air environment. Plus stun effect.

Stun Effect: 1-60% likelihood of being knocked unconscious for 1D4 melee rounds. If the prey/victim manages to remain conscious but fails to save, it has a splitting headache and is disoriented: -6 on initiative, -6 to strike, parry and dodge, and speed, attacks per melee round and performance of skills (if applicable) are reduced by half and the creature's equilibrium is temporarily fried: can't tell direction, depth, speed or which way is up or down. Lasts for 1D4 melee rounds.

Note: The dolphin's sonic "stun" blasts are S.D.C. attacks and do not damage or penetrate mega-damage body armor, vehicles or structures. However, it may affect smaller than human-sized S.D.C. characters in half armor or without environmental helmets. Only dolphins and porpoises have the sonic stun powers! The porpoise's blast is half the range.

9. Recognize Family Heritage: Most dolphins can recognize their family relatives and descendants through their song, appearance/physical traits and ultrasonic probes. **Base Skill:** 50%+3% per level of experience.

10. Dolphin Combat & Maneuvers:

Attacks per Melee Round: The character starts with two attacks or actions per melee round (15 seconds) +1 at levels two, four, six, ten, and fourteen. Porpoises start with two, large whales with one.

Automatic Dodge: Can dodge without using up a melee action.

Parry with nose or tail: Standard parry.

Dive: A high-speed dive straight down, or at a slight angle, at double normal speed. Maximum depth is 500 feet (152 m) +100 feet (30.5 m) per level of experience. Roll to strike if the character is trying to dive and hit or grab something.

Mid-Air leap: Six feet (1.8 m) +1 foot (0.3 m) per level of experience. Performed to show off, do tricks and to play.

Mid-Air Precision Leaping: Six feet (1.8 m) +1 foot (0.3 m) per level of experience. Performed to grab a fish or object flying close to the surface of the water or to grab or knock an item out of a humanoid's hand. The player must announce this leap before the dice are rolled and must announce whether his character is trying to grab or knock the item away. Then roll a 20 sided die to *strike* as normal (+2 to strike in addition to other bonuses). The character holding the item can use a parry roll to try to pull the item away. The dolphin can also try to *slap* an item away or strike a person with his tail while in mid-leap, but gets no bonuses to do so. This move can also be used to leap through hoops, windows, onto boats, etc. Counts as three melee actions.

Mid-Air Somersault: Can leap and somersault in mid-air; an impressive trick.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 14 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 2D6 impact damage to himself.

Speed Burst: Can swim at double his normal speed for one minute. This maneuver can be performed six times per hour before tuckering the fellow out too much to try it again. This move is performed for a quick dodge (+2 in addition to other bonuses) or get-away, a quick strike (+1 in addition to other bonuses) or to move toward or away from somebody or someplace quickly.

Swim Breaching/Skimming: This is when the dolphin swims in an up an down motion, breaking the water in short, full body leaps, plunging back into the water and leaping out again in a fast forward motion. This is usually considered fun and playful. Dolphins often pace ships in this fashion and have been known to play escort with strangers for as long as two hours. Reduce maximum speed by 20% and *speed bursts* are not possible when skimming the surface.

Swim backwards: A maneuver performed on the surface of the water, where the dolphin can support 50-75% of its body out of the water and swim backwards. Usually done to attract attention or clowning around.

Backward Flip: A maneuver performed on the surface of the water, where the dolphin flips out of the water and either lands flat with its full body (usually to splash somebody — 2D4x10 gallons of water splashes a 10 foot/3 m radius) or makes a head-first dive (usually just having fun/clowning around or showing off).

Tight circle/turn: Dolphins can make reasonably tight circles and turns in an area as small as 12 feet (3.65 m) in diameter.

Combat Maneuvers & Damage:

Bite: One S.D.C. point from a warning nip, 1D4 from a full strength bite.

Nose Jab: Similar to a punch, does 1D4 S.D.C. damage.

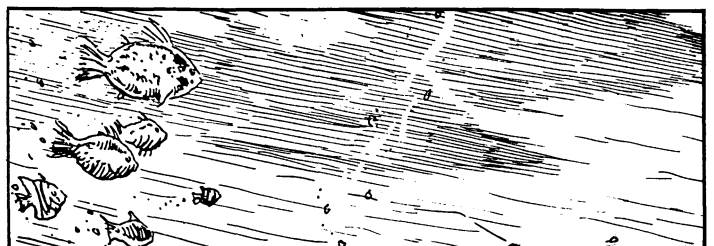
Head or Nose Strike: 1D4 S.D.C. restrained or 2D4 S.D.C. damage at full strength.

Power Strike: A high-speed, precision underwater attack with the dolphin's nose. 3D6 S.D.C. and victims of this attack are likely (70%) to lose initiative and one melee attack/action. Counts as two melee attacks/actions. Can also be used to knock items out of the hands of an opponent, but the player must call out his intentions before the dice are rolled. Roll to strike as usual; opponent may try to parry or dodge.

Tail slap: 1D6 S.D.C. damage. Can be used to knock items out of the hands of an opponent (see above).

11. Bonuses: +3 on initiative, +2 to strike, +2 to dodge, +2 to pull punch, +2 to roll with impact, +1 to save vs disease, +2 to save vs mind control, +4 to save vs horror factor, and is resistant to cold (half damage). All are in addition to attribute bonuses and special combat maneuvers.

12. Limitations: Dolphins dehydrate quickly when taken out of water and are virtually immobilized (can only flop and squirm like a fish). They can survive out of water for about 15 minutes before their skin begins to dry and the character begins to feel weak and sick. Without water, they will die in 30+3D4 minutes! If continuously bathed/sprinkled in water, the dolphin can survive for 60+6D6 minutes. If kept in a container of saltwater, ideally with enough room to swim, and provided with food, the character can live indefinitely — at least in theory, but many will stop eating in such confining captivity and die after 6D6 days (unless the character has a desire to live). They can only be kept alive for long periods if kept in large, deep pools of water like those at aquarium parks.



Dolphin Magic Powers (Innate): Ley Line Channelling

In many respects, the dolphin is a natural ley line walker with some different and superior abilities. Ley line *channeling* is the ability to absorb and channel or redirect/use ley line energy in the following ways.

1. Ley Line Charged: The dolphin absorbs ley line energy to the point that the character even glows with the same blue energy and looks luminous. Swimming speed is increased by 25%, air capacity (how long one can hold his breath underwater) is increased by 50%, and the creature temporarily becomes a mega-damage being! Every currently available S.D.C. point and hit point is converted to M.D.C. at the rate of two M.D.C. to every one S.D.C./H.P. *For example:* A dolphin with 54 S.D.C. and 40 hit points (94 total points) gets 188 M.D.C.! If that same dolphin is injured, has no S.D.C. points left and only 23 hit points, he'll have 46 M.D.C. points from the charging process.

Preparation Time: It takes 1D4 melee rounds (15 to 60 seconds) to mentally focus and become charged with mystic energy.

Duration: The "charge" lasts for the entire period while travelling along a ley line and for 3D4 melee rounds (45 to 180 seconds) after leaving a ley line.

Limitations: The character can only "charge" himself with ley line energy twice per hour. After that, the character must wait a full hour before being able to charge up again.

Penalties: While charged, the dolphin loses one melee attack/action, and all of his ultrasonic abilities are diminished by 40%. However, the character can draw on other ley line channeling abilities.

Magic Bonuses: While charged, the dolphin is +1 to save vs all types of magic and all magic that does affect him is at *half* its normal potency (half damage, penalties and duration are all half).

P.P.E. Cost: The dolphin must expend 5 P.P.E. points to use this ability.

2. Ley Line Energy Blast: The dolphin can mentally create and fire mystic energy bolts.

Preparation Time: Counts as one melee action/attack.

Duration: Instant.

Limitations: The character can only create energy bolts as long as he is on a ley line.

Range: 1000 feet (305 m) +400 feet (122 m) per level of experience.

Damage: The dolphin can create S.D.C. or M.D.C. bolts as desired. He can also regulate the amount of damage in increments of 1D6. Damage is up to 2D6 points (S.D.C. or M.D.C.) plus an additional 1D6 for every two levels of additional experience; i.e. 2D6 at levels one and two, 3D6 at 3rd level, 4D6 at 5th level, 5D6 at 7th level, 6D6 at 9th, and so on.

P.P.E. Cost: One for S.D.C. bolts or five for M.D.C., regardless of the total amount of damage inflicted.

3. Ley Line Hopping: A dolphin swimming at top speed can mentally create a small dimensional Rift that pops him from one ley line to a *neighboring* one. In this way, the dolphin and one passenger (a young one nuzzling against the body or one person holding on to a fin) can hop from one ley line to the next, sometimes spanning miles in a matter of seconds. The dolphin can also "rift" from one location to another on the same ley line.

Preparation Time: It takes 1D4 melee rounds (15 to 60 seconds) to mentally focus and create the mini-Rift.

Limitations: The neighboring ley line cannot be more than one mile (1.6 m) away per level of the character's experience.

P.P.E. Cost: 10

4. Ley Line Speed Doubler: Doubles the dolphin's natural speed the same as the speed doubler spell, but only works when travelling directly along ley lines and does NOT cost the dolphin any P.P.E. to use!!

5. Sense Ley Line and Magic Energy: Same as the ley line walker.

6. Read Ley Lines: Same as the ley line walker.

7. Ley line Transmission: Same as the ley line walker.

8. Ley Line Rejuvenation: Doubles natural healing ability same as the ley line walker ability.

9. Spell Casting abilities: Dolphins can cast a handful of spells unique to Dolphins (not available to porpoises). Pick two at level one, and one additional at levels two, four, six, eight, 10, 12, 14. Dolphin Magic is described in the Ocean Magic section.

Air Doubler (10)

Electromagnetic Blast (12)

Psi-Flash Warning (20)

Ride Ley Lines (10)

Sense Food (6)

Sense Predator (8)

Sense Weather (10)

Sonic Blast (15)

Sonic Stun (20)

Speed Doubler (8)

Note: If a dolphin wants to, it can learn two Ocean Magic spells or one whale spell-song at levels three, six, nine and 11. Selections can be picked from any level. If the character chooses not to learn additional magic (many don't) add 1D4×10 to S.D.C., +1 to initiative, +1 to strike and dodge, +1 to pull punch and roll with impact and 1D6 to Spd attribute.

10. P.P.E.: 2D4×10 +P.E. number and 1D6 per each level of advancement above first.

11. Magic Bonuses: +1 to save vs magic, +2 to save vs whale spell-songs and +1 spell strength (the number others must save against from the character's magic) at levels three, seven and 11.

Dolphin Psionics (Special)

Like humans, some portion of the dolphin community possesses psionic powers; roll on the following table:

01-77 No psionic powers.

78-88 Minor Psionic: select 1D4+1 abilities from healing or sensitive.

89-97 Major Psionic: select a total of 1D4+3 abilities from healing, sensitive and/or physical.

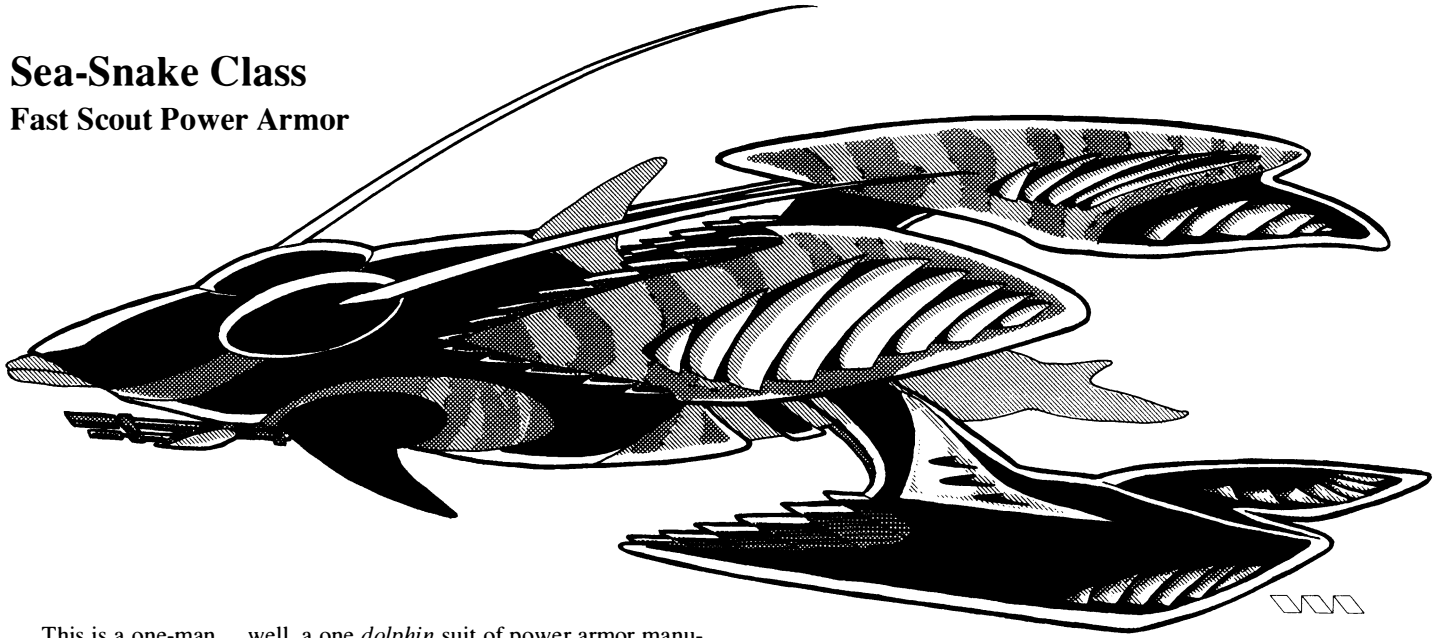
98-00 Master Psionic: select one psionic category (any of the three lesser abilities) and 1D4+1 super-psionic abilities.

Special: Psychic Family Imprint: Psychic dolphins can recognize family/pod members, offspring and descendants.

Dolphin & Orca Power Armor

Sea-Snake Class

Fast Scout Power Armor



This is a one-man ... well, a one *dolphin* suit of power armor manufactured by Tritonia and the New Navy. They are given away for free to any dolphin who *works* at their side (not necessarily fights at their side; rescue, exploration and reconnaissance are important and dangerous assignments too). After a few years of service or as a reward for a heroic feat, the dolphin is allowed to keep the armor if he so desires. About 50% who have used it, do. An estimated 32,400 suits of Sea-Snake scout armor are believed to be in service outside of Tritonia and the New Navy.

The dolphin can easily slip in and out of the armor, and is held in place by retaining clamps activated by sonic signals. The Sea-Snake is not an environmental suit, so it allows water to flow through it and over the dolphin's body. However, one of its special features is an air system that allows the dolphin to breathe underwater without having to resurface. The air supply is 90 minutes. Of course, the character *can* surface as often as needed or desired. Many dolphins like to save the armor's air supply for emergencies and prolonged underwater combat. Consequently, they surface at regular intervals to breathe sea air until a situation arises that requires them to stay underwater for longer than usual.

Many dolphins love the armor as a plaything as much as a means of defense or combat. The armor is jet propelled and can rocket its pilot up to speeds of 70 mph (112.6 kmph). Since dolphins are the speed demons of the ocean's mammals, they love going fast! The armor itself is lightweight, padded and reasonably comfortable, although it prevents the character from engaging in many of its acrobatics and maneuvers like leaping, somersaulting, breach swimming, etc. The armor protects 90% of the character's body and has a small laser gun mounted on the front. Most dolphins have learned that they can use laser guns as tools or as a means to wound and frighten an opponent rather than kill him. As a result, most have accepted it as a standard part of the armor. The gun and various features of the armor are activated by sonic signals emitted by the dolphin pilot.

Model Type: TD-70

Class: Dolphin Scout Power Armor

Crew: One dolphin or porpoise.

M.D.C. by Location:

Forward Laser Gun (1) — 25

Jet Thrusters (4; two on sides & one on top & bottom) — 100 each

* Main Body/Pilot Area — 145

* Depleting the M.D.C. of the main body destroys the armor. Destroying one jet reduces speed by 20%, two by 40%, three by 75%.

The dolphin operator can only be hit from behind, but even then the attacker is -5 to strike and must make a called shot.

Speed:

Ground: Not possible.

Flying: Not possible.

Water Surface: 60 (96.5 kmph; 51.6 knots)

Underwater: 70 mph (112.6 kmph; 60.2 kmph)

Range: Unlimited

Depth: 1.2 miles (1.9 km).

Bonuses: All the dolphin's natural bonuses are applicable, +2 to dodge.

Statistical Data:

Height: 5 feet (1.5 m)

Width: 5 feet (1.5 m)

Length: 10 feet (3.0 m)

Weight: 350 lbs (157.5 kg)

Cargo: None

Power System: Powered by a nuclear battery or solar powered, with a 12 year life.

Market Cost: 900,000 credits for nuclear, 560,000 credits solar.

Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, laser distancing system (4000 foot/1220 range), homing beacon (12 hour, 400 mile/640 km range) and a medium-range, directional radio (300 miles).

Weapon Systems

1. Forward Blue-Green Laser Turret: Can rotate 180 degrees.

Primary Purpose: Defense

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

Range: 2000 feet (610 m)

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

Payload: Effectively unlimited.

2. Optional Mini-Torpedoes: As many as 12 mini-torpedoes can be mounted on the supports of the jet thrusters. However, unless facing the Lord of the Deep, its minions, horune pirates or the naut'yll, most (82%) dolphins refuse to use them.

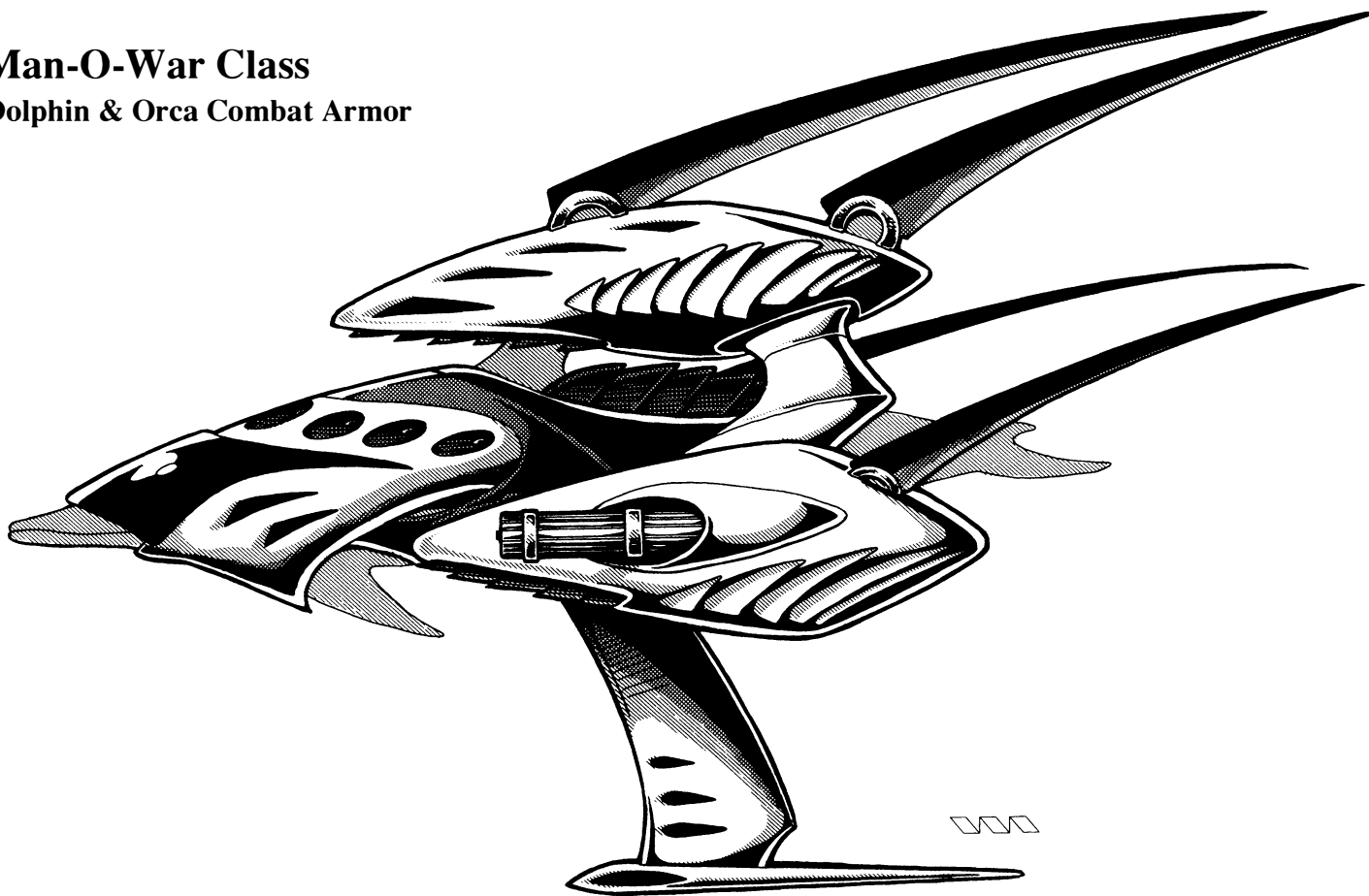
Mega-damage: 1D6×10

Range: One mile (1.6 km)

Payload: 12

Man-O-War Class

Dolphin & Orca Combat Armor



This power armor suit is similar to the Sea-Snake scout armor in basic design and general function, however there is no doubt that this is a war machine. It sacrifices speed for weapons and armor, and even looks menacing. It is available in dolphin and Killer whale sizes, but less than 17% of all normal dolphins ever agree to wear this armor except when fighting the Lord of the Deep and its minions. However, it is extremely popular among Killer whales and pneuma-biforms.

Model Type: TDO-45

Class: Dolphin & Orca Combat Power Armor

Crew: One

M.D.C. by Location:

* Forward Lasers (7) — 10 each

* Blade Fins (4) — 40 each

* Rail Guns (2; sides) — 45 each

Lower Fin (1; bottom) — 90

Jet Thrusters (3; two on each side & one on top) — 170 each

** Main Body/Pilot Area — 225 Dolphin size

330 Killer Whale size

* Indicates small or difficult targets to hit and require a called shot at -4 to hit.

** Depleting the M.D.C. of the main body destroys the armor. Destroying one jet reduces speed by 30% and two by 60%. The dolphin or orca operator can only be hit from behind, but even then the attacker is -5 to strike and must make a called shot.

Speed:

Ground: Not possible.

Flying: Not possible.

Water Surface: 40 mph (64.3 kmph; 34.4 knots)

Underwater: 45 mph (72 kmph; 38.7 knots)

Range: Unlimited

Depth: 1.2 miles (1.9 km).

Bonuses: All the dolphin's or orca's natural bonuses are applicable and +1 to dodge and +3 to strike with ranged weapons.

Statistical Data:

Height: Dolphin: 10 feet (3.0 m), Orca: 14 feet (4.2 m)

Width: Dolphin: 12 feet (3.6 m), Orca: 20 feet (6 m)

Length: Dolphin: 8 feet (2.4 m), Orca: 28 feet (8.5 m)

Weight: Dolphin: 600 lbs (270 kg), Orca: 1.2 tons

Cargo: None

Power System: Powered by a nuclear battery or solar powered with a 12 year life.

Market Cost: 1.5 million credits for nuclear, one million credits for solar; add one million for killer whale-sized.

Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, laser distancing system (4000 foot/1220 range), homing beacon (12 hour, 400 mile/640 km range) and a medium-range, directional radio (300 miles).

Weapon Systems

1. Forward Blue-Green Laser Turret: Seven tiny lasers rim the top of the head section. All face forward and can only be fired in a forward direction/line of sight.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: A single shot does 1D6 M.D., or a simultaneous volley of blasts doing from 2D6 to 7D6 M.D.

Range: 1200 feet (366 m)

Rate of Fire: Each shot or volley counts as one melee action/attack.

Payload: Effectively unlimited.

2. Rail Guns (2): A pair of rail guns are mounted on either side of the power armor.

Primary Purpose: Anti-Armor & Anti-Personal

Secondary Purpose: Defense

Mega-Damage: A burst is 40 rounds and does 1D4×10 M.D.; a single round does 1D4 M.D.; same damage on ground or underwater.

Rate of Fire: A short burst counts as one melee action/attack.

Maximum Effective Range: 1200 feet (366 m) underwater, 3000 feet (910 m) in an air environment.

Payload: 120 short bursts, 60 per each gun (4800 total rounds).

3. Blade Fins (4): Four, long, wicked blades are mounted on the rear of the armor. They can rotate front or back 180 degrees and can be used as impaling lances (ideal for high-speed charges) or as raking swords.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: A raking cut does 1D6 M.D. from a single blade or 2D6 for two, or 4D6 M.D. from all four. A lunging stab or charge does 3D6

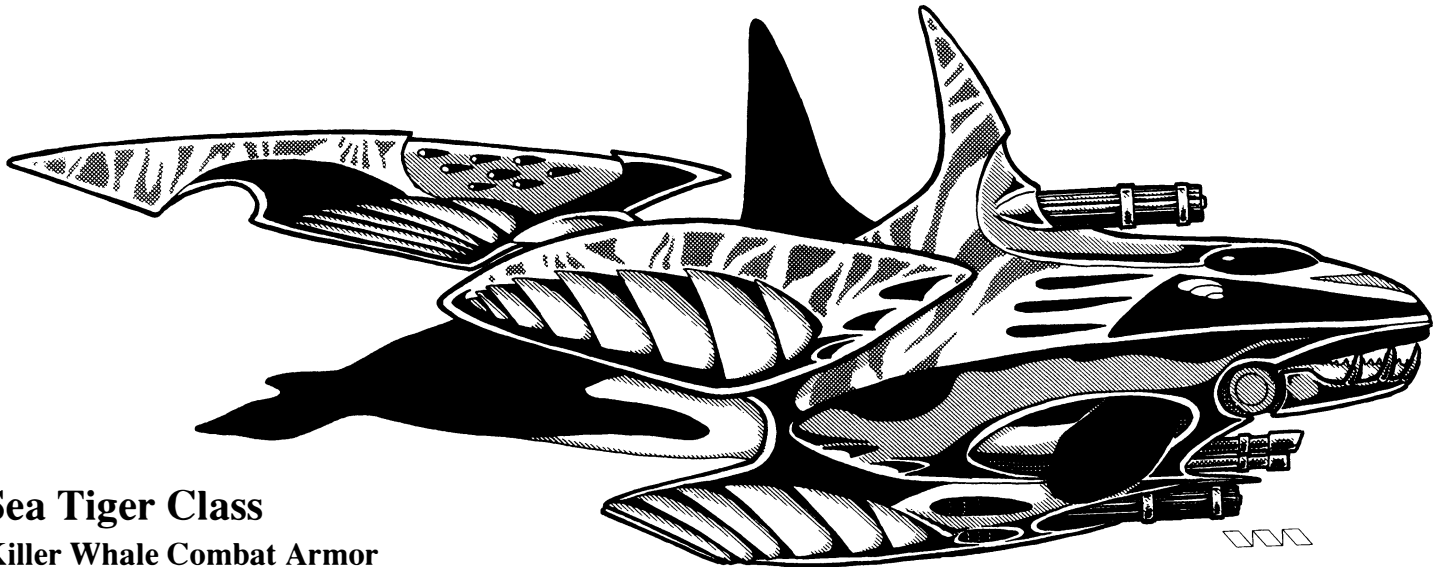
M.D. with a single blade or 1D4×10 M.D. with a pair! A power strike does 2D4×10 M.D. but counts as three melee actions/attacks.

4. Mini-Torpedoes: As many as 10 mini-torpedoes can be mounted on the lower fin (five on each side) and two others on each of the two support bars. Most (82%) dolphins opt not to have missiles unless facing the Lord of the Deep, its minions, horune pirates or the naut'yll.

Mega-damage: 1D6×10

Range: One mile (1.6 km)

Payload: 14 total.



Sea Tiger Class Killer Whale Combat Armor

This is a power armor suit that has the same basic features of the Sea-Snake scout but has much heavier armor and a battery of weapons. Killer whales love it because it gives them much greater speed and a variety of weapons.

Model Type: TO-40

Class: Orca Combat Power Armor

Crew: One Killer whale or pneuma-biform.

M.D.C. by Location:

* Forward Lasers (2) — 35 each

* Rail Guns (2; top and bottom) — 50 each

* Ram Fin (1; top) — 150

Side Jet Thrusters (2; one on each side) — 200 each

Rear Jet Thruster (1) — 180

** Main Body/Pilot Area — 430

* Indicates small or difficult targets to hit and requires a called shot at -4 to hit.

** Depleting the M.D.C. of the main body destroys the armor.

Destroying one jet reduces speed by 30% and two by 60%.

The dolphin or orca operator can only be hit from behind, but even then the attacker is -4 to strike and must make a called shot.

Speed:

Ground: Not possible.

Flying: Not possible.

Water Surface: 35 mph (56 kmph; 30 knots)

Underwater: 40 mph (64.3 kmph; 34.4 knots)

Range: Unlimited

Depth: 1.2 miles (1.9 km).

Bonuses: All the orca's natural bonuses are applicable and +1 to dodge and +3 to strike with ranged weapons.

Statistical Data:

Height: 16 feet (4.9 m)

Width: 15 feet (4.6 m)

Length: 40 feet (12.2 m)

Weight: 2.3 tons

Cargo: None

Power System: Powered by a nuclear battery or solar powered, with a 12 year life.

Market Cost: 2.6 million credits for nuclear, 1.7 million credits for solar powered.

Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, laser distancing system (4000 foot/1220 range), homing beacon (12 hour, 400 mile/640 km range) and a medium-range, directional radio (300 miles).

Weapon Systems

1. Forward Blue-Green Pulse Laser: A double-barrelled laser in a fixed forward position.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: A single shot does 2D6 M.D., a double blast 4D6 or a triple pulse that does 6D6 M.D.

Range: 2500 feet (762 m) underwater, or in the air.

Rate of Fire: Each shot or multiple burst counts as one melee action/attack.

Payload: Effectively unlimited.

2. Rail Guns (2): A rail gun is mounted on the top and bottom of the power armor, just above and below the head.

Primary Purpose: Anti-Armor

Secondary Purpose: Defense

Mega-Damage: A burst is 40 rounds and does 1D4×10 M.D.; a single round does 1D4 M.D.; same damage on ground or underwater.

Rate of Fire: A short burst counts as one melee action/attack.

Maximum Effective Range: 1200 feet (366 m) underwater, 3000 feet (910 m) in an air environment.

Payload: 240 short bursts, 120 per gun (9600 rounds).

3. Ram Fin (1): A tall, artificial back fin reminiscent of its own, is mounted on the back. The whale can use it to ram, butt, and puncture ships and vehicles.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: A raking cut or butt does 2D6 M.D., a stabbing strike does 4D6 M.D. and a power strike does 1D6×10 M.D. (but counts as three melee attacks).

4. Mini-Torpedo Tubes (3): In the belly of the armor are three mini-torpedo launch tubes.

Mega-damage: 1D6×10

Range: One mile (1.6 km)

Payload: 21 total; seven per tube.

5. Power Armor Jaw: The orca's lower jaw is enclosed in a powerful exoskeleton that can inflict mega-damage from a bite.

Mega-Damage: 2D6 M.D.

6. Physical Combat (Special): The killer whale can engage in other forms of physical combat as follows:

Nose Jab: Similar to a punch: 1D6 M.D.

Head or Nose Strike: 2D4 M.D. restrained or 3D6 M.D. at full strength.

Power Strike: A high-speed, precision underwater attack with the killer whale's snout/head. 1D6×10 M.D.

Bonuses: +2 to strike, +1 to dodge, and +1 to roll with impact. All are in addition to attribute and R.C.C. combat bonuses and special combat maneuvers.

Unicorn Scout Class

Killer Whale Power Armor

Actually, this armor can be used by Killer whales and other small whales (20 to 35 feet/6 to 10.7 m). It is inspired by the Narwhal, but the unicorn-like horn on this power armor can be used like a lance to impale an enemy; the Narwhal whale's horn is delicate and brittle, it cannot be used as a weapon. Like the Sea Tiger Class combat armor, this armor offers heavy armor protection, but has light weapons, and reduced speed. It has all the basic features of the other armor.

Model Type: TO-38

Class: Orca Scout & Light Combat Power Armor

Crew: One Killer whale, small whale or pneuma-biform.

M.D.C. by Location:

* Forward Laser (1; top) — 35

* Lower Ion Cannon (1; bottom) — 50

* Unicorn Lance (1; front) — 120

* Rear Spines (5) — 35 each

Top Jet Thruster (1) — 200

Bottom Jet Thruster (1) — 180

** Main Body/Pilot Area — 450

* Indicates small or difficult targets to hit and requires a called shot at -4 to hit.

** Depleting the M.D.C. of the main body destroys the armor. Destroying one jet reduces speed by 50% and two leaves the armor without thrusters. Only the whale operator's tail is partially exposed. It can only be hit from behind, but even then the attacker is -6 to strike and must make a called shot.

Speed:

Ground: Not possible.

Flying: Not possible.

Water Surface: 32 mph (51 kmph; 27.5 knots)

Underwater: 38 mph (60.8 kmph; 32.6 knots)

Range: Unlimited

Depth: 1.5 miles (2.4 km).

Bonuses: All the orca's natural bonuses are applicable and +1 to dodge and +2 to strike with ranged weapons.

Statistical Data:

Height: 16 feet (4.9 m)

Width: 14 feet (4.3 m)

Length: 35 feet (10.7 m) for the main body and an additional 15 feet (4.6 m) for the lance.

Weight: 2.5 tons

Cargo: None

Power System: Powered by a nuclear battery or solar powered with a 12 year life.

Market Cost: 2.4 million credits for nuclear, 1.5 million credits for solar powered.

Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, laser distancing system (4000 foot/1220 range), homing beacon (12 hour, 400 mile/640 km range) and a medium-range, directional radio (300 miles).

Weapon Systems

1. Forward Blue-Green Pulse Laser (1): A laser in a fixed forward position above the Unicorn Lance.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: A single shot does 2D6 M.D. or a double pulse blast does 4D6 M.D. The laser can be fired simultaneously with the ion gun at close-range targets (1200 ft/610 m) and inflicts 7D6 M.D. (double pulse is not possible when both guns are fired).

Range: 2500 feet (762 m) underwater, or in the air.

Rate of Fire: Each shot or multiple burst counts as one melee action/attack.

Payload: Effectively unlimited.

2. Forward Ion Blaster (1): A powerful ion blaster is located in a fixed forward position underneath the Unicorn Lance.

Primary Purpose: Anti-Missile

Secondary Purpose: Defense

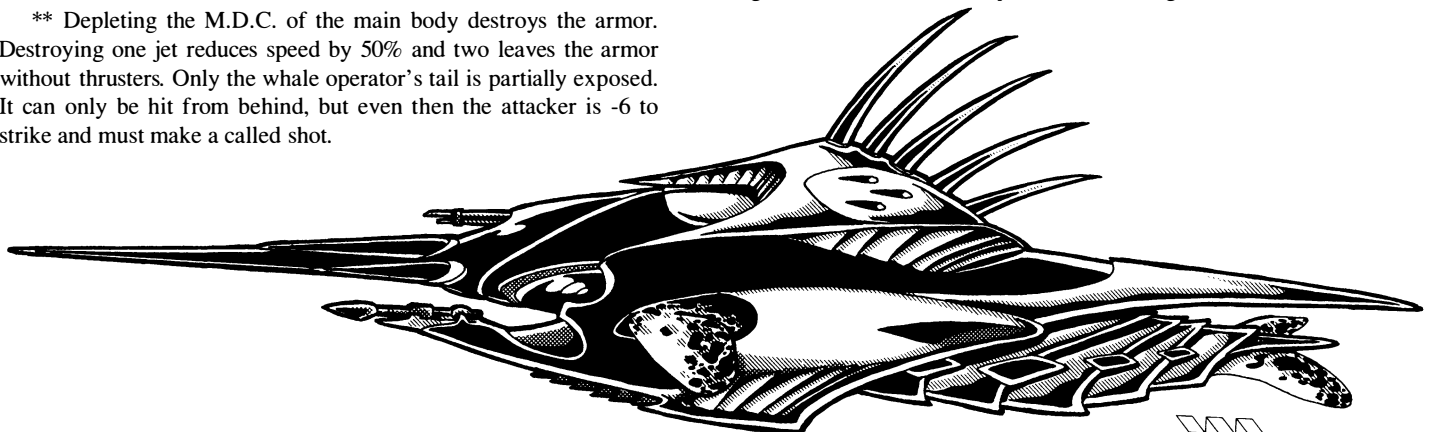
Mega-Damage: 5D6 M.D. per blast, or 7D6 when fired simultaneously with the laser gun.

Range: 1200 feet (366 m) underwater or 2000 feet (610 m) in the air.

Rate of Fire: Each shot or multiple shot counts as one melee action/attack.

Payload: Effectively unlimited.

3. Unicorn Lance (1): A long, lance-like appendage that is used for parrying and stabbing. A favorite tactic is for the whale to impale an enemy and then blast him at point-blank range with the ion and laser guns (add 2D6 M.D. as a point-blank damage bonus).



Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: A glancing blow does 2D6 M.D., a stabbing strike does 5D6 M.D. and a power strike does 2D4×10 M.D. (but counts as three melee attacks).

Bonuses: +1 to parry, +2 to strike.



Killer Whale R.C.C.

Also Known as the Orca

There are two immediate misnomers about the name “Killer Whale.” First, the orca is in the *Delphinidae* family and is basically a big dolphin. Second, they are as gentle, caring and intelligent as their smaller, dolphin cousins and have never been known to attack humans as a source of food. The name “Killer” was given to this giant dolphin (or small whale depending on one’s viewpoint) by pre-Rifts whalers and fishermen who saw the Killer whale preying on sea mammals. This deadly and masterful predator of the deep feeds on dolphins, porpoises, penguins, water fowl, seals, large fish (like salmon and tuna) and, occasionally, even larger whales (usually the sick and/or defenseless). The sight of one or more Killer whales tearing apart a seal or Grey whale can be a gruesome sight and send one’s imagination wondering what such a beast might do to a human.

Just like dolphins, the Killer whale seems to share some bond with humans. Although a bit more aloof than the friendly and curious dolphin, Killer whales never attack humans without extreme provocation and even then, never fight to kill, only to protect themselves or escape. A Killer whale has NEVER been known to kill a human being! Ancient fishermen and whalers observing the predator in action against other animals, assumed the orca would attack humans with the same ferocity (which wasn’t true). This fear of the so-called “Killer” whale persisted for decades until the late 20th Century when marine biologists and own-

ers of marine aquarium parks clearly demonstrated that the orca was a smart, gentle and playful giant who liked humans. The orca went from being considered a dangerous “killer” to being a loveable “friend” and entertainer at amusement parks.

The Killer whale is an intelligent, cunning, resourceful and cooperative predator. They frequently travel in small family groups of 50 to 300 individuals known as “pods.” When they hunt, Killer whales frequently work together, prowling in pods of 20 to 50 individuals spread apart as close as 60 feet (18.3 m) or as far apart as half a mile (0.8 km), in a line or crescent shape when searching for prey. They have been known to herd schools of fish or prey into each others clutches or into shallow waters where the fish cannot maneuver or escape, as well as attack larger prey like Baleen whales or Gray whales as a pack, chasing, encircling and striking from all sides. They also play cat and mouse games with prey, use tricks, cut off escape routes, corner or herd prey, pretend to lose interest in the hunt, make tiny “spy-hops” to look at the surrounding area or into boats, and use coordinated attacks and maneuvers — with a whistle and a honk signal from one of the male hunters, all pod members suddenly submerge and attack, or take a strategic position.

Killer whales have also been known to dive a thousand feet (305 m), race toward the surface and shatter the edge of an ice floe (and other S.D.C. structures, three feet thick (1 meter), sending unwary prey resting at the edge (typically seals and penguins) flying into the air and into the water where the Killer (or others) can catch and devour them. Such power and ferocity is awesome to behold.

In the world of Rifts Earth, and with hundreds of years without commercial fishing and whaling, the mighty Killer whale has regained its place as a powerful force in the oceans of the world. Although they do not prey on humans for food, they tend to be aloof and suspicious of them. However, once a specific Killer whale has befriended a particular human or group of humans, it will show that person(s) the same kind of loyalty, playfulness and affection it gives its own kind. Other members of the creature's pod observing this friendship are also likely to be more accepting, friendly and cooperative with these "friends." The Killer whale has also shown similar friendship to D-bees and mutants who are extremely human-like, including sea titans, True Atlanteans, psi-stalkers, kittani, changelings, ogres, elves and dwarves. They are also accepting of dog boys, wolfen, simvan and Lemurians.

Surprisingly, they view aquatic humanoids and most D-bees, including amphibs, with great suspicion and even animosity. While a Killer whale has never slain a human, they often bite and kill aquatic humanoids, D-bees, aliens, and mutants. Lone individuals and entire pods have been known to attack D-bee divers and even their vessels, submersibles and surface boats! The naut'yll, horune, gene-splicers, gene-splicers mutants, sea monsters, minions of the Lord of the Deep, demons, and other alien beings seem to be regarded as *natural enemies or prey*, and have been attacked, slain and eaten, often without the slightest provocation! Killer whales also regard many surface D-bees with the same aggressive disdain, including gargoyles, gurgoyles, demons, lizardmen, kydians, and most Minions of Splugorth.

Among their own kind, the orca is an intelligent, compassionate, gentle behemoth similar in many ways to its smaller dolphin cousins. They protect the young and sickly, work together in groups, show affection and emotions, seldom fight amongst themselves (although they may fight members of other pods), and never feed on other orca (they are not cannibals),

Killer whales have a tight social foundation. A typical pod has 50 to 300 members and they usually stay together for life. If a pod gets much larger than this, it will split into two or three smaller (but associated) groups of 8 to 50 members which will grow into a larger pod itself over the years. Although these splinter groups are now separate family clans, they may travel and hunt with or near the other (original) pods, or go their separate ways, meeting every so often every few years. Although the pods may be separated, family ties remain for life and are passed on from generation to generation. As unbelievable as it may seem, a Killer whale can recognize immediate family members, members of his pod, members of other pods, rogues and even relatives he has never seen before (born in captivity or in another part of the world). This is made possible through the specific "accents" of each pods' language and from physical characteristics and marks common to that group.

Remember, Killer whales are natural predators and the *only* cetacean that preys on warm-blooded animals; all other sea mammals (whales, dolphins, porpoises, seals, otters, etc.) feed on fish and invertebrates. Although they are related to dolphins and other whales, they hunt and eat dolphins, porpoises, seals, sea lions, penguins, and sea birds, as well as fish, squid, and invertebrates on a regular basis. A hunting pod or pair of orcas occasionally prey on other whales, most notably Baleen, Beluga, Narwhal, and Grey whales. Those who settle in a particular area will have a hunting range that will span 200 to 600 miles (320 to 960 km).

Killer Whale (aka Orca) R.C.C.

Alignment: Any, but usually good. Typically 45% are scrupulous, 25% principled, 15% unprincipled, 10% are anarchist and 5% others. Diabolic and miscreant orca are uncommon.

Attributes: I.Q. 2D6+4, M.E. 3D6+10, M.A. 3D6+10, P.S. 4D6+6, P.P. 3D6+10, P.E. 3D6+6, P.B. 3D6+6, Swimming Spd. 2D6+14; roughly 12 to 16 mph (19.2 to 25.6 kmph or 10 to 14 knots).

Swimming Speed note: The typical Killer whale can maintain a speed of around 10 to 12 mph (16 to 19.2 kmph; about 9 knots) for hours. This means a Killer whale can swim 100 to 120 miles (160 to 192

km) a day at a good pace, with time to rest, catch food and being careful. If swimming to the point of exhaustion and without watching out for danger, the orca may be able to travel 150 miles (240 km). A day's or more travel at maximum speed will completely exhaust the character and reduce the speed and range of subsequent days of travel by 50%. The orca will need a day or two of rest (light swimming) to regain his full strength.

Size: Males average 25 to 33 feet (7.6 to 10 m) long; females 14 to 21 feet (4.2 to 6.4 m) long. The upright, angular fin is 5 to 7 feet (1.5 to 2.1 m) tall; larger than any other whale.

Weight: 2 to 5 tons for a full-sized adult. The male approximately twice the size of the female.

Natural A.R.: 1D4+3

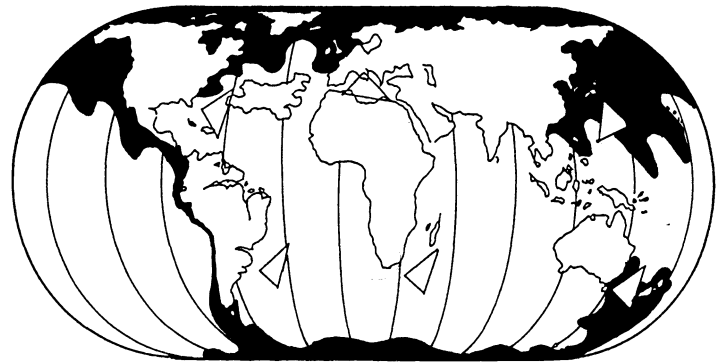
Hit Points: P.E. number +1D4×10 for females and young and 4D4×10 for full-grown males, +10 per level of experience for each.

S.D.C.: 2D6×10 for females and young; 4D6×10 for full-grown males.

Horror Factor: 14 when angry or attacking.

Average Life Span: 60 to 100 years. Reach maturity between 8-12 years old.

Gestation Period: 15 months, giving birth to one live young every three years. Nursing lasts for one year and though a calf may be weaned, it is likely to closely accompany its mother for 3 to 6 years.



Habitat: Coastal waters in the North Pacific, arctic and antarctic oceans are their favorites, but they can be found throughout the oceans and seas of the world. There are an estimated 11 million on Rifts Earth.

R.C.C. Skills:

Swim 98%

Track & Hunt Sea Animals (+20%)

Underwater Navigation (+10%)

Undersea Survival (+10%)

One Human language of choice (+15%; probably American/English)

Combat: See natural abilities

R.C.C. Related Skills: Select three other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Radio: Basic only (-10%).

Domestic: Sing, dancing and fishing only.

Electrical: None

Espionage: Only detect ambush, detect concealment, intelligence.

Mechanical: None

Medical: Sea Holistic Medicine only.

Military: None

Physical: None

Pilot: None, except specially designed power armor.

Pilot related: None

Rogue: Any, except computer hacking and pick locks (+4%).

Science: Basic math only (-10%)

Technical: Language, lores, and underwater skill only.

W.P.: None

Wilderness: Underwater only.

Secondary Skills: The character gets to select one additional skill from those listed above at levels two, seven, twelve and fourteen. These are additional areas of knowledge that do not get the advantage of any bonuses. All secondary skills start at the base skill level.

Standard Equipment: None, but of all the dolphins and whales, the Killer whale is the most likely to collect a small cache of valuables and memorabilia, including weapons and armor. Many love Tritonian power armor, but the armor is generally available only to orca who befriend and work with humans. In addition, they'll keep the occasional piece of artwork (usually sculptures and carvings), magic items, and other keepsakes (toys, tools, humanoid body armor, broken weapons, articles of clothing, photographs, etc.) to remember a friend, special event or battle. Some collect the skulls of those they've defeated, especially monstrous and valiant opponents, as trophies.

Money: None to start but can gather small amounts of treasure and/or memorabilia (see Standard Equipment above).

Cybernetics: None; although some humans and D-bees conduct experiments on Killer whales with implants and bionics.

Natural Killer Whale Abilities:

Alphabetical Listing

Depth Tolerance

Orca Combat & Maneuvers

Electromagnetic Sensitivity

Hold Breath Underwater

Recognize Family Heritage

Sense Magnetic North

Sonic Echo-Location

Ultrasonic Probe

1. Depth Tolerance: Killer Whales can survive the pressure and cold at depths of up to one mile (1.6 km), but normally seldom swim more than 2000 feet (61 m) deep. Note that the average ocean depth is roughly 2.4 to 3 miles (3.84 to 4.8 km).

2. Hold Breath Underwater: The killer whale can hold his breath for 2D6+14 minutes (roll once to determine a specific character's ability).

3. Sense Magnetic North: Unless injured or sick, killer whales can always tell where magnetic north is precisely located. This is an immense help in navigating the oceans. A powerful blow to the head may temporarily (3D4 minutes) knockout this ability.

4. Electromagnetic Sensitivity: Same as the Dolphin. **Range:** 30 feet (9 m) when scanning people, 300 feet (91.5 m) when scanning or trailing E.M. signatures of vessels (triple for flying saucers), and 3 miles (4.8 km) when reading the E.M. lines in the earth.

5. Sonic Echo-Location: Same as the dolphin. **Base Skill:** 20% (+15%) +5% per level of experience. **Range:** 1000 feet (305 m) for maximum accuracy. Up to 2000 feet (610 m) but at a skill penalty of -20%.

6. Ultrasonic Probe: Basically the same as the dolphin. **Base Skill:** 20% (+5%) and an additional +5% per level of experience. **Range:** 100 feet (30.5 m) or closer for maximum accuracy. Up to 200 feet (61 m) but at a skill penalty of -20%. **Note:** Half range for porpoises.

7. Recognize Family Heritage: Killer whales can recognize their family relatives and descendants through their song, appearance/physical traits/fins, markings and ultrasonic probes, without ever having seen them before. **Base Skill:** 70%+3% per level of experience.

8. Orca Combat & Maneuvers:

Attacks per Melee Round: The character starts with three attacks or actions per melee round (15 seconds), +1 at levels two, five, seven, ten, and thirteen.

Automatic Dodge: Not applicable

Parry with nose or tail: Standard parry.

Dive: A high-speed dive straight down or at a slight angle at double normal speed. Maximum depth is 800 feet (182 m) +100 feet (30.5 m) per level of experience. Roll to strike if the character is trying to dive and hit or grab something (+2 diving strike bonus).

Mid-Air leap: Three feet (0.9 m) +1 foot (0.3 m) per level of experience, above the surface of the sea and covers a distance of up to 45 feet (13.7 m). Performed to show off, play, or get at prey.

Mid-Air Precision Leaping: Three feet (1.8 m) +1 foot (0.3 m) per level of experience. Performed to grab a fish or object close to the surface of the water, or to grab or knock an item out of a humanoid's hand. The player must announce this leap before the dice are rolled and must announce whether his character is trying to grab or knock the item away. Then roll a 20 sided die to *strike* as normal (+2 to strike in addition to other bonuses). The character holding the item can use a parry roll to try to pull the item away. The killer whale can also try to *slap* an item away or strike a person with his tail while in mid-leap, but gets no bonus to do so. This move can also be used to leap through hoops, windows, onto boats, etc. Counts as three melee actions.

Quick Turns & Stops: Roll as if this maneuver was an automatic *dodge* or *parry*. A roll of 14 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 5D6 impact damage to himself.

Speed Burst: Can swim at double his normal speed for one minute. This maneuver can be performed six times per hour before tiring the character too much to try it again. This move is performed for a quick *dodge* (+1 in addition to other bonuses) or *get-away*, or a quick *strike* (+2 in addition to other bonuses), or to move toward or away from somebody or some place quickly.

Swim Breaching/Skimming: This is when the killer whale swims in an up and down motion, breaking the water with his back (does not usually leap entirely out of the water like the dolphin or porpoise). This maneuver is done when searching for prey on the surface of the water or to see what's going on at the water's surface. Reduce maximum speed by 20% and *speed bursts* are not possible when skimming the surface.

Backward Flip: A maneuver performed on the surface of the water. The orca leaps out of the water and either lands flat with its full body (usually to splash somebody — 3D6×10 gallons of water splashes a 20 foot/6.1 m radius) or dives. This maneuver is done to catch prey, show off or just for fun/playing.

Tight circle/turn: Orcas can make reasonably tight circles and turns in an area as small as 30 feet (9.1 m) in diameter.

Combat Maneuvers & Damage:

Bite: One S.D.C. point from a warning nip, 2D6 S.D.C. from a restrained bite and 5D6 S.D.C. from a full strength bite.

Nose Jab: Similar to a punch, does 1D6 S.D.C. damage.

Head or Nose Strike: 2D4 S.D.C. restrained or 3D6 S.D.C. damage at full strength.

Power Strike: A high-speed, precision underwater attack in which the killer whale strikes with his snout or head. 1D6×10 S.D.C., plus victims of this attack are likely (80%) to lose initiative and two melee attacks/actions. Counts as *three* melee attacks/actions. This tactic can also be used to knock items out of the hands of an opponent, but the player must call out his intentions before the dice are rolled. Roll to strike as usual; the opponent may try to parry or dodge.

Tail slap: 3D6 S.D.C. damage. Can be used to knock items out of the hands of an opponent (see above).

9. Bonuses: +2 on initiative, +3 to strike, +1 to dodge, +3 to pull punch, +1 to roll with impact, +2 to save vs mind control, +6 to save vs horror factor, and is resistant to cold (half damage). All are in addition to attribute bonuses and special combat maneuvers.

10. Limitations: Killer whales dehydrate quickly when taken out of water and are virtually immobilized (can only flop and squirm like a fish) the same as the dolphin.

Killer Whale Magic Powers (Innate): Ley Line Channelling

Like the dolphin, the killer whale is a natural ley line walker with some different and superior abilities. Ley line *channelling* is the ability to channel and use ley line energy in the following ways.

1. **Ley Line Charged:** Same as the dolphin.
2. **Ley Line Energy Blast:** Same as the dolphin.
3. **Ley Line Hopping:** Same as the dolphin.
4. **Ley Line Speed Doubler:** Same as the dolphin.
5. **Sense Ley Line and Magic Energy:** Same as the ley line walker.
6. **Read Ley Lines:** Same as the ley line walker.
7. **Ley line Transmission:** Same as the ley line walker.
8. **Ley Line Rejuvenation:** Doubles natural healing ability the same as the ley line walker ability.
9. **Spell Casting abilities:** The orca can learn ocean magic, dolphin magic or whale spellsongs in any combination. Pick two at level one, and one additional at levels two, four, six, eight, 10, 12, 14. Dolphin Magic and Ocean Magic are described in the Ocean Magic section, spellsongs in the Whale Singer section.
10. **P.P.E.:** 1D6×10 +P.E. number and 2D6 per each level of advancement above first.
11. **Magic Bonuses:** +1 to save vs magic, +3 to save vs whale spellsongs and +1 spell strength (the number others must save against from the character's magic) at levels four, eight and 12.

Killer Whale Psionics (Special)

Like humans, some portion of the orca community possesses psionic powers; roll on the following table:

- 01-77 No psionic powers.
- 78-88 Minor Psionic: select 1D4+1 abilities from physical or sensitive.
- 89-97 Major Psionic: select a total of 1D4+3 abilities from healing, sensitive and/or physical.
- 98-00 Master Psionic: select one psionic category (any of the three lesser abilities) and 1D4+1 super-psionic abilities.
- Special: **Psychic Family Imprint:** Psychic orcas can recognize family/pod members, offspring and descendants.

Sperm Whale R.C.C.

The king of mammals in the Deep Ocean is the Sperm whale. This giant of the deep measures over 60 feet (18.3 m) long, can swim two miles (3.2 km) deep, dive even deeper and feeds on giant squid! This whale is the famous, nightmarish monstrosity of **Moby Dick** and **Pinnocchio**. Its head, which accounts for 33% of its body, is always covered with scars from its battles with squid, octopus and other denizens of the deep. Although aggressive and powerful, these whales never attacked humans or humanoids unless attacked, first, or if a Whale Singer on a mission of destruction. However, if attacked by pirates (like the bloodthirsty horune who hunt them for sport and profit) or whalers, the Sperm whale has been known to ram ships and power armor, shatter lifeboats, bite its attackers and pull surface attackers underwater and either hold them until they drown/suffocate or carry them to depths they cannot survive!

Adult males, especially those over the age of 50, are often solitary hunters who congregate with others of their kind only during mating season, and chance meetings with others. A school of Sperm whales is either a harem with one, older bull and 4D4 females, or a family clan with 1D4×10 members. Even those who are Whale Singers tend to keep

to themselves and prefer to work in small groups or be sent on solo missions.

Like their small cousins, the Sperm whale exhibits teamwork, resourcefulness and compassion, especially toward other Sperm whales. Females are fiercely protective of their young and the bull male will defend every member of his group with equal vigor. When one is injured, the entire group will often surround it in a tight circle, with heads toward the center and tails outstretched. Whalers have come to call this the "marguerite flower" formation. Anybody who dares to come within range is battered by their tails.

Sperm whales communicate with a series of clicking patterns called "codas." Other sounds produced by these giants sound like low roars and the creaking of rusty hinges.

The whale's diet primarily consists of squid (80%; including giant squid), the remainder being octopus, fish and crustaceans, mostly shrimp and crabs. There are an estimated 650,000 Sperm whales thriving in the oceans of Rifts Earth. This number does not include the comparatively tiny Pygmy sperm whale (12 ft/3.6 m) or the Dwarf sperm whale (9 ft/2.7 m).

Sperm Whale R.C.C.

Alignment: Any, but usually good. Typically 35% are scrupulous, 10% principled, 20% unprincipled, 25% are anarchist and 10% others.

Attributes: I.Q. 2D6+4, M.E. 2D6+10, M.A. 2D6+6, P.S. 4D6+34, P.P. 3D6+6, P.E. 3D6+10, P.B. 2D6, Swimming Spd. 2D6+16; roughly 12 to 17 mph (19.2 to 25.9 kmph or 10 to 15 knots; but is 5x faster during a dive into the deep).

Swimming Speed note: The typical Sperm whale can maintain a speed of around 10 to 12 mph (16 to 19.2 kmph; about 9 knots) for hours. This means the whale can swim 100 to 120 miles (160 to 192 km) a day at a good pace, with time to rest, catch food and being careful. If swimming to the point of exhaustion and without watching out for danger, the whale may be able to travel 150 miles (240 km). A day's or more travel at maximum speed will completely exhaust the character and reduce the speed and range of subsequent days of travel by 50%. The whale will need a day of rest (light swimming) to regain his full strength.

Size: Males average 60 to 70 feet (18.3 to 21.3 m) long; females 38 to 45 feet (11.5 to 13.7 m) long.

Weight: 50 to 70 tons for a full-sized adult. 15 to 30 tons for a full-sized female.

Natural A.R.: 2D4+6

Hit Points: P.E. number ×10 for females and young and P.E. number ×20 for full-grown males, +20 per level of experience for each.

S.D.C.: 3D6×10 for females and young; 6D6×10 for full-grown males.

Horror Factor: 13 when angry or attacking.

Average Life Span: 50 to 80 years. Reach maturity between 11 and 16 years old.

Gestation Period: 15 months, giving birth to one live young every three to five years. Nursing lasts for one year and though a calf may be weaned, it is likely to closely accompany its mother for 3 to 6 years.

Habitat: The North Pacific, North Atlantic, arctic and antarctic oceans are their favorites, but they can be found throughout the oceans of the world.

R.C.C. Skills:

Swim 98%

Track & Hunt Sea Animals (+10%)

Underwater Navigation (+20%)

Undersea Survival (+20%)

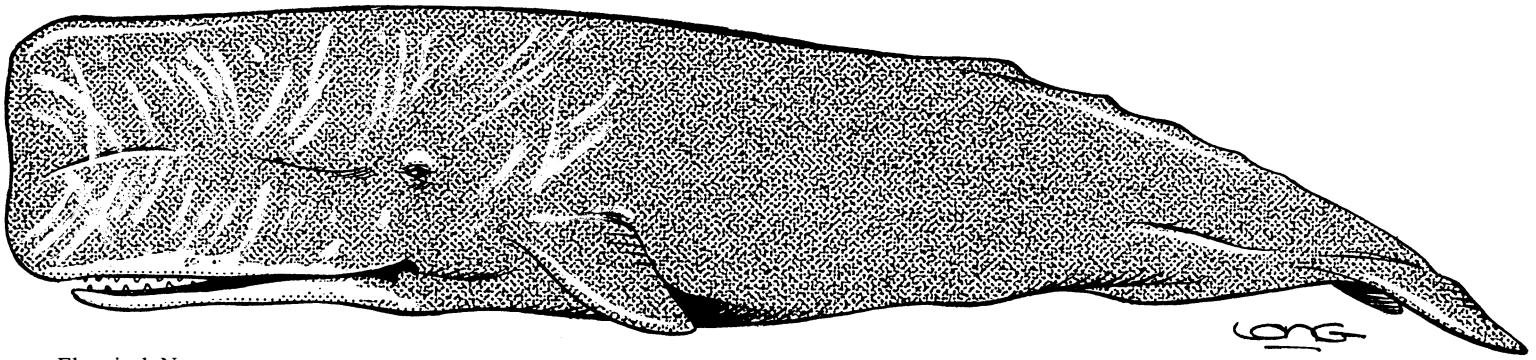
One Human language of choice (+5%; probably American/English)

Combat: See natural abilities

R.C.C. Related Skills: Select four other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Radio: Basic only (-10%).

Domestic: Sing, dancing and fishing only.



Electrical: None

Espionage: Only detect ambush, detect concealment, escape artist, intelligence.

Mechanical: None

Medical: Sea Holistic Medicine only.

Military: None

Physical: None

Pilot: None, except specially designed power armor.

Pilot related: None

Rogue: Streetwise and prowl only (+4%).

Science: Basic math only (-10%)

Technical: Language, lores, and underwater skill only.

W.P.: None

Wilderness: Underwater only.

Secondary Skills: The character gets to select one additional skill from those listed above at levels two, seven, twelve and fourteen. These are additional areas of knowledge that do not get the advantage of any bonuses. All secondary skills start at the base skill level.

Standard Equipment: None. Whales don't need or want for material possessions. Occasionally, they will keep a piece of artwork (usually sculptures and carvings), a magic item or keepsake (toy, tool, weapon, article of clothing, photograph) to remind himself of a friend or special event.

Money: None; see Standard Equipment above.

Cybernetics: None; although some humans and D-bees conduct experiments on whales with implants and bionics.

Natural Sperm Whale Abilities:

Alphabetical Listing

Depth Tolerance

Sperm Whale Combat & Maneuvers

Electromagnetic Sensitivity

Hold Breath Underwater

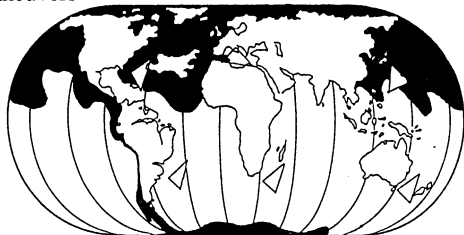
Impervious to Cold

Recognize Family Heritage

Sense Magnetic North

Sonic Echo-Location

Taste Receptors



1. Depth Tolerance: Killer Whales can survive the pressure and cold at depths of up to three miles (4.8 km), but normally swim between half a mile (2640 ft/804 m) to two miles/10,560 feet (3.2 km/3218.6 m) deep. Note that the oceans average depth is roughly 2.4 to 3 miles (3.84 to 4.8 km).

2. Hold Breath Underwater: The young, and female Sperm whales can hold their breath for 4D6+40 minutes, but the adult male can hold his breath underwater for 1D4×10+60 minutes (roll once to determine a specific character's ability).

3. Sense Magnetic North: Unless injured or sick, Sperm whales can always tell where magnetic north is precisely. This is an immense help in navigating the oceans. A powerful blow to the head may temporarily (3D4 minutes) knockout this ability.

4. Electromagnetic Sensitivity: Same as the Dolphin. **Range:** 30 feet (9.1 m) when scanning people, 300 feet (91.5 m) when scanning or

trailing E.M. signatures of vessels (triple for flying saucers), and 3 miles (4.8 km) when reading the E.M. lines in the earth.

5. Sonic Echo-Location: Same as the dolphin. **Base Skill:** 35% +5% per level of experience. **Range:** 1000 feet (305 m) for maximum accuracy. Up to 3000 feet (914 m) but at a skill penalty of -20%.

6. Recognize Family Heritage: Sperm whales can recognize their family, relatives and descendants through their song, appearance/physical traits, markings and psionic probes, without ever having seen them before. **Base Skill:** 60%+3% per level of experience.

7. Impervious to Cold: About 33% of the Sperm whale's body weight is blubber (another 33% is muscle!). Thus, the mammal is virtually impervious to cold (no damage).

8. Taste Receptors: Chemoreceptors in the mouth enable the whale to detect minute changes in the salinity and chemical components of the water. This enables the character to taste oil spills, pollution and blood that has permeated the water. Identify chemicals by taste: 36% +4% per level of experience. Track by taste: 30% +4% per level of experience. **Range:** One mile (1.6 km).

9. Sperm Whale Combat & Maneuvers:

Attacks per Melee Round: The character starts with one attack or action per melee round (15 seconds) +1 at levels two, four, seven, ten, and thirteen.

Automatic Dodge: Not applicable

Parry with nose or tail: +1 to parry.

Dive: A high-speed dive straight down or at a slight angle at five times normal speed. Maximum depth is 4000 feet (1220 m) +100 feet (30.5 m) per level of experience for females and young. 10,000 feet (3048 m) +100 feet (30.5 m) per level of experience for the adult male. Roll to strike if the character is trying to dive and hit or grab something (+3 diving strike bonus).

Mid-Air leap: Five feet (1.5 m) +2 feet (0.6 m) per level of experience, above the surface of the sea and covers a distance of up to 45 feet (13.7 m). Performed to show off, play, or get at prey.

Mid-Air Precision Leaping: Not applicable.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 16 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 1D6×10 impact damage to himself.

Speed Burst: Can swim at double his normal speed for one minute. This maneuver can be performed ten times per hour before tiring the character too much to try it again. This move is performed for a quick dodge (+1 in addition to other bonuses) or get-away, or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or some place quickly.

Swim Breaching/Skimming: This is when the Sperm whale swims in an up and down motion, breaking the water with his back (does not actually leap out of the water like the dolphin or porpoise). This maneuver is done when searching for prey on the surface of the water, or to see what's going on at the surface. Reduce maximum speed by 20% and *speed bursts* are not possible when skimming the surface.

Backward Flip: A maneuver performed on the surface of the water by leaping three-quarters of the way out of the water and landing flat with its full body (usually to splash somebody — 2D6×100 gallons of water splashes a 40 foot/12.2 m radius); a warning, an attempt to capsize rafts and small boats, or just being mischievous/playing.

Tight circle/turn: Not applicable.

Combat Maneuvers & Damage:

Bite: 1D6 S.D.C. points from a warning nip, 4D6 S.D.C. from a restrained bite and 1D4×10 S.D.C. from a full strength bite (optional: power bite counts as two melee attacks and does 2D6×10 or one M.D.).

Head Jab: Similar to a punch, does 5D6 S.D.C. damage.

Head Strike: 2D4×10 S.D.C. restrained or 2D6×10 S.D.C. damage at full strength (equal to one M.D. point).

Power Strike: A high-speed, precision underwater attack in which the whale rams his opponent with his large, blubber padded head. 1D4×100 S.D.C. or 1D4 M.D.! Humans and characters three times the size of humans are likely (80%) to lose initiative and two melee attacks/actions, plus are likely (80%) to be knocked out of a boat and sent flying 1D6×10 yards/meters away (half that distance underwater) and may have dropped whatever they were holding in their hand (roll a parry vs a strike to hold on). Counts as *two* melee attacks/actions.

Furthermore, rafts, lifeboats and small sea vessels may be capsized (50% chance).

+3 to strike large target 30 feet (9.1 m) or larger.

Tail Slap: 1D4×10 S.D.C. damage. Can be used to knock items out of the hands of an opponent; +2 to strike. Roll to strike as usual; the opponent may try to parry or dodge. Counts as *one* melee attack/action.

Tail Strike: 2D6×10 S.D.C. or one M.D. for a full strength wallop from the tail; +2 to strike.

10. Bonuses: +1 on initiative, +3 to strike, +1 to dodge, +1 to pull punch, +3 to roll with impact, +4 to save vs poison, disease and parasites (tape worms, etc.), +1 to save vs mind control, +8 to save vs horror factor, and impervious to cold (no damage). All these bonuses are in addition to attribute bonuses and special combat maneuvers.

11. Limitations: Sperm whales dehydrate quickly when taken out of water and are virtually immobilized (can only flop and squirm like a fish) the same as the dolphin. The creature's vast size is also a potential problem in some circumstances.

Sperm Whale Magic Powers (Innate): Ley Line Channelling

The Sperm whale has a much more limited range of natural ley line abilities, but does possess a large amount of P.P.E., perhaps as a result of its large spherical brain. Ley line *channelling* is the ability to absorb, channel and use ley line energy in the following ways.

1. Ley Line Charged: Same as the dolphin.

2. Ley Line Energy Blast: Same as the dolphin.

3. Ley Line Speed Doubler: Same as the dolphin.

4. Ley Line Rejuvenation: Doubles natural healing ability the same as the ley line walker ability.

5. Spell Casting abilities: The Sperm whale knows the basics behind whale spellsongs. Select three spellsongs at level one, and one additional at levels three, five, six, seven, eight, 10, 12, and 14. Spellsongs are described in the Whale Singer section.

6. P.P.E.: 4D4×10 +P.E. number and 10 P.P.E. per each level of advancement above first level.

7. Magic Bonuses: +1 to save vs magic, +4 to save vs whale spellsongs and +1 spell strength (the number others must save against from the character's magic) at levels four, eight and 12.

Sperm Whale Psionics (Special)

All Sperm whales have some degree of psionic power. Roll on the following table:

01-60 Minor Psionic: M.E. x2 determines base I.S.P. plus 1D6 per level of advancement. Abilities are limited to see aura, see the invisible, sense magic and mind block.

61-80 Major Psionic: M.E. x3 determines base I.S.P. plus 1D6+2 per level of advancement. Abilities are limited to see aura, see the invisible, sense magic, mind block and 1D4+1 abilities of choice from physical or sensitive categories.

81-90 Major Psionic: M.E. x4 determines base I.S.P. plus 1D6+2 per level of advancement. Abilities are limited to see aura, see the invisible, sense magic, mind block and 1D4+2 abilities of choice from healing, physical or sensitive categories.

91-00 Master Psionic: M.E. x8 determines base I.S.P. plus 2D6 per level of experience. Select 12 psionic powers from any of the three lesser categories at level one and one additional ability from any category, including super, for each subsequent level of advancement.

Humpback Whale R.C.C.

There has always been something magical about the Humpback whale and its haunting songs. No other whale has the same variety or complexity of sounds. Furthermore, the songs of the Humpback are true songs, consisting of an ordered sequence of themes, motifs and phrases similar to those of a bird, and can be repeated exactly and taught to others. The sounds, which can be clicks, chirps, yups, cries, moans or roars, usually range in the 40Hz and 5kHz. A single song will last 6 to 40 minutes and can be heard up to 116 miles away (185 km or 100 nautical miles)! However, most sounds have a range of about 50 to 60 miles (80 to 96.5 km).

Since the development of Whale Singer spellsongs, the Humpback has become one of its masters. Other than the Whale Singer pneuma-bi-forms, the Humpback is the most powerful of the Whale Singers.

Humpbacks, like all Baleen whales, are filter-feeders who strain their food out of water by means of *baleen plates* that grow down from either side of the roof of the mouth. The whale opens its mouth widely to engulf large quantities of water filled with microscopic to small organisms like krill and shrimp. The tiny organisms get caught in the coarse baleen bristles as the water passes through, like a sieve.

Humpback Whale R.C.C.

Alignment: Any, but usually good. Typically 50% are scrupulous, 15% principled, 15% unprincipled, 10% are anarchist and 10% others.

Attributes: I.Q. 2D6+6, M.E. 2D6+10, M.A. 2D6+10, P.S. 3D6+30, P.P. 3D6+6, P.E. 3D6+10, P.B. 2D6, Swimming Spd. 2D6+14; roughly 12 to 16 mph (19.2 to 25.6 kmph or 10 to 14 knots).

Swimming Speed note: The typical Humpback whale can maintain a speed of around 10 to 12 mph (16 to 19.2 kmph; about 9 knots) for hours. This means the whale can swim 100 to 120 miles (160 to 192 km) a day at a good pace, with time to rest, catch food and being careful. If swimming to the point of exhaustion and without watching out for danger, the whale may be able to travel 150 miles (240 km). A day's or more travel at maximum speed will completely exhaust the character and reduce the speed and range of subsequent days of travel by 50%. The whale will need a day of rest (light swimming) to regain his full strength.

Size: Males average 60 to 70 feet (18.3 to 21.3 m) long; females 40 to 48 feet (12.2 to 14.6 m) long.

Weight: 60 to 70 tons for a full-sized adult. 30 to 40 tons for a full-sized female.

Natural A.R.: 1D6+5

Hit Points: P.E. number x8 for females and young and P.E. number x10 for full-grown males, +10 per level of experience.

S.D.C.: 3D6x10 for females and young; 5D6x10 for full-grown males.

Horror Factor: 10 when angry or attacking.

Average Life Span: 70 to 100 years. Reach maturity between 11 and 13 years old.

Gestation Period: 15 months, giving birth to one live young every three to five years. Nursing lasts for one year and though a calf may be weaned, it is likely to closely accompany its mother for 3 to 6 years.

Habitat: The North Pacific, North Atlantic, arctic and antarctic ocean are their favorites, but they can be found throughout the oceans of the world.

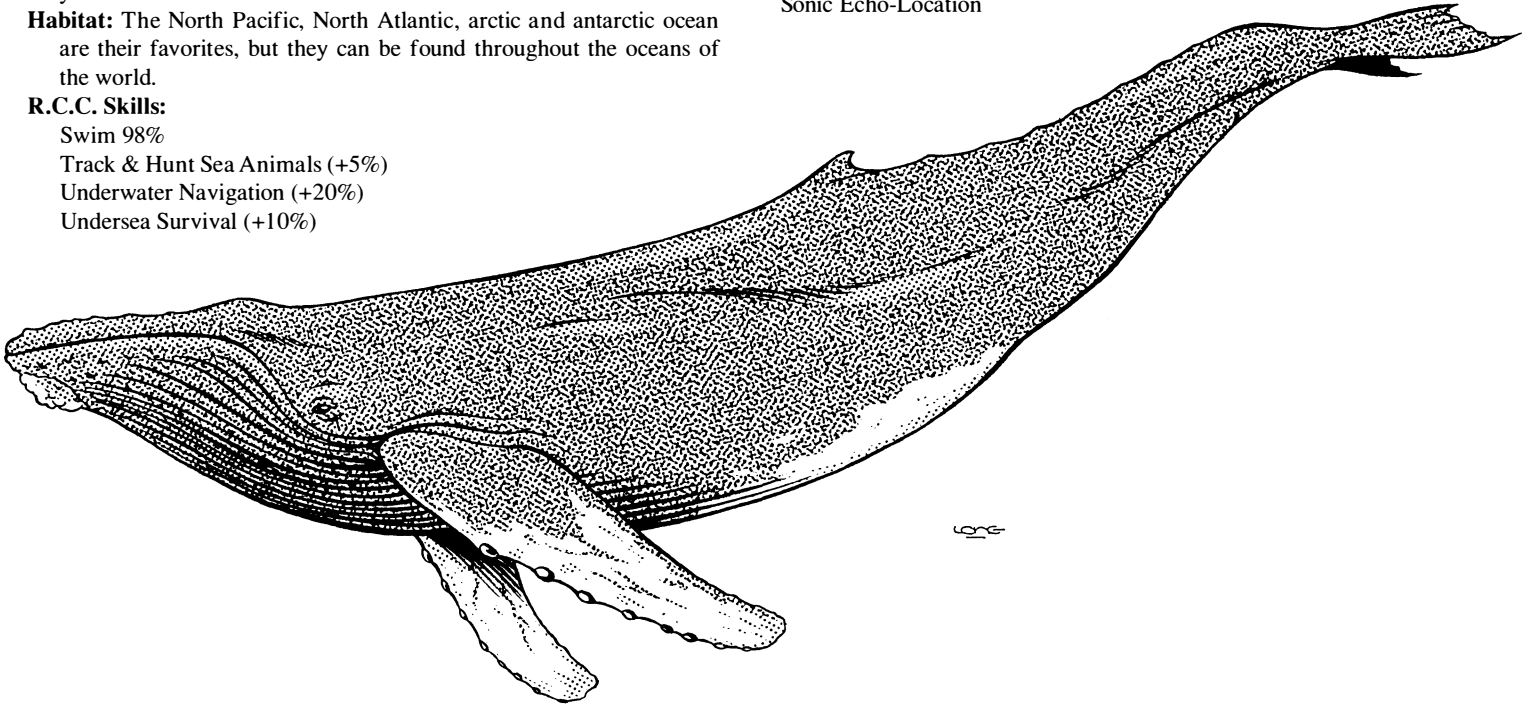
R.C.C. Skills:

Swim 98%

Track & Hunt Sea Animals (+5%)

Underwater Navigation (+20%)

Undersea Survival (+10%)



One Human language of choice (+5%; probably American/English)

Combat: See natural abilities

R.C.C. Related Skills: Select three other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Radio: Basic only (-10%).

Domestic: Sing, dancing and fishing only.

Electrical: None

Espionage: Only detect ambush, detect concealment, and intelligence.

Mechanical: None

Medical: None

Military: None

Physical: None

Pilot: None, except specially designed power armor.

Pilot related: None

Rogue: Any, except computer hacking and pick locks (+4%).

Science: Basic math only (-10%)

Technical: Language, lores, and underwater skill only.

W.P.: None

Wilderness: Underwater only.

Secondary Skills: The character gets to select one additional skill from those listed above at levels three, eight, twelve and fifteen. These are additional areas of knowledge that do not get the advantage of any bonuses. All secondary skills start at the base skill level.

Standard Equipment: None. Humpback whales don't need or want for material possessions. Occasionally, they will keep a piece of artwork (usually sculptures and carvings), a magic item or keepsake (toy, tool, weapon, article of clothing, photograph) to remind himself of a friend or special event.

Money: None; see Standard Equipment above.

Cybernetics: None; although some humans and D-bees conduct experiments on dolphins and whales with implants and bionics.

Natural Humpback Whale Abilities:

Alphabetical Listing

Depth Tolerance

Humpback Whale Combat & Maneuvers

Electromagnetic Sensitivity

Hold Breath Underwater

Recognize Family Heritage

Sense Magnetic North

Sonic Echo-Location

1. Depth Tolerance: Humpback whales can survive the pressure and cold at depths of up to one mile (1.6 km), but normally seldom swim more than 2000 feet (61 m) deep.

2. Hold Breath Underwater: The whale can hold his breath for 2D6+24 minutes (roll once to determine a specific character's ability).

3. Sense Magnetic North: Unless injured or sick, Humpback whales can always tell where magnetic north is precisely. This is an immense help in navigating the oceans. A powerful blow to the head may temporarily (3D4 minutes) knockout this ability.

4. Electromagnetic Sensitivity: Basically the same as the dolphin. **Range:** 20 feet (6.1 m) when scanning people, 200 feet (61 m) when scanning or trailing E.M. signatures of vessels (triple for flying saucers), and 3 miles (4.8 km) when reading the E.M. lines in the earth.

5. Sonic Echo-Location: Basically the same as the dolphin. **Base Skill:** 30% +5% per level of experience. **Range:** 3000 feet (914 m) for maximum accuracy. Up to 8000 feet (2438.4 m) but at a skill penalty of -20%.

6. Recognize Family Heritage: Humpback whales can recognize their family relatives and descendants through their song, appearance/physical traits, markings and psionic probes, without ever having seen them before. **Base Skill:** 53%+3% per level of experience.

7. Humpback Whale Combat & Maneuvers:

Attacks per Melee Round: The character starts with one attack or action per melee round (15 seconds) +1 at levels two, five, eight, eleven, and fourteen.

Automatic Dodge: Not applicable

Parry with nose or tail: +1 to parry.

Dive: A high-speed dive straight down or at a slight angle at double normal speed. Maximum depth is 1000 feet (305 m) +100 feet (30.5 m) per level of experience for females and young. 2000 feet (610 m) +100 feet (30.5 m) per level of experience for the adult male. Roll to strike if the character is trying to dive and hit or grab something (+1 diving strike bonus).

Mid-Air leap: Five feet (1.5 m) +2 feet (0.6 m) per level of experience, above the surface of the sea and covers a distance of up to 45 feet (13.7 m). Performed to show off, play, or get at prey.

Mid-Air Precision Leaping: Not applicable.

Quick Turns & Stops: Roll as if this maneuver was an automatic dodge or parry. A roll of 16 or higher means success. A failed roll means the character couldn't turn or stop in time and either shoots by or slams into something/somebody; does 1D4×10 impact damage to himself.

Speed Burst: Can swim at double his normal speed for one minute. This maneuver can be performed ten times per hour before tiring the character too much to try it again. This move is performed for a quick dodge (+1 in addition to other bonuses) or get-away, or a quick strike (+1 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Swim Breaching/Skimming: This is when the whale swims in an up and down motion, breaking the water with his back (does not actually leap out of the water like the dolphin or porpoise). This maneuver is done when searching for prey on the surface of the water or to see what's going on at the surface. Reduce maximum speed by 20% and *speed bursts* are not possible when skimming the surface.

Backward Flip: A maneuver performed on the surface of the water by leaping three-quarters of the way out of the water and lands flat with its full body (usually to splash somebody — 2D6×100 gallons of water splashes a 40 foot/12.2 m radius); a warning, an attempt to capsize rafts and small boats, or just being mischievous/playing.

Tight circle/turn: Not applicable.

Combat Maneuvers & Damage:

Bite: 1D6 S.D.C. from a restrained bite and 2D6 S.D.C. from a full strength bite.

Head Jab: Similar to a punch, does 4D6 S.D.C. damage.

Head Strike: 1D4×10 S.D.C. restrained or 2D4×10 S.D.C. damage at full strength (if G.M. allows it, equal to one M.D. point).

Power Strike: A high-speed, precision underwater attack in which the whale rams his opponent with his large, blubber padded head. 1D4×100 S.D.C. or 1D4 M.D.! Humans and characters up to three times the size of humans are likely (75%) to lose initiative and two melee attacks/actions, plus are likely (80%) to be knocked out of a boat and sent flying 1D6×10 yards/meters away (half that distance underwater) and may have dropped whatever they were holding in their hand (roll a parry vs a strike to hold on). Counts as *two* melee attacks/actions.

Furthermore, rafts, lifeboats and small sea vessels may be capsized (50% chance).

+3 to strike large target 30 feet (.19 m) or larger.

Tail Slap: 1D4×10 S.D.C. damage. Can be used to knock items out of the hands of an opponent; +1 to strike. Roll to strike as usual; the opponent may try to parry or dodge. Counts as *one* melee attack/action.

Tail Strike: 2D6×10 S.D.C. or one M.D. for a full strength wallop from the tail; +1 to strike.

8. Bonuses: +1 to strike, +1 to dodge, +1 to pull punch, +2 to roll with impact, +2 to save vs poison, disease and parasites (tape worms, etc.), +2 to save vs mind control, +5 to save vs horror factor, and is resistant to cold (half damage). All bonuses are in addition to attribute bonuses and special combat maneuvers.

9. Limitations: Humpback whales dehydrate quickly when taken out of water and are virtually immobilized (can only flop and squirm like a fish) the same as the dolphin. The creature's vast size is also a potential problem in some circumstances.

Humpback Whale Magic Powers (Innate): Ley Line Channelling

The Humpback whale has a much more limited range of natural ley line abilities, but does possess an incredible amount of P.P.E. Ley line *channelling* is the ability to absorb, channel and use ley line energy in the following ways.

1. Ley Line Charged: Same as the dolphin.

2. Ley Line Energy Blast: Same as the dolphin.

3. Ley Line Speed Doubler: Same as the dolphin.

4. Ley Line Rejuvenation: Doubles natural healing ability the same as the ley line walker ability.

5. Magic Abilities: The Humpback whale is the master of spell-songs. Select 4 spell-songs at level one, 2 at level two, and one additional spell-song for each subsequent level, starting with level three. Spell-songs are described in the Whale Singer section.

6. P.P.E.: 4D4×10 +P.E. number and 20 P.P.E. per each level of advancement above first level.

7. Magic Bonuses: +1 to save vs magic, +6 to save vs whale spell-songs and +1 spell-song strength (the number others must save against from the character's magic) at levels two, five, eight and 12.

Humpback Whale Psionics (Special)

All humpback whales have some degree of psionic power. Roll on the following table:

01-90 Minor Psionic: M.E. x2 determines base I.S.P. plus 1D6 per level of advancement. Abilities are limited to see aura, sense magic, mind block, and one of choice from the sensitive category.

91-00 Major Psionic: M.E. x3 determines base I.S.P. plus 1D6+2 per level of advancement. Abilities are limited to see aura, sense magic, mind block and two abilities of choice from the healing or sensitive categories.



Tritonia

By C.J. Carella & Kevin Siembieda

Also known as: The Drifting Colony or the Artificial Island

Population Breakdown: 900,000 total

Humans: 73%

Amphibs: 12%

Naut'Yll: 5%

Other 10% (assorted D-Bee races, mutant animals, and dolphins)

Does not include an additional 1D6×10,000 visitors, merchants and sailors of diverse races and backgrounds.

Note: Tritonia drifts throughout the North and South Pacific oceans and rarely comes closer than 1000 miles (1600 km) to any continent.

A triumph of pre-Rifts engineering, Tritonia is a floating city, a drifting colony that follows the streams of the Pacific Ocean, avoiding the monster-infested land masses. For twenty generations, most inhabitants of Tritonia have lived out their lives without setting foot on a real island or continent. The colony is a huge complex of interlocking barges covering an area of one square mile (1.6 km). The floating city does not extend too far above the surface; the tallest buildings reach only ten stories or so, with the one exception of the **Control Center**, a large domed structure that stands 200 feet (61 m) tall. The underbelly of the city is much larger, with 10 to 15 stories of building *underwater*.

The floating city maintains a number of island bases, as well as undersea mining, fishing and harvesting/farm settlements, but the bulk of the population dwells in Tritonia itself and most of the city's needs are taken from the sea. Food and clothing are processed from marine animals and plant life. Factory barges make use of everything harvested by Tritonia's fishermen. The energy needs of the city are met by using solar collectors to supplement hundreds of small nuclear power plants (some of them hundreds of years old). In fact, virtually every large building has its own power plant. Minerals are mined from the sea floor, and artifacts, treasure and materials are salvaged from sunken ships and abandoned coastal (or underwater) ruins. What little they cannot get from the sea, the Tritonians acquire by trading with other civilizations.

About ten percent of the Tritonian population are descendants of a genetically-engineered neo-human species, the **amphibs** (described elsewhere in this book). The amphibs' altered physical structure enables them to breathe underwater and resist high levels of pressure and low temperatures. The mutated humans are accepted by the rest of the population, and many have become very important Tritonian leaders, explorers and heroes. Two of the last five Directors have been amphibs.

Origins

Tritonia was an experimental project sponsored by **OceanTech Inc.**, an Australian-American mega-corporation that specialized in undersea mining, harvesting and research. The idea was to create a giant floating habitat that would act as a base for fishing fleets, undersea mining operations, scientific research, weather forecasting, and even a tourist attraction. The governments of several of the Pre-Rifts Empires also contributed billions in credits, loans and tax deferments. If the prototype was successful, self-sustaining habitats might have become a way to deal with overpopulation. After all, over two thirds most of Earth's surface was covered by water, and having people settle on some of that surface would increase the total amount of living space.

As a prototype, Tritonia was stuffed with very advanced experimental equipment, including mini-factories that could be programmed to manufacture different products, advanced nuclear power plants, and cutting-edge building materials. The city was under the control of a team of scientists and administrators, half were employees of Ocean-

Tech, the other half, members representing all the participating governments. The installation consisted of thirty-six floating sections, each the size of a city block. The sections were tethered to each other with swivel attachments that gave flexibility to the whole array during rough weather. A powerful thruster system allowed the complex to maneuver against sea currents, and gave the city some degree of mobility in order to float in specific directions and to avoid land masses. The original complement of the artificial island was 5,000 scientists, technicians, security and support personnel.

The first trial tests were a resounding success. Tritonia's ultra-tech structure was able to weather a hurricane without suffering major damage and its research facilities provided a great deal of new information about the mysteries of the sea. Tritonia was expanded, with more modules attached to the core structure. A large central section, triple the size of the normal squares, was built right onto the original facility, and the ever expanding floating colony was arranged around it.

Two years after Tritonia was put into operation, the *Amphib Scandal* came to light. A ruthless South American corporation, **ShaperCorp**, had been caught engaging in illegal human experiments. Thousands of innocent people (many of them poor and illiterate peasants) had been "volunteered" to undergo massive genetic alterations designed to allow humans to survive underwater. Most of the test subjects died after developing several strains of cancer, or by drowning during the grueling endurance tests the company forced upon them. The authorities discovered the corporation's doings and shut it down, imprisoning all of ShaperCorp's researchers and executives. Note: Unknown to the general public, most of these researchers ended up working for the Argentinean government in *Project Achilles*; for more information about the mutant animals that came about from that project, refer to **Rifts South America Two**.

After the research was shut down, however, one question remained: What to do with the 120 survivors of the experiments, all of whom had mutated into a stable amphibian form. Tritonia seemed to be the ideal place for these aquatic misfits to lead productive, happy lives. The amphibs settled at the floating city and became valuable members of that community.

Within a decade, Tritonia had grown in both size and importance. It was used as a port by ships that needed repairs or supplies, and became important in the study of ocean storms, and scientific research. Even military fleets began to use it as a staging point for maneuvers. The latter was done over the protest of the scientific community, which wanted the artificial island to be kept free of international squabbles, and it started a tradition of distrust for the armed forces. The base continued to perform all kinds of functions and services, becoming a major tourist attraction in addition to being an invaluable scientific asset. By everyone's standards, the project had been an astonishing success.

The Coming of the Rifts

By sheer providence, Tritonia was in an area almost entirely free of ley lines when the Great Cataclysm took place. From their relatively safe vantage point, far away from land and civilized areas, the 40,000+ inhabitants and visitors had a ringside seat to the destruction of civilization. The administrators tried at first to keep the worst news from the rest of the facility, but given the advanced communications of the day, this proved to be an exercise in futility. Panic broke out and hundreds of people died when they tried to flee the floating island. Soon the news coming from the mainland slowed down to a trickle of desperate pleas for help — and then stopped altogether. Shortly after that, the Tritoni-



ans were able to see distant Rift eruptions, weathered incredible (unnatural) storms, and suffered their first attacks by transdimensional monsters.

Again, luck was with the Tritonians. The presence of some military installations within the floating island provided the inhabitants with weapons to resist the invaders. The colony had manufacturing facilities that enabled them to retool and produce more weapons and ammunition. Tritonia was also able to avoid the worst outbreaks of Rift activity, which tended to concentrate at several different locations around the world, like the Bermuda Triangle and on land. Already used to being a self-contained, independent community, the Tritonians were able to work together and survive while chaos reigned elsewhere. Ships caught at sea during the Coming of the Rifts came to the artificial island in search of sanctuary. Realizing that strength lay in numbers, the Tritonians welcomed *all* the refugees they could; thankfully, they had enough room to spare, and a ready source of food and materials: the sea.

During the Post Apocalypse Dark Ages, Tritonia endured and survived. There were victories and defeats. During massive ley line storms, whole sections of the floating island were destroyed or sunk. Thousands died horribly at the hands of monsters, D-Bee and human raiders and pirates, as well as during natural disasters and from strange, alien diseases. The worst disasters happened when they approached land. Scouting parties sent to investigate the ruins of ports and once great cities, often disappeared without a trace. The city became vulnerable to ley line activity and was battered by tidal waves and attacked by monsters and aliens. They quickly learned they were at their safest out at sea, away from the old continents and ruins of civilization.

The Administrators of the city became a formal council that ruled with harsh practicality. Democracy was seen as a luxury that Tritonia could not afford. The facility surrounded itself with a ragtag fleet of refugees, fishing boats, merchant ships and a few military vessels. More sections were added to the artificial island as needed. Sometimes, these were improvised barges made from the shells of ships that were lashed to the complex to provide more room for the growing community. Other, later additions were more elegant and durable structures.

Despite several close calls (the last one being an attack by the *Lord of the Deep*, whose minions killed one in ten inhabitants), Tritonia was able to emerge from the Dark Ages. By 15 P.A. (Post Apocalypse calendar), the "drifting colony" was a self-sufficient nation, with a population in the hundreds of thousands, and able to defend itself against any attack. Although survival is still the main concern of all Tritonians, a large percentage of the population has become involved in peaceful activities. Trade with other human and D-Bee civilizations started around 30 P.A., and by 100 P.A. Tritonia had become a major trading port in the Pacific Ocean. Despite this, its contact with the outside world remains limited and there are many places, like the growing forces around the Japanese islands, that it knows nothing about. Likewise, they know little about the underwater civilization of Lemuria (to be described in a future sourcebook) and have little or no contact with civilizations in the Mediterranean and Atlantic Oceans (including Atlantis, the NGR and the Coalition States).

Government

Before the Coming of the Rifts, Tritonia was managed as a business by a number of Administrators, each in charge of a specific area or facility on the floating city. There were Scientific, Financial, Security and Maintenance Administrators, all under the overall control of a Director. Political infighting between the four administrative offices was common. When the Great Cataclysm broke out, the Security and Maintenance Administrators had to deal with most of the day-to-day threats to the city. The original Director, Rodney Wilzem, was unable to cope with the catastrophe and committed suicide (to this day, "pulling a Wilzem" means to act in a cowardly or dishonorable manner). The Security Administrator, Sheila Winters, took over the Director's post. Since she had armed forces at her command, the other Administrators had no choice but to accept the situation. After her death, ten years later, the Administrators appointed one of their number as the new Director.

The current government is based on the solutions and regime developed out of the desperate Post Rifts times and a need to survive. The four Administrators and the Director hold office for life or until they voluntarily resign. The Administrative Board elects new members. In addition to the Administrative Board, there is also the equivalent of a parliament, a Board of Representatives who are elected by the votes of all Tritonians over the age of 16. The representatives have no powers, but act as an advisory board, and the Administrators have learned to listen to their advice; whenever a Director or an Administrative Board has tried to become tyrannical, the Tritonians have risen up and overthrown them.

There is also a Hearing Board, which listens to complaints and serves as a judicial branch dealing with crime and punishment. The Hearing Board is a lot more informal than the Pre-Rifts courts of law, and dispenses justice in a straightforward and often brutal fashion. The Tritonian government would probably be a total failure under any normal circumstances, but since all the citizens are united by their fear of perishing in a hostile world, and because the island is relatively isolated from other cultures, it works well most of the time.

Daily Life

Tritonia is a close-knit community, where everybody is responsible for the well-being of the group. Life in what is essentially a giant boat is rather regimented, with the good of the community being placed above the good of any one individual. In some ways, life in Tritonia resembles

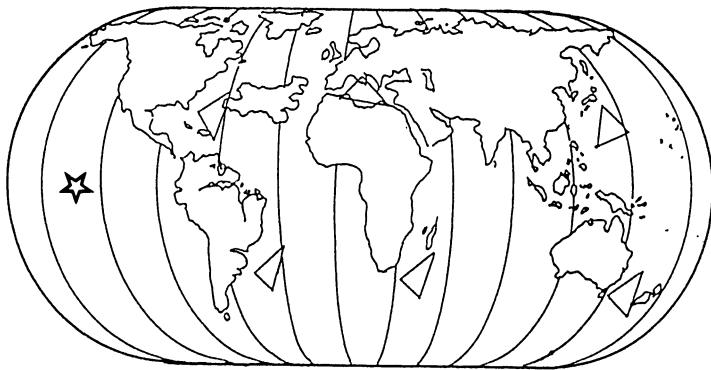
that of Israel in the mid and late 20th Century: a nation in constant danger from outside forces. Thus, the people tend to accept an often militant and sometimes extreme life style.

Tritonians are among the best educated and trained people on the planet. All inhabitants are expected to help in the maintenance and defense of the floating island. From childhood, Tritonians are educated in the history of their island, and are given a sense that they are special, survivors in a world that is hostile to all humankind. The average Tritonian will have one W.P., is fully literate in American (and 50% know an additional language), and will have one communications, electrical or mechanical skill in addition to their normal "civilian" skills.

Most Tritonians lead normal and happy lives; at least, as normal as possible under the circumstances. Dangerous missions are undertaken by the **Sea Wolves**, who are a combination of security officers, marines and salvage experts. The Sea Wolves are charged with the security of Tritonia. This duty ranges from patrolling the waters around and below the island, to undertaking search-and-destroy and surgical strike missions against possible enemies of the colony. The Sea Wolves also undertake rescue missions, salvage operations, and the exploration of sunken vessels and ruins of coastal cities that were flooded by tidal waves and the rising of the oceans.

Unlike most human-controlled communities on Rifts Earth, the average Tritonian is not prejudiced against D-Bees. Perhaps the fact that the amphib mutants have been an important part of the community has helped to make the Tritonians comfortable and appreciative of non-humanoids living side by side with them. As long as they are not hostile, any intelligent life form is accepted and can live in Tritonia. All inhabitants, human or not, are expected to be ready to defend and support the community at all costs. The militaristic *naut'yll* (described elsewhere) who live in Tritonia have adapted to the regimented life of the floating island with ease. *Naut'yll* D-bees have frequently sacrificed their lives to protect the drifting colony, strengthening the idea that all beings, no matter what they look like, can become friends and allies.

Although most Tritonians do not understand or approve of magic, enough D-Bees with mystical abilities live on the floating island to give it some protection against supernatural threats. The Tritonian authorities view magic as a force with the potential to do both good and evil, and judge the actions of magic practitioners on a case by case basis.



Places of Note

Getting Around: Tritonia is a strange combination of rigid and flexible structures. The entire artificial "island" consists of a series of interlocking sections. On calm waters, the entire structure behaves like a solid piece of land. A system of roads and monorails links the sections, enabling people to walk or even drive small electrical automobiles from one place to the next. Each section is roughly shaped like a normal city block, with streets and sidewalks. Underwater, the inner sections are traversed through enclosed passageways and elevators. During rough weather, the links between those sections are loosened, enabling them to sway rather than break against the impact of tidal forces. Moving between sections at those times is difficult, risky or impossible; temporarily

trapping people indoors in a particular section until the storm or disturbance passes.

The Control Center: This large domed structure is the nerve center of Tritonia. This 200 foot (61 m) tall building is made of advanced composite materials, (500 M.D. are required to breach a 10 ft/3.0 m section), and is defended by a formidable array of lasers and missiles. The Administrative Board meets here.

Sensor systems watch over the integrity of the entire colony, constantly checking for structural flaws, problems with the life-support systems, and monitoring weather conditions. A powerful radar and sonar array constantly scans the area around the floating island, looking for possible threats. Since destroying or crippling the Control Center would greatly reduce the colony's defenses, it is the best-defended area of Tritonia, with a full company of heavily armored Sea Wolves and a squad of magic users standing watch 24 hours a day.

The Visitors' Quarters & Harbor Area: Nine whole sections of the city are devoted to housing and entertaining visitors. Like most harbor areas, they are among the seedier and wilder sections of town. Hotels, inns, bars, nightclubs, dance clubs, casinos, stores, virtual reality centers, tattoo parlors, drug dens, bionic reconstruction clinics, (less expensive and riskier) body chop-shops, and a variety of sleazy places fill these areas. Sailors from all parts of the world make stops here to eat, drink and be merry. Adventurous Tritonians also frequent the Visitors' Quarter, looking for a break from their pedestrian lives and duties.

The harbor area also has several dry dock and ship repair facilities. These stations are especially attractive to independent merchants, explorers, adventurers, D-Bees, pirates and freebooters. One can acquire new sails and riggings, get additional armor, weapon systems, engine repairs, parts and supplies (food and equipment necessary for sea voyages).

The Medical Center: This section has two hospitals, a clinic, and a laboratory. Due to the number of experiments conducted at Tritonia before the Coming of the Rifts, the drifting colony has some of the most advanced medical equipment available on the planet, including advanced cybernetic facilities. Comatose characters are +10% to save vs coma/death at the Medical Center.

Bionic augmentation, bio-systems, underwater cybernetics, repairs, reconstruction, and full conversion are all available, under the most sanitary and professional facilities in the world. In fact, an estimated 43% of the island's population have received some type of artificial organ, skin graft, prosthetic or minor cybernetic augmentation. 6% of the population are partial reconstructed cyborgs and 4% are full conversion borgs, usually modified for work undersea. Any cybernetic and bionic part, especially those with *underwater applications*, can be found at Tritonia. Prices are average for quality equal to anything Triax has to offer.

In addition to human medicine, the Tritonians are also experts in marine biology, especially in the area of dolphins and whales. These humans have a close and friendly relationship with dolphins and regularly treat and care for them. They have even performed corrective surgery, installed bio-system replacement organs, fins, muscles and eyes, and have experimented with dolphin bionics and power armor! Thousands of dolphins live, hunt and play around the artificial island, with another few thousand acquaintances scattered throughout the world.

Foreign Relations

Two facts color the relations between Tritonia and other organizations and nations: First, Tritonia is fiercely independent; in no way will the drifting colony acknowledge orders, laws, or impositions from outsiders, unless the Tritonians decide it is in their best interests.

Secondly, there is no pro-human bias on the floating island. Tritonians of all races feel slightly superior to most outsiders, regardless of their appearance or origins. So, if a D-Bee kingdom proved itself to be a valuable ally, Tritonia might take its side against a human-dominated

nation. They tend to see “people” as allies and enemies rather than along racial lines.

Nemo-2, USS Ticonderoga & The New Navy: The USS Ticonderoga is a pre-Rifts super-carrier/submarine. Captain Nemo-2 and his New Navy, like Tritonians, are the descendants of survivors from the past, with some pre-Rifts technology at their disposal. Their similar origin, kinship to the sea, and world view have made the two forces close allies. A standing agreement between the two that insures trade, an exchange information and resources. The New Navy’s main resource is military defense, but also cooperates in exploration, mapping, scientific experiments and various other undersea operations. In return, the USS Ticonderoga and all the ships of the New Navy can dock, get repairs, supplies or assistance at any time from Tritonia. Likewise, the Navy and civilian people can seek shelter and support from their allies.

Although this mutually beneficial alliance has been in place for decades without the slightest problem, the two groups have never entertained the idea of uniting forces to become one large nation. Neither side is willing to change enough to accommodate such a possibility. Issues like who would assume leadership, Tritonia’s Administrative Board or the New Navy’s Fleet Command, is just one of many insurmountable obstacles to such notions. Another is the fact that, Captain Nemo-2 and his Navy are distrustful of D-bees, while Tritonians are extremely accepting and more trusting of nonhumans. However, the two forces are dedicated to the safety and freedom of each other and will rush to other’s aid or defend in times of trouble.

The Naut’Yll: The militaristic D-Bee race is an enemy to Tritonia, always seeking to capture or destroy the floating island. Fortunately, not only have the aliens failed, but many naut’yll have joined forces with Tritonia against their brethren. However, skirmishes, raids and counter-raids are still common.

The Lord of the Deep: This alien intelligence is considered to be Tritonia’s greatest enemy. The battles against the *Reachers from the Deep* and the monster’s inhuman minions have become legendary. Tritonians often help the whale singers in their efforts to put an end to this supernatural threat.

Lemuria: It regards the people of Tritonia as “surface dwellers,” and as such, views them as a potential enemy (which is how they regard most surface dwellers). The Lemurians also look upon Tritonia’s mutant and D-bee population with trepidation. As a result, Tritonia has experienced a few conflicts, interference and incidental bloodshed from the ancient, underwater city of Lemuria. **Note:** The undersea world of **Rifts** is vast and spectacular. See **Rifts Lemuria** for more details.

Japan: The forces at work in and around Japan tend to be an extremely secretive and paranoid people who have adopted an isolationist attitude. They tend to stay close to the Japanese islands and the East China Sea (although pirates and freebooters have been known to visit Tritonia regularly; some even use it as their unofficial base of operations). Other than stories about each other, the occasional freebooter, and chance encounters with exploration teams, the two have rarely met and have never clashed. **Note:** See **Rifts Japan** for more information about the islands of Japan and those who live there.

Others: Sailors, fishermen and pirates who operate in the Pacific Ocean include humans and D-Bees from North and South America, Atlantis, and Australia. Many do a great deal of trade with Tritonia, but the floating island has little contact with their governments. This means, rumors and questionably reliable stories about each other are all Tritonia and other kingdoms know about each other. For example, the Coalition States, Federation of Magic, New Lazlo, Pecos Empire, Naruni Enterprises, and other forces in North America could care less about a floating city of a million people adrift far away, somewhere in the Pacific Ocean.

Likewise, the New German Republic, New Phoenix Empire, Gargoyle Empire, the monstrous beings of China and other land based civilizations in Europe, Africa, and most of Asia have had no contact with

Tritonia and may not even know it exists. Even the aggressive and curious NGR/Triax and Minions of the Splugorth’s Atlantis have had infrequent and unspectacular encounters with Tritonia; none in any official or military capacity.

Tritonian O.C.C.s & R.C.C.s

In addition to the character classes described below, Tritonian player characters can be naut’yll, dolphins, whale singers and many other life forms described in this book.

Other Rifts O.C.C.s applicable for use or origin on Tritonia include the Sailor O.C.C. (see **Rifts South America**), the cyborg, city rat, operator, rogue scholar, scientist, and any other scholar and adventurer O.C.C.s from the **Rifts RPG**.

Virtually any D-Bee races are all possible; see the various beings noted in this book as well as **Rifts Conversion Books**, **Phase World** and various **Rifts World Books**. Also note that **Aliens Unlimited** has many amphibian and marine races that would fit in Tritonia and the rest of the Undersea milieu very nicely.

Tritonian “Sea Wolf” O.C.C.

The Sea Wolves are a combination of troubleshooter, security officer, underwater combat specialist, and marine soldier. Born in Tritonia’s floating habitat, the Sea Wolves are volunteers who show a natural talent for dealing with danger. They are trained from their teens in the arts of combat, counter-intelligence, and the dangers of the sea. Many are injured or killed in the line of duty, but they do not regret or resent the dangers. After all, the entire colony is in danger from outside threats, and they at least have the honor of doing something about it. This also means that 48% have cybernetic prosthetics or bio-implants to replace damaged limbs, eyes and organs.

Typical missions involving the Sea Wolves include: Tritonia’s security, rescue (particularly underwater), commando operations, counter-terrorism, and act as sea scouts, city patrolmen and soldiers to find and eliminate any threats to the colony. As the artificial island’s defense force, they gather and use intelligence, maintain the law, keep the peace, and combat crime as police officers. They also engage in deep sea investigations and salvage, investigating underwater anomalies and alien habitats/vessels/wreckage, searching wrecks and ruins for valuable equipment, and similar.

Attribute Requirements: P.E. 11 or higher. A high I.Q. and P.S. are suggested but not required.

O.C.C. Bonuses: +1 to dodge underwater.

O.C.C. Skills:

- Radio: Basic (+10%)
- Computer Operation (+10%)
- Swimming (+15%)
- S.C.U.B.A. (+15%)
- Pilot: Advanced Deep Sea Diving (+10%)
- Pilot: Robots and Power Armor
- Pilot: Hovercraft (+10%)
- Pilot: Boats (+15%)
- Pilot: Submersible (Mini-Sub; +10%)
- Weapon Systems (+10%)

Read Sensory Equipment (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts (or assassin if an evil alignment) at the cost of one "other" skill.

O.C.C. Related Skills: Select 8 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve.

Communications: Any (+5%)

Domestic: Any

Electrical: Any

Espionage: Any (+5%)

Mechanical: Any

Medical: Paramedic and First Aid only (+5%)

Military: Any (+10%)

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any

Science: Math and chemistry only (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any except land navigation, hunting and track animals.

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Blue-green laser pistol and rifle, vibro-knife, SCUBA armor, laser communicator, and hand computer.

Money: 1D4x1000 in credits

Cybernetics: May have 1D4 cybernetic implants. Older characters (and NPCs) are likely to have additional bionic implants and prosthetics.

Tritonian Scientist O.C.C.

This researcher/explorer is interested in the secrets of the sea as well as in the preservation of Tritonia. A Tritonian scientist must be willing and ready to pick up a laser and defend his home, or to follow a team of Sea Wolves into the depths of the ocean to retrieve an ancient artifact, or to investigate a supernatural occurrence. They specialize in one field, but because they might be called on to deal with any number of problems, they must have a working knowledge of several others, especially if assigned to a Tritonian Mini-Sub for some deep-sea exploring.

Like all Tritonian citizens, scientists undergo basic military training during their teens. Upon receiving high scores on scholastic aptitude tests, they are selected for higher education, and are exposed to several scientific disciplines until each youngster selects one he enjoys or excels at. After six years of intensive studies, the young scientist spends an additional year in several different internships before being assigned to a specific duty. During these internships, the budding scientist also gets to study mechanical and electronic trades in addition to theoretical sciences. The goal is to get a well-rounded scholar, able to help fix a broken vehicle as well as to understand the mysteries of life.

Scientists in Tritonia are given a great deal of respect by all citizens. Many of them end up sitting on the Board of Representatives or become Administrators. They are the lifeblood of the drifting colony, and they know it. As a result, *some* become overbearing and arrogant. However, most are hard working, dedicated and relatively humble. They accept their accolades with good graces and realize that with the honors come great responsibility. In the danger-ridden oceans of Rifts Earth, a researcher is in as much danger as any adventurer.

Attribute Requirements: I.Q. 10 or higher.

O.C.C. Skills:

Literacy and fluency in two additional languages of choice (+20%)

Basic Math (+25%)

Computer Operation (+20%)

Swimming (+10%)

Pilot: Boats (+10%)

Pilot: Submersibles (+5%)

Navigation (+10%)

W.P. of choice

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at the cost of one "other" skill or to Martial Arts at the cost of two "other" skills.

O.C.C. Related Skills: Select 14 other skills, but at least four must be selected from science and two from technical, electrical or mechanical. An additional skill can be selected at level four, eight and twelve.



Communications: Any (+5%)
Domestic: Any
Electrical: Any (+5%)
Espionage: None
Mechanical: Any (+5%)
Medical: Any (+10%)
Military: None
Physical: Any

Pilot: Any
Pilot Related: Any (+5%)
Rogue: None
Science: Any (+10%)
Technical: Any (+15%)
W.P.: Any
Wilderness: None.

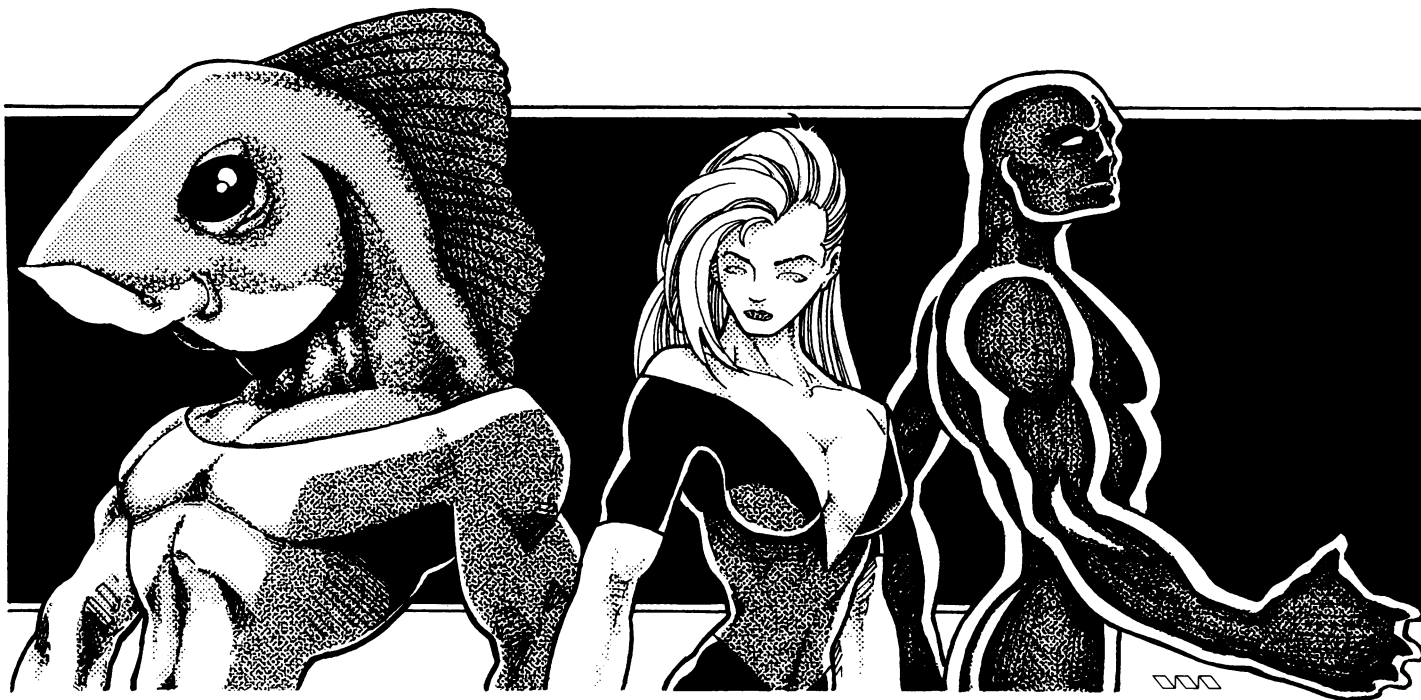
that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Hand computer, electronic notebook, science kit (includes microscope, chemical analysis kit, and several computerized sensor and analysis systems), laser sidearm, and a suit of SCUBA Armor.

Money: 2D4×1000 in credit.

Cybernetics: May have 1D4 cybernetic systems, especially sense augmentation (eyes, ears, etc.).

Secondary Skills: The character also gets to select eight secondary skills from the previous list. These are additional areas of knowledge



Amphib R.C.C.

The amphib race is the product of illegal genetic experiments that date back before the Coming of the Rifts. They are mutations that resulted from mixing the genetic structure of humans and a number of aquatic animals, including frogs and fish. The scientists in charge wanted to produce beings that look totally human, with the ability to breathe and swim underwater without the need of mechanical equipment or bionic augmentation. Unfortunately, the genetic mutations turned out to be unstable and altered people in unpredictable ways. Ninety percent of all the genetic strains produced during the original experiments turned out to be crippling and/or lethal. Hundreds of unfortunate “volunteers” died horribly in the failed attempt to create aquatic humans. When these inhumane atrocities of science became public, the project was shut down and those responsible were punished for crimes against humanity. The crippled and dying were placed in special institutions to live out their days. The problem was, what to do with the remaining 10% of the successful mutated test subjects?

These 10% became highly capable undersea creatures, with superior strength, resistance to pressure, and the ability to breathe both air and water. Most were humanoid, but many are not human looking. Most were also capable of reproducing offspring, which meant mankind had effectively created a new race, originally dubbed amphib-sapiens. If the nightmarish mutation experiments had not become public, even these “successes” might have been terminated to avoid embarrassment, scandal and punishment, but with public disclosure, the media scrutinized the government’s every move. The government used the survivors to salvage its tarnished image and the amphib-sapiens became political

leverage. They treated the mutants as heroes and a symbol of the mankind’s new spirit of adventure, courage and commitment to the future. They were given the best care and assigned to the great Tritonia project to explore and harness the last great wilderness on Earth: the oceans. The PR campaign was a success on virtually every level and beings who might have been shunned as freaks or monsters were heralded as selfless pioneers.

Over the centuries, the amphibs have prospered and thrived on Tritonia. There are over 100,000 of them living in the floating city, where they serve the community as equals. The amphibs are fully accepted as valued members of Tritonia and rarely face prejudice or persecution as they grow up on the artificial island. As children, they are often teased and called “fish face” or “froggie” and similar names, but such teasing is given and accepted good-naturedly, without either contempt or hatred or any “politically correct” attempts to “protect” the amphibs from the teasing and jokes. As a result, amphibs never feel like outsiders at Tritonia. Many hold positions of responsibility or power and many have kept the tradition of “hero” alive through courageous actions in exploration, rescue and defense of the artificial island.

When dealing with humans from elsewhere, however, amphibs realize how strong prejudice can be against non-humans. Almost no amphib willingly leaves Tritonia for fear of persecution. The few who do, either cannot contain their desire to explore the “whole” world, or are wanted criminals with no choice but to leave to avoid punishment (and as a result, they are often violent and bitter individuals).

Besides the human residents of Tritonia, amphibbs get along reasonably well with other non-humans. The naut'yll community of Tritonia has strong ties to the amphibbs, and vice versa. In fact, the amphibbs seem to get along with most intelligent creatures, but they have a special relationship with dolphins. To dolphins, the mutants are great friends and playmates who are closer to them than normal humans, able to swim at their side, and still keep all the best traits of humans. Some dolphins and amphibbs insist they are kindred spirits and children of the sea. The amphibbs are often sent on exploring expeditions and rescue missions alongside dolphins, and both will fight valiantly to protect the other.

Since most amphibbs do not need breathing equipment to function underwater and can physically endure great depths, most of these mutants have jobs that require deep sea diving, underwater construction, exploration and other underwater activities. Many amphibbs join the Sea Wolves (they make great underwater scouts and explorers), others become scientists, marine biologists, researchers, operators or scholars. A few even learn the secrets of water magic from dolphins, whale singers and other aquatic races.

Alignment: Any, but most tend to be good or selfish alignments.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 4D6, P.S. 3D6+12, P.P. 4D6, P.E. 4D6, P.B.varies with appearance (see below), Spd. 3D6 on land, 6D6 underwater (plus bonuses from appearance).

Appearance: Roll on the following table.

01-20 Perfect Human! The character's appearance is 100% human-like, and although he/she is aquatic, the character has no obvious unusual physical characteristics. P.B. is rolled on 3D6. No underwater speed bonus. An amphibian who can hold his breath.

21-40 Webbed Hands and Feet: Known as "flippers," the feet of the amphib are flat and webbed, and the hands have webbing between the fingers. Shoes and armored footwear have to be custom-made (Tritonia has facilities for just that purpose). Increase underwater speed by 3D6 and another +10 when swimming with little or no clothing; P.B. is 3D4. Roughly 40% have gills and lungs, while the remaining 60% are amphibians who hold their breath for inhumanly long periods.

41-60 Frog skin: The character is hairless and his skin is inhumanly smooth and slick, and commonly greenish-gray in color. Add 2D6 to swimming speed and another +6 when swimming with little or no clothing. Also add 4D6 to S.D.C. The P.B. is 2D6. An amphibian who can hold his breath.

61-70 Fish Face: The unfortunate mutant is born with a fish-shaped head and features, such as large, round, dark eyes, large mouth, etc. The head may have fine scales, but most of the body has normal looking skin. Helmets and other headgear must be custom-made. Add 2D6 to swimming speed and another +8 when swimming with little or no clothing. Add 3D6 to S.D.C.; P.B. is 2D4. The mutant can breathe air and has gills to breathe underwater.

71-80 Scaly Skin: The character is hairless and the skin is covered in scales. Add 2D6 to swimming speed and another +8 when swimming with little or no clothing. Add 5D6 to S.D.C.; P.B. is 2D6. The mutant can breathe air and has gills to breathe underwater.

81-90 Scaly Skin and Fish Face: The character is hairless, covered in fish scales, has webbed hands and feet, and the head of a fish, but is otherwise humanoid in appearance. Add 4D6 to swimming speed and another +10 when swimming with little or no clothing. Add 6D6 to S.D.C.; P.B. is 1D6. The mutant can breathe air and has gills to breathe underwater.

91-00 Oversized/Fish or Frog-Like: The character resembles either a frog or fish more than a human. He is also large and heavy. Height is 8 feet (2.4 m) plus 4D6 inches (10 to 61 cm), and weight is 300 (136 kg) plus 2D6x10 pounds (9 to 54 kg). Add 4D6 to swimming speed and another +20 when swimming with little or no clothing. Add 2D4x10 to S.D.C.; P.B. is 1D6.

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

S.D.C./Hit Points: S.D.C. 3D6x10 plus skill, O.C.C. and appearance bonuses (see table). Hit Points: P.E. x2 plus 1D6 per level of experience.

Horror Factor: 8 for those not used to the more unusual specimens.

P.P.E.: 3D6 unless a magic O.C.C.

Average Life Span: 90 years

Natural Abilities: Amphibbs who look human or have frog-like features can hold their breath underwater for 5D6x3 minutes, but must eventually surface to breathe, like a dolphin. Whenever they use artificial breathing apparatus they use less oxygen, which effectively *doubles* the amount of breathable air and the time they can stay underwater. Scaly, fish-like amphibbs have lungs to breathe air *and* gills to breathe underwater indefinitely, like a fish.

All amphibbs have excellent vision and see clearly in the near, total absence of light (range 200 feet/61 m), are resistant to cold (can survive indefinitely at freezing or near freezing temperatures; take half damage from cold-based attacks), and can endure the pressure at depths of one mile (1.6 km; 5280 feet/1609 m) +300 feet (91.5 m) per level of experience without ill effect (don't get the bends). They also have an excellent sense of taste, hearing and smell, about four times more acute than humans, when underwater. This enables them to taste or smell blood, death/decay and foreign chemicals in water approximately 1000 yards/meters +100 yards/meters away per level of experience.

Psionic Powers: Normal, same as humans.

Magic Powers: Only if a magic O.C.C. is selected.

Combat: Same as humans and depends on skill knowledge/training.

Damage: Restrained punch does 1D6 S.D.C. plus P.S. attribute bonus, full strength punch inflicts 3D6 S.D.C. plus P.S. bonus, and power



punch does 1D4 M.D. (counts as two attacks).

R.C.C. Bonuses: +2 to dodge underwater, +1 to roll with impact and pull punch underwater. All these are in addition to skill and attribute bonuses.

Vulnerabilities/Penalties: None.

R.C.C. Skills: Select either the Sea Wolf or Tritonian Scientist O.C.C., or any other appropriate O.C.C. (G.M.'s call), including magic

O.C.C.s, however, reduce the number of available O.C.C. skills by three.

Experience: Use the Amphib R.C.C. experience table or the O.C.C. table, whichever is HIGHER.

Alliances and Allies: Tritonians, renegade naut'yll, dolphins, orcas, and whale singers. They also get along well with the k reel-lok, whom many superficially resemble, and most other aquatic D-Bees.

Weapons & Equipment of Tritonia

In addition to the weapons and equipment described below, Tritonians have access to most weapons manufactured in South America or by Nemo-2's New Navy, plus they may be able to obtain items from around the world and other dimensions through trade or salvage.

BG-15 Blue-Green Laser Pistol

This laser uses a light frequency that allows it to fire unimpeded through water. The weapon has the same range and damage above or under water. This pre-rifts design bears *some* similarity to the Wilk's pistol, and amateurs often confuse them.

Weight: 2 lbs (0.9 kg)

Mega-Damage: 2D4 M.D.

Rate of Fire: Standard

Maximum Effective Range: 1000 feet (305 m) above or under water.

Payload: 15 shots.

Cost: 13,000 credits.

BG-20 Blue-Green Laser Rifle

A larger, heavier version of the BG laser pistol, this rifle is the standard issue of Tritonian security forces, including the elite Sea Wolves. It is also a favorite of pirates, undersea explorers and fishermen. It is made of black plastic and ceramic, making it easy to confuse with the Wilk's 447 rifle.

Weight: 6 lbs (2.5 kg)

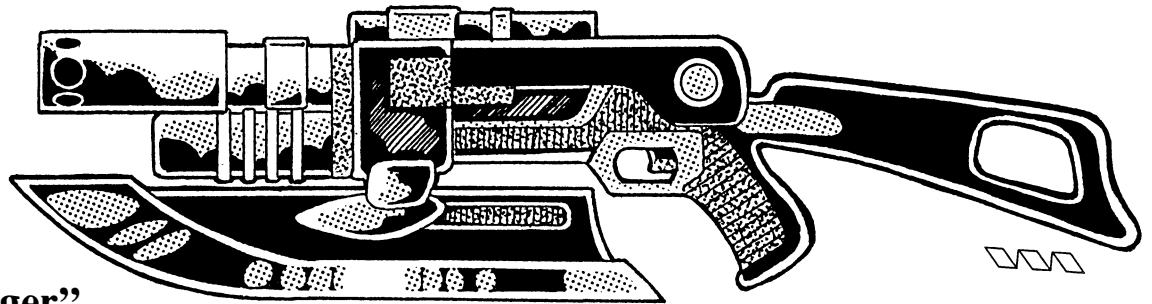
Mega-Damage: 3D6 M.D.

Rate of Fire: Standard

Maximum Effective Range: 2000 feet (610 m)

Payload: 20 shots.

Cost: 20,000 credits.



M-80 "Stormbringer" Multi-Weapon Assault System (MWAS)

This heavy weapon is a man-sized version of the giant-sized M-90 used by the Merbot. It consists of a powerful ion-pulse rifle over a LAWS rocket launcher, tipped by a long vibro-bayonet.

Weight: 21 lbs (9.45 kg); a P.S. of 20 or greater is suggested. Those with less strength are -2 to strike and will fatigue twice as quickly lugging this heavy weapon around.

Mega-Damage: Ion-Pulse Gun: Each energy burst inflicts 4D6 M.D. The LAWS launcher can fire airborne mini-missiles or torpedoes; both types inflict 1D6×10 M.D. The vibro-bayonet inflicts 1D6 M.D. in hand to hand combat.

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

Maximum Effective Range: Ion pulse gun: 2000 feet (610 m). LAWS: 4000 feet (1220 m). Bayonet: Close combat only.

Payload: Pulse Gun: 12 shots from a standard E-clip or 25 from a long clip. The LAWS uses a drum magazine with five rounds.

SCUBA Body Armor

This suit can be worn like normal body armor, but it has the added bonus of having an additional five hours' worth of oxygen (for a total of 10 hours), and special ballast compartments that enables the wearer to submerge and then float to the surface at the rate he desires — normal armor would drag people to the bottom, and armor with floating devices

would not normally let the wearer submerge. It also has all the standard features of body armor (see **Rifts Ultimate Edition**, page 267).

- M.D.C. 70
- Weight: 21 pounds (9.5 kg)
- Excellent mobility: -5% proul penalty
- Market Cost: 65,000 credits

Merbot Power Armor

The Merbot is a type of power armor with a peculiar design meant to allow fast underwater movement without sacrificing mobility on land. Originally a pre-rifts military design, it is now used in a dual military/sea exploration capacity. The blueprints of the bot survived only at Tritonia, the only place where it is still being manufactured.

The Merbot has a basic humanoid shape from the waist up. From the waist down, it has a fish's tail and two legs. While underwater, the legs are tucked into compartments on each side of the tail, reducing water drag and allowing free movement. On the surface, the legs are freed, allowing normal walking and running speeds. The tail can also be used as a powerful striking weapon.

The robot suit has only an integral laser and a mini-torpedo launcher in terms of weapons, but it can be equipped with any rifle, rail gun or similar hand weapon. The Merbots of the Sea Wolves are armed with M-90 MWAS Rifles. They are produced at a rate of about a dozen a month. Over the last six years, half of those produced have been sold on the open market, for resale in South America, the North American West Coast, and Europe.

Model Type: M-1000

Class: Amphibious Armored Exo-Skeleton/Power Armor

Crew: One

M.D.C. by Location:

* Head — 110

*** Tail — 150

Arms (2) — 100 each

Legs (2) — 120 each

** Main Body — 300

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses. Any power armor combat bonuses to strike, parry and dodge are lost. Furthermore, if underwater, the pilot will only have an emergency air mask with one hour's worth of oxygen. Note: The head is a small and difficult target to hit, requiring a called shot at -4 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, making it useless.

*** Destroying the tail reduces water speed by half.

Speed:

Running: 40 mph (64 km) maximum.

Flying: Not possible.

Swimming: Thruster-assisted swimming propels the suit at up to 50 mph (80 km) underwater (drops to 20 mph/40 kmph if the tail is destroyed).

Maximum Depth: One mile (1.6 km); suffers stress and may rupture (10% chance for every additional hundred feet).

Statistical Data:

Height: 12 feet (3.65 m) counting the tail; 8 feet (2.4 m) standing on its legs.

Width: 4 feet (1.2 m)

Length: 3 feet (0.9 m)

Weight: One ton

Physical Strength: Equal to a P.S. of 40

Cargo: None.

Power System: Nuclear; average energy life of 15 years.

Market Cost: 3 million credits.

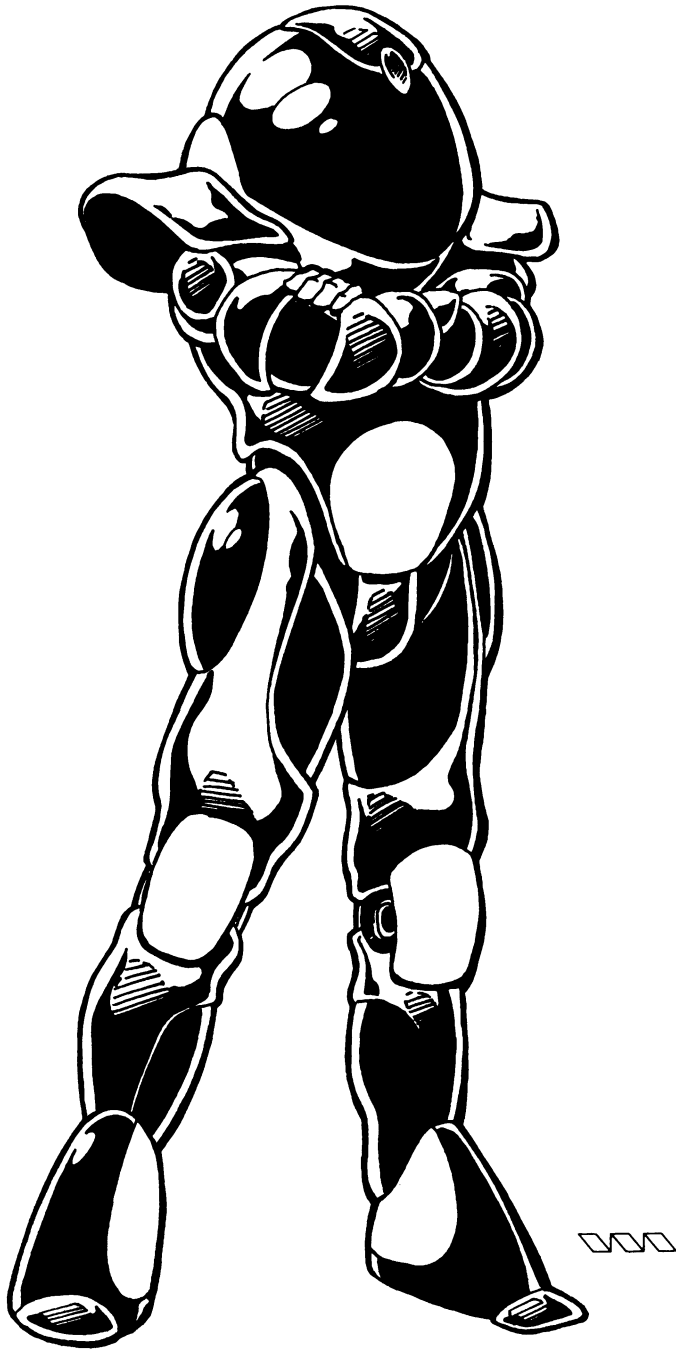
Weapon Systems

1. **Wrist Laser:** A wrist-mounted blue-green laser used for self-defense.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

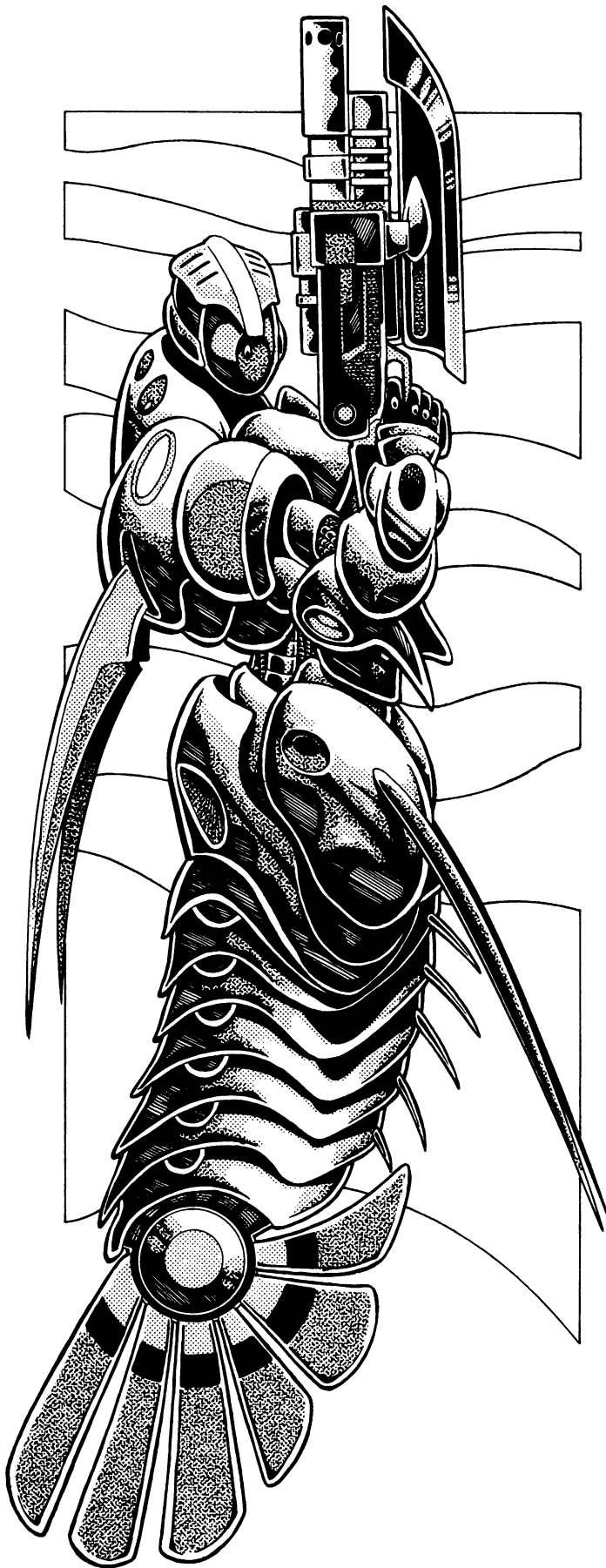
Mega-Damage: 4D6 M.D. per blast.



Amphib Body Armor

This is a heavier version of the SCUBA body armor, allowing for the amphib's greater strength. The extra armor is compensated by the fact that in many cases, no oxygen tanks are needed or smaller tanks can be used for the same 10 hours of breathable air. For amphibians who can breathe air from water, the helmets are not air-tight and are designed to let water through unimpeded while offering protection to the head from other dangers. Likewise, the armor's interior can be flooded with water without damaging its components. Since many amphibians have larger, misshapen heads than humans (especially those with fish heads), many suits are custom made to best accommodate the person using it. Of course, all amphibians can swim underwater without armor, at depths that would kill normal humans, D-bees and land creatures.

- M.D.C. 100
- Excellent Mobility: -5% prowl penalty (Amphibians only; a human would be at -25%)
- Market Cost: 75,000 credits



Rate of Fire: Equal to the number of combined hand to hand attacks per melee.

Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

2. Torpedo Launcher: Two shoulder-mounted tubes fire mini-torpedoes. On the surface, they can be replaced with mini-missiles. In addition to explosive ordnance, the launchers can fire nets, sonar sensors, and decoys (meant to fool enemy torpedoes into attacking them instead of the real target; 50% chance).

Primary Purpose: Anti-ship and anti-monster.

Secondary Purpose: Defense

Mega-Damage: 1D6×10 M.D.

Rate of Fire: One at a time or in volleys of two or four.

Maximum Effective Range: One mile (1.6 km)

Payload: Four total; two per launcher.

3. M-90 “Beach Stormer” Multi-Weapon Assault System (MWAS):

This heavy weapon consists of a powerful ion-pulse rifle over a LAWS rocket launcher, tipped by a long vibro-bayonet. This “beach stormer” allows the wielder to engage any enemy, from tanks to infantrymen and monsters, at any range, including close combat. Underwater, the LAWS rockets are replaced by rocket-propelled Mini-Harpoon missiles (same stats, but have half range and only work underwater). Only the Sea Wolves have M-90s for use with their Merbots. Giants and large cyborgs with a P.S. of 40 or greater can also use this weapon. Humanoids who are smaller than 12 feet (3.65m) tall and/or who have a P.S. less than 40 to about a P.S. of 30 will find the weapon awkward and difficult to use; -3 on all attacks. Those with a P.S. of 30 to 24 are -7 on all attacks and those with a P.S. of 23 or less cannot use the weapon at all.

Primary Purpose: Multi-purpose assault weapon.

Secondary Purpose: Defense.

Mega-Damage: Ion-pulse gun: Each multiple energy burst inflicts 1D6×10+10 M.D. The LAWS launcher can fire either airborne mini-missiles or torpedoes; both inflict 1D6×10 M.D. The large vibro-bayonet inflicts 3D6 M.D. in hand to hand combat.

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

Maximum Effective Range: Pulse Gun and LAWS: 4000 feet (1220 m).

Bayonet: Close Combat only.

Payload: Pulse Gun: Unlimited (connected by cable to armor’s power supply). The LAWS uses a drum magazine with 12 rounds.

4. Other Weapons: Any rail gun, robot or power armor weapon, or other hand weapon can be used instead of the M-90.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D4 M.D.

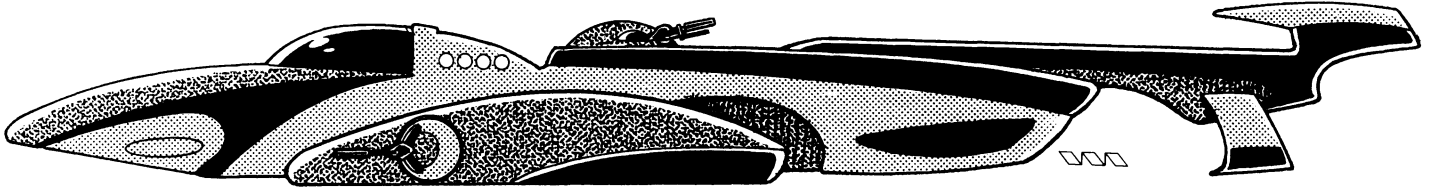
Power Punch: 3D6 M.D. (counts as two attacks)

Tail Sweep: 3D6 M.D. (but -2 to strike on dry land)

“Bottom Feeder” T-23 Mini-Sub

This small vessel is used by teams of four to ten (2D4+2) explorers, soldiers or scientists doing underwater work. The sub is used in Tritonia for a number of missions, from reconnaissance and repair to rescue and transport. The T-23 is a tough and reliable vehicle, nicknamed “Bottom Feeder” by some unkind souls due to its flat underside and ability to travel great depths (up to one mile/1.6 km underwater).

The vehicle can be configured for a number of missions. The model described below is the T-23CS, a military version with four weapon systems. The T-23BS scientific/research sub would only have two weapon systems and a more advanced sensor array. While the T-23AS has the advanced sensor array and a pair of mechanical arms and hands for salvage, repair and rescue; no weapons other than the mini-torpedo tubes.



T-23s are on sale on the open market. Nemo-2's New Navy uses them for light escort duties, with a dozen of these subs forming a picket or skirmish line around larger submersibles or a carrier. A few coastal kingdoms have purchased them in twos or threes, for protection of their "territorial waters."

Model Type: T-23CS

Class: Light Combat Submersible.

Crew: Four, plus can accommodate up to six passengers.

M.D.C. by Location:

Forward Torpedo Tubes (2, front) — 120 each

Laser Pods (2, on sides) — 80 each

Ion Guns (2, top and bottom) — 60 each

Mini-Torpedo Tubes (2, front underside) — 50 each

Pilot's Compartment — 200

* Main Body — 600

* Depleting the M.D.C. of the main body destroys the sub's structural integrity, causing it to flood; at great depths, water pressure will instantly crush the crew, killing everyone instantly!

Note: The main bodies of non-combat models have 100 less M.D.C., but are 10% faster. The T-23BS does not have the ion guns; the T-23AS does not have the ion guns or laser pods, but does have a pair of retractable arms (65 M.D.C. each arm, 25 each hand).

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: 50 knots (92.5 km/58 mph).

Underwater: 30 knots (54 km/34 mph)

Range: Can stay submerged for 5 days and carries enough supplies to keep 10 people alive for five weeks.

Depth: One mile (1.6 km).

Statistical Data:

Height: 12 feet (3.65 m)

Width: 22 feet (6.7 m)

Length: 200 feet (61 m)

Weight: 100 tons

Cargo: Can carry or haul an additional 5 tons of cargo.

Power System: Nuclear; average energy life of 10 years.

Market Cost: 5 million credits.

Weapon Systems

1. Torpedo Tubes (2): These are medium torpedo launchers, used to engage subs, ships or sea monsters. These mounts are only found in the T-23CS; civilian subs would not have them.

Primary Purpose: Anti-Ship/Sea Monster

Secondary Purpose: Defense

Mega-Damage: 3D4×10 M.D. (HE) or 2D6×10 M.D. (plasma).

Rate of Fire: One at a time or volleys of two. Reloading a tube takes one melee round (15 seconds).

Maximum Effective Range: 10 miles (16 km).

Payload: 12 total; two in the tubes and 10 in the cargo hold.

2. Laser Pods (2): Each modular pod has a medium-power blue-green laser. The weapon can engage vessels, sea animals, monsters, or enemy torpedoes.

Primary Purpose: Anti-monster.

Secondary Purpose: Defense.

Mega-Damage: 1D6×10 M.D. per single blast. The pods cannot attack the same target simultaneously.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

3. Ion Guns: The ion pulse guns are purchased from the New Navy.

They are used as secondary guns, mostly against torpedoes and close range targets.

Primary Purpose: Anti-Torpedo

Secondary Purpose: Anti-monster

Mega-Damage: 1D6×10 M.D. per pulse.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

4. Mini-Torpedo Tubes (2): These underside tubes are included in every submarine built, including those designed for civilian or scientific purposes. The light torpedoes are mostly useful for self-defense or anti-torpedo missions.

Primary Purpose: Defense.

Secondary Purpose: Anti-Ship

Mega Damage: 1D6×10 M.D.

Rate of Fire: One at a time or in volleys of two; reloading a tube takes a melee round.

Maximum Effective Range: One mile (1.6 km).

Sea "Fin" Combat Sled

This is a one-man, underwater, jet propelled sea sled with a variety of weapons. It is used primarily by the Sea Wolves for exploration in dangerous and uncharted areas, and in the defense of Tritonia. Six dozen have also been sold to Nemo-2's New Navy and approximately two dozen have been "lost in action" over the last decade and presumed destroyed.

The underwater sled has two propeller jets, one on each side of the vehicle. The human pilot slips into the center in a prone position. A harness locks him in place and hand controls are placed in comfortable positions. The pilot can see through the top, forward bubble or via camera and viewscreen; a pair of turret like appendages in the front of the sled are actually sensors and cameras providing recording and long-range viewing capabilities. Underneath the head bubble section is a short-range laser turret. Additional weapons are mounted in the fin-like portions of the sled. The top fin also has two pair of handholds and the bottom fin, one pair for temporary passengers to grab hold and be pulled along (although this slows the sled's speed by 10% per person).

Model Type: T-10 Sled

Class: Light Combat Underwater Sled.

Crew: Four, plus can accommodate up to six passengers.

M.D.C. by Location:

Forward Sensor/Camera Turrets (2) — 50

Forward Mini-Torpedo Tubes (3; top fin) — 22 each

Forward Lower Laser (1; bottom) — 28

Rear Laser Turret (1; rear) — 65

Lower Forward Harpoon Gun (1; bottom fin) — 20

Propeller Jets (2; side) — 110 each

Top Fin (1) — 220

Bottom Fin (1) — 180

* Main Body/Pilot Area — 180



* Depleting the M.D.C. of the main body destroys the sled, but it is small, so attackers must make a *called* shot and are -2 to strike; the top fin and two jets are actually easier targets to hit. Destroying one jet reduces speed by half and makes the sled -2 to strike and dodge. Destroying both jets renders the sled immobile (but it can be salvaged and repaired). Destroying one fin reduces speed by 25%, while destroying both fins reduces speed by 50% and the sled is -4 to dodge and -15% on piloting skills.

All weapon systems and sensor/camera turrets are small, can only be hit with a called shot and are -3 to be struck.

The pilot can only be hit from behind and even then the attacker is -4 to strike and must make a called shot.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: Not possible. However, the “fin” can skim near the surface, but the main body remains underwater and only a small portion of the top fin can be seen above water; maximum speed this close to the surface is 40 knots (34 mph/54 km).

Underwater: 56 knots (104 km/65 mph).

Range: Nuclear powered, with a five year life. The length of time it can stay underwater is limited only by the air requirements of the pilot; humans typically have five to ten hours, amphibs and cyborgs with gills, indefinitely.

Depth: 4000 feet (1220 m).

Bonuses: +5% to piloting skill: can make quick turns, sharp dives, and the sled is +3 to dodge. Prowl rolls are minus 20%.

Statistical Data:

Height: 12 feet (3.65 m)

Width: 6 feet (1.8 m)

Length: 5 feet (61 m)

Weight: 500 lbs (225 kg)

Cargo: Can carry or pull an additional 1000 lbs (450 kg).

Power System: Nuclear; average energy life of five years.

Market Cost: One million credits.

Weapon Systems

1. Mini-Torpedo Tubes (3): These weapons are mounted on the top fin and are mostly used for self-defense or anti-torpedo missions.

Primary Purpose: Defense

Secondary Purpose: Anti-Ship

Mega Damage: 1D6×10 M.D.

Rate of Fire: One at a time or in volleys of two or three; reloading a tube takes a melee round.

Maximum Effective Range: One mile (1.6 km).

Payload: Six total; two mini-torpedoes per launch tube.

2. Forward Laser Turret (1): A light blue-green laser that can rotate 180 degrees to fire in a forward facing semi-circle. The weapon can engage sea vessels, sea animals, monsters, or enemy torpedoes.

Primary Purpose: Anti-monster.

Secondary Purpose: Defense.

Mega-Damage: 3D6 M.D. per single blast.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

3. Lower Forward Harpoon Gun: A rapid-fire harpoon gun is built into the lower fin. It fires 12 inch (0.3 m) long metal spears. The weapon is primarily used to fight sharks and other S.D.C. predators, including humans.

Primary Purpose: Anti-shark.

Secondary Purpose: Defense.

Damage: 4D6 S.D.C. points per single harpoon.

Rate of Fire: Equal to an automatic weapon.

Maximum Effective Range: 600 feet (183 m)

Payload: 48 shots; automatic-loading.

4. Rear Laser Turret (1): A light, blue-green laser that can rotate and point up and down 180 degrees to fire at enemies attacking from behind. The weapon can engage small vessels, sea animals, monsters, or enemy torpedoes.

Primary Purpose: Anti-monster.

Secondary Purpose: Defense.

Mega-Damage: 3D6 M.D. per single blast.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 2000 feet (610 m)

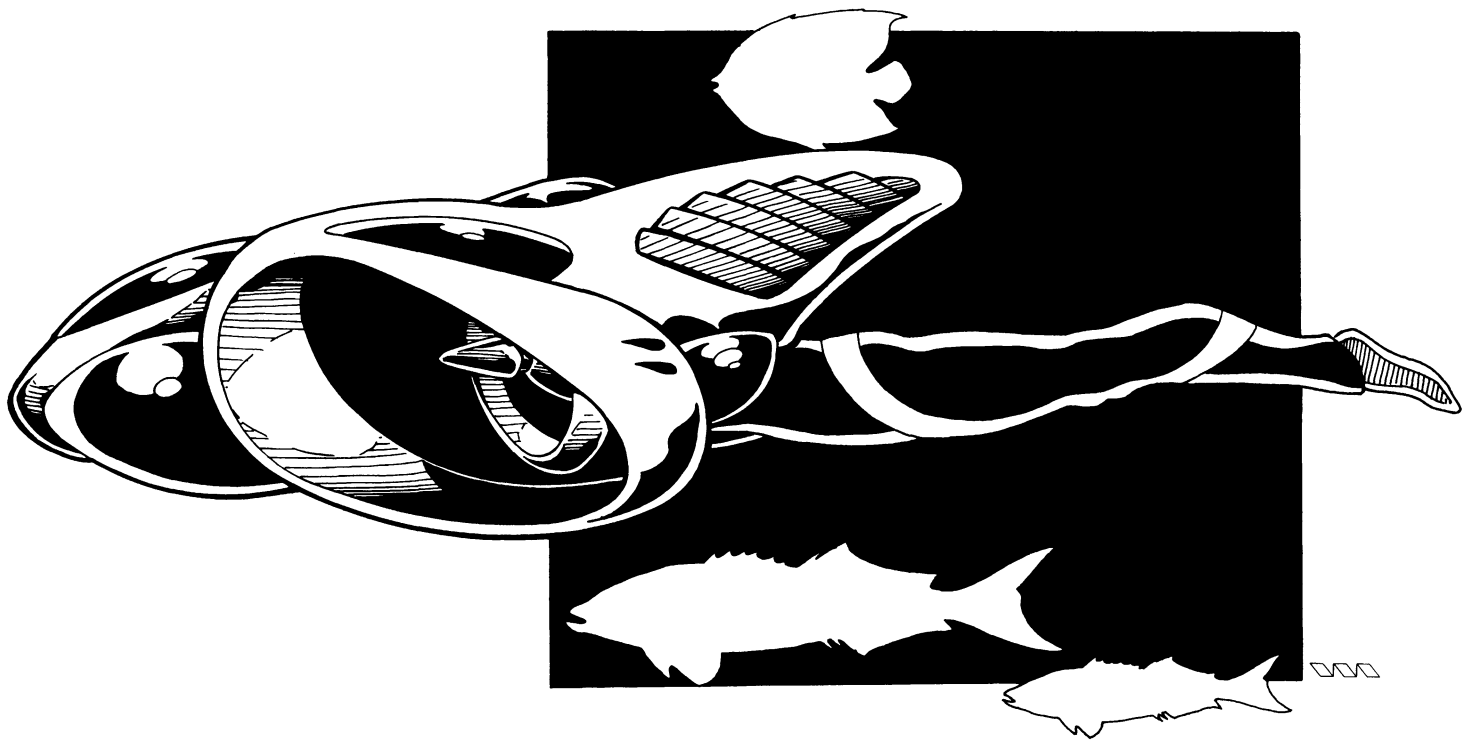
Payload: Effectively unlimited.

5. Forward Sensor/Camera Turrets (2): A pair of camera and sensor turrets are built into the side and front of the main body of the sled. Each turret can rotate 360 degrees. Video zoom range is 4000 feet (1220 m; in clear water), with a 10× magnification and each turret can record up to 12 hours of film. The sensor system includes sonar (range 5 miles/8 km) for tracking, targeting, and distancing, as well as heat and radiation detectors, mini-computer, laser distancing system (4000 foot/1220 range), laser targeting, combat computer, HUD, and long-range directional radio (800 miles/1290 km), and homing beacon (12 hour, 400 mile/640 km range).

Torpedo Sled

This is a one-man, underwater, jet propelled sea sled built for maneuverability and silence. Although originally designed for exploration and marine biology (the quietness of the sled doesn't disrupt the environment and frighten sea animals), it has become equally popular as a means of transportation, recreation and scouting. It gets its name from its sleek, torpedo-like shape. It is the most common underwater vehicle at Tritonia (there are at least a half million) and thousands have been sold or traded to other people, including **Nemo-2's New Navy**, various factions in South America, seamen, adventurers, and to innumerable visitors.

The underwater sled has two propeller jets, one on each side of the vehicle, and a pair of large, transparent bubbles that resemble giant



eyes. The bubbles are one-way glass so the pilot can look out but cannot himself be seen. The human pilot slips into the center of the vehicle in a prone position. A harness holds him in place and hand controls are placed in comfortable positions. At slow speeds (under 20 mph) two or three other SCUBA divers can hold onto the vessel and be pulled along.

Model Type: T-06 Sled

Class: All-Purpose Underwater Sled.

Crew: Four, plus can accommodate up to six passengers.

M.D.C. by Location:

Propeller Jets (2; side) — 90 each

Top Fin (1) — 100

* Main Body/Pilot Area — 145

* Depleting the M.D.C. of the main body destroys the sled. Destroying one jet reduces speed by half and makes the sled -2 to dodge. Destroying both jets renders the sled immobile (but can be salvaged and repaired). Destroying the top fin reduces speed by 10%.

The pilot can only be hit from behind and even then the attacker is -4 to strike and must make a *called* shot.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: Not possible. However, the “fin” can skim near the surface, but the main body remains underwater and only a small portion of

the top fin can be seen above water; maximum speed this close to the surface is 40 knots (34 mph/54 km).

Underwater: 43 knots (50 mph/80 km).

Range: Nuclear powered, with a five year life. The length of time it can stay underwater is limited only by the air and nutritional requirements of the pilot; humans typically have five to ten hours, amphibs and cyborgs with gills, indefinitely.

Depth: 4000 feet (1220 m).

Bonuses: +5% to piloting skill: can make quick turns, sharp dives, silent (prowl rolls are only minus 10%) and is +5 to dodge underwater.

Statistical Data:

Height: 5 feet (1.5 m)

Width: 8 feet (2.4 m)

Length: 7 feet (2.1 m)

Weight: 350 lbs (157.5 kg)

Cargo: Can carry or pull an additional 1000 lbs (450 kg).

Power System: Nuclear; average energy life of five years.

Market Cost: One million credits.

Weapon Systems: None

Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, mini-computer, laser distancing system (4000 foot/1220 range), homing beacon (12 hour, 400 mile/640 km range) and medium-range, directional radio (300 miles).

Nemo-2 & The New Navy: Defenders of Humankind

By C.J. Carella & Kevin Siembieda

From the Report of Captain LeFevre, Quebec CS Navy, PA 102:

While on patrol in the North Atlantic, the CSS Redeemer was attacked by an alien monster of enormous size and power. The creature rose from beneath the water and floated over the ship, damaging it and attacking all personnel on deck (see attached casualty report). In less than a minute, both of our rail gun turrets had been destroyed, and the monster was too close for us to use our missile batteries. I believe that the vessel and all hands would have been lost if it hadn't been for what happened next.

A wing of small vessels, each roughly the size of a fighter jet, emerged from the sea and engaged the creature with lasers and mini-missiles. The monster withdrew from ship to attack the fighters. A moment later, a barrage of missiles rocketed from underwater to pound the creature. In my opinion, the missiles in the volley were larger and more powerful than any ordnance currently produced by the CS, suggesting they may be Triax, alien or of pre-Cataclysm design. The creature, which had withstood the combined firepower of our Sea King seemingly unscathed, was torn apart by that single volley. As the bridge crew and I tried to make sense of what had happened, I saw it.

A vessel that dwarfed our cruiser in size rose from beneath the waves like a great whale. The most amazing thing was that the huge submarine was nearly invisible until it came to the surface. Our sonar didn't detect its presence. It had a landing pad, and the fighters that had attacked the creature landed on it in quick succession. I am aware of Triax submersible carriers, but this vessel seems to be a great deal more advanced than any designs I have seen or heard about. A group of humans in uniform stood on deck. I also saw the flag of the ancient American Empire painted on the sides of the ship. The men on deck saluted me. At a loss for words, I saluted back. As soon as the fighters had landed, the ship went underwater once more and disappeared.

I am convinced that the giant vessel is a pre-rifts relic, somehow preserved over the centuries. Crewed by humans, it might one day join the Coalition States to rescue our race from the D-Bee threat.

Note: Captain LeFevre was court-martialed for not attempting to capture or destroy the mysterious ship, but he was acquitted after a military court ruled that such an attempt would only have succeeded in destroying the CSS Redeemer.

This mysterious vessel has been sighted off the shores of Columbia in South America, and on both coasts of North America. It has been known to attack and destroy Splugorth ships, naut'yll raiders, pirates, and monsters menacing human ships. In some places, it has become a legend. The giant, submersible ship is named the **USS Ticonderoga**. Its captain calls himself *Nemo-2*. According to legend, Captain Nemo-2 and the USS Ticonderoga have fought for humankind ever since the Great Cataclysm, three centuries ago. For most of those three centuries, the ship and its associated bases and vessels have been led by the seemingly immortal Captain Nemo-2. According to one legend, in his youth, Nemo-2 was transformed by the energies of an underwater Rift.

Origins

The USS Ticonderoga was built three years before the Great Cataclysm in a secret shipyard of the American Empire. The vessel was to be the flagship of a whole new breed of submersible carriers, and used the most advanced stealth and propulsion systems ever devised on Earth. The Ticonderoga was meant to move underwater silently and nearly invisible, able to approach other vessels or enemy coastlines undetected and to launch massive air and land strikes. Instead of an escorting fleet, the ship had two integral submarines that could attach themselves to the hull to travel as a unit, and uncouple in an instant to fight separately as needed. A total crew of over 11,000 men, made the vessel a "floating Army Corp" (2 divisions), complete with amphibious tanks, fighters, bombers and missile systems.

The super-ship had been built at a time of extreme tension, the "New Cold War" in which half a dozen industrial coalitions (known as "empires" by post Rifts historians) competed for supremacy. The Ticonderoga, being the most powerful seagoing vessel ever built, would become a prime target for destruction in case of war. If the ship could not be found, any facilities where it could be repaired or resupplied would be next on the list. Mindful of this fact, the US Navy built a string of secret bases throughout the Pacific, bases with *automated factories* that could, in an emergency, provide any spare parts and munitions for the USS Ticonderoga and other combat ships. These bases were placed in small uninhabited islands, built deep underground and underwater; all mega-damage structures strong enough to withstand a nuclear attack.

The Great Cataclysm found the Ticonderoga at sea, conducting maneuvers in the Pacific Ocean. For several tense hours, Captain Karl Dobson thought that the unthinkable had happened and total nuclear war had erupted. Waiting for confirmation to launch attacks against the nation's enemies, the ship remained in hiding. Then Rifts started to explode around the ship, and hordes of alien underwater monsters swarmed in and attacked.

The ensuing battle lasted over seventeen hours. The submersible carrier fought off wave after wave of monsters, losing hundreds of soldiers and suffering some severe damage. When it was over, the survivors found themselves alone in a world of chaos and anarchy. Captain Dobson ordered the ship to head to one of the secret bases. The first base had been devastated by the seething Earth and D-Bee monsters; no survivors were found and only a few supplies could be salvaged. The frightened and desperate shipmen were elated to discover that the other two bases, though slightly damaged, had survived relatively unharmed. Captain Dobson, the highest ranking officer present, ordered a general evacuation of personnel from the smaller base to the largest. All the ships and personnel were moved there to make their stand against the forces that devastated civilization. This base would become known as The Refuge.

In the ensuing months, Captain Dobson and his followers came to believe that they were all that remained of the US Navy, and perhaps the sole survivors of the entire country. They were on their own.

It would have been very easy for order and discipline to break down at that point. Many officers and enlisted men and women had families and friends on the outside; many clamored for a chance to go rescue them. Others sunk into a deep depression, and some refused to obey or-

ders, since the US Navy no longer existed. Captain Dobson realized that if his command disintegrated he and his people would be easy prey for the chaotic forces devastating the planet. He moved quickly and gave a talk in front of the assembled ranks. In a moving speech, he described the horrors that were happening on the outside, and told them how the Navy was the only thing holding them together. He too had lost family in the States. "Alone, we are victims," he said. "Together, we can make a stand." Finally, he said those who wanted to leave would be discharged from the Navy, given a sidearm, and sent to the shore of his choice. Of the 18,000 people gathered at the base (including additional survivors gathered from other bases and experimental underwater colonies), only two hundred took this way out. They were given a small supply ship to take them where they pleased and were never heard of again.

For the next two decades, the Ticonderoga stayed near the base, acting as a mobile defense platform and intercepting enemies before they could reach their new home. Rifted monsters, pirates, D-bee raiders and numerous other threats were successfully fought off. Morale ebbed and surged like the ocean tide, but most persevered. During those years, the survivors formed new families and marriages, and tried to carry on the best they could. As the children of those new unions grew up, they were inducted into the Navy and given training. The automated factories were expanded with components and materials stripped from other Navy posts. This enabled them to produce more weapons and equipment, which were then stockpiled for an emergency. Fishing and limited agriculture supplemented the huge food stores left at the bases in case of war. No serious attempt to contact the outside world was made for those years; given the dangers and chaos the base was suffering, it was obvious that the rest of the planet couldn't be doing much better.

On the twenty-third year after the cataclysm (still during the Dark Ages), the son of Karl Dobson, Nemo Dobson, sailed off in the USS Ticonderoga in search of other civilizations. The 20 year old Nemo (named after the fictional submarine captain of pre-Rifts science fiction) was an extraordinary seaman and natural leader who had learned everything his father could teach him. He was given command at that unprecedented age because the conflicts of the past two decades had taken the lives of many of the senior officers. The expedition found a ravaged world without any humanoid cultures worth contacting. The only exceptions were in the oceans, including the drifting city of Tritonia and a few human underwater communities. Nemo made contact with Tritonia and actually helped the artificial island fight off an attack by Naut'Yll raiders. They also discovered the massive, but hostile underwater Kingdom of Lemuria, but quickly learned that these aquatic beings resented surface dwellers and wanted nothing to do with them or any land dwellers (Lemuria will be developed in a future book). Other than those few exceptions, the rest of the world had descended into barbarism. Strange underwater turbulence (ley line storms), earthquakes, time and space anomalies and monsters kept them away from Japan, the Philippines, the China Seas and coasts of China and Russia. As far as the expeditionary force could tell, all of civilization on the surface had collapsed and was presumed destroyed. Contact with satellites was not possible (presumed destroyed) and there was no response to broadcasts of any kind. The handful of brief reconnaissance expeditions on land found only absolute destruction, strange lines of energy and continuing turmoil in the way of disease, storms, anomalies and monsters. It was decided large bodies of land were simply too dangerous to resettle.

Towards the end of the trip, an event that would change Nemo's life occurred during a routine underwater mission. Captain Nemo (who liked to lead on the frontline) and a team of 24 troopers were examining the ruins of a large ship. Without warning, a Rift opened up. Two of the crew members were swallowed by the swirling energies, never to be seen again. The remaining twenty-two men and women were bathed in strange energies radiating from the dimensional portal. They all passed out and were rescued by other crew members after the Rift closed again. Resulting medical tests showed that Captain Nemo and surviving crew members had been completely altered by the transdimensional energies.

Their bodies had undergone a radical transformation, becoming supernaturally strong, resilient, and able to regenerate damage almost as fast as it was dished out. Furthermore, they no longer needed to eat or breathe to survive! Fearing that the changes might have affected his mind, Nemo relinquished command and had himself and the others quarantined for several months, until he and the ship's doctors were convinced that the transformation had been beneficial.

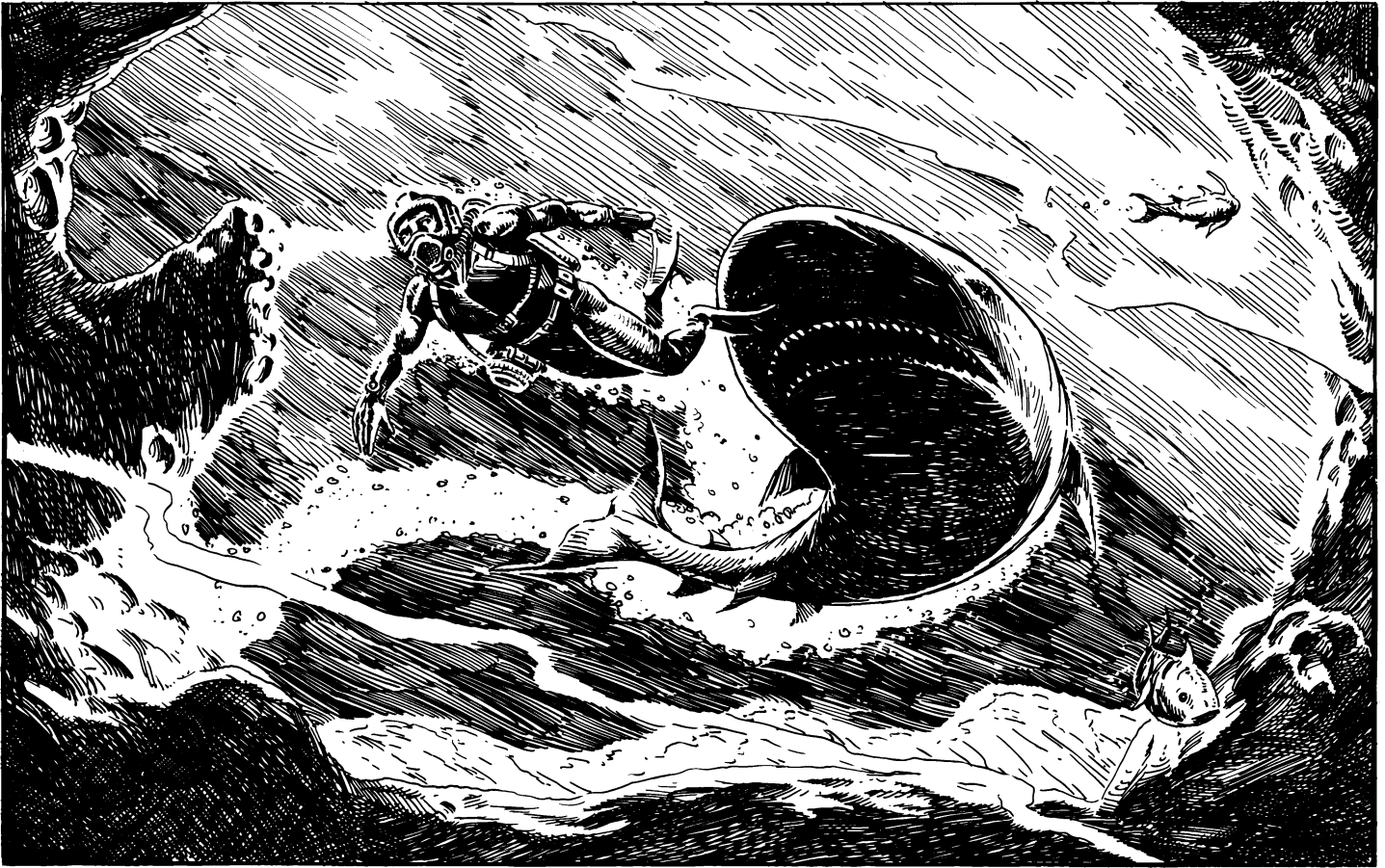
Back in command, Nemo, who started going by the nickname **Nemo-2**, continued exploring. Just before returning home, he visited the first base his father had evacuated. It was largely untouched, and fit to be populated once again. Other than the old base, he returned with the sad news that there was nowhere to go to. North America and the surface world in general was a wasteland. The secret bases and the USS Ticonderoga were their only homes.

After several decades, a portion of the burgeoning population was taken to a second underwater base, resettled, and renamed it **Salvation Base**. A fleet of ships had been built and refitted, giving the two, large and expanding island bases a powerful defense force.

As the years went on, it became apparent that neither Nemo-2 nor the other crew members affected by the Rift radiation showed any signs of aging. In fact, they had become immortal, or so long-lived as to seem immortal. This has caused a great deal of tension among some members of the bases, whose paranoia has convinced them that their leader and the other immortals have become like the very inhuman monsters or mutants that they fight against. However, the majority of people, especially those who have served under him, are in awe of Captain Nemo-2 and glad that he might always be there to provide guidance and leadership. Nearly three hundred years later, Nemo-2 is still doing his duty as captain of the Ticonderoga and leader of the Fleet Command. Nemo and the other immortal crew members have been nicknamed the *Sea Titans*.

The concerns of the USS Ticonderoga and the two bases have become more far-reaching than mere survival. Captain Nemo-2 and his crew are committed to restoring humankind and protecting it from the alien forces that threaten it. The fleet has been renamed, **The New Navy**, and is a powerful independent force that fights to keep the oceans free from monsters, D-bees and tyrants.





Life in the New Navy

Population Breakdown: 800,000 total, (500,000 at The Refuge Base and 300,000 at Salvation Base, respectively).

Humans: 90%

Others: 10% (includes about 2,000 Sea Titans)

The vast majority (65%) of the inhabitants at The Refuge (also known as Base Prime) and Salvation Base are active members of the New Navy. Children are inducted into the *Junior Navy* from age five on, where they are educated in military matters along with regular education. The civilian population (35%) at the bases is employed in such activities as agriculture and trade, most of which is directed to the New Navy. All people on the island bases, military or civilian, are under martial law and criminals are tried and punished by naval courts.

Although this militaristic lifestyle might seem harsh, discipline outside the line of duty has been relaxed and people manage to lead relatively normal lives most of the time. In fact, 80% of the New Navy personnel perform noncombatant functions, from manufacturing, maintenance and repair to communications and even entertainment. While serving aboard a ship, conditions are much more restrictive and regulated. Although the Ticonderoga actually has movie theaters, a ballroom and several entertainment centers to provide relaxation for the 11,000+ crew and troops, the crew is expected to obey strict military law and order.

Life on the Ticonderoga and its attached fleet is a special case. The ship is rarely found at or near the bases. Most of the time, it is traveling the oceans of the planet, performing two and three year missions to find and neutralize threats to humankind. Casualties during those trips are frequently high (one disastrous expedition resulted in the deaths and injuries of almost one-fifth of all the personnel in the fleet!) but there is no lack of Navy volunteers. Even one tour of duty aboard the Ticonderoga is seen as a badge of honor; all sailors, from Captain Nemo-2 to the lowest swabbie, are considered heroes.

In addition to the Ticonderoga, there are hundreds of other ships in the service of the New Navy. These ships are divided into Fleets. The **First Fleet** consists of the Ticonderoga and its two detachable submarines. The **Second Fleet** is a carrier group that operates in the Pacific Ocean to keep the oceans safe from naut'yll raiders. The **Third Fleet** patrols the waters near the two bases and serves as their protector. The **Fourth Fleet** goes on long-term expeditions, usually to distant parts of the world away from the Pacific Oceans.

Over the years, those discharged from service have helped to build two surface cities. One is named Refuge and the other Salvation (named after the bases). These cities have become important production and trading centers, mostly catering to the New Navy, but lately they have started trading with other population centers, including Tritonia, and seafaring adventurers and merchants. However, the inhabitants keep the existence and location of the military bases a carefully guarded secret.

Technology

The New Navy and its civilian counterparts are roughly as advanced as the Coalition States, with some areas of superior knowledge. These areas include education and literacy (100%), advanced pre-Rifts submersibles, underwater travel and combat technology, and automated factories for the repair and building of pre-Rifts submarines, combat ships, amphibious power armor and assorted weapons.

Medical facilities are good (*Tritonia's* and *The NGR/Triax* are superior). Robotics, manufacturing, building, communications, agriculture, and entertainment are roughly equal to the Coalition States. Fishing and undersea farming and mining are fair to good, but *Tritonian*, *Lemurian*, *Naut'yll*, and other aquatic civilizations are vastly superior. They are extremely weak in the areas of magic and cybernetics, while M.O.M. conversion and Juicer technology is completely unknown and alien to them.

The society and culture is based on the Democratic Republic of the old American Empire, so freedom of speech and expression, and civil

liberties are strong elements of their society, especially among the civilian populace, and is evident in their attitudes, communications, entertainment, art and products.

Bionics

Although the New Navy has some pre-Rifts submarines, weapons and technology, they have developed only the most basic understanding and technology for cybernetics. Bionics was simply one area this branch of the old American military was not involved with.

Only the most basic artificial prosthetics and cybernetic systems are available. They are also capable of extremely rudimentary repairs and basic maintenance. Bio-systems, full bionic conversions and elaborate systems (including underwater bionics and artificial skin and transplants of artificial organs) are *not* available at or possible by the New Navy or their civilian counterparts. Likewise, complex repairs are also impossible. Even partial reconstruction with basic cybernetics is an extremely difficult and grueling task for the medical teams of the New Navy; their cyber-docs are -25% on all bionic surgery, implants and repairs! Bionics is just one area these people do not have an interest in developing, and consequently, they have a poor understanding, and capabilities are limited.

Ironically, most underwater bionic systems, like gills and deep sea bionic armor, are *not* possible through the New Navy. However, all this technology *is* available from **Tritonia** and is one of the things the New Navy trades for from them, mainly for medical purposes and the preservation of life, not for military use. **Note:** Tritonia has advanced cybernetic systems equal to anything that Triax has to offer, including underwater systems.

It is interesting to note that to this day, both the New Navy and the civilians at the Refuge and Salvation cities have little interest in bionic or any other forms of artificial augmentation. They don't look down at other people who use bionics or other types of augmentation, it's just not something they want for themselves.

Foreign Relations

The New Navy does not advertise its presence to the outside world. Bad experiences with other nations, many of which tried to steal or swindle the navy's ships, has taught Captain Nemo-2 to keep a low profile. He and his Navy have also earned the enmity of Atlantis, the naut'yll and other inhuman menaces. As a result, most of the nations on Earth are ignorant of the New Navy and the USS Ticonderoga, although myths and stories about the super-submarine are commonplace among sailors and coastal communities.

The Splugorth and Atlantis: During an expedition in the Atlantic Ocean, the USS Ticonderoga engaged and destroyed a Splugorth Slaver Mothership (see **Rifts South America**). They have also fought the Minions of Splugorth to rescue captives from slave ships, as well as having won several skirmishes with expeditionary forces from Atlantis. The Minions of Splugorth are sworn enemies of the New Navy, and both sides will attack and try to destroy any of the others ships on sight. In fact, Captain Nemo-2 anticipates the day when the New Navy will join forces with other humans to force the Splugorth from Atlantis and back to whatever hell-spawn dimension they came from.

The Naut'Yll: These expansionist aliens are in a state of war with the New Navy. Captain Nemo-2 and the New Navy see these beings as dangerous alien invaders. The enmity between these two forces is intense and lethal. The war is fought mostly in skirmishes and raids, although over the centuries, it has flared to full scale war, with fleet level air and sea battles. Over the decades, the New Navy has destroyed thousands of naut'yll vessels and scores of small colonies and outposts. In every major engagement involving the USS Ticonderoga, it has been human firepower that carried the day. Whether this is due to Captain Nemo-2's superior tactics (after all, he's had centuries of experience) or the superiority of the pre-Rifts super-sub is debatable. Of course, the

battles have also claimed thousands of human lives and hundreds of vessels. Captain Nemo-2 will not be satisfied until the alien invaders have abandoned their plans to colonize the oceans of Earth and leave the planet. This sentiment is shared by most of the people of the two cities and the Navy.

The Lord of the Deep: The New Navy has had its share of encounters with this alien intelligence and its servitors. In the year 81 P.A., the USS Ticonderoga actually carried the fight to the monster, reaching the depths of the *Mariana Trench* and volleying specially prepared torpedoes into the Trench. The attack failed, however, because even the Ticonderoga cannot withstand the incredible sea pressure at that depth, and the submarine carrier had to retreat without severely damaging the monster. Captain Nemo-2 is convinced that conventional weapons will not work against the creature, so they have given up the idea of direct assaults. For the time being, his ships are content with locating and destroying any Reachers of the Deep — the monster's gigantic tentacles, and any other minions they can find.

The Coalition States: Nemo-2 and Fleet Command have studied the Coalition States and have considered offering their services to the largest government of what used to be the American Empire. Their intelligence reports show that the CS would be too suspicious and also likely to demand that all the ships and technologies of the New Navy be surrendered to them outright. Wishing to preserve their independence and superior technology, the New Navy has not made *direct* contact with the CS, preferring instead to assist them in secret, by protecting their ships and destroying hostile sea monsters in shipping lanes and along the coast.

The Coalition States is aware that some apparently benevolent force that has assisted CS ships and human occupied vessels exists in the oceans and have heard the legends of Captain Nemo-2, sea titans and a super-submarine, but they have neither the interest or ability to investigate the matter. Unless this "force" should turn on them, the Coalition States keep its focus on other more immediate issues and enemies.

A.R.C.H.I.E. Three: This insane, military computer has some pre-Rifts files on the super-submarine project and will be able to surmise that the USS Ticonderoga *could* have survived and that descendants of the original crew could have built a society someplace out at sea. However, like the Coalition and other land based forces, Archie-3 has little interest in these people or their technology, and turns his attention to his own machinations and schemes.

Triax and the NGR: These two powerhouses have never formally met, although Captain Nemo-2 has made it a point to learn all that he can about this beleaguered nation. He has also quietly observed the NGR's secret field tests of their new ships and submersibles in the Baltic and Norwegian Seas. Only once has Nemo or the New Navy come to the NGR's aid — and that was in the Pacific Ocean against the forces of the Lord of the Deep. The USS Ticonderoga made an appearance, helped the over-powered German reconnaissance force, and disappeared. Nemo-2 was unable to save the two other NGR expeditionary forces that fell to the monsters of the deep.

At some point, the New Navy may form an alliance with the NGR against the Gargoyle Empire and other inhuman fiends who prey upon humankind, but for the moment it simply watches, makes assessments and waits.

Lemuria: The ancient, underwater city of Lemuria has had its encounters with Captain Nemo-2 and the New Navy. On a couple occasions, they have come to the humans' assistance, much like the New Navy has come to the aid of the CS, but as soon as the danger passes, the Lemurians depart. Likewise, Captain Nemo-2 has come to Lemuria's aid in combating naut'yll, other alien invaders, and monsters. There have also been a few friendly meetings and some sporadic and incidental trade among members of both cultures, but nothing "official" between the governing bodies.

Ironically, the Lemurians and the people of the New Navy view each other through similar eyes. Each recognizes the good the other does,

and each strives to protect Earth's oceans from monsters, alien invaders, destructive monsters and villainous polluters/destroyers. Yet each views the other with suspicion and concern. Although they *seem* to champion the same causes and hold similar views, they fear that each is a potential danger and cannot bring themselves to get to know or trust each other enough to strike a meaningful alliance. Thus, each keeps a respectful distance from the other.

In truth, these two powers would make trustworthy and powerful allies who, together, could force the naut'yll and other threats to the oceans back to their alien dimensions and dominate much of the Pacific Ocean! However, if such an alliance will ever become a reality, it is decades away. **Note:** The undersea world of **Rifts** is vast and spectacular. See **Rifts Lemuria** for more details.

Japan: The extremely active ley line energy, dimensional anomalies and monsters in this part of the world have kept the New Navy away. This means they know nothing about the survivors in that region. Furthermore, the isolationist policies of these people have limited their contact with anybody. However, these two forces are beginning to realize that each other exists through stories and random sightings. It is only a matter of time before they meet. Exactly what will unfold from such a meeting is yet to be seen. Some sort of, loosely knit alliance is likely, but the two independent and driven Navies are likely to have strong and conflicting views regarding the war against nonhuman invaders and the preservation of humankind that may keep them from working closely together.

Others: Sailors, fishermen and seafaring adventurers who operate in the Pacific Ocean include humans and D-bees from North and South America, Atlantis, Africa, Asia, China and Australia. Many are beginning to trade with the cities of Refuge and Salvation and most human operated ships have, at one time or another, enjoyed assistance or rescue from the USS Ticonderoga or the New Navy.

Only pirates, naut'yll, Lemurians, and hostile nonhumans are not welcome at these cities. D-bees are generally regarded with great suspicion and encouraged to stay away. In fact, vessels with predominately D-bee crews are turned away by the Third Fleet or city defenders and destroyed if they offer resistance or threaten the Fleet or the cities.

Captain Nemo-2

Captain Nemo Dobson (aka Captain Nemo-2) is a living symbol of the New Navy. He is a ruggedly handsome man who appears to be in his late twenties but is really close to three hundred! His immortality and heroic actions, as commander of the Ticonderoga and his dealings with all sorts of unexpected threats, have made him a legend. Most Navy members regard him with a respect and reverence that borders on worship.

Beneath the honor and glory, however, lies a tragic life. Captain Nemo-2 is a man driven by a sense of duty that has carried him through the centuries. His long-dead father instilled in him a feeling of responsibility for the men and women under his command. A feeling that has grown to encompass all of humankind. The captain hopes to restore Earth to its former glory. Since he seems to be ageless, he is willing to proceed slowly and carefully, concentrating on using the Ticonderoga as a peacekeeping tool and defense mechanism to help the fledgling human civilizations around the world (particularly North America — Nemo and most of his crew considers themselves to be Americans). This is an epic task even for an immortal, and the thought of all the lives that will be destroyed or ruined in the process gnaws at him. As a result, the captain has had no personal life to speak of, dedicating himself entirely to the goals he has set for himself and the leadership of the New Navy.

Nemo is a master tactician and strategist, able to make the most use out of all the technological marvels at his disposal. He is also quick to

recognize talent, and is always on the lookout for competent soldiers and secret agents (the player characters, perhaps?). Years of savage battles against alien enemies has taught him to distrust D-bees and supernatural beings, despite the fact that he himself is no longer human. Although he tries to be fair, he will always be wary around non-humans.

Alignment: Scrupulous

Attributes: I.Q. 17, M.E. 19, M.A. 24, P.S. 32, P.P. 22, P.E. 23, P.B. 17, Spd. 19

M.D.C.: 163; Nemo-2 is a supernatural mega-damage being of human descent.

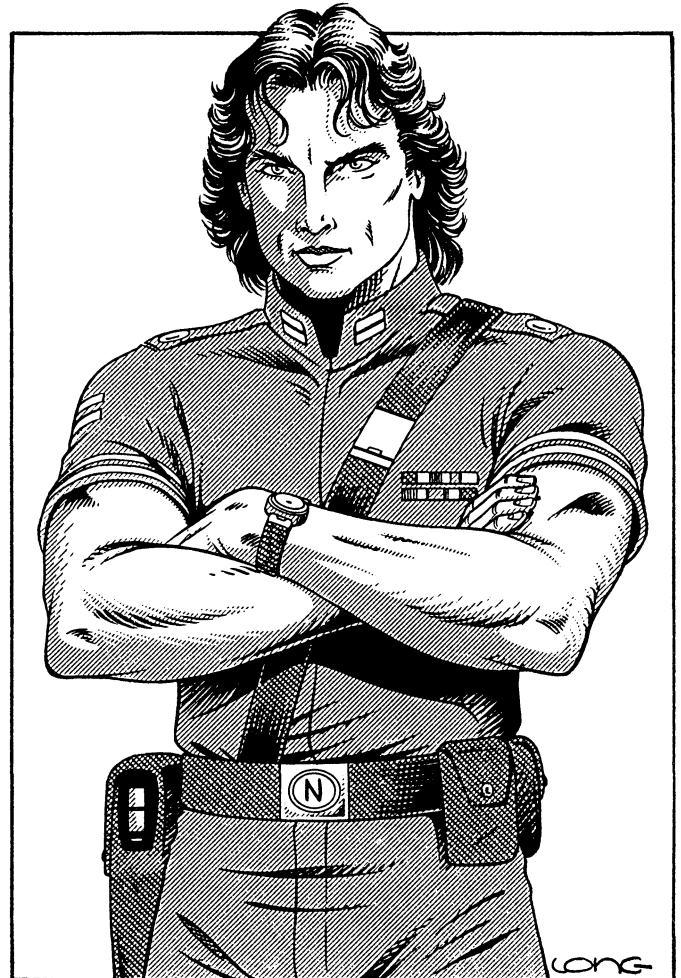
Horror Factor: None to most humans, but 10 to low ranking/inexperienced naut'yll, intelligent sea monsters and aquatic D-bees who know the reputation of the USS Ticonderoga, the immortal Captain Nemo-2, his Sea Titans, and the New Navy.

P.P.E.: 27

Level of Experience: 14th level Sea Titan R.C.C. (see below).

Natural Abilities: Does not need to breathe, drink or eat to survive! He is also immune to all normal (non-magic/supernatural) poisons and toxins, impervious to all known diseases, possesses supernatural strength and endurance, is able to regenerate 1D4×10 M.D.C. per minute (4 melee rounds) and can regrow lost limbs and organs in 2D6 hours.

Disposition: Nemo-2 is a tough, stern commander, but he can demonstrate enormous empathy and sensitivity. His piercing gray eyes always seem to read what people are thinking or feeling. He is not below cracking a joke with his underlings, but during an emergency he fully expects people to obey to him without question — unless the subordinate knows something he doesn't, in which case he expects his officers to show initiative. It is tough to satisfy him, but most people try to do their best in front of him, and often surprise



themselves. Despite his shows of camaraderie, Nemo-2 keeps his distance from the rest of the world. He has relationships of mutual respect with many people, but very few true friendships.

Psionic Powers: None.

Magical Knowledge: Knows several magic countermeasures and the uses of magic in combat, but has no spell casting abilities.

Combat abilities: Hand to Hand: Martial Arts

Attacks per Melee Round: Six

Bonuses: +1 on initiative, +6 to strike, +11 to parry and dodge, +21 to M.D. (supernatural P.S.), supernatural endurance, +4 to roll with impact, +3 to pull punch, +2 to save vs psionic attack, +5 to save vs magic and poison/potions, 80% likelihood of evoking trust or intimidation, 35% to impress/charm, Karate style kick (1D8), jump kick (critical strike), leap attack (critical strike), entangle, Judo style body throw, critical strike or knock-out/stun on an unmodified 18, 19, or 20.

Skills of Note: Radio: basic, radio: scrambler, computer operation, basic and advanced math, detect ambush, demon and monster lore, swimming, SCUBA, pilot motorboats, pilot ships, pilot submersibles, pilot robot: basic, pilot: robots and power armor, robot combat elite: Semper Fi APA-15 amphibious power armor, navigation, read sensory equipment, and weapon systems, all at 98%; plus boxing, astronomy 95%, land navigation 79%, intelligence 75%, basic electronics 80%, magic lore 79%, and the following languages: American 98% (literate too), Chinese 83%, Naut'yll 83%, and Euro 58%.

Weapon Proficiencies: W.P. blunt (12th level), W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle, W.P. heavy (the last 4 W.P.s are all at 14th level proficiency).

Weapons & Armor: Has access to ALL weapons and equipment of the New Navy, including power armor, weapons and vehicles. Commands the USS Ticonderoga.

Note: Nemo and his people consider themselves to be Americans and keep the American flag as their flag and a symbol of unity and strength.

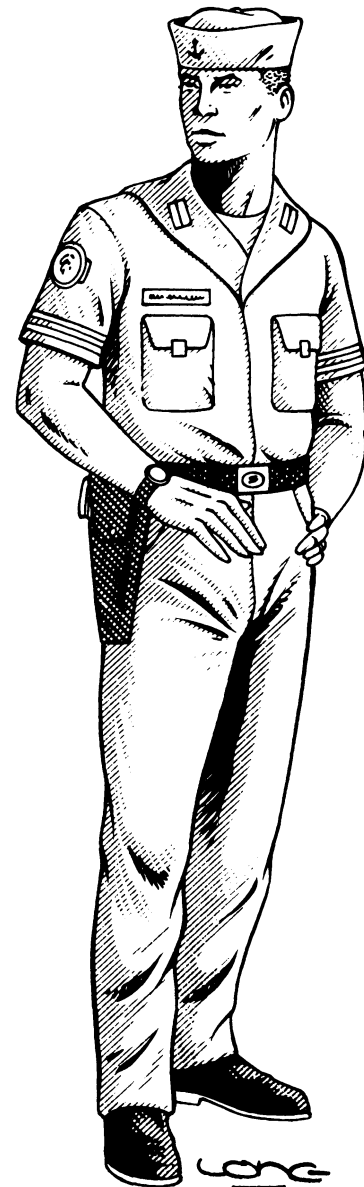
(minor), or any communication or language skills can be selected as minor specialties.

Medical Specialist: Medical Doctor (special) major; includes all required skills, but none of the skills get the specialty bonus because of the expansive and complicated areas of learning, and the character does not get minor skill specialty selections.

Or the character can select paramedic (major), holistic medicine (major), marine biology (major), holistic sea medicine (minor), chemistry (minor), chemistry: analytical (minor), biology (minor) or advanced math (minor).

Military Police: Intelligence (major), computer hacking (major), locksmith (major), surveillance systems (minor), streetwise (minor), pilot motorboat (minor), pilot jet pack (minor), any W.P. (minor).

Navy Pilot Specialist: Pilot: jet fighter (major), pilot: ship (major), pilot submersible (minor), pilot amphibious power armor (minor), pilot any other aquatic or conventional vehicle (minor), navigation (minor), astronomy (minor), and any pilot related skill (minor).



Sensors Specialist: Read sensory equipment (major), surveillance systems (major), TV/video (minor), optic systems (minor), computer programming (minor), or weapon systems (minor).

SEAL Special Forces: Intelligence (major), demolitions and demolitions disposal (combined as one; major), tracking (major), SCUBA (minor), sniper (minor), disguise (minor), forgery (minor), escape artist

Navy Seaman O.C.C.

The crews of the USS Ticonderoga and associated vessels combine the skills of a Navy trooper with other technical or scientific specialties. Thanks to the extensive computerized systems that survived the Great Cataclysm, the crew members of the USS Ticonderoga are among the best educated humans on Rifts Earth, with 100% literacy and a high level of technical skills. Additionally, all Navy members are trained in combat, although most operations are conducted by *Marine units*. The reason for this is that on Rifts Earth, there are no "rear echelons;" monsters can pop into the bridge of a ship just as easily as they can attack troops on the front lines. The expeditions of the USS Ticonderoga and other ships have often had encounters that were settled with hand to hand combat aboard ships!

Areas of Special Navy Training

Most seamen (or women; there is no gender bias in the New Navy) fulfill one or more functions aboard a ship, from communications or maintenance to piloting a carrier-based fighter. These are the "specialty" skills mentioned in the O.C.C. Skill list below. When designing a character, decide his or her area of specialty and assign *one major specialty skill and three minor ones*, with the corresponding bonuses. **Note:** The "major" specialty is +15%, the two minor skills +10%.

Artilleryman Specialist: Mechanical engineering (major), weapons engineer (major), basic electronics (minor), weapon systems (minor), demolitions (minor), demolitions disposal (minor), land navigation (minor).

Communication Specialist: Read sensory equipment (major), cryptography (major), computer repair (minor), and computer programming

(minor), land navigation (minor), and wilderness survival (minor). Plus the character automatically gets hand to hand: martial artist and can select any rogue and wilderness skills (+5%) as part of his "other" skill selections.

SEAL Underwater Specialist: Intelligence (major), demolitions and demolitions disposal (combined as one; major), marine biologist (major; includes all required skills), SCUBA (minor), deep sea diving (minor), track & hunt sea animals (minor), land navigation (minor), and wilderness survival (minor). Plus the character automatically gets hand to hand: expert and can select any rogue and wilderness skills (+5%) as part of his "other" skill selections.

Attribute Requirements: I.Q. and P.E. 9 or higher.

O.C.C. Skills:

Major Skill Specialty (+15%)

Minor Skill Specialty (3; +10%)

Radio: Basic (+10%)

Computer Operation (+10%)

Swimming (+15%)

Navigation (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy

Hand to Hand: Basic

Hand to Hand: Basic can be changed to hand to hand: expert at the cost of one "other" skill, or to martial arts (or assassin if an evil alignment) at the cost of two "other" skills.

O.C.C. Related Skills: Select 10 other skills. Plus select two additional skills at level three, two at level six, one at level nine, one at level twelve and one at level 15. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Any (+5%)

Espionage: None, unless Special Forces (see specialties)

Mechanical: Any (+5%)

Medical: Any for medical officers and specialists (+5%); first aid or paramedic only for the rest.

Military: Any

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: None, unless a SEAL.

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Land navigation and carpentry only, unless a SEAL.

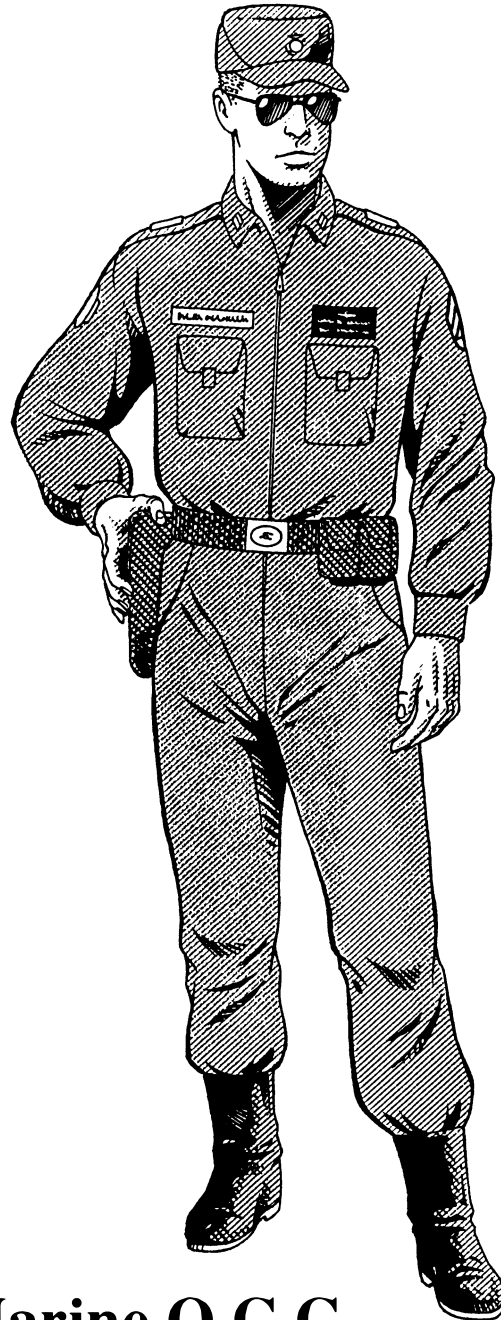
Secondary Skills: Select seven secondary skills from the previous list.

These are additional areas of knowledge that do not get the advantage of the bonuses listed in parentheses. All secondary skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Navy Armor suit, M-2011 pistol, and two pieces of luggage for personal effects. Special forces troops will get the same equipment as the Marine O.C.C. (see below).

Money: 3D6x100 in credit to start and a small monthly salary of 1000 credits a month (SEALs and medical officers get double); remember food, equipment, clothing, room and board is supplied by the Navy.

Cybernetics: None to start. Usually limited to prosthetics after the loss of a limb. Remember, Salvation and Refuge Bases do not have extensive cybernetic facilities. Only basic medical systems.



Marine O.C.C.

These soldiers follow the ancient traditions of the US Marine Corps and bear the insignias and colors of that illustrious branch of service. The Marines were soldiers trained to operate in military operations conducted in the air, sea and land, with a special accent on amphibious combat. The pre-Rifts USS Ticonderoga had an entire division of Marine troops on board, and these soldiers became the core of the New Marine Corps. Marines serve on board of every ship in the New Navy and also provide security for all its land installations, including the Salvation and Refuge Bases and cities.

The current crop of "jarheads," a pre-rifts slang term that exists even in the New Navy, has been bloodied in fights against all manner of enemies, from human outlaws and pirates to transdimensional monsters. Their training includes things that the Marines of the 20th century would have never imagined, such as "monster identification" and "resistance to mind control." Marines are equipped with advanced weapons and armor, manufactured by the automated factories at the Salvation and Refuge Bases. These weapons were cutting-edge before the Rifts, and only the best products of Triax, the Splugorth, and Naruni Enterprises can surpass them.

Alignment Note: Can be any, but tend to be very disciplined; principled, scrupulous or aberrant alignments are most common.

Attribute Requirements: P.S., P.E. and M.E. 10 or higher.

O.C.C. Abilities and Bonuses: +1 on initiative, +1 to roll with impact and +1 to pull a punch.

O.C.C. Skills:

Radio: Basic (+10%)

Computer Operation (+10%)

Detect Ambush (+10%)

Demon and Monster Lore (identification only; +10%)

Swimming (+15%)

Pilot: Robots and Power Armor

Power Armor Combat: Elite (APA-15)

Pilot: Tank or Hovercraft (pick one) (+10%)

Weapon Systems (+15%)

Read Sensory Equipment (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy

Hand to Hand: Expert

Hand to hand: expert can be changed to hand to hand: martial arts (or assassin if an evil alignment) at the cost of one "other" skill.

O.C.C. Related Skills: Select 8 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve.

Communications: Any (+5%)

Domestic: Any

Electrical: Any

Espionage: Any (+5%)

Mechanical: Any

Medical: Paramedic and First Aid only (+5%)

Military: Any (+10%)

Physical: Any (+5% where applicable)

Pilot: Any (+10%)

Pilot Related: Any (+5%)

Rogue: Any

Science: Math and chemistry only (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonuses listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Marine Combat Armor, M-2011 pistol and M-160 rifle, and four grenades. 1 in 10 also have a LAWS-3 rocket launcher. The armor has built-in communication equipment. Additionally, a survival kit with supplies for 7 days in the field is also provided.

Money: 3D6×100 in credits to start and a monthly salary of 1800 credits a month (officers get double); remember food, equipment, clothing, room and board is supplied by the Navy.

Cybernetics: Start with none. Remember, Salvation and Refuge Bases do not have extensive cybernetic facilities. Only basic cybernetic prosthetics and basic items for medical purposes.

Sea Titan R.C.C.

The original Sea Titans were the 22 crew members transformed into mega-damage, superhumans by strange transdimensional energies. The descendants of these sailors have inherited their parents' incredible superhuman powers and apparent immortality (the surviving 22 have not seemed to age in over 250 years). All *Sea Titans* are mega-damage beings who seem to be immortal, possess supernatural strength and endurance, are resistant to poison and disease, inflict mega-damage with their bare hands, and can survive ocean depths of up to 4000 feet (1220 m) down without special armor or equipment! Furthermore, they are able to live without breathing or eating, allowing them to work and fight underwater without difficulty.

Strangest of all, they *always* pass their superhuman abilities and apparent immortality to their offspring, even if one of the parents is an ordinary human. Furthermore, the offspring inherit ALL their parent's abilities, exhibiting an extremely consistent pattern of abilities. This has made them very popular spouses, since their children will ultimately become superhuman and are often considered to be the elite of the New Navy and are highly respected by all (in some cases, feared).

Children born of Sea Titans appear to be completely normal humans, the only differences are they are in perfect health, impervious to disease and most toxins, and possess S.D.C. equal to an athletic adult. They are not mega-damage beings as children and must breathe, eat, learn, play and grow like any other human child. They become mega-damage beings and exhibit superhuman strength and lose the need to breathe and eat toward the end of puberty, usually between the ages of 16 and 18; occasionally as early as 14 or as late as 20. This late "blossoming" into superhumans is important in their development as mature adults who can understand and relate to ordinary humans. If Sea Titans were born superhuman, they might view ordinary humans as inferior or even weak alien beings. As it is, they develop relatively normal relationships (friends, acquaintances, associates, romances, etc.) and kinsmanship with the ordinary human population.

The children of Sea Titans continue to age like a normal human until between the ages of 20 and 26 (20+1D6). Only the original Sea Titans may look older, because they stopped aging after they were exposed to the mysterious magic radiation.

Over the last two hundred years, the Sea Titans' numbers have increased to over 2,000, with perhaps an additional two or three hundred in civilian life around the world.

Although their powers do not manifest themselves until their teen years, the offspring of Sea Titans are singled out for special education and training starting around age four. During their formative years, they are taught that with their power comes a great deal of responsibility, and that they must not abuse those who are "weaker" than themselves. Fortunately, most Sea Titans take their lessons to heart and are upstanding citizens and soldiers. Many will become heroes, high ranking officers, scientists, explorers, philosophers, and leaders. Most people regard them with respect and a good measure of awe. Even the envious are glad that they are on their side. Even so, a number of "normal" humans are resentful towards the "super jarheads," a term used since most (75%) Sea Titans are inducted into the Marines or as SEALs and stay in military service for decades or centuries. **Note:** Less than 12% of the Sea Titans never join the Navy or leave after a few years. Until they distinguish themselves in some way, these characters are usually looked down upon and are often regarded as cowards, sissies, or unreliable and misanthropes.

A small number of Sea Titans (15%) have left the service of the New Navy. Some of them can be found in civilian life at the cities of Salvation and Refuge, while other have scattered to the four corners of the world (and in some cases, beyond, to other dimensions) to search for their destinies elsewhere. These Sea Titans can be found in small bands of two to six members of their kind or among other humans, D-bees, True Atlanteans, and supernatural creatures. Some become adventurers, mercenaries or heroes, others, dedicate themselves to seeing the

wonders of the Megaverse, become students of philosophy, science or magic, or become outlaws, pirates, conquerors, tyrants and godlings. Sea Titans who turn to evil can be counted among the worst scoundrels on Earth.

Sixteen of the original Sea Titans have died in combat or accidents over the centuries. Captain Nemo-2 and three others lead the New Navy. One is currently president of Refuge City and another is a renowned scholar, educator and social leader at the city of Salvation. The last is a philosopher adventurer who has joined a small group of adventurers (among them a True Atlantean and an anti-monster) to explore South and Central America. He vows to return some day, but to an immortal Sea Titan, that could be decades in the future.

Sea Titan R.C.C.

Alignment: Any. Due to the special focus of their education and military orientation, most Sea Titans are principled or scrupulous (60%), with a few selfish alignments (25%) and only a few hundred (15%) evil alignments.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6+12, P.P. 3D6+6, P.E. 4D6+4, P.B. 3D6+1, Spd. 6D6 on land, half that speed swimming underwater. All physical attributes are considered supernatural, but these superhuman attribute bonuses do NOT manifest themselves until the character reaches some point in his or her teens (age 13+1D6).

Size: As a normal human. "Sea Titan" is a name and position in the New Navy given to these superhumans. They have no kinship to the traditional/mythical *giants* known as Titans.

S.D.C.: Sea Titan children have S.D.C. equal to their normal human P.E. +1D4×10, plus any physical skill bonuses for teenagers.

M.D.C.: P.E. plus 2D4×10; add 2D6 M.D.C. per level of experience. Sea Titans become mega-damage creatures at some point in their teens (age 13+1D6). Once an M.D.C. being, hit points and S.D.C. are not applicable.

Horror Factor: 9, but only for people who did not expect these human looking characters to possess supernatural powers.

P.P.E.: 6D6

Average Life Span: Unknown. So far, Sea Titans have not aged noticeably for periods of almost 300 years. **G.M. Note:** Nobody, including the Sea Titans, knows how long they may live. If they are truly immortal they could live without aging for millions of years, however this is not likely. They are more likely to have a life span similar to a godling, with a maximum life of 100,000 years. Of course they can be injured, slain, or driven insane.

Natural Abilities: Do not need to breathe, drink or eat to survive, immune to all normal (non-supernatural) poisons and toxins, supernatural strength and endurance, is able to regenerate 1D4×10 M.D.C. per minute (4 melee rounds) and can regrow lost limbs and organs in 4D6 hours. They can also survive ocean depths of up to 4000 feet (1220 m) below the surface. Remember, these abilities and supernatural physical attributes do not appear until some point in the character's teens (13+1D6).

Average Experience Level: Varies. Sea Titans who are 200 years or older are typically 1D6+7th level, those 50 to 190 years old average 1D6+4 levels. Those under the age of 50 typically range from 1st to 5th level (1D4+1).

Psionic Powers: Twice as likely to have psionic powers! To determine psionics, roll percentile dice:

01-18 The character is a major psionic

19-50 The character is a minor psionic

51-97 No psionic powers

98-00 Master psionic!

Add 1D4×10 to the base I.S.P. if either a minor or major psionic;

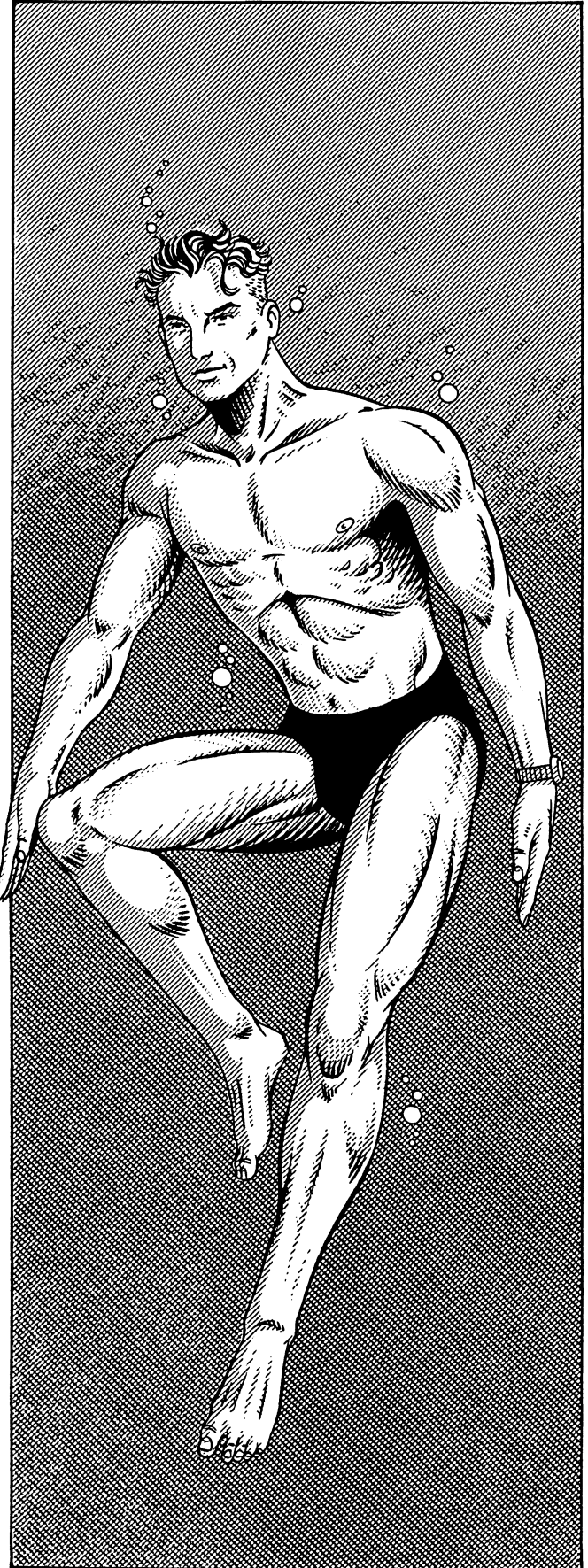
1D4×10+10 if a rare master psionic.

Magic Powers: None; only the occasional, older Sea Titans who have left to explore the world study magic.

Combat: As per skill.

Damage: Supernatural P.S. See *Rifts Conversion Book One*, page 26.

R.C.C. Bonuses: +1 on initiative, +3 save vs magic, in addition to attribute and skill bonuses.



Vulnerabilities/Penalties: Magic and psionics do full damage and some rune weapons (see *Rifts Atlantis*) do double damage. In general, any magic weapon that does double damage to supernatural beings will have the same effect on Sea Titans. Additionally, their presence can be sensed by spells, psionic powers and abilities that detect supernatural beings.

R.C.C. Skills:

- Radio: Basic (+10%)
- Computer Operation (+5%)
- Detect Ambush (+10%)
- Demon and Monster Lore (identification only) (+15%)
- Swimming (+15%)
- Pilot: Robots and Power Armor
- Pilot: Two of choice (+10%)
- Read Sensory Equipment (+10%)
- Language & Literacy: American at 98%
- Language: One of choice (+10%)
- W.P. Energy Pistol
- W.P. Energy Rifle
- W.P. Heavy
- Hand to Hand: Expert
- Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts (or assassin if an evil alignment) at the cost of one “other” skill.

O.C.C. Related Skills: Select 8 other skills. Plus select two additional skills at level three, two at level six, and one at levels nine, 12, 15, 18 and 21.

- Communications: Any (+5%)
- Domestic: Any
- Electrical: Any
- Espionage: Any (+5%)
- Mechanical: Any
- Medical: Paramedic and First Aid only (+5%)
- Military: Any (+10%)
- Physical: Any
- Pilot: Any (+5%)
- Pilot Related: Any (+5%)
- Rogue: Any
- Science: Any
- Technical: Any (+10%)
- W.P.: Any
- Wilderness: Any (+5%)

Secondary Skills: The character also gets to select four secondary skills from the previous list at levels one and four, and two at levels 10, 13, 16, 19, 21, and 24. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Special Skills: A Sea Titan who is over 250 years old can select a second O.C.C., however all previous skills stop advancing with experience, he cannot select secondary skills normally available for that O.C.C., and the advancement of all new O.C.C. and related skills is incredibly slow (requires two times the usual amount of experience — just double the standard numbers to get to the next level of experience). Consequently, this second O.C.C. rarely advances beyond 5th level.

Experience Table: Use the same experience tables as the (young and ancient) dragon.

Standard Equipment: Marine Combat Armor with built-in communication equipment, M-2011 pistol, M-160 rifle and four grenades, and a survival knife. 1 in 10 also have a LAWS-3 rocket launcher. Many officers and experienced Sea Titans will also have one additional weapon of choice, including a magic item.

Additionally, a first-aid kit and additional equipment or squad supplies may be assigned to this character; their supernatural strength makes them the ideal candidates for carrying special equipment, field radios, heavy weapons, and extra ammunition. Equip-

ment will be different for Sea Titans who have left or have never joined the Navy and have gone off adventuring. Game Masters, make the appropriate adjustments.

Money: 4D6×100 in credits to start and a monthly salary of 2000 credits a month (officers get double); remember food, equipment, clothing, and room and board is supplied by the Navy.

Cybernetics: Cannot get any! Their regeneration powers expel all cybernetic or bionic implants in 1D4 minutes.

Note: The strange anomaly that created the Sea Titans was the result of a Lemurian ley line energy experiment that went awry. The experiment obliterated the Lemurian scientists, but as fate would have it, transformed Nemo Dobson and some of his fellow crewmen. The experiment went awry and cannot be recreated by the Lemurians or anybody else.

Weapons & Equipment of the New Navy

The New Navy has access to pre-Rifts technologies that survived in their giant sub and the two secret bases in the Pacific Ocean. This equipment is as sophisticated as anything produced in the NGR — Triax Industries is just beginning to advance beyond pre-Rifts levels in some areas.

The automated mini-factories at the Refuge and Salvation Bases can produce replacements for the great submarine and other Navy vessels originally assigned to operate in that part of the world. However, quantities and the speed of production and repairs are very limited. Still, a small surplus had been stockpiled by the Navy and some items are beginning to be sold or traded to other people, most notably the people of **Tritonia** and trustworthy seafaring merchants and adventurers who visit the two cities. In the future, trade may possibly be expanded to include Lemuria, the Coalition States, the NGR/Triax, and the human force based in and around Japan. Limited trade has allowed the members of the New Navy and the two cities to acquire weapons, equipment and technology from other nations.

Although the New Navy and its civilian counterparts limit trade, making most military weapons, armor and vehicles unavailable, some of this equipment may appear in the hands of mercenaries, adventurers and pirates around the world. In most cases, these items have been stolen, captured, or salvaged. In some cases, these weapons may be “knock-offs” made by other high-tech races like the Naruni or Splurgorth/Kittani, and in a few cases, manufacturers like Wilk’s, Iron Heart Armaments, Northern Gun and others who have rediscovered pre-Rifts technology to produce and market similar weapons in other parts of the world. However, for the most part, the weapons that follow are *exclusive* to the New Navy.

Odds & Ends

In addition to the equipment described in this section, crew members have *limited* access to equipment produced in other parts of the world. The most common items are from North and South America (see the **Rifts RPG**, **Rifts Mercenaries** and **Rifts South America One and Two** for full weapon descriptions) and Tritonia. Less common are items from the NGR/Triax, Atlantis, Lemuria and other parts of the world. Remember, the New Navy tends to be aloof and avoids more than casual contact with other races, cultures and nations.



M-2011 Energy Pistol

The US Marines disdained lasers, but were forced to switch to energy weapons during the decade preceding the Rifts. Their choice was a

series of ion discharging weapons. The M-2011 is a heavy ion blaster with slightly less range than a laser pistol but more stopping power and penetration. This is the standard sidearm of officers, pilots and vehicle crews. In terms of size and weight, it more closely resembles a machine-pistol or small sub-machinegun than a regular pistol.

Weight: 5 lbs (2.25 kg).

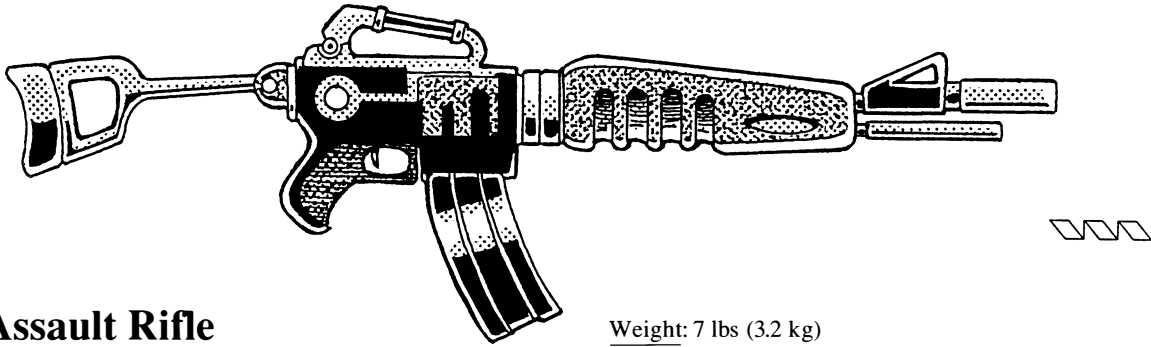
Mega-Damage: Two settings: 1D4×10 S.D.C. and 3D6 M.D. per single shot.

Rate of Fire: Standard

Maximum Effective Range: 800 feet (244 m)

Payload: 20 shots with short E-Clip, 30 shots with long E-Clip

Cost: 19,000 credits.



M-160 Assault Rifle

The M-160 is an ion pulse rifle that was the standard issue of the US Marines prior to the Great Cataclysm. The rifle fires energy “packets” that explode on contact with a solid object. The M-160s can be fired underwater without losing range or performance, and can inflict a great deal of damage with a short burst. Both the standard and long E-clips can be used with this weapon.

Weight: 7 lbs (3.2 kg)

Mega-Damage: 3D6 M.D. per single shot, or 1D6×10 M.D. multiple ion burst (three simultaneous shots).

Rate of Fire: Standard.

Maximum Effective Range: 2000 feet (610 m)

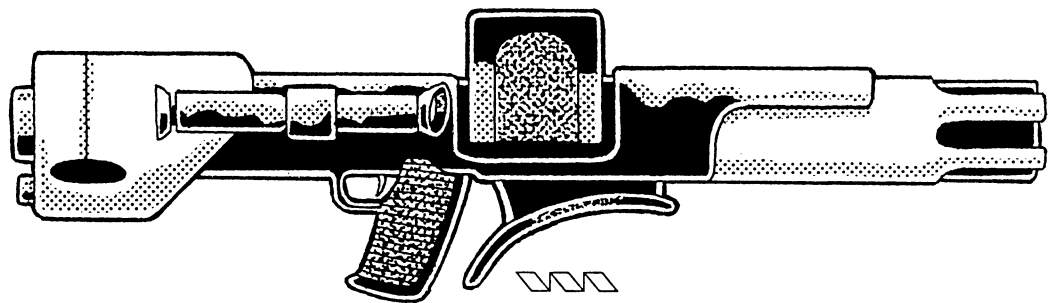
Payload: 30 shots short E-Clip, or 55 shots long E-Clip.

Cost: 38,000 credits

Rapid-Fire LAWS-3 Rocket Launcher

This Light Anti-tank Weapon System (LAWS) fires rocket-propelled grenades from a six round, disposable clip. The LAWS rounds can be laser-guided (it has a laser designator built into the sight system) or fired without guidance/line of sight. The launcher has a rapid fire system that allows for automatic fire, enabling the rocketeer to fire three round bursts. The disposable plastic clip ejects automatically when empty and can be reloaded in under three seconds by trained personnel (approx. six to 10 seconds for the uninitiated). Additional clips are usually carried in a bandoleer slung over the shoulder (a bandoleer holds five clips) in a medium-sized ammo satchel (holds 8 clips) or attached to a belt, slung over the shoulder or hooked to a backpack. Two of these weapons are assigned to each ten man squad. The rockets can be either armor piercing warheads or fragmentation.

Weight: 18 lbs (8.2 kg) fully loaded. Each ammo clip weighs 6 lbs (2.7 kg).



Mega-Damage: 1D4×10 M.D. from armor-piercing (AP), 1D6×10 from high explosive (HE) or 4D6 M.D. to a 20 foot (6 m) blast area for fragmentation. A three round burst does 3D4×10 M.D. for AP rounds, 3D6×10 for HE rounds, and doubles the damage and blast area (40 feet/12 m) for fragmentation.

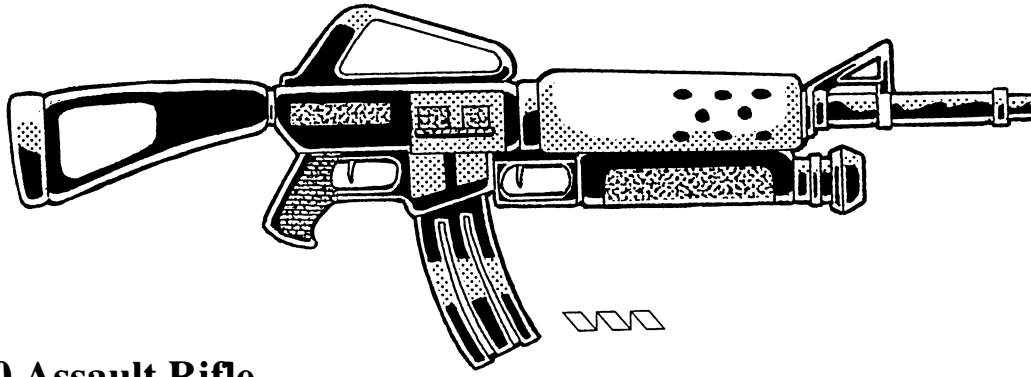
Rate of Fire: One at a time or bursts of three rounds; burst or single shell fire counts as one melee attack.

Laser Targeting Bonus: +2 to strike; no bonus when shooting line of sight without targeting enhancement.

Maximum Effective Range: 2000 feet (610 m) for the laser guidance system. Rockets can be fired “dumb” beyond that to about 4000 feet (1220 m), but any attacks beyond 2000 feet (610 m) are at -2 to strike.

Payload: Six round clip. Replacing a clip counts as one melee attack/action and typically takes about three seconds.

Cost: 45,000 credits for a launcher. Loaded clips cost 3,000 credits for armor-piercing or 2,100 credits for fragmentation.



M-20 Assault Rifle

This pre-Rifts weapon was one of the last, non-energy weapons still in service when the Great Cataclysm struck the Earth. It resembles the M-16A1 with a semi-automatic grenade launcher. It is primarily an S.D.C. weapon although bursts of advanced armor piercing rounds can inflict minor mega-damage and the grenades can inflict mega-damage.

Weight: 10 lbs (5.4 kg) fully loaded. Each ammo clip weighs one lb. (2.7 kg).

Mega-Damage: Single normal round does 4D6 S.D.C., a single armor piercing (AP) round does 1D4×10 S.D.C.; a short burst of 8 normal rounds does one M.D. point of damage; AP rounds do three M.D.

There are three types of grenades, all are smaller and inflict less damage than the LAWS. Fragmentation: 3D4 M.D. to a 10 foot (3 m) blast area, plasma/napalm: 4D6 M.D. to a six foot (1.8 m) blast area and sets flammable material on fire, AP: 3D6 M.D., or smoke (no damage; creates a cloud of smoke that encompasses a 20 ft/6 m radius, last 2D4 minutes).

Rate of Fire: Bullets: one round at a time or short bursts of eight rounds, automatically regulated by the weapon system for controlled bursts. A single shot or a controlled burst counts as one melee attack.

Grenades can only be fired one at a time; each grenade fired counts as one melee attack/action.

Laser Targeting Bonus: +2 to strike at targets within 1200 feet (366 m); no bonus for shooting without targeting enhancement or beyond 1200 feet.

Maximum Effective Range: 2000 feet (610 m) for rifle rounds; 1200 feet (366 m) for the laser guidance system and grenade launcher.

Payload: Four round grenade capacity (loaded by hand, takes about five seconds). 64 round cartridge magazine/clip. Replacing a clip counts as one melee attack/action and typically takes about three seconds.

Cost: 35,000 credits. Bullets cost about 90 credits a clip (64 rounds) for standard cartridges and 150 for armor piercing rounds. Grenades cost 220 credits each for fragmentation or 350 credits each for AP or plasma; 50 for smoke. This is one of the items commonly traded or sold to outsiders.

Deep Sea Depth Charges

Basically a bomb that is dropped into the water, sinks and detonates when it reaches a particular depth or hits an object.

Maximum range/depth: Two miles (3.2 km or 10,560 ft/3218 m) — automatically explodes at two miles (or any depth between 200 and 10,560 feet/61 to 3218 m).

Typical Damage: 2D4×10 M.D. to a 100 foot (30.5 m) radius and 4D6 M.D. to an additional 30 foot (9 m) radius beyond that. High explosive/concussion only; cost: 4500 credits each.

Note: -4 to strike its target (even a stationary target) when launched more than a 3000 feet (914 m) above it.

Typical Torpedoes

High-explosive and plasma torpedoes are the standard fare. A torpedo is fundamentally a missile designed for propulsion through water rather than air. High explosive (HE) torpedoes do more damage underwater because water is a better conductor of concussion waves than air. Torpedoes are slower than missiles (about 300 mph/482 km) and can usually be “seen” with the naked-eye at about 500 feet (153 m) away from its target and detected by sonar miles away. The further away the torpedo is launched, the greater the chances it can be destroyed or evaded before it reaches its intended target.

Torpedo Statistical Data:

Penalties: Torpedoes are -2 to strike at any range longer than one mile (1.6 km). At a distance of 1000 feet (305 m), the torpedo’s tracking system will follow and hit all but the nimblest targets and is +3 to strike. The problem is that at 1000 feet (305 m), the torpedo will be in range of almost every known weapon system, allowing the enemy at least two attempts at blowing it up before it strikes.

Speed: All torpedoes travel at approximately the same speed of 300 mph (482 km).

M.D.C. of Torpedoes: Mini-torpedo: 10 M.D.C., light: 15 M.D.C., medium: 30 M.D.C., heavy; 50 M.D.C., and depth charges have five M.D.C. points.

Depleting the M.D.C. will cause the torpedo to detonate the instant it hits zero points. Thus, they can be prevented from reaching their intended target. As a result, torpedoes are often launched in pairs or volleys. Detonating one has a 33% chance of causing the others to explode as well.

Maximum Depth: Most torpedoes can function at depths of up to 3 miles (4.8 km) — any deeper and they are crushed and sink.

Depth charges can sink about 2 miles (3.2 km) before succumbing to pressure and exploding or failing to explode, (50/50 chance). They are -5 to strike a target (even a stationary one) when launched more than 4000 feet (1220 m) away/above.

Cost & M.D.C. Damage

Inflicted by Torpedoes & Depth Charges:

Mini-torpedo: 1D6×10 M.D. (HE or Plasma). Range: One mile (1.6 km). Cost: 3500 credits each.

Light Torpedo: 2D4×10 M.D. (HE) or 1D6×10 M.D. (Plasma). Range: 5 miles (8 km). Cost: 8000 credits each.

Medium Torpedo: 3D4×10 M.D. (HE) or 2D6×10 M.D. (Plasma). Range: 10 miles (16 km). Cost: 10,000 credits each.

Heavy Torpedo: 4D6×10 M.D. (HE or Plasma). Range: 20 miles (32 km). Cost: 20,000 credits each.

US Marine Combat Armor

This heavy body armor has some superficial similarities to 20th Century helmets and flack jackets, but it has the addition of a face plate/mask, can be made airtight in an instant and has limited life support, as well as a built-in radio, insulation and all features common to environmental body armor (as listed in *Rifts Ultimate Ed.*, p. 267). Comes in olive green, forest-jungle camouflage pattern, and beige-brown desert camouflage pattern. Marine Combat armor is manufactured at both bases (as are all energy weapons).

- M.D.C.: 85
- Weight: 21 lbs (9.5 kg)
- Good Mobility: -10% on the performance of prowl and other physical skills such as gymnastics.
- Maximum Depth: 2000 feet (610 m)
- Market Cost: 50,000 credits outside Refuge and Salvation Bases.

Until the last year or so, trade and sale to outsiders had been infrequent, but the combat armor is becoming a major trade item, especially among non-allied sailors and more primitive nations/kingdoms. A fair number of these suits have reached the North American Black Market and *Iron Heart Armaments, Inc.* is looking into producing knock-offs (see *Rifts Mercenaries* for details about Iron Heart).

“Semper Fi”

APA-15 Amphibious Assault Power Armor

The Semper Fi APA-15 is a suit of power armor typically assigned to Marine assault units, and to “special” operatives such as SEAL and reconnaissance teams. It can swim and function underwater with the same ease that it can run and function on land. The Semper Fi is used to spearhead infantry assaults underwater or land assaults from the sea, seek and destroy, short-range reconnaissance, insertion and retrieval, rescue, and small-scale artillery and armor support missions when heavier support is not available.

The armor has several built-in weapon systems, from an ion-pulse gun to mini-missiles. Additionally, the Semper Fi carries a heavy ion rifle with a LAWS-3 mounted underneath, and an intimidating vibroblade bayonet protruding below both barrels. Its appearance is similar to normal Marine Combat Armor, only larger and bulkier to accommodate the exoskeleton, additional armor and weapon systems.

A few hundred of these suits have been traded to Tritonia, where they are used by the Sea Wolf troopers. A few have been captured, stolen or salvaged and have made it to the west coasts of South and North America.

Model Type: APA-15

Class: Sea-Air-Land Tactical Assault Exoskeleton

Crew: One

M.D.C. by Location:

* Head — 90

Arms (2) — 100

Legs (2) — 120

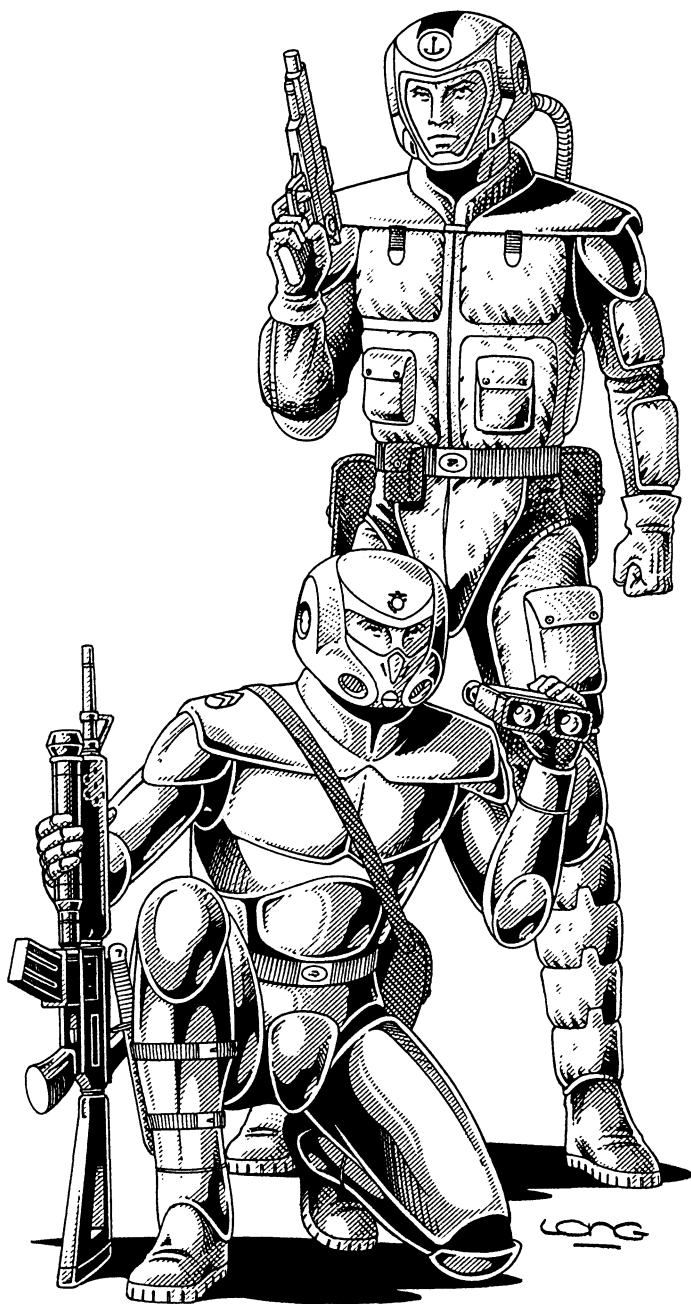
MWAS “Rifle” — 80

Thruster System (on back) — 80

** Main Body — 300

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses. Any power armor combat bonuses to strike, parry and dodge are lost. The head is a small and difficult target to hit; requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless.

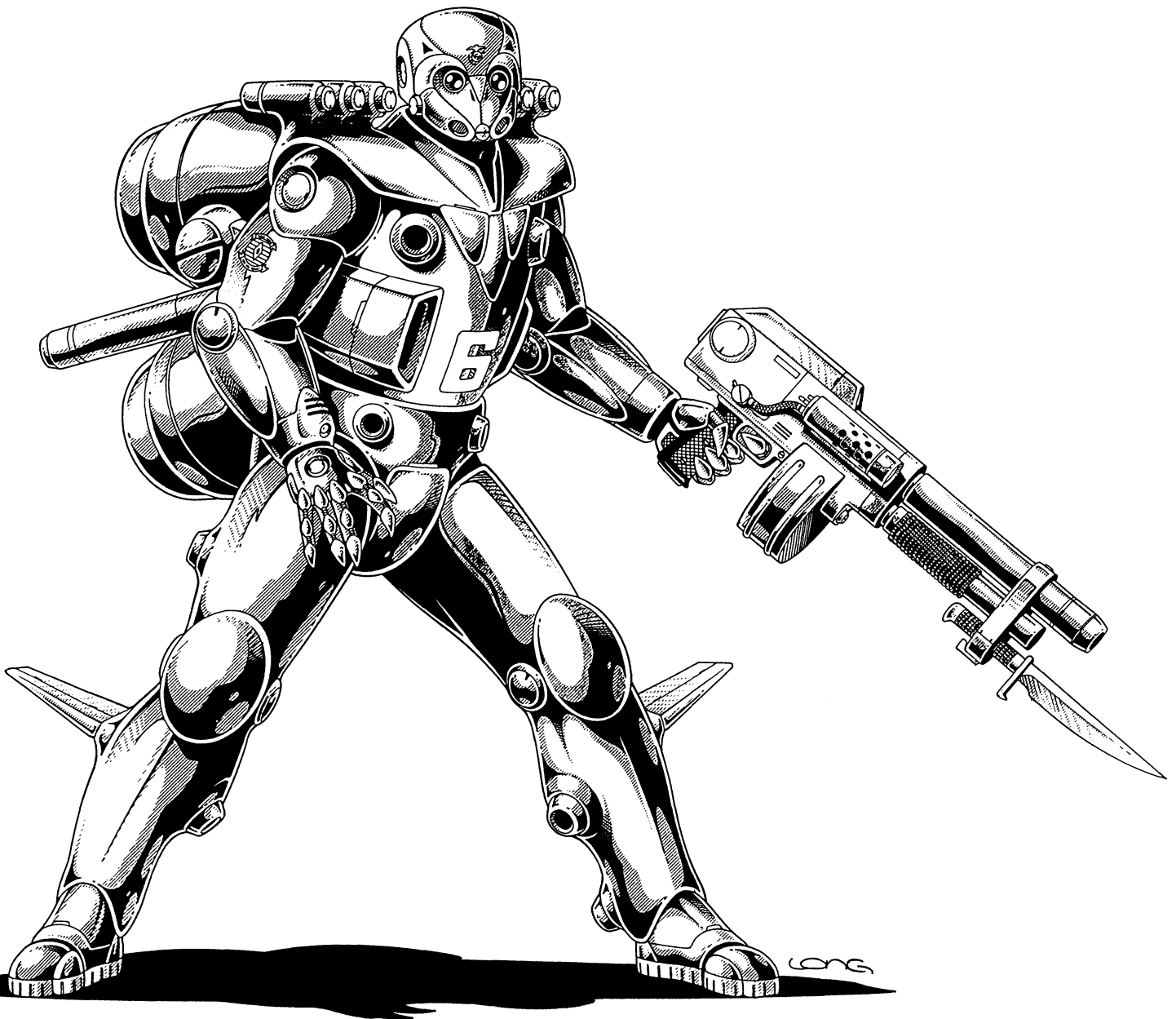


Navy Body Armor

The constant dangers of Rifts Earth are such that Navy personnel are not safe even inside an armored juggernaut. To protect its people, the New Navy has issued a version of the combat armor commonly used in pre-Rifts days. This body armor is lighter and more comfortable than the Marine’s combat armor which is issued to all combat personnel, but it can mean the difference between life and death for a Navy sailor.

The armor consists of a fully padded body suit with a helmet; not required on duty except while under threat of attack. The armor has special flotation devices that add +5% to swimming rolls and serves as a life jacket. It has all the features common to modern body armor (see *Rifts RPG*, page 209).

- M.D.C.: 45
- Weight: 11 lbs (5 kg)
- Excellent Mobility; -5% on the performance of prowl and other physical skills such as gymnastics.
- Maximum Depth: 1000 feet (305 m); ruptures at greater depths.
- Market Cost: 40,000 credits outside Salvation and Refuge Bases. This is one of the items commonly traded or sold outside the New Navy.



Speed:

Running: 60 mph (96 km) maximum. Note that the act of running does tire out its operator, but at 10% of the normal fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 12 feet (3.65 m) high or lengthwise.

Flying: Not possible.

Swimming: The thruster system uses a turbine to propel the power armor at good speeds underwater. Maximum underwater or surface (semi-submerged) speed is 40 mph (64 km/34 knots)

Range: Restricted by the needs of the pilot. Typically the pilot can operate the armor for 12 hours at maximum efficiency, for up to three to six days without food (has a six day drinkable water supply). Air is purged and recycled automatically and will last six days before becoming too stale to breathe.

Maximum Depth: One mile (1.6 km).

Statistical Data:

Height: 8 feet (2.4 m)

Width: 4 feet (1.2 m)

Length: 3 feet (0.9 m)

Weight: 450 lbs (202.5 kg)

Physical Strength: Equal to a P.S. 30

Cargo: None.

Power System: Nuclear, with an average energy life of 15 years.

Market Cost: 2.5 million credits for a new, undamaged suit of power armor. Never traded or sold to outsiders (Tritonia is not considered an outsider).

Weapon Systems

1. Wrist Ion-Gun: This is a back-up weapon that fires high intensity bursts of ion energy.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: 4D6 M.D. per burst.

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: 2000 feet (610 m) underwater or on land.

Payload: Effectively unlimited.

2. Mini-Missile Launchers (2): One launcher is mounted on each shoulder. Used mostly against low-flying aircraft/flying monsters, submersibles, boats and other enemy vehicles.

Primary Purpose: Anti-vehicle and anti-monster.

Secondary Purpose: Defense

Mega-Damage: Typically uses plasma/heat missiles (1D6x10 M.D.)

Rate of Fire: One at a time, or in volleys of two, four or six.

Maximum Effective Range: About one mile (1.6 km).

Payload: Six total; three per launcher.

3. M-90 Multi-Weapon Assault System (MWAS): This weapon consists of a heavy ion-pulse rifle over a LAWS rocket launcher, tipped by a long vibro-bayonet. The “beach stormer” allows the Marine to engage any enemy, from tanks to infantrymen, at any range, including close combat. Underwater, the LAWS rockets are replaced by rocket-propelled Mini-Harpoon missiles (same stats, but have half range and only work underwater).

Primary Purpose: Multi-purpose assault weapon.

Secondary Purpose: Defense

Mega-Damage: Ion-Pulse Gun: Each multiple energy burst inflicts 1D6×10 +10 M.D.

The LAWS launcher varies with grenade/torpedo type (see LAWS-3).

The vibro-bayonet inflicts 4D6 M.D. in hand to hand combat.

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

Effective Range: Pulse Gun and LAWS: 4000 feet (1220 m). Bayonet: close combat only.

Payload: Pulse Gun: Unlimited (connected by cable to armor’s power supply). The LAWS uses a drum magazine with 12 rounds.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of the

Rifts Ult. Ed., p. 351-352. All abilities are the same except as follows:

Normal Punch or Kick — 1D6 M.D.

Power Punch — 2D6 M.D., but counts as two melee attacks.

Merovingian Amphibious Tank

A French design adopted by the US Navy shortly before the Great Cataclysm, the Merovingian is a 100% amphibious vehicle, able to act like a light attack boat as well as a main battle tank. The US Marines found it an ideal vehicle for sea-to-land operations, and it was issued to all Marine armored units.

The Merovingian uses two propulsion systems; a wheeled system (six balloon tires that can handle rough terrain equal to any tank) and a water turbine system. The vehicle is completely air and watertight. The use of light M.D.C. alloys, coupled with the balloon tires, give it just enough buoyancy to stay afloat. Its main turret has an over-and-under laser cannon, giving gunners a number of options for both anti-vehicle and anti-personnel missions. Two light laser systems are used instead of machineguns, and the tank also has a long-range missile launcher and a mini-missile launcher, giving it the firepower of a 20th Century tank platoon. In terms of armor and mobility, the Merovingian was the match of any 21st Century tank, and is as good as anything produced on Rifts Earth.

The USS Ticonderoga had an armored company of 72 tanks assigned to it. The ship’s secret supply bases have the capability to repair damaged tanks and build new ones. This was originally a painfully slow process, but Salvation Base has expanded those facilities and can produce a dozen tanks a month. About a hundred of these tanks have been sold to humans in North America, where they are used by mercenaries or the armed forces of small human kingdoms on the West Coast. A few hundred more are used by human kingdoms in the Pacific islands, South America and Asia. The cities of Refuge and Salvation both have a full company of 160 tanks as part of their defense force and the USS Ticonderoga has its standard complement of 72.

Model Type: AMBT-12×

Class: Amphibious Main Battle Tank

Crew: Three; a commander/main gunner, a secondary gunner/loader, and a pilot. One or two more people could be squeezed in, but very uncomfortably and in danger of getting banged up (no seats or safety harnesses).

M.D.C. by Location:

Turret — 250

Over-and-Under Cannon — 200 combined

Heavy Missile Launcher (on turret, left side) — 100

Mini-Missile Launchers (2, on each side of main body) — 40 each

Laser Machinegun (on cupola over main turret) — 75

Laser Gun (main body) — 60

** Main Body — 550

*** Balloon Tires (6) — 75 each

** Depleting the M.D.C. of the main body will shut the tank down completely, making it useless.

*** Destroying one or two tires will slow the tank down by 30%, and all maneuvers will be at -30%. Destroying three or more tires will immobilize the tank (or sink it if it is floating on a body of water). Field repairs (taking 1D4 minutes) will restore 6D6 M.D.C. to a damaged tire once; damaging it again will require a full replacement.

Speed:

Driving on the ground: 70 mph (112 km).

Over Water: Floating and using the turbine system, it can navigate at 50 mph (80 km)

Range: Effectively unlimited (nuclear power system). Limited only by the needs of the crew, although there is typically enough water and food rations to last a crew of three for two weeks without additional supplements.

Maximum Depth: The AMBT-12× is NOT a submersible! It is designed to ride on the surface of the water, not below it. If sunk, an undamaged tank can be sealed airtight and will endure water pressure to a depth of up to 600 feet (183 m). However, the recycled air supply will become too stale to breathe within 72 hours (sooner if the tank is seriously damaged or the air supply compromised).

Statistical Data:

Height: 20 feet (6.1 m)

Width: 14 feet (4.3 m)

Length: 32 feet (9.7 m)

Weight: 25 tons fully loaded

Cargo: Minimal storage space; about four feet (1.2 m) for extra clothing, weapons, and personal items. Three M-160 ion burst rifles and two LAWS-3 rocket launchers with four loads are stored in a weapons locker behind the gunner’s seat. There is also a two week supply of dehydrated food rations and water.

Power System: Nuclear; average energy life of 15 years.

Market Cost: A new, undamaged Merovingian tank will go for 40 million credits. Sold sparingly to distant forces with no significant Navy (don’t represent a threat to the New Navy).

Weapon Systems

1. Over-And-Under Laser & Cannon: This two-barreled weapon combines a heavy laser (top barrel) with a 200mm hyper-velocity gun (underneath) firing several types of shells. The pilot can only activate one of these guns at a time. Usually, the conventional cannon fires high-explosive shells to scatter infantry, while the laser is saved for attacks against tanks, robots and other large targets.

Primary Purpose: Anti-Armor and Anti-Personnel.

Secondary Purpose: Artillery support.

Mega-Damage: Laser Cannon: 2D6×10+10 M.D. per high-intensity blast. 200mm Auto-cannon (varies with load):

High-explosive: 2D6×10 M.D. with a blast radius of 50 ft (15.2 m).

Anti-tank/HEAT: 3D6×10 M.D. with a blast radius of 12 feet (3.65 m).

Armor-piercing, sabot-discarding, solid shot: 2D6×10 M.D., no blast radius.

Rate of Fire: Each cannon can be fired twice per melee round, for a total of four attacks (cannot exceed gunner’s combined hand to hand attacks per melee).

Maximum Effective Range: 6000 feet (1830 m) for direct fire; high explosive rounds can be fired indirectly up to five miles (8 km) away, but requires a forward observer to direct the attack are is -4 to strike targets beyond 6000 feet (1830 m).

Payload: Unlimited for the laser; 60 rounds (any combination) for the cannon.

2. Heavy Missile Launcher (1): A box-shaped launcher is mounted on the turret's left side (reminiscent of the 20th Century Bradley IFV).

Primary Purpose: Anti-Aircraft or anti-armor.

Secondary Purpose: Defense.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of one, two or four missiles.

Maximum Effective Range: Varies with missile type.

Payload: Four long-range missiles.

3. Mini-Missile Launchers (2): These side-mounted launchers are used for close range barrages or to intercept enemy missiles.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense.

Mega-Damage: Varies with missile type. Usually fragmentation (5D6 M.D.) or plasma (1D6×10 M.D.) are used.

Rate of Fire: One at a time, or in volleys of 2, 4 or 8.

Maximum Effective Range: About one mile (1.6 km)

Payload: 32 total; 16 per launcher.

4. Laser Machinegun (1): A light laser is mounted on top of the turret, for use by the gunner or the commander against infantry.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense.

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Equal to the combined number of hand to hand attacks per melee of the gunner.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

5. Bow-Mounted Laser Gun (1): A heavier laser on a rotating mount that can be used by the driver or secondary gunner. It is also a back-up gun should the main gun be disabled or destroyed.

Primary Purpose: Anti-Armor

Secondary Purpose: Defense

Mega-Damage: 1D4×10 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks of the pilot or gunner.

Maximum Effective Range: 4000 feet (1220 m).

Payload: Effectively unlimited.

Iwo-Jima Class MIFV

Combat Troop Transport

The Iwo-Jima is a troop transport and fighting vessel, designed to transport a ten-man squad from a ship to a land target, and to continue offering transport and support in any terrain. This Marine Infantry Fighting Vehicle (MIFV) uses an air cushion, hovercraft system to float above water or on land. Although less well-armored than a tank, the Iwo-Jima has enough armor and weapons to inflict a lot of damage on its own, without counting the 10-man squad of marines in Combat armor, or a six-man squad in Semper Fi power armor.

This vehicle is equipped with an ion pulse cannon and two heavy missile launchers on its turret. A secondary, short-range launcher and ion pulse gun on the main body add to the firepower of the vehicle. In addition to its guns, the MIFV has six firing ports that allows the infantrymen inside to fire their weapons while under cover. The limited visibility of these firing ports makes shooting difficult, however, so all shots have a -2 penalty. The *Ticonderoga Battle Group* carries six squads of Iwo-Jimas (60). Over 300 additional IFVs are used by other

ships or at the Salvation and Refuge Bases. 250 more vehicles have been sold over the past ten years to diverse groups and mercenary organizations throughout Rifts Earth, usually away from the Pacific Ocean.

Model Type: MIFV-99

Class: Marine Infantry Fighting Vehicle (MIFV)/Troop Carrier

Crew: Three: Pilot, gunner and commander/gunner.

Troop Capacity: 10 soldiers or 6 in power armor.

M.D.C. by Location:

Weapon Turret — 180

Ion Pulse Cannon in Turret — 100

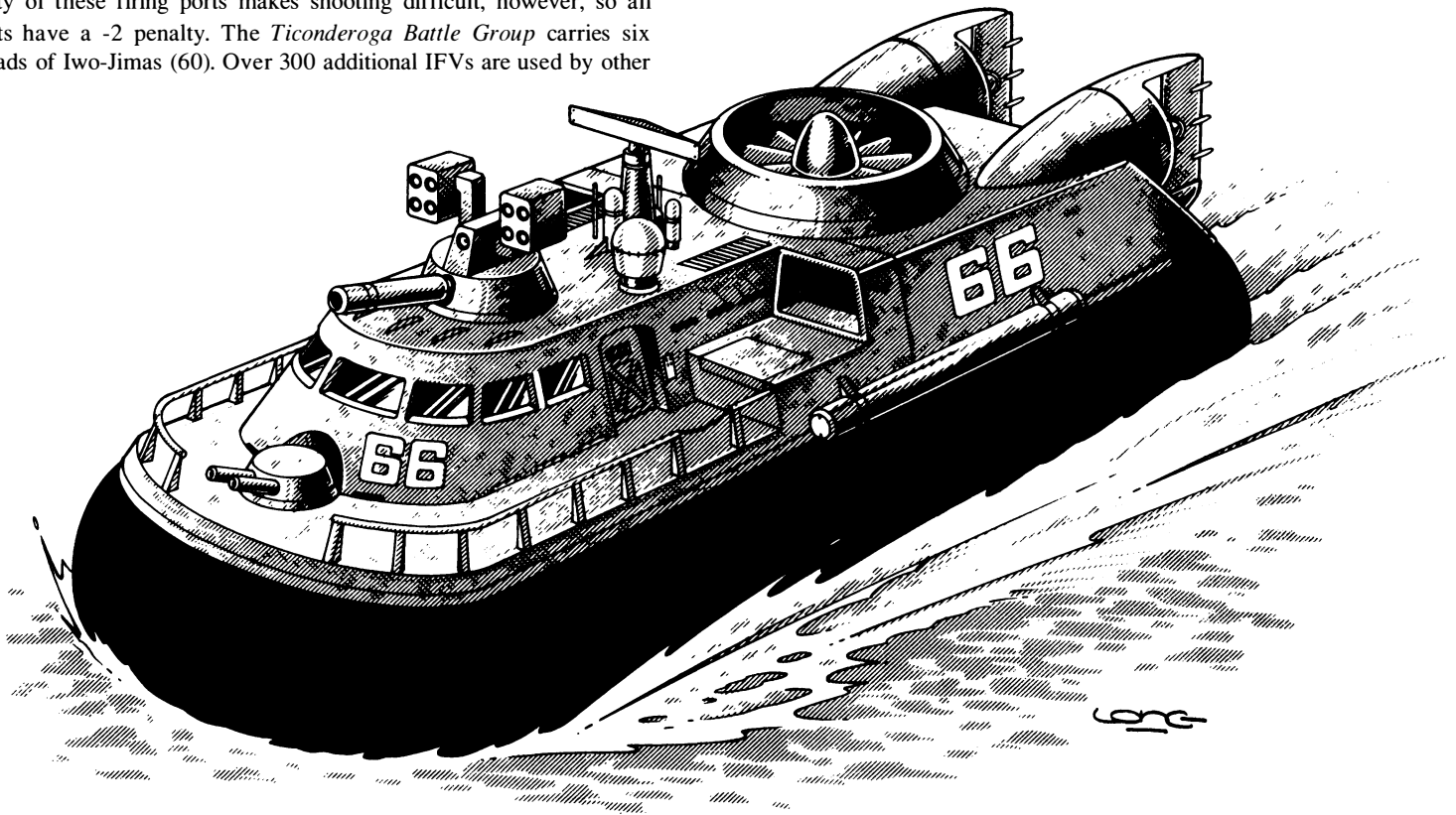
Heavy Missile Launchers (2, in turret) — 100

Light Missile Launcher (1) — 70

Light Ion Gun (1) — 45

* Main Body — 225

* Depleting the M.D.C. of the main body will shut the tank down completely, making it useless.



Speed:

Hovering on the ground: 100 mph (160 km) maximum speed.

Flying: Not possible. Maximum height is 20 feet (6.1 m) above a surface.

Water: Can hover above water, but cannot be launched underwater.

Maximum Depth: The MIFV-99 is NOT a submersible! It is designed to ride on the surface of the water, not below it. If sunk, an undamaged vehicle can be sealed airtight and will endure water pressure up to a depth of 500 feet (15 m). However, the recycled air supply will become too stale to breathe within 72 hours (sooner if it is seriously damaged or if the air supply is compromised).

Statistical Data:

Height: 12 feet (3.65 m)

Width: 10 feet (3.0 m)

Length: 25 feet (7.6 m)

Weight: 20 tons fully loaded.

Cargo: Instead of troops, the MIFV can carry up to 5 tons of cargo.

Power System: Nuclear, with an average energy life of 15 years.

Market Cost: 40 million credits for a new, undamaged Iwo-Jima.

Weapon Systems

1. Ion Pulse Cannon: A heavier weapon designed to melt through armor. Used mostly against “hard” targets like tanks, robots and power armor.

Primary Purpose: Anti-armor

Secondary Purpose: Defense.

Mega-Damage: 3D4×10 M.D. per blast.

Rate of Fire: Four times per melee round.

Maximum Effective Range: 6000 feet (1830 m)

Payload: Effectively unlimited.

2. Heavy Missile Launchers (2): These turret-mounted launchers are identical to the one used in the Merovingian tank, except the MIFV carries two of them for double the capacity.

Primary Purpose: Anti-armor and anti-aircraft.

Secondary Purpose: Defense

Mega-Damage: Varies with missile type (long or medium-range missiles).

Rate of Fire: One at a time or volleys of one, two, four or eight.

Maximum Effective Range: Varies with missile type.

Payload: 8 total; four per launcher.

3. Light Missile Launcher (1): This forward facing launcher is built into the front of the main body of the vehicle.

Primary Purpose: Anti-armor and anti-aircraft.

Secondary Purpose: Defense.

Mega-Damage: Varies with missile type (short-range).

Rate of Fire: One at a time or volleys of one, two or four.

Maximum Effective Range: Varies with missile type.

Payload: Four total.

4. Light Pulse Gun: This bow-mounted gun can be operated by the driver or gunner. It is used mostly against “soft” targets, such as infantry troops or lightly armored vehicles.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense.

Mega-Damage: 1D6×10M.D. per multiple ion burst (only fires bursts).

Rate of Fire: Equal to the combined number of hand to hand attacks of the pilot or gunner.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

S-14 Sea Hawk VTOL Jet Fighter

The Sea Hawk is a pre-Rifts supersonic jet fighter currently available only to the New Navy (it is not sold to others for any price, and none have ever fallen into the hands of outsiders). The aircraft’s Vertical Take-Off and Landing (VTOL) capabilities makes it ideal for vertical launching from the deck of the USS Ticonderoga, carrier ships, and small spaces unsuitable for conventional aircraft. Since it doesn’t need an airstrip to land and take-off, the Sea Hawk can land in small clearings, aboard the deck of suitable ships, floating structures, and islands, or even on the flat rooftops of sturdy buildings. **Note:** There may be a risk of the roof caving in (1-61% chance) unless the building is large, built to accommodate helicopters, or a mega-damage structure. The aircraft can take-off and land on any flat surface more than 40 feet (12.2 m) in diameter, but cannot hover and fly at low speeds; it is a jet. Thus, it can only hover when the VTOL system has been engaged, and then only for the purpose of landing or taking off.

The Sea Hawk is equally versatile in combat, with a variety of deadly weapons, capable of amazing bursts of speed and excellent mobility. It can engage in dogfights, bombing runs, strafe ground troops, and aerial acrobatics. The Sea Hawk is equipped with energy weapons, mini-missiles and smart bombs. This fighter is similar to the pre-Rifts jet manufactured by **Iron Heart Armaments** in North America (see **Rifts Mercenaries** for more details). The *Grey Falcon* is an earlier and variant design of an American VTOL jet fighter with a unique modular construction that allows crew members to disassemble the jet in a matter of minutes for easy storage and transport; this is not a capability of the larger and faster Sea Hawk.

The Sea Hawk has a reinforced pilot’s compartment and ejection system to protect the pilot and crew, or passengers (maximum two human-sized people). The entire compartment can be jettisoned and safely parachute to the ground or water below. If there is only a pilot, he can

opt to jettison himself, seat and all. This makes him a smaller target for enemies to locate, but also for rescue teams to locate. Furthermore, ejecting only the seat discards the mega-damage protection of the larger compartment. However, both the compartment and pilot seat are flotation devices, to keep the character(s), especially if wounded or unconscious, safely floating on the surface of the water until help arrives. A distress signal automatically activates four minutes after the pilot has been ejected. The signal device from the seat transmits for 36 hours, while the one in the pilot’s compartment can transmit nonstop for one week — longer if shut off and on at intervals rather than constant transmission. The radio is also likely to remain intact (1-79% chance) and can also transmit for about a week before the battery goes dead (50 mile/80 km range; directional transmitter and receiver). A small first-aid kit, canteen with fresh water, survival knife, and a signal flare gun with three flares is stowed under the pilot’s seat.

Model Type: S-14 Combat Aircraft or S-16S Stealth Combat Aircraft

Class: Fighter Jet

Crew: One, with seats for two additional crew members; typically a bombardier and communications engineer, or passengers.

M.D.C. by Location:

Forward Mounted Laser Guns (2; nose) — 40 each

Retractable Belly Gun (1; lower nose section) — 60

Wing Mounted Long-Range Missiles (4) — 50 each

Wing Mounted Mini-Missile Launchers (2) — 60 each

*** Bomb Bay (1; hatch) — 60

** Large Wings (2) — 125 each

** Small Forward Wings (2) — 90 each

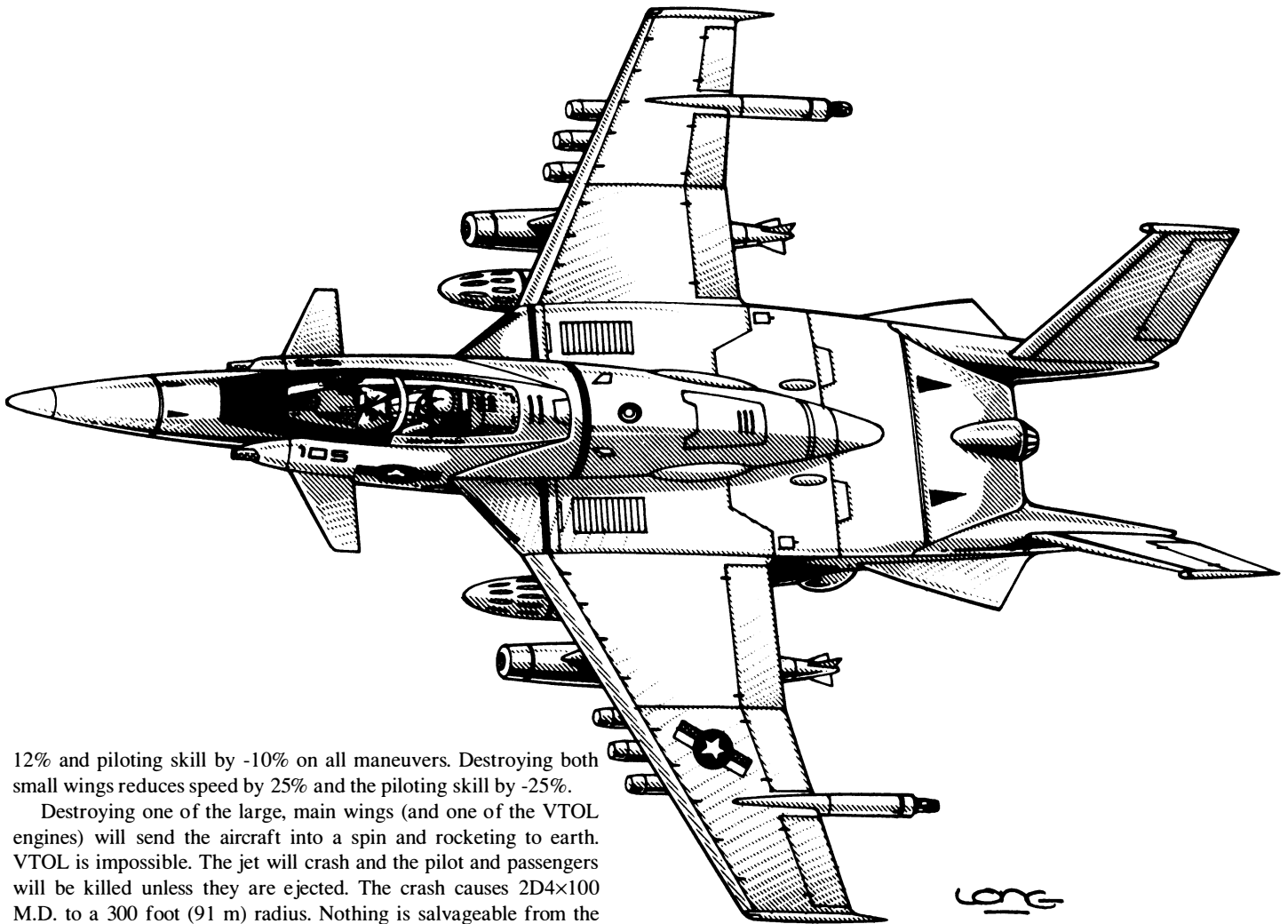
* Main Body — 210

Reinforced Pilot’s Compartment — 90

Pilot’s seat (1) — 2

* Destroying the main body knocks the aircraft out of the sky and turns it into smoldering wreckage.

** Destroying one of the small, forward wings reduces speed by



12% and piloting skill by -10% on all maneuvers. Destroying both small wings reduces speed by 25% and the piloting skill by -25%.

Destroying one of the large, main wings (and one of the VTOL engines) will send the aircraft into a spin and rocketing to earth. VTOL is impossible. The jet will crash and the pilot and passengers will be killed unless they are ejected. The crash causes 2D4×100 M.D. to a 300 foot (91 m) radius. Nothing is salvageable from the wreckage.

*** The bomb bay is part of the main body and virtually impossible to hit even when in a position/angle to hit and even with a *called shot*; -14 to strike. When closed, the lucky shot will hit the hatch (60 M.D.). When open, the lucky shot will hit the bomb launcher (60 M.D.) and has a 1-10% chance of detonating 1D4 bombs, damaging the launcher and the main body of the jet.

Speed:

Driving on the ground: Only possible for conventional take-off and landing, as well as parking/storage; 10 mph (16 km).

Flying: The jet propulsion system enables the Sea Hawk to reach a maximum speed of Mach 3.2 (2144 mph/3450 km) and climb to an altitude of 63,000 feet (19,200 m). The jet has a minimum glide-speed of 60 mph (96 km); if it goes any slower, it may stall completely and crash, unless engaged in VTOL. Cruising speed tends to be between 250 mph (400 km) and Mach One (675mph/1080mph). Attack speed can range from 250 mph to Mach 2 against ground targets and up to Mach 3.2, maximum speed, against aerial adversaries. Ground attacks can involve launching missiles or strafing runs.

Range: Nuclear powered, giving it continual energy, but the jet engines begin to overheat after 18 hours of continual use. Occasional rest stops every 4 to 6 hours, giving the engines an hour to cool down, will allow the aircraft to travel indefinitely.

Statistical Data:

Height: 12 feet (3.65 m) with landing pads out, 9 feet (2.7 m) airborne/with landing gear retracted.

Width: Wingspan is 45 feet (13.7 m)

Length: 65 feet (19.8 m) long

Weight: 16 tons empty, 20 tons fully loaded.

Cargo: None, other than the seating for two behind the pilot, which can be used for storage when not occupied.

Power System: Nuclear.

Features of Note: Equipped with ejection seat, parachute and flotation devices (described above), as well as a self-destruct system that can be activated by the pilot or automatically engages five minutes after emergency ejection or impact, whichever comes first.

Black Market Cost: Not available. The Sea Hawk is available only to the New Navy, thus it is a *rare* aircraft seen only when the USS Ticonderoga or one the Fleets of the New Navy are encountered. The jet has never been recovered by enemies or mercenaries. Such an aircraft would sell for 50 to 80 million credits on the open market (add 30 million for the S-16S stealth version).

Weapon Systems

1. Wing Mounted Long-Range Missiles (6): Three long-range missiles are mounted on each wing.

Primary Purpose: Anti-Ship and Anti-Aircraft

Secondary Purpose: Surgical Strikes

Mega-Damage: Varies with missile type; typically cruise missiles, but any type of long- or medium-range missiles can be used.

Rate of Fire: One at a time or volleys of two missiles.

Effective Range: Varies with missile type.

Payload: 6 total; three missiles per large wing.

2. Mini-Missile Launchers (2): A small, mini-missile launcher is mounted on each wing, near the fuselage of the plane. This weapon is mostly used against enemy aircraft, missile volleys, and other aerial opponents, or on strafing runs against troops and other ground targets.

Primary Purpose: Anti-Aircraft and Anti-Personnel.

Secondary Purpose: Defense

Mega-Damage: Varies per mini-missile type.

Rate of Fire: Equal to the total number of hand to hand attacks per melee. The missiles can be fired one at a time, or in volleys of two or four.

Effective Range: About one mile (1.6 km).

Payload: 48 total; 24 mini-missiles in each launcher.

3. Concealed Bomb Bay: This is a small, sliding hatch that reveals a small bomb launching mechanism in the belly of the aircraft. Either explosive bombs or depth charges can be “dropped” on targets below. These are not missiles but small bombs that fall to the ground and explode on contact.

Primary Purpose: Bombardment of ground targets.

Secondary Purpose: Anti-Personnel

Mega-Damage: Bomb: 2D4×10 M.D. to a 100 foot (30.5 m) radius. Depth charge: 2D4×10 M.D. to a 100 foot (30.5 m) radius and 4D6 M.D. to an additional 30 foot (9 m) radius beyond that underwater — (80 ft/24.4 m) radius if dropped on dry land.

Rate of Fire: One at a time or in clusters of two or four. Each cluster counts as one melee action.

Effective Range: About one mile (1.6 km).

Payload: 48 total; automatically reloads.

4. Forward Mounted Lasers (2): A laser is mounted on each side of the nose. It serves as the last line of defense against enemy planes and missile volleys, although some pilots use it for strafing runs against ground targets. Although facing forward, the guns can be positioned up and down 30 degrees.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: A single blast is 5D6 M.D., or a simultaneous dual blast is 1D6×10 M.D.

Rate of Fire: Equal the pilot’s number of hand to hand attacks.

Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

5. Retractable Belly Gun (1): This is a small, but powerful laser located in the belly of the aircraft in the nose section. It can rotate 360 degrees, so it can fire at pursuing aircraft behind it, and has a 45 degree arc of fire. This laser is used primarily against close-range targets and for strafing ground targets.

Primary Purpose: Anti-Personnel and Defense.

Secondary Purpose: Anti-Aircraft and Anti-Missile.

Mega-Damage: A single blast does 4D6 M.D.; cannot fire bursts.

Rate of Fire: Equal the pilot’s number of hand to hand attacks.

Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

6. Combat Systems & Bonuses: The Sea Hawk has all the usual communications, radar, targeting and other features common to advanced aircraft.

Bonuses: +1 on initiative, +1 to strike with nose guns, +3 to dodge, +5% on piloting skill for aerial maneuvers and acrobatics.

Striker Attack Helicopter

The Striker is an advanced, multi-purpose combat helicopter that was a work-horse in the Navy of the old American Empire. It is used for low altitude reconnaissance, rescue, insertion and extraction of ground and sea troops, defense and attack. The ‘copter is reasonably well armored and has impressive firepower and maneuverability. A squadron of four to eight gunships can destroy small to medium ships, engage and counter enemy power armor or other helicopters, and engage ground forces, stationary targets and giant bots. They are really ineffective only against large and heavily armed, medium-sized combat ships, such as carriers and destroyers, and heavily fortified, ground installations/forts.

As a multi-purpose helicopter for ground and nautical use, the Striker has a sonar system, pontoon runners to land on water, and a battery of weapons that include lasers, mini-missile launchers and torpedo launchers (used to hunt submarines, undersea robots and sea serpents).

Model Type: IE-15AH (nautical model is designated as IE-ITAH).

Class: Helicopter Gunship.

Crew: Four: Pilot, co-pilot/gunner, communications technician and a secondary gunner. Two human-sized passengers can be squeezed in too.

M.D.C. by Location:

*** Four-Blade Top Rotor — 92 (23 each blade)

** Rear Rotor — 75

Mini-Missile Launchers (2; wings) — 100 each

Medium-Range Missile Launchers (4, wing and top) — 50 each

Belly Gun (1) — 65

Nose Lasers (2) — 35

Pontoon Runners (2) — 90 each

* Main Body — 275

Reinforced Pilots’ Compartment — 110

* Destroying the main body knocks the helicopter out of the sky and renders it completely useless.

** Destroying the *rear rotor* or *one* of the main blades will cause the helicopter to fly at half speed, wobble, and is -6 to dodge, -3 to strike, and -50% on all piloting skill/maneuvers. Smart pilots will land as soon as possible.

*** Destroying the main, top rotor (all four blades; 92 M.D.C.) will knock the bird out of the sky! Roll under piloting skill -40% for a successful crash landing. If successful, the chopper is wrecked, but crew and passengers are uninjured and crash damage is half.

A crash will do 4D6×10 M.D. to the helicopter and 1D6×10 M.D. to a 50 foot (15.2 m) radius from impact, flying debris, etc.

Note: The belly gun, nose lasers, winch, sensor clusters, and pontoon runners are all small, narrow and difficult to hit. An attacker must make a called shot, and even then is -4 to strike a hovering helicopter; -7 against a moving target. The main rotor and weapon systems are -3 to strike (-5 when moving).

Speed:

Driving on the ground: Not possible.

Flying: The Striker can hover stationary, VTOL, and travel at a maximum flight speed of 300 mph (480 km). Cruising and attack speed vary, but tend to be between 100 and 200 mph (160 to 329 km) and it has excellent VTOL capabilities.

Altitude: A maximum ceiling (altitude) of 20,000 feet (6096 m). Combat height (the height in which air to ground attacks are possible): 3000 feet (914 m).

Range: The nuclear energy source gives the Striker continual power, but the jets overheat after 10 hours of continual use at speeds above 100 mph, or four hours if going above 200 mph (329 km). Going at 100 mph or below with occasional rest stops will allow the helicopter to travel for 40 continuous hours. A liquid fuel version is also available, with a range of approximately 500 miles (800 km).

S-16S Stealth Fighter Note

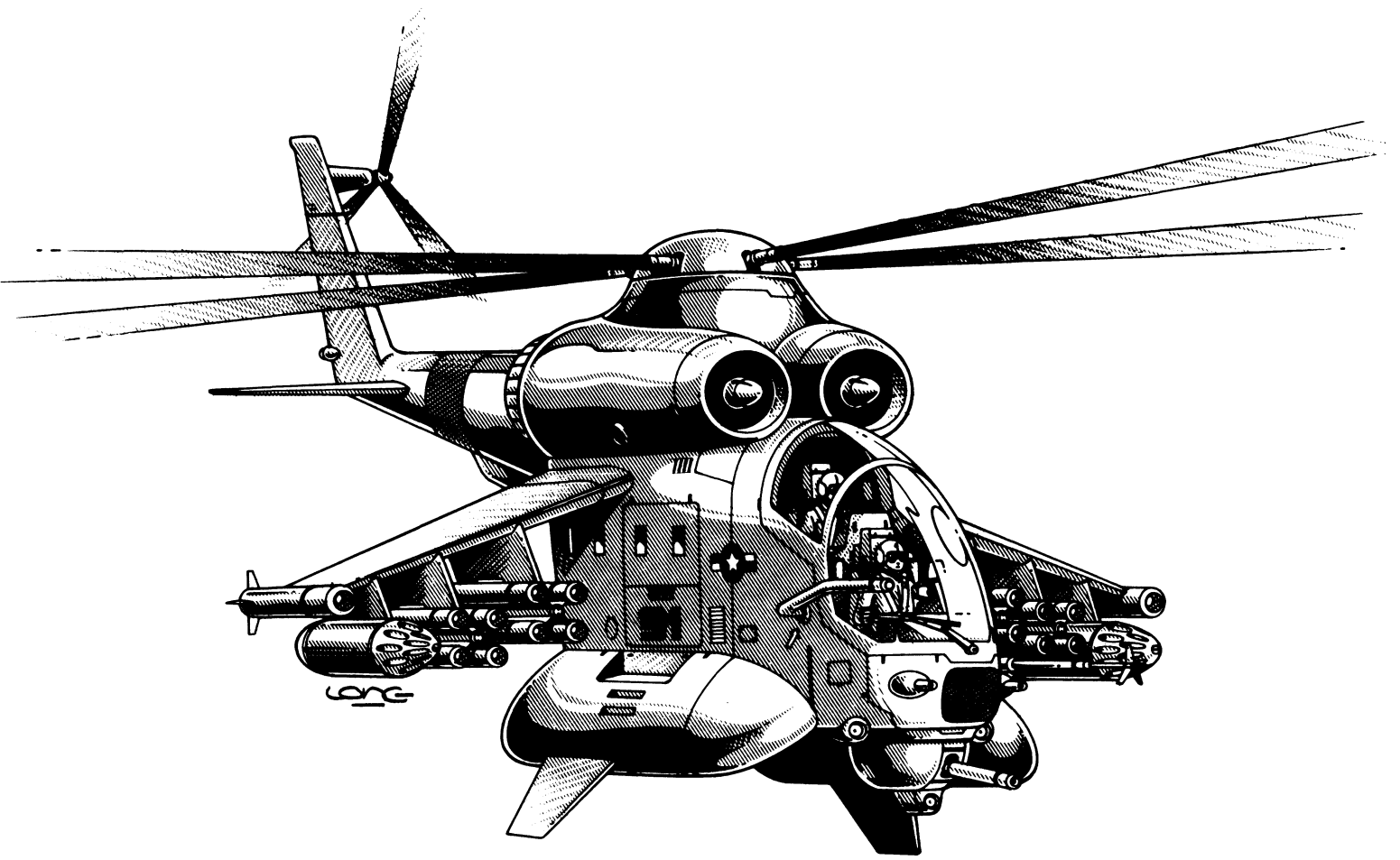
The Stealth version of the Sea Hawk is virtually identical with the following modifications:

Maximum Speed: Mach 2.2 (1474 mph/2372 kmph)

Maximum Ceiling/Altitude: 50,000 feet (15,240 m)

Stealth System: Invisible to radar and a light blue, matte, color to blend in with the sky (or water when flying low), which makes visual spotting difficult.

Belly Gun Replaced with Sensor Cluster: Equipped with radio scrambler and a retractable sensor cluster with a full range of sensors, tracking capabilities and long-range communication. The sensor cluster can even be used like a satellite, in a limited way, to “bounce” transmissions to increase range.



Statistical Data:

Height: 15 feet (4.6 m)

Width: Body: 10 feet (3.0 m) wide; wingspan: 17 feet, 2 inches (5.23 m); main rotors have a diameter of 50 feet (15.2 m).

Length: 55 feet (16.8 m)

Weight: 10 tons fully loaded

Cargo: Limited; enough room to add six passengers or equivalent cargo.

Power System: Nuclear or liquid fuel.

Black Market Cost: Not available. Currently only available to the New Navy. If the Striker was sold, it would cost around 30 million credits for nuclear, 2.4 million for liquid fuel, both with full weapon systems.

Weapon Systems

1. Medium-Range Missile Launchers (4): These heavier missiles are used against ships, tanks, robots, aircraft and ground targets. They can be launched by the co-pilot/gunner or pilot. Torpedoes can be substituted for missiles.

Primary Purpose: Anti-Armor and Anti-Ship.

Secondary Purpose: Anti-Aircraft and Defense.

Mega-Damage: Varies with missile type; often cruise missiles.

Rate of Fire: One at a time, or in volleys of two or four.

Effective Range: About 50 miles (80 km).

Payload: 16 total; four per launcher.

2. Mini-Missile Launchers (2): These are multi-missile launchers located at the end of the stubby wings (which are primarily weapon mounts). Each is able to release a volley of 24 missiles! They can be controlled by the pilot or the co-pilot/gunner. Mini-torpedoes can be substituted for missiles.

Primary Purpose: Anti-Armor and Anti-Personnel.

Secondary Purpose: Defense

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time, or volleys of two, three, five, ten or twenty-four.

Effective Range: About one mile (1.6 km)

Payload: 48 total; 24 mini-missiles per launcher.

3. Forward Mounted Lasers (2): A laser is mounted on each side of the nose. They serve as an additional defense and combat measure against the enemy. Although facing forward, the guns can be positioned up and down 30 degrees.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: A single blast is 4D6 M.D., or a simultaneous dual blast is 1D4×10+8 M.D.

Rate of Fire: Equal the pilot's number of hand to hand attacks.

Effective Range: 3000 feet (910 m)

Payload: Effectively unlimited.

4. Belly Gun (1): This is a small, combat laser located in the belly of the helicopter, toward the nose. It can rotate 360 degrees so it can fire at enemies from behind and on the sides. It also has a 180 degree arc of fire below the helicopter making it ideal for strafing ground or water bound targets.

Primary Purpose: Anti-Personnel and Anti-Boat.

Secondary Purpose: Anti-Missile and Defense.

Mega-Damage: A single blast is 3D6 M.D., or a double "pulse" blast is 6D6 M.D. (-1 to strike with the double pulse blast).

Rate of Fire: Equal the gunner's number of hand to hand attacks.

Effective Range: 3000 feet (914 m)

Payload: Effectively unlimited.

5. Troops: This versatile aircraft can carry six troops in body armor or four power armor units. These troops can be "inserted" into enemy territory, giving the helicopter an additional dimension in combat. Furthermore, flying power armor troops can disembark in mid-air to join aerial or strafing attacks.

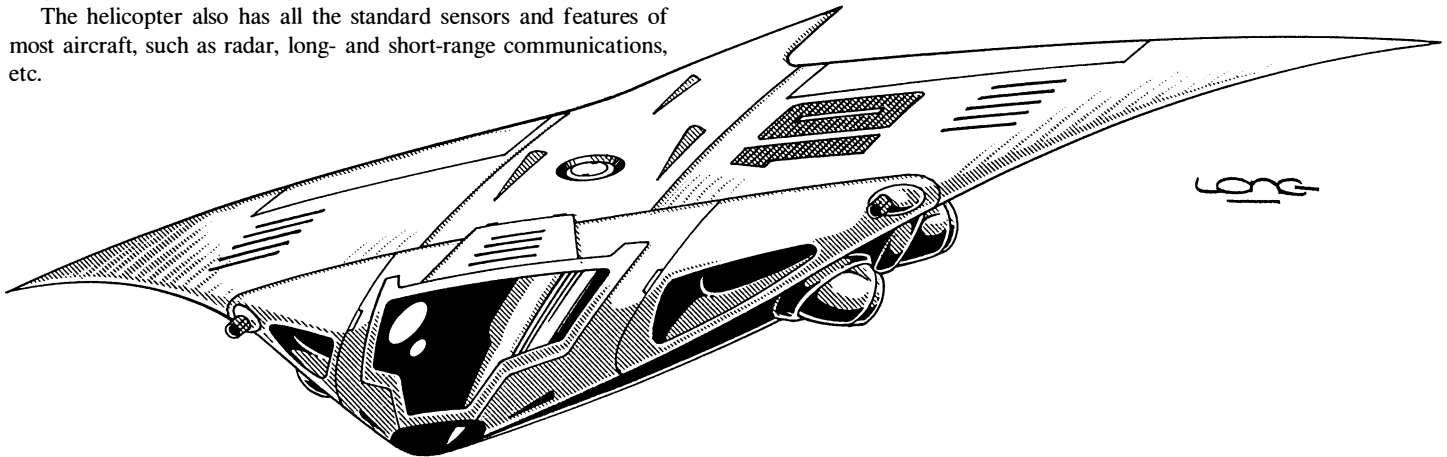
6. Depth Charges: If necessary, depth charges can be stowed in the passenger area and *pushed* out the hatch by two crew members. 10 charges can be stowed in this manner, but are -2 to hit, due to human error.

7. Features of Note: Doppler radar bounces a signal off the surface of water or land and measures the frequency shift produced by the rela-

tive movement of source and reflection. It can be used to track storms and to compute the helicopter's position.

A winch and hook is used to raise and lower people (especially in rescue operations) or supplies. It can accommodate a maximum weight of 700 pounds (315 kg).

The helicopter also has all the standard sensors and features of most aircraft, such as radar, long- and short-range communications, etc.



Manta Ray

Multi-Environment Attack Ship

The Manta Ray is a combination fighter plane and mini-submarine that is commonly called an "air-sub." The vessel uses a revolutionary thruster system that works just as well underwater as in the air. Although slower than an equivalent jet fighter (the Manta Ray is barely able to go supersonic), its ability to jump in and out of water makes it a great companion to a submersible carrier. The weapon systems of the Manta Ray enable it to engage enemies on the ground, air, water surface and underwater. It can be sent out against submarines with the same ease as it can attack a ship convoy or an enemy coastline.

The multi-environmental vehicle is shaped somewhat like its namesake, with a flat, aerodynamic shape, broken only by the slightly protruding weapon arrays. The vectored thrust system of the "flying sub" not only allows it to travel underwater, but gives the fighter hover and vertical take-off and landing (VTOL) capabilities. Its ion pulse guns have good range and penetration, and it can carry a variety of attack loads, from torpedoes to long-range missiles or even cruise missiles! Its main disadvantage is its sensor system, which is fairly limited underwater. The best way for it to find a target is to remain in communication with the mothership/carrier, whose sonar can find targets and direct the fighters towards them. Communication underwater is achieved through a powerful laser transmitter that has a range of 100 miles (160 km) (but can be blocked by solid objects like reefs or other ships).

In the air, the Manta Ray works like any other fighter/bomber, engaging enemy ships, aircraft or land targets directly. Underwater, the target is usually located by the submersible carrier and the pilot is then given vectors and coordinates to guide him to it. Once it closes to within a mile, the Manta Ray's laser range-finders can detect the enemy submarine, enabling it to launch torpedoes or engage directly with the ion guns. This tiny ship has been used with devastating effects against the Naut'Yll and other submarine equipped forces.

Model Type: MEAS Mark I

Class: Multi-Environment Attack Ship

Crew: One pilot.

M.D.C. by Location:

Missile/Torpedo Pod — 120

Pilot's Compartment — 100

** Ion Pulse Guns (2) — 30 each

* Main Body — 250

* Depleting the M.D.C. of the main body destroys the ship, rendering it useless. The pilot can eject the whole pilot's compartment (if underwater, the compartment will slowly float to the surface to avoid explosive decompression).

** Only a small tip protrudes from each of the wing-like sides of the main body, so they are incredibly difficult targets to hit. Attackers must make a called shot and are -8 to strike; impossible to strike if the vessel is travelling near Mach One.

Speed:

Driving on the ground: Not possible, but can hover at low heights; as little as 10 feet (3 m) above the ground.

Flying: Mach 1.5 (1005 mph/1617 kmph) maximum speed. Cruising speed is typically around 300 mph (482 km).

Surface Water Travel: The vehicle can float or rocket above the waves like a hydrofoil at speeds up to 300 mph (482 km).

Underwater: 50 knots (92.5 km/58 mph).

Jumping in and out of Water: The ship needs to slow down a great deal before diving into water (about 250 mph/400 km).

Maximum depth: Two miles (3.2 km)

Statistical Data:

Height: 7 feet (2.1 m), or 10 feet (3.0 m) with landing gear out.

Width: 20 feet (6.1 m)

Length: 20 feet (6.1 m)

Weight: 5 tons.

Cargo: None.

Power System: Nuclear, with an average energy life of 10 years.

Market Cost: Not for sale. Would cost as much as 90 million credits on the black market.

Weapon Systems

1. Ion Pulse Guns (2): These weapons are built into the wing-like sides of the vehicle and protrude only a couple of inches, making them almost impossible to hit. The guns work equally well above water as underwater.

Primary Purpose: Anti-aircraft and anti-ship.

Secondary Purpose: Defense

Mega-Damage: 1D6×10 M.D. per single burst, or 2D6×10 M.D. per double burst (each counts as one melee attack).

Rate of Fire: Equal to the combined number of hand to hand attacks of the pilot.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

2. Missile Pods: Depending on the mission, a variety of missile pods can be carried. They include short-range missiles for anti-aircraft missions; medium- and long-range missiles for anti-ship or anti-vehicle missions; torpedoes for anti-submarine warfare; or cruise missiles for anti-vessel missions.

Primary Purpose: Varies

Secondary Purpose: Varies

Mega-Damage: Varies with missile type.

Rate of Fire: Can typically fire one at a time, a volley of two or the entire payload.

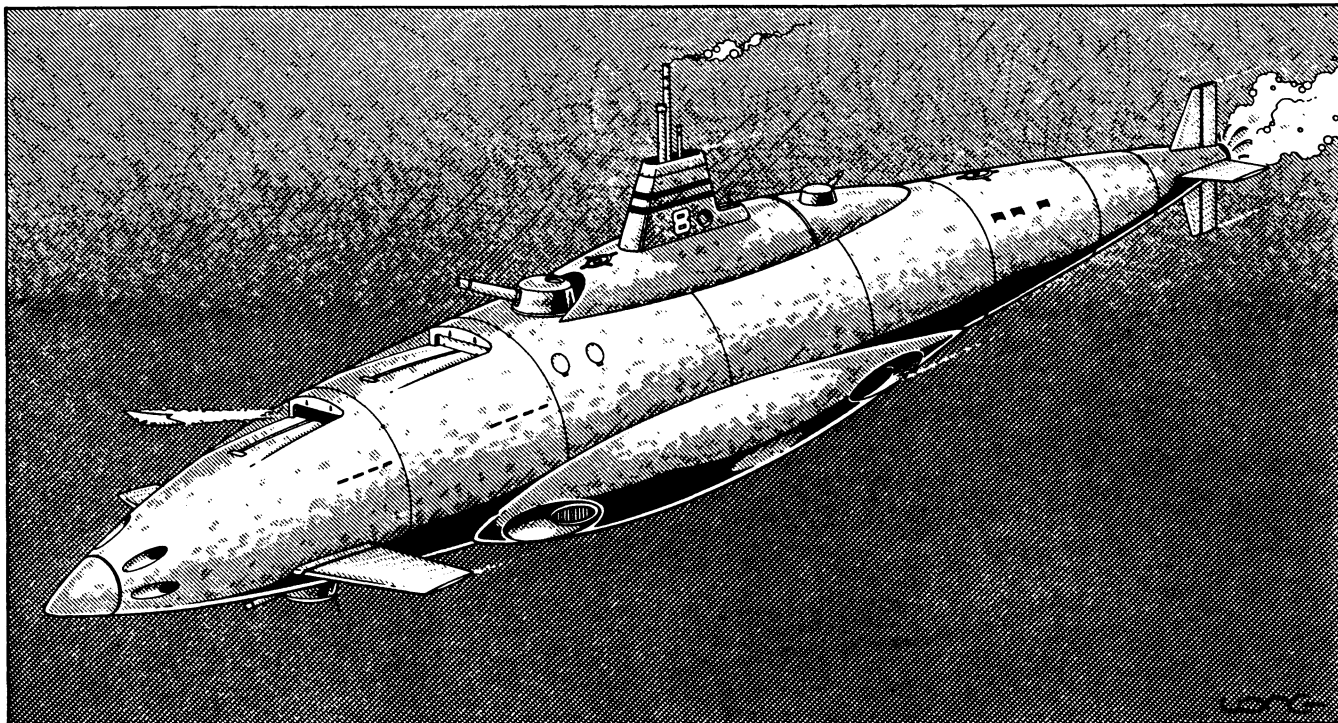
Maximum Effective Range: Varies with missile type.

Payload: Can carry up to 16 short-range missiles, 8 medium-range missiles, 6 long-range, or one cruise missile, or equivalent in torpedoes, or any combination thereof (like 8 short-range and 3 long-range missiles, for example).

3. Stealth System: The Manta Ray is made of radar-absorbent materials, making it hard to detect in the air (-15% to sensor rolls). Underwater it is very silent and sonar-absorbent (-15% to sonar sensor rolls).

4. Laser Communication and Targeting System: The Manta Ray carries a powerful laser transmitter used for instant (and amazingly clear sounding) directional communication with ships and aircraft at sea. 50 mile (80 km) range, but can be blocked by solid obstacles. In an emergency, the laser can be used as a weapon, inflicting 2D6 M.D., with a range of 2000 ft (610 m).

With its targeting and distancing system, it offers a bonus of +2 to strike with either of its weapon systems, +1 on initiative, and +2 to dodge. No bonuses are available against underwater targets more than 1000 feet (305 m) away; too much diffusion by the water.



Trident Submersible Carrier

The Trident is a “small” submersible carrier that can be manufactured by the mini-factories at Salvation Base. Twenty-six of these ships, each the size of a cruiser, have been produced. Twenty-one are evenly divided among the Second, Third and Fourth Fleets. The other five are involved in independent exploration missions.

Unlike the Ticonderoga, the Trident class submersible carrier does not have a flight deck. Instead, it “fires” Manta Ray air subs from special launch tubes. Up to four Manta Rays can be launched in a minute (one every 15 seconds). The ship uses scaled-down versions of all the weapons found on the Ticonderoga, including ion-pulse cannons, lasers, torpedoes and missile launchers. Each Trident carries a complement of 12 Manta Rays and 40 Marines in power armor. The ship can operate independently, or in battle groups of four or more vessels.

Note to the GM: A Trident Carrier could make a good centerpiece for a military campaign. The player characters could be officers or pilots aboard the carrier, encountering all kinds of danger in independent exploration missions or military ventures.

Model Type: EPC Mark I

Class: Light Submersible Carrier

Crew: 24, including officers.

Troop Capacity: 60 total; 20 Manta Ray pilots and 40 Marines.

M.D.C. by Location:

Ion Pulse Cannons (2, forward 1/3 of the ship) — 400 each

Laser Cannons (2) — 200 each

Torpedo Tubes (6; 4 in front, 2 in rear) — 100 each

Long-Range Missile Launchers (4) — 150 each

Cruise Missile Launchers (4) — 200 each

Depth Charge Launchers (2; rear) — 90 each

* Bridge — 800

** Forward 1/3 of the Ship/Launch Section — 1,000

*** Main Body (Rear 2/3 of the ship) — 1,500

* Destroying the bridge means the ship must now be operated from the engine room, but at -20% to piloting rolls and all weapon systems are disabled until a technician can jury-rig a set of controls (takes 1D6 hours; half that time if a successful weapons engineer skill roll is made at -20%).

** Depleting the M.D.C. of the forward 1/3 of the ship means the hangar section is flooded and useless. Manta Rays can no longer be deployed, nor can they return to the ship, until it is repaired.

*** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. If the vessel sinks below two and a half miles (4 km), the pressure will crush it, killing everyone inside — no survivors!

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: 60 knots (111.3 km/69.6 mph)

Underwater: 40 knots (73.6 km/46 mph)

Range: Can stay submerged for 24 months before needing to resurface; the power systems can release oxygen from water.

Maximum Depth: 2.5 miles (4 km)

Statistical Data:

Height: 40 feet (12.2 m)

Width: 40 feet (12.2 m)

Length: 380 ft (115.8 m)

Weight: 8,200 tons

Cargo: Can carry 60 tons of additional cargo.

Power System: Nuclear; average energy life of 20 years.

Market Cost: Not for sale; many nations and organizations would pay hundreds of millions for a new, undamaged craft.

Weapon Systems

1. Ion Pulse Cannons (2): These beam weapons can be used against underwater targets or fired at surface vessels. They are also very useful in detonating incoming torpedoes before they strike.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 4D6×10 M.D. per blast. The cannons cannot engage the same target simultaneously.

Rate of Fire: Two shots each per melee round.

Maximum Effective Range: Two miles (3.2 km)

Payload: Effectively unlimited.

2. Laser Cannons (2): These lighter pieces are on the top of the submarine and can be used both for anti-ship and, while on the surface, anti-aircraft purposes.

Primary Purpose: Anti-ship and anti-aircraft.

Secondary Purpose: Defense

Mega-Damage: 2D4×10 M.D. per blast.

Rate of Fire: Four shots each per melee round.

Maximum Effective Range: 2 miles (3.2 km)

Payload: Effectively unlimited.

3. Torpedo Tubes (6): These tubes can fire a variety of torpedoes, from heavy ship-killers inflicting 1D4×100 M.D. to “light” explosives doing 1D6×10 M.D.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: Ranges from 1D4×100 M.D. (super-heavy torpedoes) to 1D6×10 M.D. (light torpedoes).

Rate of Fire: Up to four torpedoes can be fired per melee round.

Maximum Effective Range: One mile (light) to 20 miles (super-heavy; 1.6 to 32 km).

Payload: 132 total: 12 super-heavy torpedoes, 20 heavy, 40 medium and 60 light torpedoes.

4. Long-Range Missile Launchers (4): These launchers are used to engage enemy aircraft or missiles as well as against surface ships or land targets. All missile launchers can only be used on the surface, or from up to 30 feet (9.1 m) below the water’s surface.

Primary Purpose: Anti-ship and anti-aircraft.

Secondary Purpose: Defense

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time, or volleys of 2, 4 or 8 per launcher (32 total).

Maximum Effective Range: Varies with missile type.

Payload: 128 total: 32 per launcher. An additional 128 missiles are in storage.

5. Cruise Missile Launchers (4): Each launcher has one cruise missile that can engage targets as far as 1,000 miles (1,600 km) away. These ship killers have 50 M.D.C. and are smart bombs (+5 to strike).

Primary Purpose: Anti-ship

Secondary Purpose: Anti-city

Mega-Damage: 2D6×100 M.D. to the target and 2D6×10 M.D. to an area of 100 feet (30.5 m) around it!

Rate of Fire: One per launcher, for a maximum volley of four.

Maximum Effective Range: 1000 miles (1600 km)!

Payload: 8 total; two per launcher. Does not carry any extras.

6. Depth Charge Launchers (2): This explosive device is used against vessels and monsters somewhere below the submarine.

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Sea Monster

Mega-Damage: 2D4×10 M.D. — explosive canisters.

Rate of Fire: One at a time, or volleys of two. One or a pair can be launched three times per melee round.

Effective Range: 2 miles (3.2 km) depth.

Payload: 80 total; 40 per launcher.

7. Sensor Systems of Note:

1. Enhanced Radar: Can identify and simultaneously track up to 96 different targets. Range: 500 miles (800 km).

2. Sonar: Can detect underwater targets. Range: 500 miles.

3. Sound Pulse System: Usde to detect obstacles, objects, vessels and fish (schools and large animals), as well as measure distances and depth.

4. Long-Range Communications: Standard

5. Independent weapon targeting systems.

6. Life support monitoring systems.

7. As well as a scores of underwater sea sleds, diving equipment, wet suits, life rafts, sick bay, a brig (prison area), sonar, radar, long-range communications, a full sensor array, life support, and similar systems common to the USS Ticonderoga and most sea vessels.

The Ticonderoga

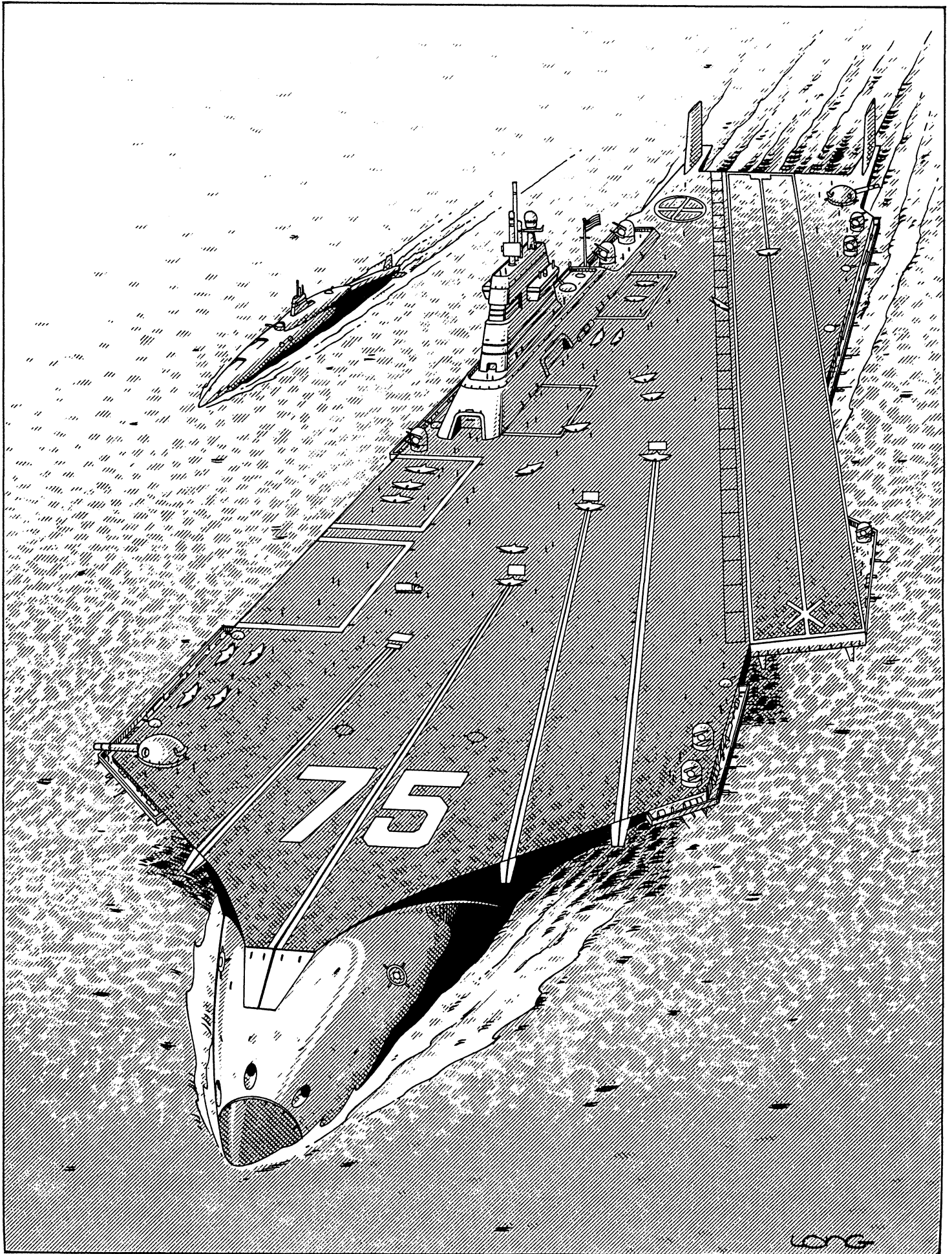
Submersible Carrier

The USS Ticonderoga was the most advanced warship on Earth, prior to the appearance of the Rifts. It used the most advanced, state of the art technology of the time, including cutting-edge systems that most nations didn’t even suspect existed. The “super” submersible aircraft carrier could function as a combat submarine with cruise missiles and other weapons, a super-aircraft carrier with twice the aircraft capacity of any previously known carrier (capable of first strike or support operations), amphibious assault transport with a full division of Marines aboard (armed with power armor, aircraft and amphibious tanks), or as a spy ship with cloaking and stealth systems to conceal its presence.

The Ticonderoga was built after the Guada Marta incident (see **Rifts Ult. Ed.**, page 11). With the specter of war hovering over everyone’s heads, the idea of having a self-contained attack force that could hide underwater and appear anywhere in the world to launch an air, sea, and/or land assault sounded very good to American military leaders. Funding was quickly approved, and the Ticonderoga class of submersible carrier was born. If the Great Cataclysm hadn’t erupted three years after the ship’s maiden launch, four sister ships would have joined the USS Ticonderoga and might have been deterrent enough to put a stop to the war. As fate would have it, the Ticonderoga’s sister ships were never completed and were lost in the upheaval that would reshape the planet.

The huge multi-purpose vessel is twice as long as the largest surface carriers and is the largest submersible vessel ever created by pre-Rifts humans. It has a flat top deck used as a launching and landing pad for its fleet of Manta Ray air-sub and other aircraft. The air-sub and power armor troops can be launched underwater, but the submersible carrier must surface to launch conventional aircraft. The Manta Ray Air-Subs are brought to the top deck via elevators and can take off in waves of 20 at a time. As many as 60 power armor troops can also be launched.

In addition to the aircraft, tank and troop complements, the USS Ticonderoga has several weapon systems, including two powerful pulse cannons, several torpedo tubes, depth charges, laser turrets for air defense, and two missile systems.



The giant vessel is more than just a weapon, in many ways it is a floating city with a population of 11,520 — two full Divisions! To prevent the crew and troops from going stir-crazy, a number of entertainment systems, including three movie theaters, a ballroom/dance club, and over a hundred game rooms and lounges are available at all times (except under combat alert) for the benefit of off-duty sailors and marines. On clear days, football or basketball games are conducted on the flight deck; there are several Marine and Navy teams which play against each other, and there is a TV station to cover the games live! When not on a combat mission, life can be pleasant and interesting aboard the ship.

The post-Rifts crews and commanders have kept the mighty ship in tip-top condition. Even at the ripe old of 300+ years old, the USS Ticonderoga is in perfect fighting condition and is one of the most powerful ships on Earth! The super-sub's commander for over 200 years has been the legendary Sea Titan, Captain Nemo-2. Under his leadership, the USS Ticonderoga has become the centerpiece of a powerful and growing independent Navy. The soldiers and families of this "New Navy" consider themselves to be displaced *Americans* who fight not only for survival, but to help and protect other humans from inhuman invaders and tyrants. The vessel and three of the New Navy's four Fleets, are constantly on the move, quietly patrolling the oceans and seas.

Most expeditions involve at least one or more skirmishes with many of the enemies of humankind. The Fleets also engage in ongoing battles with the forces of the Lord of the Deep, Naut'Yll, Gene-Splicers, and other alien threats of all kinds. Typical missions include storming pirate or monster havens on islands or coastal fortresses, finding and destroying giant sea monsters, protecting a convoy of merchant vessels while traveling on dangerous waters, defense of human strongholds (often covertly, unless an ally such as Tritonia), punitive raids against Naut'Yll settlements, gene-splacers, and other alien invaders, battling sea monsters and mutations, and even stopping a war (or choosing a side in a war) between two human coastal kingdoms. This is in addition to exploring the oceans, investigating alien ships and settlements (under the seas and along coasts, including Atlantis and Lemuria), investigating human kingdoms (usually in secret), observing activities of others in the ocean (human and D-bee), rescuing the shipwrecked or dimensionally stranded, assisting disabled vessels (sometimes will even help D-bees, especially saving them from sea monsters), and so on.

Model Type: CVN-87

Class: Submersible Air-Sea-Land Carrier

Crew: 3,200 total (10,520 with troops).

Troop Capacity: 7,320 total. Can accommodate another 2000 people comfortably, more than that causes cramped and stressful conditions.

One armored battalion: 360 amphibious tanks, 160 Semper Fi APA-15 power armor units (with jet packs), 40 Manta Ray air-sub, and 640 troops, crew and support personnel.

Two Mechanized Infantry Battalions: 160 Merovingian amphibious tanks, 200 Iwo-Jima troop transports, and 1920 troops.

Two Marine Infantry Brigades: 3840 troops, includes six companies of Semper Fi APA-15 (960 power armor; 160 per company), one Glitter Boy platoon (40 GB's), 20 Manta Rays, 40 transport vehicles and 50 small patrol/transport boats.

Four Air Wings: 60 Manta Ray air-sub, and 60 Sea Hawk VTOL combat jets, 10 S-16S Stealth jets, 30 Striker attack helicopters, and 10 large transport helicopters (can hold 40 troops). 640 troops, pilots and support personnel are assigned to this mobile air force. Note that the Ticonderoga is also designed to be able to accommodate conventional fighter aircraft, like the old F-14's.

Medical Company: 280 troops; 80 doctors plus medical support personnel.

Note: There are also two comparatively small submarines that usually escort the USS Ticonderoga and can actually attach and detach from the super-ship. See the subs descriptions that follow.

M.D.C. by Location:

Laser CIWS Turrets (6) — 150 each

Torpedo Tubes (6; 4 in front, 2 in back) — 800 each

Ion Pulse Cannons (2, nose) — 500 each

Cruise Missile Turrets (8) — 600 each

Counter-Missile Batteries (4) — 400 each

Depth Charge Launchers (4) — 50 each

Hull per 40 ft (12.2 m) area — 80

Flight Deck — 8,000

* Bridge — 1,800

** Main Sensors and Communication Tower — 480

*** Secondary Sensor/Comm Arrays (3) — 210 each

**** Main Body — 20,000

* Destroying the bridge means the ship can be operated from the Main Sensors and Communication Tower without penalty or from the engine room at -20% to piloting rolls and all weapon systems are disabled until a technician can jury-rig a set of controls (takes 1D6 hours; half that time if a successful weapons engineer skill roll is made at -20%).

** Destroying the Main Sensors and Communication Tower: see the description under number 9, *System Notes*, for complete details.

*** Destroying the secondary bridge means the ships operations must be jury-rigged to the engine as describe above in *Destroying the Bridge. Also see the description under number 9, below.

**** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. If the vessel sinks below two and a half miles (4 km), the pressure will crush it, killing everyone inside — no survivors!

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: 50 knots (92.5 km/58 mph)

Underwater: 30 knots (54 km/34.5 mph)

Statistical Data:

Height: 200 feet (61 m)

Width: 400 feet (122 m)

Length: 2000 feet (610 m)

Weight: 200,000 tons fully loaded.

Cargo: In addition to two battalions of armor and mechanized infantry, a brigade of regular infantry, and its aircraft squadron and ammo and equipment, the Ticonderoga can carry an additional 18,000 tons of extraneous cargo. Crew members and passengers have a locker (4x4x4 feet/1.2 m) for personal effects.

Power System: Nuclear; average energy life 25 years (engine has been replaced no less than 10 times)

Market Cost: Atlantis, the Coalition States or Triax would pay billions to anyone who captured this ship relatively intact.

Weapon Systems

1. Ion Pulse Cannons (2): These heavy ion cannons can fire underwater against ships or enemy torpedoes, or can also engage surface vessels and even ground targets.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4x100 M.D. per blast, or 2D4x100 if both cannons engage the same target simultaneously.

Rate of Fire: 2 shots per cannon.

Maximum Effective Range: 4 miles (6.4 km)

Payload: Effectively unlimited.

2. Laser CIWS Turrets (6): These Close-In Weapon Systems fire rapid-pulse lasers against missiles or low-flying aircraft. The weapons are automated and track missiles with radar sensors (+3 to strike missiles, +2 to strike aircraft).

Primary Purpose: Anti-missile.

Secondary Purpose: Anti-aircraft.

Mega-Damage: 1D4x10 M.D.

Rate of Fire: Each turret has 6 attacks per melee round.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

3. Torpedo Tubes (6): These tubes can fire a variety of torpedo, from heavy ship-killers inflicting 1D4×100 M.D. to “light” explosives doing 1D6×10 M.D.

Primary Purpose: Anti-ship.

Secondary Purpose: Defense.

Mega-Damage: Ranges from 1D4×100 M.D. (super-heavy torpedoes) to 1D6×10 M.D. (light torpedoes).

Rate of Fire: Up to 6 torpedoes can be fired per melee.

Maximum Effective Range: 1 to 20 miles (1.6 to 32 km).

Payload: 100 torpedoes of each type.

4. Cruise Missile Turrets (8): Each launcher has four cruise missiles that can engage targets as far as 1,000 miles (1,600 km) away. These ship killers have 50 M.D.C. and are smart bombs (+5 to strike).

Primary Purpose: Anti-ship.

Secondary Purpose: Anti-city.

Mega-Damage: 2D6×100 M.D. to the target and 2D6×10 M.D. to an area of 100 feet (30.5 m) around it!

Rate of Fire: One per launcher, for a maximum volley of four per melee round.

Maximum Effective Range: 1000 miles (1600 km)

Payload: 32 total; 4 per launcher. Carries an additional 64 missiles in the cargo hold.

5. Counter-Missile Batteries (4): These missile turrets fire volleys of medium-range missiles. They are designed to engage and destroy incoming missile attacks, but are also useful against aircraft, flying monsters and ground and surface targets.

Primary Purpose: Anti-Missile

Secondary Purpose: Anti-Aircraft.

Mega-Damage: Varies with missile type (medium-range missiles).

Rate of Fire: Each turret can fire a volley of as many as 8 missiles per volley (up to 32 missiles per turret per round, for a total of 128 missiles in one round!).

Maximum Effective Range: Varies.

Payload: 64 per launcher (256 total). An additional 512 missiles are stored in the cargo hold.

6. Depth Charge Launchers (4): Two launchers are located in the front and two in the back of the giant ship. These explosive devices are used against vessels and monsters somewhere below the submarine.

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Sea Monster

Mega-Damage: 2D4×10 M.D. — explosive canisters.

Rate of Fire: One or a pair can be launched three times per melee round.

Effective Range: 2 miles (3.2 km) depth.

Payload: 20 per launcher are available at a moment’s notice. An additional 400 charges are stowed inside the ship.

7. Stealth System: The Ticonderoga has a revolutionary anti-sonar system that made it nearly impossible to detect. While traveling underwater at no more than 20 knots (37 km/23 mph), the ship can create an energy field designed to capture sonar signals and send back a false reading. The system is programmed to simulate several noises, from a pod of whales to empty water (no reading). A great sonar operator has a small chance (20%) of noticing that the readings are a bit too regular (30% if he is aware of this stealth system; nobody on Rifts Earth is). With the system on, the Ticonderoga is virtually undetectable underwater at ranges of 1 mile (1.6 km) or less. Without the stealth system, however, the ship can be detected by anybody with sonar (a ship that big makes a lot of noise!).

8. Vehicles: Don’t forget that the USS Ticonderoga carries a complement of Manta Ray attack ships, tanks, troop transports, jet fighters, helicopters, power armor (see troop capacity listing described earlier in the stat block), 50 small boats, and the two detachable submarines (and their 100 man crews).

9. Systems Note:

Targeting computer network & Bonuses: Calculates, stores and transmits data to all on board weapon systems, combat stations and communications/sensor towers. Operators of all ship weapon systems are +1 to strike and +1 on initiative! Tied to laser, radar and sonar sensor systems.

Tactical Combat Network: Part of the communications and sensor network, whose job is to coordinate and distribute combat and sensory data, strategies, tactics and communications to away-teams and combat troops in the field (armored troops, power armor, subs and ships).

Long-range sonar (80 miles/128 km) that can simultaneously track 200 separate targets and identify 9,000 different targets including underwater structures/bases, sea vessels, aquatic animals, monsters and mutants. Both long and short-range sonar also functions as a means of motion detection.

Short-range sonar (10 miles/16 km) that can track 60 specific targets and identify 2000 different vessels and key monsters.

Echo-location sound system: (4 mile/6.4 km range/depth with a narrow echo scanning field of about 100 feet/30.5 m radius) used to aid in navigation, accurately gauge depth, and locate and identify underwater terrain and formations, underwater vessels, robots, armor, wreckage, structures and sea animals.

Thermo-Imager: Range is 2000 feet (610 m). An optical heat sensor that allows the infrared radiation of warm objects and beings to be converted into visible light. The operator can see in complete darkness, shadows, and through smoke.

Telescopic System: Range is one mile (1.6 km); 1-50× magnification with a 50 to 100 foot (15 to 30.5 m) field of vision. A telescopic optical system that is linked to view screens, has a nightvision/passive light amplification system and is usually tied (80%) to a video recording system for making permanent records and later study and analysis. Most are located near the 24 spotlights.

External audio pickup: Range is 1200 feet (366 m) underwater, 300 feet (91 m) when surfaced. A sound amplification system that can pickup and listen to sounds outside and around the vessel.

Long-range radar: Range is 100 miles (160 km). Radar can track up to 200 aerial targets simultaneously and can identify 8,000 different targets including aircraft (pre and post-Rifts), spaceships, dragons, and flying creatures.

Short-range radar: Range is 30 miles (48 km) and can track 100 specific targets simultaneously and identify 2400 different aircraft and key flying monsters.

Long-range communications: Range is 500 miles/804.5 km; wide band and directional, plus coordinated multi-com system.

Short-range communications: Range is 50 miles (80 km); wide band and directional, plus coordinated multi-com system.

Communications and Sensor Tower: A complex communications network of radios, sensors, and computers that receives, collates, interprets and distributes/sends sensor, communications, targeting and combat data to the appropriate officers, ships, fighters, and navigation and combat stations as quickly as possible; in many cases instantaneously to a hundred or more different recipients. Part of the job of the communications network is to handles long-range, short-range, person to person, internal ship communications and coordinated communications and combat, as well as information recording, storage and retrieval.

If the main communications and sensor tower is destroyed all operations are less effective, delays and errors are more likely, and some long-range systems *may* be lost. There is also a 1-50% chance that there will be a 1D4 melee round (15 to 60 second) period when all but internal communication systems are *down* and the secondary tower takes over.

If the secondary tower is destroyed ALL long range systems, the tactical combat network and targeting computer (and bonuses) are lost. Only short range systems are working. Field troops and operatives more

than 50 miles (80 km) way will lose communication with the main ship. 2D4×10% of stored files/information will be lost and communications and data transmissions will be delayed 2D6 melee rounds (computer response and data retrieval is slow), sound quality of communications may be poor or fade in and out, and errors are likely even for those within a 50 mile (80 km) radius.

Plus 1200 underwater sea sleds, diving equipment, wet suits, life rafts, sick bay/hospital with an advanced medical facilities, quarantine area, marine biology laboratory, recreation and VR areas, combat simulation rooms (for combat simulations to keep combat skills sharp), a brig (prison area), complete environmental system, emergency power and life support, emergency lighting, external spot lights/searchlights (24 scattered around the entire ship; each with 1 M.D.C.; 600 ft/183 m range), sectioned with water and airtight sealable compartments, and has two weapon and armor/power armor and three small vehicle repair stations (the latter is usually near vehicle hangers).

USS Stingray & Seadragon Attack Submarines

These two ships are fleet submarines and are part of the USS Ticonderoga's armaments. The pair of submarines can actually attach to the sides of and be carried (pulled) by the much larger Ticonderoga. This unique tactic prevents the submarines from being detected via sonar and other sensor systems — only the large submersible carrier is detected. When under attack, the two full-sized submarines, the USS Stingray and USS Seadragon, are released, suddenly giving an attacker three enemy submarines where they was only one moments ago (in addition to a multitude of the Manta Ray air-sub). The Stingray and Seadragon are representative of the many submarines in the New Navy's Four Fleets.

This class of submarine has a typical complement of 100 sailors, of which an optimum crew of 28 is needed to pilot the ship at maximum efficiency, but as few as 12 can pilot the vessel in an emergency (-20% on piloting skill and -2 on initiative). A platoon (40 marines) of Semper Fi power armor troops is included among the 100 crew members. They serve as both crew and combat force. As soldiers, they can be released through several watertight hatches throughout the vessel to engage the enemy, conduct reconnaissance or assist in rescue operations.

The USS Ticonderoga deploys the smaller submarines as escorts, advanced scouts and as strategic forces for coordinated defense and combat, seek and destroy missions, rescue, exploration, reconnaissance, and transport of troops and supplies.

This class of submarine resembles the submersibles used by the old American Empire in the late 20th and 21st Centuries. The New Navy only has this class of medium-sized submarine at its disposal, other than the smaller air-sub and the USS Ticonderoga itself.

Model Type: FS-350 series Fleet Submarine

Class: Attack Submarine

Crew: 100 (60 crew, 40 marines/crew); a minimum of 12 crew members are needed to pilot the sub at a basic level. As many as 20 additional people can be accommodated in an emergency, but this makes for very cramped and uncomfortable quarters.

M.D.C. by Location:

Ion Pulse Cannon (1; nose) — 100

Torpedo Tubes (2; forward section) — 100 each

Mini-Torpedo Tubes (6) — 60 each

Retractable Missile Launcher (1; deck) — 120

Deck Laser (1) — 90

Blue-Green Lasers (6) — 50 each

* Tail Section (1) — 1,250

** Main Body — 3,200

* Knocking out the tail section immobilizes the engines and propeller. The submarine must surface or sink. It must be towed to get extensive repairs or it will simply float aimlessly with the ocean current.

** Depleting the M.D.C. of the main body will cause the submarine to sink. At depths greater than 2000 feet (610 m), the damaged hull of the submarine will rupture and fill with water; no water seals will hold.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: 25 knots (29 mph/47 kmph)

Underwater: 45 knots (52 mph/84 kmph)

Statistical Data:

Height: 40 feet (12.2 m)

Width: 30 feet (9.1 m)

Length: 360 feet (109.7 m)

Weight: 4,500 tons

Cargo: Minimal; can carry up to 150 tons of additional cargo.

Power System: Nuclear; average energy life 20 years.

Weapon Systems

1. Ion Pulse Cannon (1): This heavy ion cannon can fire underwater against ships or enemy torpedoes, or, when on the surface, can engage surface vessels and even ground targets.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 2D4×10 M.D. per blast.

Rate of Fire: 2 shots per melee round.

Maximum Effective Range: One mile (1.6 km)

Payload: Effectively unlimited.

2. Heavy Torpedo/Missile Launch Tubes (2): A pair of torpedo tubes are built into the front of the main body. Each can fire heavy or medium torpedoes. The "tube" openings are small and difficult targets to hit, thus attackers must make a called strike to hit, and even then are -4 to strike. Depleting the M.D.C. of a torpedo tube means torpedoes cannot be launched from that tube.

Primary Purpose: Anti-ship, anti-armor.

Secondary Purpose: Defense.

Mega-Damage: 4D6×10 M.D.

Rate of Fire: One at a time or in volleys of 2 or 4.

Maximum Effective Range: 20 miles (32 km) underwater.

Payload: Internal magazine has a total of 40 torpedoes. Torpedoes can be routed to whichever launch tube is desired.

3. Mini-torpedo Launch Tubes (6): Four mini-torpedo launch tubes are built into the forward section and two in the rear.

Primary Purpose: Anti-ship, anti-armor.

Secondary Purpose: Defense.

Mega-Damage: 1D6×10 M.D. (HE or Plasma).

Rate of Fire: One at a time, or in volleys of 2 or 4.

Maximum Effective Range: Range: One mile (1.6 km).

Payload: 360 total; 60 mini-torpedoes per launch tube!

4. MRS-AML Multi-Rocket Surface to Air Missile Launcher (1):

Nickname: Missus Amelee. This is a retractable launcher that pops out from the deck of the submarine to fire at aerial and/or land targets. It can only be used when the sub has broken the surface of the water. The multi-weapon can fire four medium range-missiles and/or 24 mini-missiles.

Primary Purpose: Anti-Ship

Secondary Purpose: Defense.

Mega-Damage: 3D6×10 M.D. for medium-range missiles, or can fire cruise missiles. 1D6×10 M.D. for mini-missiles.

Rate of Fire: One at a time, or volleys of two or four.

Maximum Effective Range: 50 miles (80 km) for medium-range missiles, and one mile (1.6 km) for mini-missiles.

Payload: Four medium-range missiles and 24 mini-missiles. The launcher can be reloaded once with an additional four large missiles and 24 mini-missiles, but takes one full minute.

5. Blue-Green Lasers (6): These secondary guns are used to attack enemy targets and torpedoes. Each can rotate 180 degrees and has a 90 degree arc of fire. There are four in the forward section and two in the tail section.

Primary Purpose: Defense.

Secondary Purpose: Assault.

Mega-Damage: 1D4×10 M.D. per blast. Simultaneous blasts are not possible.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner (typically one gunner per laser).

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

6. Double-Barrelled Deck Laser (1): This weapon turret can be manned or operated by remote control from inside the submarine to

fire at aerial and surface targets. The turret can rotate 360 degrees and has a 180 degree arc of fire.

Primary Purpose: Defense.

Secondary Purpose: Assault.

Mega-Damage: 5D6 M.D. per single blast, 1D6×10 M.D. per double blast. Simultaneous, double blasts count as one melee action.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 4000 feet (1220 m) when surfaced, 1200 feet (366 m) underwater.

Payload: Effectively unlimited.

7. Note: Don't forget that the submarines of the New Navy typically have 40 Semper Fi power armor on board, as well as a dozen underwater sea sleds, diving equipment, wet suits, life rafts, sick bay, a brig (prison area), sonar, radar, long-range communications, a full sensor array, life support, and similar systems common to the USS Ticonderoga and most sea vessels.

Human Info & Equipment

Salvage Expert O.C.C.

All salvage experts are trained in identifying, locating, and retrieving artifacts, treasures, parts and scrap metal from the sea. If a sunken vessel isn't too badly damaged, the character may be able to raise it to the surface and possibly repair it (or have repairs done) to make it sail again. Of course such a feat takes the proper equipment, crew and weeks of work; then repairs and restoration can take several weeks more.

In most cases, the salvage expert retrieves and sells the ship, metal and articles as soon as possible, in "as is" condition, and typically gets 10-20% of its original value. Scrap metal gets 1D6% of its original value. Restoration is typically reserved for items the character intends to keep, or that appear to have value and will be worth even more when repaired, cleaned or restored.

Salvage experts can also be hired or utilized for underwater excavation, mining, demolitions, rescue, recovery of bodies from wrecks and disasters, exploration and mechanical repairs. In many ways, they are the ocean version of the operator (in fact, operators are often key members of their crew or salvage team, especially if mechanical repairs are required).

The salvage expert can be a likeable rogue who pulls sunken treasure from the sea, a privateer/mercenary for hire, adventurer, pirate, or a foul-hearted villain who takes what he wants and crushes anybody who gets in his way, including the opposition and any innocent aquatic life forms.

The seas are vast and virgin territories. The influence of humans, D-bees, nations and laws are virtually non-existent. This freedom attracts explorers, adventurers, colonists and treasure hunters. It also attracts ruthless and murderous humans and D-bees who believe they can do as they please without repercussions. These misanthropes are pirates and salvage teams who plunder the seas' natural treasures as well as those of surface and aquatic people. Most have little or no regard for the rights or well-being of people. They don't care if they accidentally damage or hurt indigenous life forms, the environment, or villagers. Ruthless scavengers will sabotage, beat-up or kill their competitors or take dangerous chances (usually dangerous for those around them). The worst will cripple or sink an ocean vessel or bombard an underwater community and then salvage whatever they can. Survivors are either abandoned to fend for themselves, slain, or taken captive and sold into

slavery (the Splugorth, Naut'Yll, Horune, and many pirates are always looking for slaves, especially if they are cheap). These brigands even measure the worth of human life by its salvage value.

Attribute Requirements: I.Q. 9 or higher, a high P.P. and P.S. are handy but not mandatory.

Alignment: Any

Racial Restrictions: None; but typically humanoid and predominately surface dwellers.

O.C.C. Skills:

Basic Math (+20%)

Swim (+15%)

S.C.U.B.A. (+10%)

Ocean Geographic Surveying (+5%)

Pilot: Advanced Deep Sea Diving (+10%)

Pilot: Submersibles (+10%)

Underwater Navigation (+15%)

Underwater Demolitions (+16%)

Underwater Salvage (+20%)

Underwater Survival (+10%)

Two languages of choice (+20%)

Literacy in one language of choice (+20%)

W.P. Torpedo

W.P. of Choice (1)

Hand to Hand: Basic

Hand to hand: basic can be changed to expert for the cost of one other skill selection, martial arts (or assassin if evil) for the cost of two.

O.C.C. Related Skills: Select seven other skills, plus one additional skill at levels three, seven, eleven, and fifteen.

Communication: Any

Domestic: Any

Electrical: Any (+5%)

Espionage: None

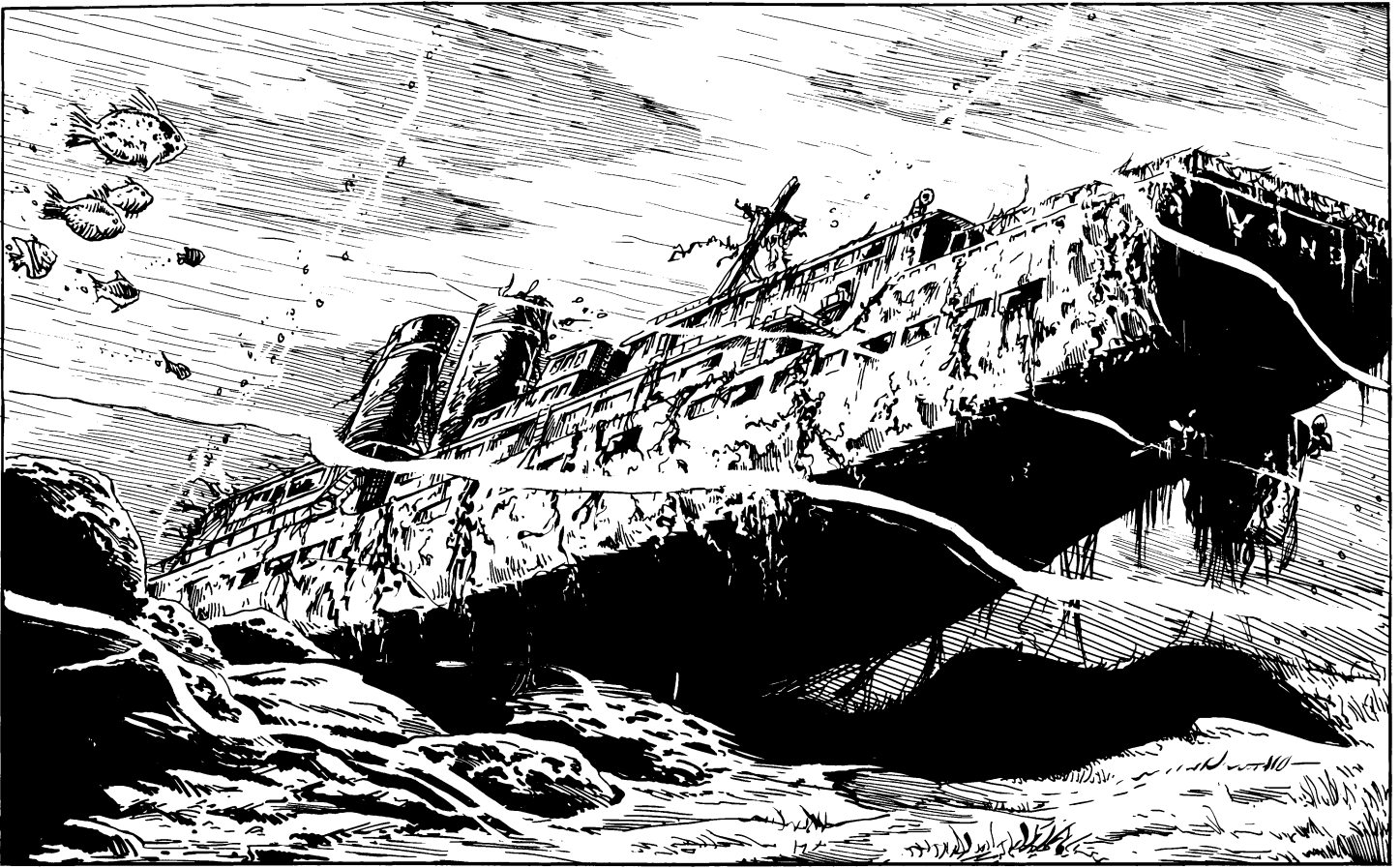
Mechanical: Any (+10%)

Medical: First Aid only

Military: Any

Physical: Any, except acrobatics and wrestling.

Pilot: Any, except tank and spacecraft.



Pilot Related: Any (+10%)
 Rogue: Any
 Science: Any (+5%)

Technical: Any (+10%)
 W.P.: Any
 Wilderness: Any

Secondary Skills: The character gets to select five 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 level.

Standard Equipment: Weapon of choice, a survival knife, portable tool kit, large tool kit, laser torch, acetylene torch, roll of wire, roll of duct tape, pen flashlight, large flashlight, 200 feet (61 m) of super lightweight rope (10 lbs/4.5 kg; test weight 500 lbs/230 kg), portable language translator, hand-held computer, a couple of sacks, a backpack, canteen, sunglasses, soldering goggles, snorkel gear, air tank, wet suit and S.C.U.B.A. gear, or environmental armor/deep sea armor suitable for use underwater. A set of clothing for sailing and traveling on dry land, swim trunks, and a set of work clothes. Additional equipment may be purchased later.

The character starts with one of the following: two- to six-man submersible, sailboat (large), modest cabin cruiser, or power armor. Otherwise, he books passage on a boat or rents whatever he needs.

An employer is likely to provide large boats, submersibles, special equipment and explosives.

Money: A lot of this character's money goes into equipment and personal luxuries. Starts with 2D4×1000 in credits, 2D4×1000 in salvaged metals and artifacts.

Cybernetics: None to start.

Human Ocean Equipment

One must remember that most of human civilization on Rifts Earth is found inland, away from dangerous seas and ocean coasts. This is especially true of North America and much of Europe. Remember too, that the decimation of the Great Cataclysm destroyed most human life

and turned the Earth into an alien wilderness. This means that with a few exceptions, most human and D-bee coastal communities are low-tech and have comparatively simple, S.D.C. structures when it comes to boat building, fishing and ocean technology.

The oceans, seas, North American Great Lakes and many large bodies of water around the world are havens for monsters, mutants, invaders, magic and strange phenomena. The Splugorth and their minions come from the ocean (well, Atlantis actually, but they seem to have mastered the ocean as well). The Demon Sea (aka Bermuda Triangle) lies off the coast of old Florida and touches the monster kingdom of Atlantis. The Lord of the Deep, naut'yll, talking dolphins, magic singing whales, pirates, slavers, aliens, sea serpents, giant squid, mutants and monsters of all kinds seem to come from the oceans and seas. All of this has prevented humans and other surface dwellers from exploring the waterways that cover the planet.

The typical human community and many D-bee surface dwellers do NOT have advanced ocean or boat building technology. Even the Coalition States, Northern Gun and other powers have only recently begun to build boats, ships and submarines. Most coastal communities have ship building technology roughly equal to 17th to early 20th Century Earth — mainly S.D.C. and light M.D.C. boats; no submersibles or deep sea diving capabilities below 300 feet (91.5 m). Consequently, there is little specific deep sea equipment, submarines and vessels available in the Americas and many places in the world.

Triax is *secretly* building a Navy and a powerful fleet with many submarines and warships, but they are not available for trade or purchase (see the *Triax* section in this book for details).

Civilizations growing in and around **Japan** have sea-going vessels but they are isolated and unknown to much of the world. Likewise, the New Navy, Tritonia, and many other ocean communities are isolated and wary of kingdoms on the continents. Most benevolent aquatic people are fearful of surface dwellers, while others are aggressive invaders, so communication and trade with any of these people is infrequent and regional at best.

The big suppliers of deep sea and ocean vessels, weapons, and equipment for humans, humanoid, Kittani and other races are the **Splurgorth of Atlantis**, their competitor, **Naruni Enterprises**, pirates, and distant regional ports. **Iron Heart Armaments, Inc.** (see *Rifts Mercenaries*, pages 107 to 120; several warships/boats are described) is making a big push in the manufacturing and sale of marine vehicles which has stimulated research, development and manufacturing by competitors and the **Coalition States**.

Some Basic Boats

Sailing & Rowing Vessels

Mega-Damage Note: M.D.C. versions are possible via mega-damage materials and/or magic. All stats are the same except for their damage capacity. To determine M.D.C. simply reduce the S.D.C. number by half and make it mega-damage. For example an M.D. frigate would have 1700 to 2000 M.D.C., a large sailboat 850 to 1000 M.D.C. and so on.

Cost Note: Cost is for an average ship of good to very good quality. It does not include any special weapon systems, sensors, special features or magic M.D.C./construction or features, all of which cost extra.

Canoe (standard): Length: 10 to 12 feet (3.0 to 3.65 m), Speed: 1-4 mph (1.6 to 6.4 kmph) paddling, Passengers: 2-4, S.D.C.: 50 wood or 85 aluminum. Cost: 500 to 1000 credits.

Pacific Twin Canoe: Length: 18 to 20 feet (5.4 to 6.1 m), Max. Speed: 6 mph (9.6 kmph) team rowing or 1 to 6 mph with sail, Passengers/Crew: 6 to 10, S.D.C.: 150 wood. Cost: 30,000 to 45,000 credits.

Pacific War Canoe: Length: 40 to 60 feet (12.2 to 18.3 m), Max. Speed: 8 mph (12.8 kmph) team rowing, Passengers/Crew: 10 to 40, S.D.C.: 340 wood. Cost: 50,000 to 70,000 credits.

Rowboat (standard): Length: 8 to 12 feet (2.4 to 3.65 m), Speed: 1-2 mph (1.6 to 3.2 kmph) paddling or 4 mph (6.4 kmph) with an out-board motor, Passengers/Crew: 2-6, S.D.C.: 110 wood or 150 aluminum. Cost: 600 to 1200 credits.

Sailboat (small): Length: 16 to 30 feet (4.9 to 9.1 m), Max. Speed: 6 mph (9.6 kmph), Passengers/Crew: two to six sailors and 4 to 8 passengers, S.D.C.: 250 wood. Cost: 10,000 to 40,000 credits.

Sailboat (large): Length: 60 to 90 feet (18.3 to 27.4 m), Max. Speed: 12 mph (19.3 kmph), Passengers/Crew: 10 to 20 (four minimum), S.D.C.: 600 to 900 wood. Cost: 90,000 to 150,000 credits.

Sailing Corsair: Length: 70 to 90 feet (21.3 to 27.4 m), Max. Speed: 16 mph (25.7 kmph), Passengers/Crew: 6 to 8 officers, 20 to 26 sailors and 30 to 40 passengers or soldiers, S.D.C.: 1800 to 2200 wood. Cost: 350,000 to 450,000 credits.

Sailing Schooner: Length: 100 to 120 feet (30.5 to 36.5 m), Max. Speed: 12 mph (19.3 kmph), Passengers/Crew: 8 officers, 20 to 40 sailors and 30 to 40 passengers or soldiers, S.D.C.: 2100 to 2600 wood. Cost: 600,000 to 750,000 credits.

Sailing Brigantine: Length: 100 to 140 feet (30.5 to 42.6 m), Max. Speed: 20 mph (32 kmph), Passengers/Crew: 12 officers, 30 to 40 sailors and 50 to 70 passengers or soldiers, S.D.C.: 3000 to 3400 wood. Cost: 950,000 to 1.4 million credits.

Sailing Frigate: Length: 150 to 200 feet (45.7 to 61 m), Max. Speed: 16 mph (25.7 kmph), Passengers/Crew: 12 officers, 40 to 60 sailors and 100 to 144 passengers or soldiers, S.D.C.: 3400 to 4000 wood. Cost: 2-5 million credits.

Sail & Oar War Galley: Length: 180 to 200 feet (54.8 to 61 m), Max. Speed: 5 mph (8 kmph) with half oars, 10 mph (16 kmph) all oars/team rowing, or 12 mph (19.3) with sails, Passengers/Crew: 120 oarsmen, 40 sailors and 80 passengers or soldiers, S.D.C.: 2400 to 3000 wood. Cost: 2-3 million credits.

Sailing Cutter: Length: 180 to 240 feet (54.8 to 73.2 m), Max. Speed: 20 mph (32 kmph) sail or 10 mph (16 kmph) for a diesel engine and sail version, Crew: 12 officers and 50 enlisted men and up to 150 passengers or soldiers, S.D.C.: 3500 to 4000 wood. Cost: 5-7 million credits.

Motorized Vessels

Mega-damage Note: The equivalent M.D.C. for each type of vessel is given in parentheses.

Cost Note: Cost is for an average ship of good to very good quality and includes basic sensors and features and only the weapon systems listed. Magic M.D.C./construction or special features cost extra. The M.D.C. equivalent of the vessel will cost 2× the listed cost.

Speedboat: Length: 15 to 25 feet (4.6 to 7.6 m), Speed: 40 to 50 mph (64 to 80 kmph; 34.4 to 43 knots), Crew/Passengers: 2-6, S.D.C.: 250 to 350 (or 100 to 180 M.D.C.). Cost: 45,000 to 90,000 credits.

Racing Boat/Hydrofoil: Length: 20 feet (6.1 m), Max. Speed: 140 mph (224 kmph; 120 knots), Crew/Passengers: 1 or 2, S.D.C.: 200 (or 100 M.D.C.). Cost: 300,000 to 500,000 credits.

Commercial Hydrofoil: Length: 30 to 40 feet (9.1 to 12.2 m), Max. Speed: 93 mph (148 kmph, 80 knots)! Crew/Passengers: 5 to 12, S.D.C.: 300 to 600 (or 220 M.D.C.). Cost: 100,000 to 150,000 credits.

Cabin Cruiser or Inboard Motorboat: Length: 35 to 40 feet (10.7 to 12.2 m), Max. Speed: 25 mph (40 kmph), Crew/Passengers: 5 to 10, S.D.C.: 450 to 800 (or 200 to 350 M.D.C.). Cost: 40,000 to 120,000 credits.

Yacht (large): Length: 60 to 100 feet (18.3 to 30.5 m), Max. Speed: 30 mph (48 kmph), Crew/Passengers: 10 to 20, S.D.C.: 600 to 1000 (or 250 to 400 M.D.C.). Cost: 100,000 to 200,000 credits.

Fishing Boat (small): Length: 24 to 40 feet (7.3 to 12.2 m), Max. Speed: 12 mph (19 kmph) motorized, or 1-7 mph (1.6 to 11 kmph) with sail, Crew: 3 to 10, S.D.C.: 300 to 400 (or 100 to 200 M.D.C.). Cost: 25,000 to 50,000 credits.

Fishing Boat/Trawler (large): Length: 60 to 120 feet (18.3 to 36.6 m), Max. Speed: 15 mph (24 kmph) motorized, or 1-10 mph (1.6 to 16 kmph) sailboat, Crew: 15 to 50, S.D.C.: 700 to 900 (or 300 to 400 M.D.C.). Cost: 100,000 to 200,000 credits.

Tugboat: Length: 100 to 150 feet (30.5 to 45.7 m), Max. Speed: 15 mph (24 kmph; 13 knots), Crew: 12 to 30, S.D.C.: 4,000 to 5,000 (or 2,000 to 3,000 M.D.C. for modern mega-damage versions). Construction Cost: 1 to 2 million dollars/credits. **Weapon Systems of Note:** Typically none, other than weapons in the hands of crew members. Most will have one or two heavy-duty cranes in the rear, a winch and tow line in the front and back, three lifeboats (each holds 14 people), long- and short-range radio, and searchlights on the front and back. There may also be 1D4 flying power armor and 2D4 deep sea power armor suits available.

Small Freighter: Length: 300 to 320 feet (91 to 97 m), Speed: 23 to 30 mph (3.6 to 48 kmph; 19 to 25.8 knots), Crew: 10 to 12 officers, 80 to 100 enlisted men. S.D.C.: 5,000 to 6,000 (or 2,500 to 3,500 M.D.C. for modern mega-damage versions). Construction Cost: 6 to 10 million dollars/credits. **Weapon Systems of Note:** One — medium-range missile launchers (1D4×100 M.D., 100 mile/80 km range, 60 missiles);

2-6 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons (1D6×10 M.D.; range 4000 feet/1220 m), or mini-missile launchers;

High-tech M.D.C. frigates may have a pair of torpedo tubes and are likely to have a complement of 5 to 10 flying and/or deep sea power armor suits.

Large Commercial Freighter: Length: 400 to 500 feet (122 to 152 m), Speed: 20 mph (32 kmph; 17.2 knots), Crew: 10 to 12 officers, 120 to 150 enlisted men. S.D.C.: 6,500 to 8,000 (or 3,500 to 5,000 M.D.C. for modern mega-damage versions). Construction Cost: 15 to 20 million

dollars/credits. Weapon Systems of Note: Two — medium-range missile launchers (1D4×100 M.D., 100 mile/80 km range, 60 missiles);

2-6 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons (1D6×10 M.D.; range 4000 feet/1220 m), or mini-missile launchers;

High-tech M.D.C. frigates may have a pair of torpedo tubes and are likely to have a compliment of 10 to 24 flying and deep sea power armor suits.

Large Oil Tanker: Length: 700 feet (210 m), Speed: 20 mph (32 kmph; 17.2 knots), Crew: 12 officers, 60 to 90 enlisted men. S.D.C.: 8,000 to 10,000 (or 4,000 to 6,000 M.D.C. for modern mega-damage versions). Construction Cost: 10 to 16 million dollars/credits. Weapon Systems of Note: Varies; for self-defense. Typically one — medium-range missile launcher (1D4×100 M.D., 100 mile/80 kmph range, 60 missile in each);

2-4 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons (1D6×10 M.D.; range 4000 feet/1220 m), or mini-missile launchers;

12 to 24 flying and deep sea power armor suits and one mini-sub.

Commercial Submarine: Length: 200 to 300 feet (61 to 91.5 m), Speed: 18 mph (28 kmph; 15.5 knots) surfaced and 20 mph (32 kmph; 17.2 knots) dived, Max. Depth: One mile (1.6 km), Crew: 8 to 10 officers, 40 to 65 crewmen. S.D.C.: 5,000 to 6,000 (or 1,500 to 2,200 M.D.C. for modern mega-damage versions). Construction Cost: 10 to 15 million dollars/credits. Weapon Systems of Note: None. Of course the vessel can be modified at extra cost and power armor may be on board.

Navy Submarine: See the subs described under the New Navy and Triax.

Coast Guard Cutter: Length: 300 to 320 feet (91 to 97 m), Speed: 30 to 40 mph (48 to 64 kmph; 25.8 to 34.4 knots), Crew: 10 to 14 officers, 100 to 150 enlisted men. S.D.C.: 5,000 to 6,000 (or 1,500 to 2,200 M.D.C. for modern mega-damage versions). Construction Cost: 2 to 8 million dollars/credits. Weapon Systems of Note: Two — five inch cannons (1D6×100 S.D.C.), or M.D. dual cannon energy turrets (1D4×100 M.D. high-powered laser beam, laser pulse or plasma, one mile/1.6 km range) or two long-range missile launchers (1D6×100 M.D., 144 missiles in each);

2-4 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons or rail guns (1D6×10 M.D.; range 4000 feet/1220 m);

2-4 torpedo tubes (medium or short-range);

High-tech M.D.C. patrol boats will have a pair of mini-missile launchers and are likely to have a complement of 24 to 48 flying and deep sea power armor suits.

Navy Patrol Boat: Length: 80 to 100 feet (24.4 to 30.5 m), Speed: 35 to 42 mph (56 to 67 kmph; 30 to 36 knots), Crew: 2 officers, 12 to 20 enlisted men. S.D.C.: 6,000 to 7,000 (or 2,200 to 3,200 M.D.C. for modern mega-damage versions). Construction Cost: 8 to 10 million dollars/credits. Weapon Systems of Note: Two — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons or rail guns (1D6×10 M.D.; range 4000 feet/1220 m);

Two standard depth charge launchers (12 bombs each),

High-tech M.D.C. patrol boats will have a pair of torpedo tubes (medium or short-range), a pair of mini-missile launchers and are likely to have a compliment of 6 flying and/or deep sea power armor suits.

Navy Hydrofoil Aero-Jet Patrol Boat: Length: 80 to 100 feet (24.4 to 30.5 m), Speed: 100 to 120 mph (160 to 192 kmph; 86 to 103.2 knots)! Crew: 2 officers, 10 to 12 enlisted men. S.D.C.: 5,000 to 6,000 (or 1,500 to 2,200 M.D.C. for modern mega-damage versions). Construction Cost: 10 to 14 million dollars/credits. Weapon Systems of Note: One — 20 mm gun (1D6×10 S.D.C.) or M.D. auto-cannons or rail guns (1D6×10 M.D.; range 4000 feet/1220 m);

High-tech M.D.C. Aero-Jet patrol boats will have four mini-torpedo launch tubes, light laser turret (double barrel does 3D6 M.D. per single blast or 6D6 M.D. per double blast, 4000 foot/1220 m range), and are likely to have a complement of 2 to 6 flying and/or deep sea power armor suits.

Navy Frigate: Length: 400 to 500 feet (124 to 152 m), Speed: 35 mph (56 kmph; 30 knots), Crew: 10 to 12 officers, 120 to 150 enlisted men. S.D.C.: 7,500 to 10,000 (or 3,500 to 6,000 M.D.C. for modern mega-damage versions). Construction Cost: 40 to 50 million dollars/credits. Weapon Systems of Note: Two — medium-range missile launchers (1D4×100 M.D., 100 mile/80 km range, 60 missile in each);

Two — 40 mm guns (2D6×10 S.D.C.) or medium-range energy cannons (2D6×10 M.D.; particle beam or ion cannons, 3000 feet/914 m range);

2-4 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons (1D6×10 M.D.; range 4000 feet/1220 m) or mini-missile launchers;

High-tech M.D.C. frigates will have a pair of torpedo tubes and are likely to have a complement of 24 to 32 flying and deep sea power armor suits and 1D4 mini-sub.

Navy Multi-Purpose Missile Cruiser: Length: 500 to 600 feet (152.4 to 183 m), Speed: 35 to 42 mph (56 to 67 kmph; 30 to 36 knots), Crew: 30 to 40 officers, 300 to 400 enlisted men. S.D.C.: 9,000 to 14,000 (or 5,000 to 10,000 M.D.C. for modern mega-damage versions). Construction Cost: 50 to 75 million dollars/credits. Weapon Systems of Note: Two long-range cruise missile launchers (1D6×100 M.D., 144 missiles in each);

Two — medium-range missile launchers (1D4×100 M.D., 100 mile/80 km range, 60 missile in each);

Two — Torpedo tubes for firing long and medium-range torpedoes.

Two — 40 mm guns (2D6×10 S.D.C.) or medium-range energy cannons (2D6×10 M.D.; particle beam or ion cannons, 3000 feet/910 m range);

Two — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons or rail guns (1D6×10 M.D.; range 4000 feet/1220 m), or mini-missile launchers;

High-tech M.D.C. cruisers are likely to have a complement of 144 flying and deep sea power armor suits, two helicopters, 2D4 mini-sub, and possibly 1D4 heavy combat robots.

Navy Multi-Purpose Destroyer: Dimensions: 500 to 600 feet (152.4 to 183 m), 60 to 100 feet (18.3 to 30.5 m) wide, by 30 to 40 feet (9.1 to 12.2 m) tall, Speed: 34 to 40.6 mph (54.4 to 65 kmph; 30 to 35 knots), Crew: 30 to 40 officers, 400 to 500 enlisted men, S.D.C.: 10,000 to 15,000 (or 6,000 to 11,000 M.D.C. for modern mega-damage versions). Construction Cost: 70 to 90 million dollars/credits. Weapon Systems of Note: 2 to 4 — five inch cannons (1D6×100 S.D.C.), or M.D. dual cannon energy turrets (1D4×100 M.D. high-powered laser beam, laser pulse or plasma, one mile/1.6 km range) or long-range missile launchers (1D6×100 M.D., 144 missiles in each);

2 to 8 — 40 mm guns (2D6×10 S.D.C.) or medium-range energy cannons (2D6×10 M.D.; particle beam or ion cannons, 4000 feet/1220 m range);

2 to 8 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons, rail guns or mini-missile launchers (1D6×10 M.D.; range 4000 feet/1220 m);

2 — Optional: About 40% have a pair of torpedo tubes for firing long- and medium-range torpedoes.

High-tech M.D.C. destroyers have two to four additional medium or long-range cruise missile launchers (60 missiles per launcher) and up to 10 mini-missile launchers (100 missiles per launcher), plus a complement of 144 to 288 flying and deep sea power armor suits, 2D4 mini-sub, and possibly 2D4 heavy combat robots.

Navy Battleship: Length: 800 to 900 feet (243.8 to 274.3 m), Speed: 35 mph (56 kmph; 30 knots), Crew: 70 to 90 officers, 1500 to 2000 enlisted men. S.D.C.: 14,000 to 20,000 (or 10,000 to 16,000 M.D.C. for modern mega-damage versions). Construction Cost: 80 to 100 million dollars/credits. Weapon Systems of Note: 6 to 9 — 16 inch cannons (3D6×100 S.D.C. 25 mile/40 km range), or M.D. cannon turrets (2D4×100 M.D.; 25 mile/40 km range) or heavy medium-range (or even long-range) missiles (1D4×100 M.D., 100 mile/80 km range for medium missiles);

40 to 80 — 40 mm guns (2D6×10 S.D.C.) or medium-range energy cannons (2D6×10 M.D.; particle beam or ion cannons, 3000 feet/910 m range);

20 to 40 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons, rail guns or mini-missile launchers (1D6×10 M.D.; range 4000 feet/1220 m);

Modern M.D. battleships are likely to have a complement of 64 to 144 flying and deep sea power armor suits, and possibly 2D4 heavy combat robots.

Navy Aircraft Carrier: Dimensions: 900 to 1200 feet (274.3 to 366 m), 100 to 150 (30.5 to 45.7 m) wide, by 30 to 50 feet (9.1 to 15.2 m) tall, Flight deck: 175 to 250 feet (280 to 400 m) wide, Max. Speed: 34 to 40.6 mph (54.4 to 65 kmph; 30 to 35 knots), Crew: 100 to 120 officers, 1200 to 1600 enlisted men, plus 600 to 900 assigned to the air group. S.D.C.: 16,000 to 22,000 (or 12,000 to 16,000 for modern

M.D.C. versions). Construction Cost: 110 to 150 million dollars/credits. Weapon Systems of Note: 6 to 12 — 40 mm guns (2D6×10 S.D.C.) or medium-range energy cannons (2D6×10 M.D.; particle beam or ion cannons, 4000 feet/1220 m range);

10 to 20 — 20 mm guns (1D6×10 S.D.C.) or M.D. auto-cannons, rail guns or mini-missile launchers (1D6×10 M.D.; range 4000 feet/1220 m);

High-tech M.D.C. aircraft carriers have two to four medium- or long-range missile launchers (60 missiles per launcher) and 6 to 10 mini-missile launchers (100 missiles per launcher).

Aircraft: 40 to 90 fighter aircraft. High-tech, multi-purpose, M.D.C. aircraft carriers are likely to have a complement of 288 to 576 flying power armor and 144 to 288 deep sea power armor suits/troops, 2 to 6 mini-sub, and possibly 3D4 heavy combat robots.

Green Laser Rifle

It is a favorite of pirates, undersea explorers and fishermen. It is made of black plastic and ceramic, making it easy to confuse with the Wilk's 447 rifle.

Weight: 6 lbs (2.5 kg)

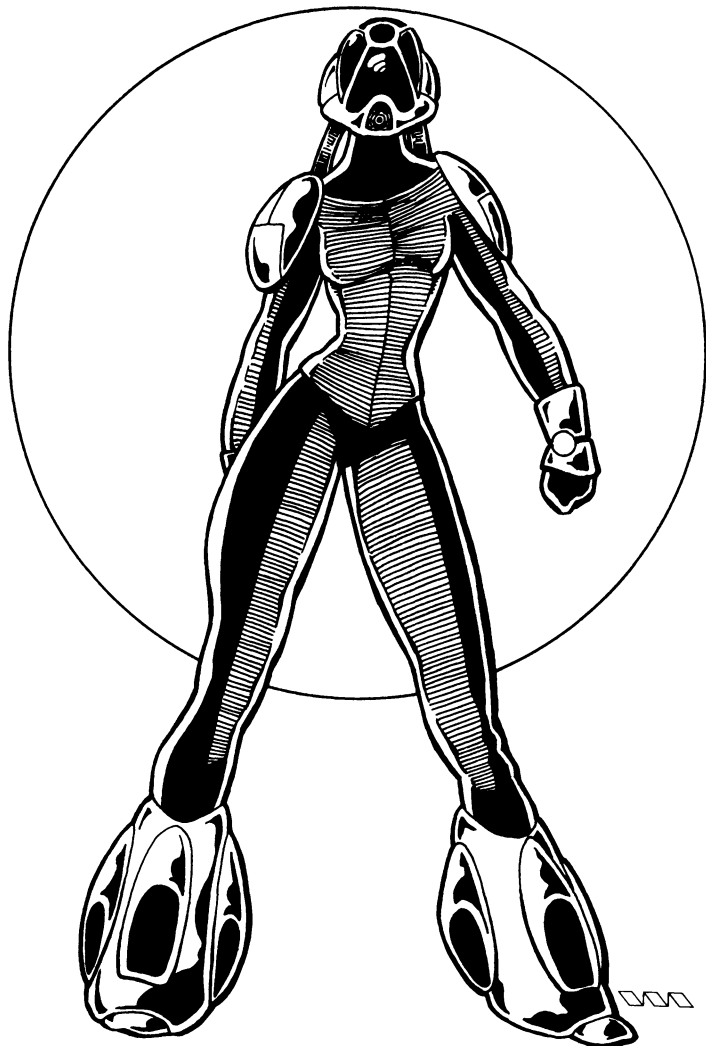
Mega-Damage: 3D6 M.D.

Rate of Fire: Standard

Maximum Effective Range: 2000 feet (610 m)

Payload: 20 shots.

Cost: 20,000 credits.



LEWS-9 Light Environmental Wet Suit

LEWS-9 is a form-fitting wet suit with light insulation and full environmental capabilities. The helmet completely seals the system, with a built-in air regulator, short-range radio (3 miles/4.8 km), loudspeaker, compass, and twin hoses to backpack air tanks, and Heads Up Display (HUD) showing depth (digital), time, date, direction, and air gauge. Shoulder plates offer protection, but also serve as small containers that can hold as many as four of the following in each: an extra weapon E-clip, underwater flare, a small knife, map(s), computer disc(s), pen flashlight, or small tool kit.

Aqua-jet boots are standard with the LEWS-9. These are light-weight jets made of plastic and ceramic parts that help to propel divers at slow speeds through the water to reduce fatigue. Powered by a standard E-clip — good for four hours of use.

- M.D.C.: 25
- Weight: 11 lbs (5 kg) suit; 4 lbs (1.8 kg) boots.
- Superior Mobility; No performance penalties.
- Aqua-jet boots' speed: 3 mph (4.6 kmph; 2.6 knots).
- 3 hour air supply.
- Maximum Depth: 500 feet (152 m); ruptures at greater depths.
- Market Cost: 15,000 credits without jet boots, add 3,000 credits for boots.



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Aqua-Tech LEA-50

Deep Sea Power Armor

LEA-50, also known as Mermaid armor, is considered a light suit of underwater power armor with a detachable, interchangeable jet pack; one type is for use underwater and another for air. Six mini-missiles can be mounted on the top of the jet pack and the forearms have blue green lasers. Comes with all the standard power armor features.

Model Type: LA-50 (Light Environmental Armor)

Class: Sea-Air-Land Tactical Assault Exoskeleton

Crew: One

M.D.C. by Location:

* Head — 60

Arms (2) — 70 each

Legs (2) — 100 each

Thruster System (on back) — 140

** Main Body — 200

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses. Any power armor combat bonuses to strike, parry and dodge are lost. The head is a small and difficult target to hit; requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless.

Speed:

Running: 40 mph (64 kmph) maximum. Note that the act of running does tire out its operator, but at 10% of the normal fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 12 feet (3.65 m) high or lengthwise.

Flying: With the proper jet pack is 100 mph (160 kmph).

Swimming: 5 mph (8 kmph; 4.3 knots) without jet pack and 40 mph (64 kmph; 34 knots) surfaced or 50 mph (80 kmph; 43 knots) dived with jet pack.

Range: Restricted by the needs of the pilot. Typically the pilot can operate the armor for 12 hours at maximum efficiency, up to three to six days without food. Air is purged and recycled automatically and will last six days before becoming too stale to breathe.

Maximum Depth: 1 mile (1.6 kmph).

Statistical Data:

Height: 6 to 7 feet (1.8 to 2.1 m)

Width: 3.4 feet (1.0 m) — 8 foot (2.4 m) wingspan.

Length: 3 feet (0.9 m)

Weight: 450 lbs (202.5 kg)

Physical Strength: Equal to a P.S. 28

Cargo: None.

Power System: Nuclear, with an average energy life of 15 years.

Market Cost: 2.5 million credits.

Manufacturers: Triax, Iron Heart Armaments, Northern Gun (a recent addition to its line of knock-offs), Atlantis and the Black Market.

Weapon Systems

1. Quad-Wrist Laser: Each forearm has a four barrel laser system used as both a tool and a weapon.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: 1D6 M.D. for a single blast, up to 4D6 M.D. per four simultaneous blasts. May be substituted for a vibro-blade (2D6 M.D.).

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: 1200 feet (366 m) underwater or on land.

Payload: Effectively unlimited.

2. Mini-Missiles: As many as six mini-missiles can be attached to the jet pack.

Primary Purpose: Anti-vehicle and anti-monster.

Secondary Purpose: Defense

Mega-Damage: Typically uses plasma/heat missiles (1D6×10 M.D.).

Rate of Fire: One at a time or in volleys of two, four or six.

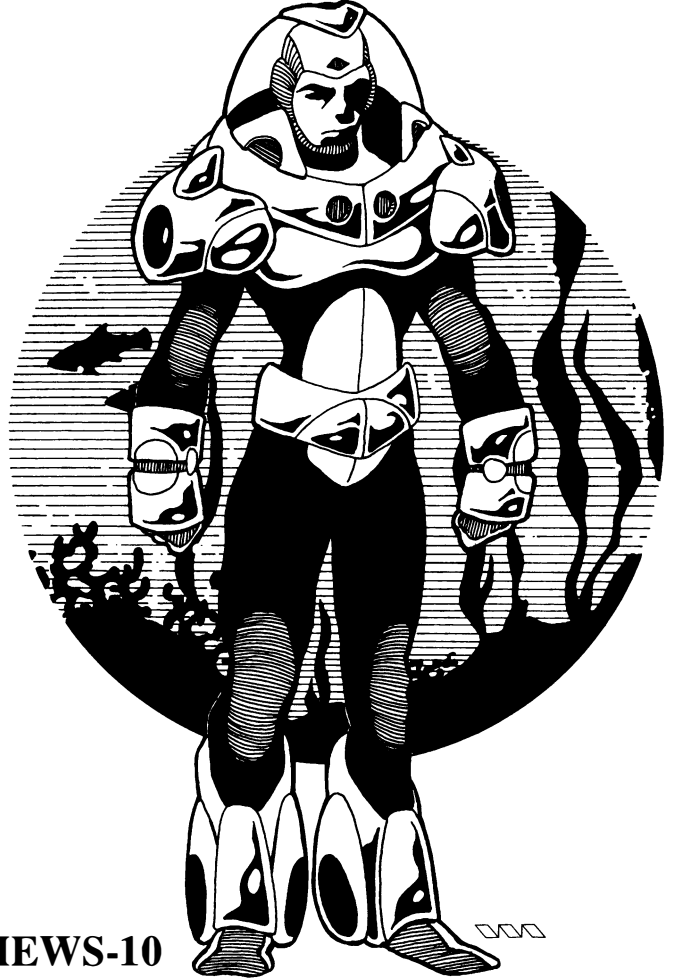
Maximum Effective Range: About one mile (1.6 km).

Payload: Six total.

3. Hand-Held Weapons: Any underwater pistol, rifle, etc., can be carried and used by the power armor operator.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of the **Rifts Ult.**, page 351-352. All abilities are the same except as follows: Normal Punch or Kick — 1D6 M.D.

Power Punch — 2D6 M.D., but counts as two melee attacks.



MEWS-10

Medium Environmental Wet Suit

MEWS-10 is a heavier, but still comparatively lightweight, deep sea environmental suit. It has ALL the features of the LEWS-9, plus a full aqua-jet system (boots, shoulders and back jets) and a decompression, air recirculation breathing systems. Powered by a built-in power pack — good for 12 hours of use.

- M.D.C.: 55
- Weight: 30 lbs (13.6 kg) complete suit.
- Excellent Mobility; -5% on the performance of prowl and other physical skills such as gymnastics.
- Aqua-jet system: 6 mph (9.6 kmph; 5 knots) max. speed.
- 8 hour recommended breathable air supply, but has been pushed up to 12.
- Maximum Depth: 2000 feet (610 m); ruptures at greater depths.
- Market Cost: 50,000 credits.

Aqua-Tech Orca-50

Deep Sea Power Armor

The Orca-5, gets its name from its black and silver coloring and bulk. This is a medium suit of underwater power armor with a detachable, underwater jet pack. An aerial jet pack can be used in its place for flying, adding to its versatility, but this armor is not designed as a flyer. It has a unique, twin shoulder weapon system that houses an ion blaster and detachable vibro-swords. The vibro-blades can be removed and used as paired weapons in hand to hand combat or to impale or rake across an opponent when swimming or jetting underwater. The weapon housing can rotate 360 degrees and move from side to side in a 30 degree arc. Comes with all the standard power armor features.

Model Type: Orca-50 (Medium Environmental Armor)

Class: Deep Sea Tactical Assault Exoskeleton

Crew: One

M.D.C. by Location:

* Head — 75

Twin Weapon Systems (2) — 35 each

Arms (2) — 80 each

Legs (2) — 120 each

Thruster System (on back) — 140

** Main Body — 280

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses. Any power armor combat bonuses to strike, parry and dodge are lost. The head is a small and difficult target to hit; requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless.

Speed:

Running: 40 mph (64 kmph) maximum. Note that the act of running does tire out its operator, but at 10% of the normal fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or lengthwise.

Flying: With the proper jet pack its top speed is 80 mph (128.7 kmph).

Swimming: 8 mph (12.8 kmph; 6.8 knots) without jet pack, with jet pack: and 30 mph (48 kmph; 25.8 knots) surfaced or 40 mph (64 kmph; 34.4 knots) dived with jet pack.

Range: Restricted by the needs of the pilot. Typically the pilot can operate the armor for 24 hours at maximum efficiency, up to eight days without food. Air is purged and recycled automatically and will last eight days before becoming too stale to breathe.

Maximum Depth: 1.3 miles (2 kmph).

Statistical Data:

Height: 7 to 8 feet (2.1 to 2.4 m)

Width: 4 feet (1.2 m) — 6 feet (1.8 m) with weapons to the side.

Length: 4 feet (1.2 m) with jet pack.

Weight: 800 lbs (360 kg)

Physical Strength: Equal to a P.S. 35

Cargo: None.

Power System: Nuclear, with an average energy life of 15 years.

Market Cost: 4 million credits.

Manufacturers: Triax, Atlantis and the Black Market.

Weapon Systems

1. Laser Finger: Each hand has a laser finger used as both a tool and a weapon.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: 1D6 M.D. per single blast

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: 300 feet (91 m) underwater or on land.

Payload: Effectively unlimited.

2. Shoulder Weapon System: An ion blaster with detachable vibro-swords. Can rotate 360 degrees and point side to side in a 30 degree arc.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: Ion Blaster: 3D6 M.D. per single blast or 6D6 M.D. per double blast fired simultaneously at the same target.

Vibro-Swords (2): Each does 2D6 M.D. and can be used as part of the armor to impale and rake/cut (add 1D6 M.D. for every 20 mph (32 km) of speed or one or both can be detached and used as hand held swords.

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

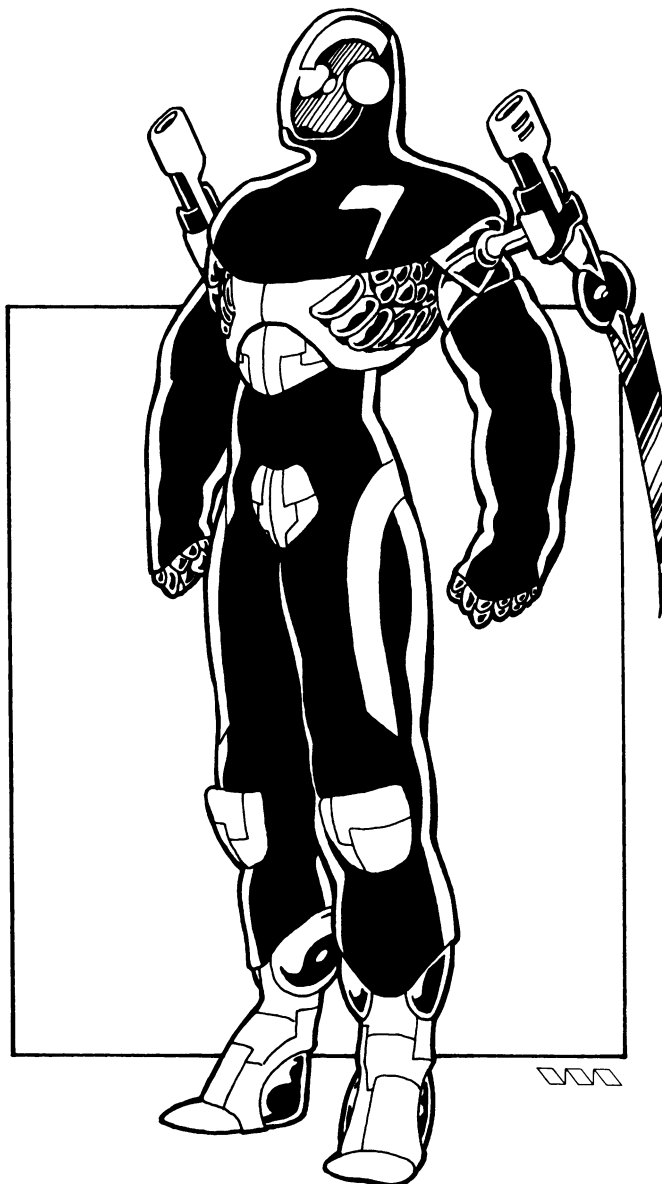
Maximum Effective Range: 1200 feet (366 m) underwater or on land.

Payload: Effectively unlimited.

3. Hand-Held Weapons: Any underwater pistol, rifle, etc. can be carried and used by the power armor operator.


4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of **Rifts Ult. Ed.**, pages 351-352. All abilities are the same except as follows: Normal Punch or Kick — 2D4 M.D.

Power Punch — 3D6 M.D., but counts as two melee attacks.



Aqua-Tech Orca-100

Deep Sea Power Armor

Depicted on the following page. 

The Orca-100 is a heavy suit of deep sea power armor with incredible strength and a huge, detachable, underwater jet pack, air supply and decompression system. It has a heavy duty version of the unique, shoulder weapon clusters that houses mini-missiles and energy weapons. The weapon housing can rotate 360 degrees and move from side to side in a 30 degree arc. Comes with all the standard power armor features plus short-range sonar, echo location, and a thermo-imaging optic system.

Model Type: Orca-100 (Heavy Environmental Armor)

Class: Deep Sea Tactical Assault Exoskeleton

Crew: One

M.D.C. by Location:

* Head — 90

Right Weapon Cluster (1) — 100

Left Weapon Cluster (1) — 120

Arms (2) — 170 each

Legs (2) — 260 each

Thruster & Air System (on back) — 300

** Main Body — 480

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses. Any power armor combat bonuses to strike, parry and dodge are lost. The head is a small and difficult target to hit; requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless.

Speed:

Running: 40 mph (64 kmph) maximum. Note that the act of running does tire out its operator, but at 10% of the normal fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 10 feet (3 m) high or lengthwise.

Flying: Not possible.

Swimming: 8 mph (12.8 kmph; 6.8 knots) without a jet pack and 30 mph (48 kmph; 25.8 knots) surfaced or 40 mph (64 kmph; 34.4 knots) dived with jet pack.

Range: Restricted by the needs of the pilot. Typically the pilot can operate the armor for 72 hours at maximum efficiency, up to ten days without out food; indefinitely with food. Drinking water and a nutrient (food) solution is available to the pilot; three day supply. Air is purged and recycled automatically and will last weeks before becoming too stale to breathe.

Maximum Depth: 2 miles (3.2 km).

Statistical Data:

Height: 13 feet (3.9 m)

Width: 6 feet (1.8 m) — 7 feet (2.1 m) with weapons to the side.

Length: 7 feet (2.1 m) with jet pack and extended air and decompression system.

Weight: 1.4 tons

Physical Strength: Equal to a P.S. 45

Cargo: None.

Power System: Nuclear, with an average energy life of 15 years.

Market Cost: 12 million credits.

Manufacturers: Triax, Atlantis and the Black Market.

Weapon Systems

1. Head Laser (Blue-Green): Located above the left eye is a short-range laser used as both a tool and a weapon. A similar housing above the right eye is the thermo-imager.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

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

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: 1200 feet (366 m) underwater or on land.

Payload: Effectively unlimited.

2. Right Shoulder Weapon Cluster: A multi-weapon system that can rotate 360 degrees and point side to side in a 45 degree arc. The three forward openings are particle beam blasters, the top one is a high-powered blue-green laser and the two similar housings on either side of the laser are echo location and targeting sensors.

Primary Purpose: Anti-sub and Anti-monster.

Secondary Purpose: Anti-personnel

Mega-Damage: Triple barrel particle beam blaster: 1D6×10 M.D. per single blast, 2D6×10 M.D. per double blast or 3D6×10 M.D. per triple blast fired simultaneously at the same target. A simultaneous multiple blast counts as one melee attack. Top mounted laser: 3D6 per single blast.

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: Particle Beams: 600 feet (183 m) underwater, 1200 feet (366 m) on land/in air. Laser: 3000 feet (914 m) underwater or on land.

Payload: Effectively unlimited.

3. Left Shoulder Weapon Cluster: A multi-weapon system that can rotate 360 degrees and point side to side in a 45 degree arc. The three forward openings are mini-torpedo launchers, the two top ones are high-powered blue-green lasers and the two similar housings behind them are echo location and targeting sensors.

Primary Purpose: Anti-sub and Anti-monster.

Secondary Purpose: Anti-personnel

Mega-Damage: Mini-missiles: 1D6×10 M.D. per single blast. Twin top mounted lasers (2): 3D6 M.D. per single blast or 6D6 M.D. per simultaneous blast (counts as one melee attack).

Rate of Fire: Mini-torpedoes: one at a time or in volleys of two or three. Lasers are equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: Mini-torpedoes: One mile (1.6 km). Lasers: 3000 feet (914 m) underwater or on land.

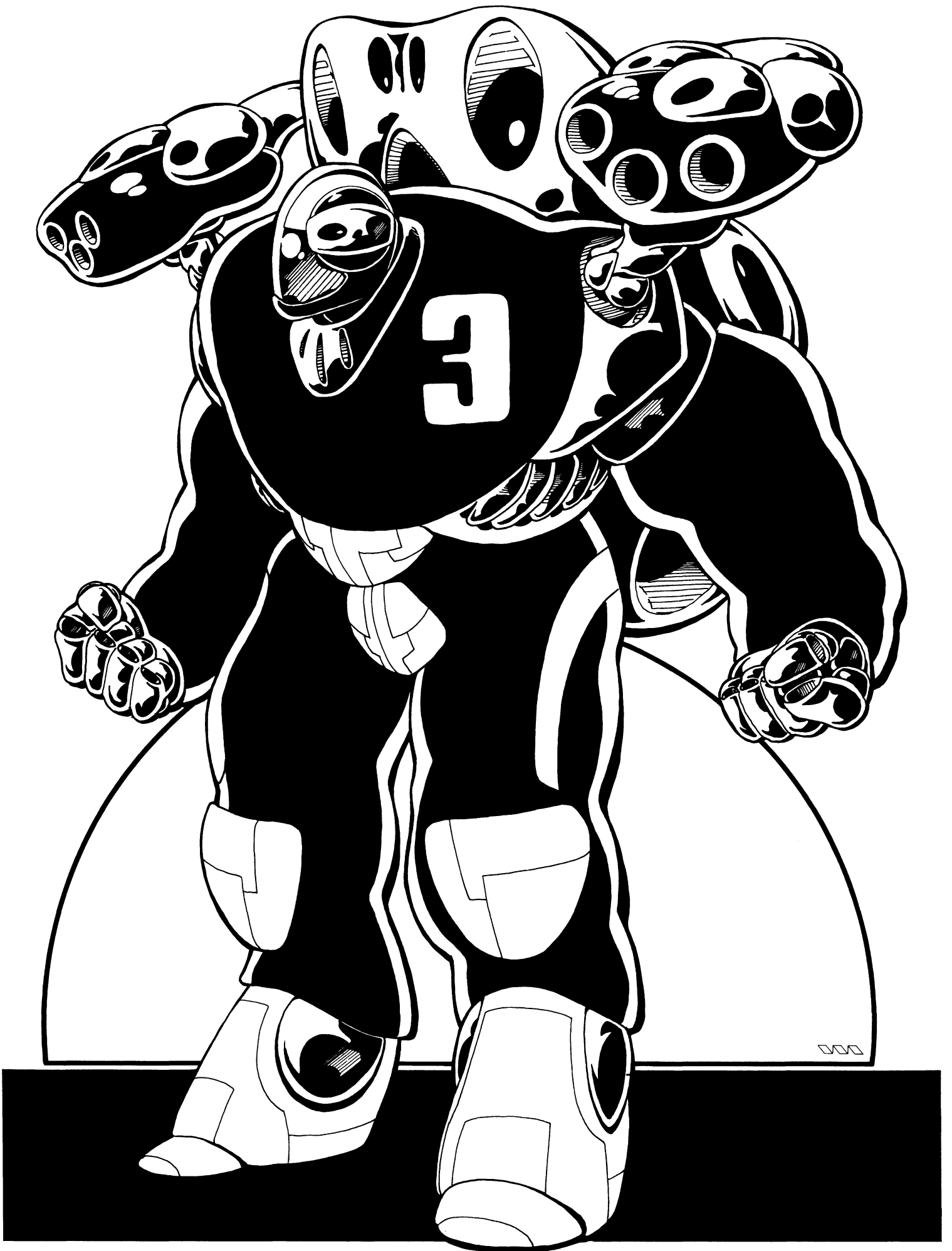
Payload: Mini-torpedoes six total. Lasers are effectively unlimited.

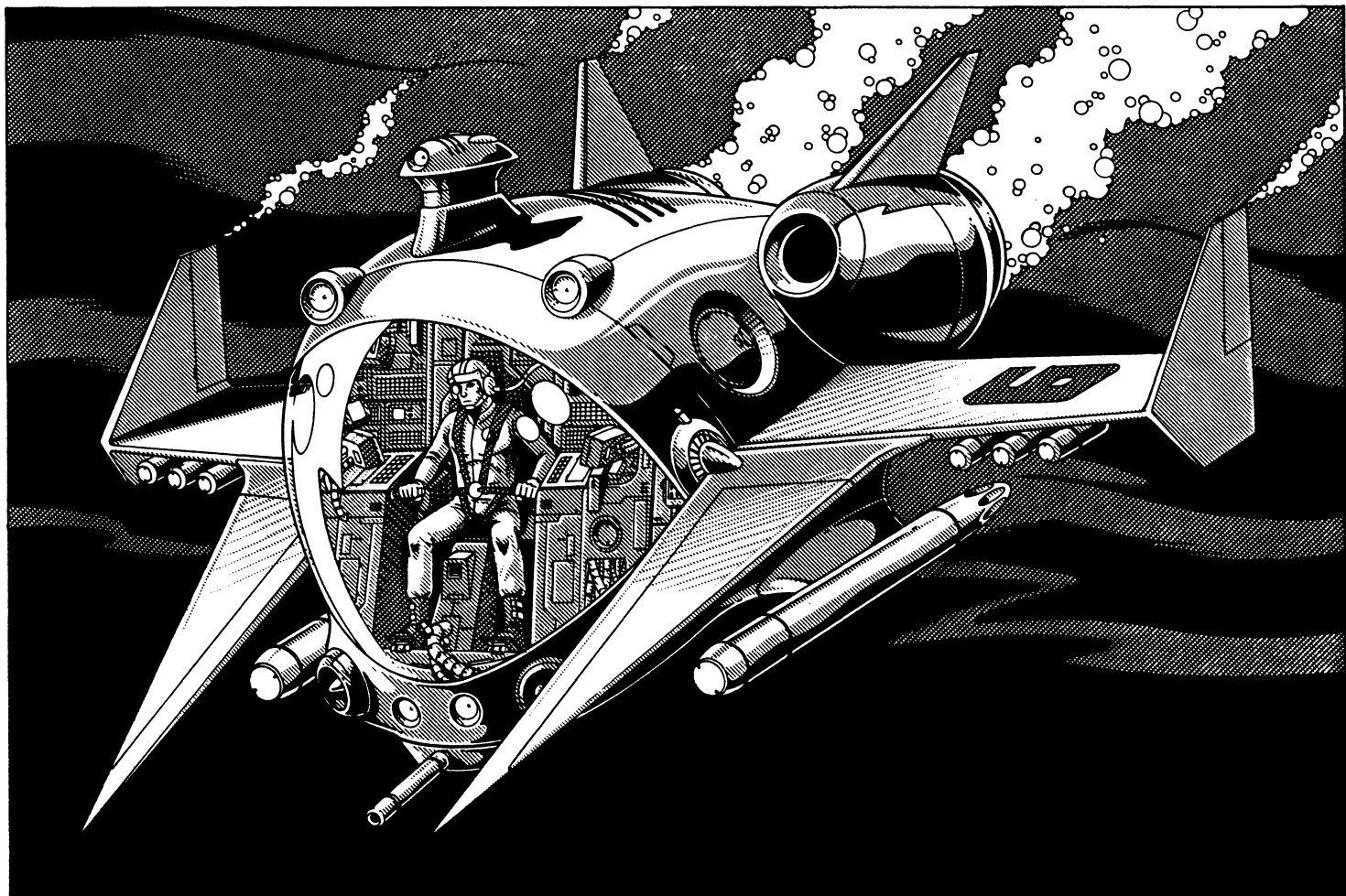
4. Hand-Held Weapons: Any large-sized weapon designed for use by cyborgs or small robots, including most types of rail guns, can be carried and used by the power armor operator.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of **Rifts Ult. Ed.**, pages 351-352. All abilities are the same except as follows:

Normal Punch or Kick — 3D6 M.D.

Power Punch — 6D6 M.D., but counts as two melee attacks.





UB-300 Mini-Sub

This small submersible is used for exploration, reconnaissance, rescue and light combat. It can accommodate up to four people and requires only one pilot. They are especially popular among salvage teams and adventurers. Several coastal kingdoms use a dozen or two for the protection of their "territorial waters."

Model Type: UB-300

Class: Light All-Purpose Submersible.

Crew: One pilot and three passengers.

M.D.C. by Location:

Underbelly Laser Turret (1) — 80

Mini-Torpedoes (6, three per fin) — 10 each

Medium-Range Torpedoes (2, one per fin) — 30 each

Fins (2) — 150 each

Main Rear Thrusters (2) — 160 each

Sensor Cluster (1; top) — 80

Hatches (2) — 50 each

Infrared Spotlights (2; top) — 10 each

Forward Lights (2; bottom) — 5 each

** Pilot's Compartment (front) — 60

Inner Crew Compartment — 100

* Main Body — 525

* Depleting the M.D.C. of the main body destroys the sub's structural integrity, causing it to flood; at great depths, water pressure will crush the crew, killing everyone instantly!

** Depleting the M.D.C. of the Pilot's compartment/observation bubble will destroy the piloting mechanism and activate the emergency surfacing system and distress beacon. The pilot is exposed to further attacks and may be killed if not in an appropriate diving suit or power armor. The remaining crew is safe in the crew compartment but it is vulnerable to continued frontal attack.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Speed: 50 mph (80.5 kmph; 43 knots) surfaced or 25 mph (40 kmph; 21.5 knots) dived.

Range: Can stay submerged for weeks and carries enough supplies to keep four people alive for a month.

Depth: One mile (1.6 km).

Statistical Data:

Height: 10 feet (3.0 m)

Width: 25 feet (7.6 m)

Length: 30 feet (9.1 m)

Weight: 20 tons

Cargo: Can carry or pull an additional one ton of cargo.

Power System: Nuclear; average energy life of 10 years.

Manufacturers: Triax, Iron Heart Armaments, Northern Gun (a recent addition to its line of knock-offs), Atlantis and the Black Market.

Market Cost: 6 million credits.

Weapon Systems

1. Laser Turret (1): A medium-powered blue-green laser in a turret housing that can rotate 360 degrees. The weapon can engage vessels, sea animals, monsters, or enemy torpedoes.

Primary Purpose: Anti-monster

Secondary Purpose: Defense

Mega-Damage: 4D6 M.D. per single blast.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

2. Medium-Range Torpedoes (2): One medium-range torpedo is mounted on each fin and used to engage enemy subs, ships or sea monsters.

Primary Purpose: Anti-Ship

Secondary Purpose: Defense

Mega-Damage: 3D4×10 M.D. (HE) or 2D6×10 M.D. (plasma).

Rate of Fire: One at a time or a volley of two.

Maximum Effective Range: 10 miles (16 km).

Payload: Two total; reloading takes five minutes when docked.

3. Mini-Torpedoes (6): Three mini-torpedoes are mounted on each fin and used for self-defense.

Primary Purpose: Defense.

Secondary Purpose: Anti-Ship

Mega Damage: 1D6×10 M.D.

Rate of Fire: One at a time or in volleys of two.

Maximum Effective Range: One mile (1.6 km).

Payload: Six total; reloading takes five minutes when docked.

4. Systems Note: Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, mini-computer, laser distancing system (4000 foot/1220 range), distress/homing beacon (12 hour, 400 mile/640 km range), medium-range directional radio (300 miles/480 km), and infrared searchlights (200 foot/61 m range underwater).

Basic Underwater Sled

This is a one-man, underwater, jet propelled sea sled built for maneuverability and silence. It is primarily used for exploration and marine biology (the quietness of the sled doesn't disrupt the environment and frighten sea animals). It has a vaguely motorcycle-like appearance, with fins and directional thrusters. The main propeller jet is located in the rear. The pilot holds onto the handle bar controls, lays on top/above the many body of the vehicle and goes. At slow speeds (under 20 mph) two or three other SCUBA divers can hold onto the vessel and be pulled along.

Model Type: UB-20 jet

Class: All-Purpose Underwater Sled.

Crew: One

M.D.C. by Location:

Propeller Jet (1; rear) — 70

Side Fins (2) — 60 each

* Main Body/Pilot Area — 145

* Depleting the M.D.C. of the main body destroys the sled. Destroying one jet reduces speed by half and makes the sled -2 to dodge. Destroying the jet renders the sled immobile (but can be salvaged and repaired). Destroying one fin reduces speed by 25%, destroying both, by 50%.

The pilot is a difficult target to strike. Attackers must make a called shot and even then are -3 to strike.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Surface Water Speed: 20 mph (54 kmph; 17.2 knots).

Underwater Speed: 15 mph (24 kmph; 13 knots).

Range: Liquid fuel sleds have a range of 800 miles (128 kmph). Nuclear powered sleds have a five year life. The length of time it can stay underwater is limited only by the air and nutritional requirements of the pilot; humans typically have five to ten hours, aquatic D-bees and cyborgs with gills, indefinitely.

Depth: 3000 feet (914 m).

Bonuses: +5% to piloting skill: Can make quick turns, sharp dives, silent (prowl rolls are only minus 10%) and is +2 to dodge.

Statistical Data:

Height: 3 feet (0.9 m)

Width: 3 feet (0.9 m)

Length: 7 feet (2.1 m)

Weight: 250 lbs (112.5 kg)

Cargo: Can carry or pull an additional 500 lbs (225 kg).

Power System: Liquid fuel or nuclear; average energy life of five years.

Weapon Systems: None

Standard Sensors Include: Radiation detector, mini-computer, laser distancing system (4000 foot/1220 range), homing beacon (12 hour, 400 mile/640 km range) and short-range directional radio (20 miles/32 km).

Manufacturers: Triax, Iron Heart Armaments, Northern Gun, CS, Atlantis and the Black Market.

Market Cost: Liquid fuel sled: 38,000 credits, nuclear: One million credits.

Naut'Yll Civilization

By C.J. Carella & Kevin Siembieda

Population Breakdown: 11.7 million total, spread over seven cities and including slaves.

Naut'Yll Aliens: 6.3 million

Kreel-lok slaves: 1.6 million

Humans slaves: 1.1 million

Other slaves: 2.7 million; mostly aquatic or amphibian D-Bees, dolphins and assorted transdimensional beings.

Many coastal communities and hundreds of ships throughout the planet have been attacked by strange squid-like humanoids. Unknown to all but a few undersea cultures, these raiders have built half a dozen cities under the oceans of Rifts Earth. These beings are aliens from another dimension known as the naut'yll. They are masters of science and techno-wizardry who have a history of interdimensional conquest by invading the seas of the planets they visit. For the last two centuries, the naut'yll have been quietly and slowly increasing their strength and numbers on Earth. Even today their presence goes unrecognized by most surface dwellers.

Naut'Yll are aliens with a militaristic, imperialistic culture. As aquatic invaders, they are seldom identified by surface dwellers until they have established strongholds throughout the oceans of the world — which is often a point at which their invasion cannot be stopped. This makes them incredibly insidious and dangerous. Although they have little use for dry land, once they have established their underwater domain, they like to plunder the wealth and technology of surface-dwelling civilizations. In some cases, they enslave coastal and island populations as laborers and/or for trade in the transdimensional slave markets. For the most part, encounters with the naut'yll are violent and dangerous.

History

Naut'Yll are natives of Yllera, a planet covered in water. Only one-tenth of Yllera's surface is land, the rest is dominated by shallow oceans. The naut'yll evolved from amphibious creatures spawned on the shores of the scarce land masses on their planet. They grew into an intelligent but aggressive aquatic race. The early naut'yll civilization eventually developed a language, discovered fire, and mastered metal-working and other skills that had to be performed on land. To this day, the naut'yll words for dry land literally mean, "place to make fire" or "place to forge metal." Shortly after the birth of the naut'yll civilization, they discovered magic.



At some point early in their cultural development, one tribe discovered a species of mollusk that was very susceptible to magic. These animals could be mystically manipulated to secrete an ultra-hard substance called *Korallyte*, which could be “shaped” into weapons, tools and armor through spells and mind commands. *Korallyte* was used to magically manufacture weapons and armor that were superior to the crude metal tools that had to be forged on dry land. Soon, *Korallyte* wielding naut'yll became the dominant culture and power on Yllera.

Thousands of years later, technology and techno-wizardry has enabled the amphibious race to build incredible underwater kingdoms, conquer their entire planet and, with time, their mastery of magic revealed to them the secrets of dimensional travel. Magic has enabled the naut'yll to join the fraternity of dimensional explorers, traders and conquerors. These comparatively young dimensional travelers have established colonies on a dozen different worlds, trade with over two dozen races (including Naruni Enterprises) and invaded and conquered half a dozen planets.

A naut'yll shifter led an exploratory expedition to Rifts Earth not too long after the Coming of the Rifts. Earth's dimensional instability and vast mystic energy made it easy to travel to and establish outposts. The destruction and ensuing chaos that besieged the planet and devastated the surface world, masked their arrival in the oceans, and helped to conceal their colonization efforts. At first a few hundred, then thousands of naut'yll began to arrive on Earth via underwater dimensional Rifts. The first city was built off the northern coast of South America, 60 miles from the mouth of the Amazon River. Five years later, another city had risen in the depths of the North Atlantic. More followed. By 100 PA, the naut'yll had erected seven cities with a combined population of over six million, plus millions of slaves.

At first, the amphibians made little contact with the civilizations on the planet's surface, or with other underwater cultures. Instead they kept to themselves. Although they are aggressive and militaristic, the naut'yll's tactic is to remain hidden until their power base is secure.

Furthermore, shortly after they had established their second underwater city in the South Atlantic, two thousand miles (3200 km) due west of Guinea, Africa, they learned that the Splogorth had secured the continent of Atlantis. The naut'yll have had unpleasant run-ins with the Splogorth in the past, and knew better than to attract the attention of these powerful dimensional overlords. As a result, they kept their distance and turned to the warm waters of the South Pacific.

It has been in the North and South Pacific Oceans that these silent invaders have met their most damaging opponents. At first, their only opposition came from the mysterious *Lemurians*, an ancient race who has secretly thrived in the oceans of Earth for a million years! These advanced people already claimed peaceful dominion over the South Pacific and can be encountered throughout all of Earth's oceans. These people were quick to recognize the naut'yll as bloodthirsty invaders and have fought them for over 200 years. Almost single-handedly, they have prevented the naut'yll from establishing more than a handful of tiny outposts in the Pacific and have sent over a million invaders to a watery grave.

Other intelligent, aquatic life forms such as dolphins, whale singers, D-bees and sailors around the world have also engaged the naut'yll in bloody encounters, but only the Lemurians, Captain Nemo-2 and his New Navy, actively opposed them in open (underwater) warfare.

As the naut'yll forces grow in size, strength, and hostility they have embarked on a more aggressive campaign against the people of Earth. They are responsible for damaging and sinking hundreds of ships, especially along the coast of Africa, causing sudden storms to plague sailors. In the last two decades, they have made hundreds of raids against coastal villages and engaged in acts of piracy against surface vessels. Their main area of power is the South Atlantic and the Caribbean Sea, however, they continue to push into the Pacific and don't seem to care how many of their people and slaves perish in this crusade for conquest. Raids against the **Floating City of Tritonia**, **Lemuria** and **Captain Nemo-2**, the **USS Ticonderoga** and the **New Navy** have increased a hundredfold.

Culture & Government

Naut'Yll are an ancient warrior culture that arose from the ancient amphibians' need to fashion most of their tools and technology on dry land. Thus, competition for the small islands of Yllera was savage. Tribes warred against each other for control of the territorial waters around the islands. Over time, these tribes developed into nations, and then into a planetary government that crushed all independent kingdoms and absorbed all people into its web of power. As a result, the naut'yll are extremely warlike, preferring a military solution to all their problems. Diplomacy is known to them, but they dislike it and aren't very good at mediating quarrels peacefully.

As soon as they learn how to talk, the naut'yll are taught that their race and culture are superior to all others. Even renegades tend to look down on other species. Often such sentiments are not deliberately meant to offend other races, as the naut'yll just assume that their superiority is a fact of life and don't care about those offended by the truth. Ironically enough, this sense of superiority has helped some naut'yll fit into the floating city of Tritonia, because Tritonians also feel special and privileged. The naut'yll see kindred spirits in them and easily accept this "other" superior people as their new brethren.

There aren't family units among the Naut'Yll. Naut'Yll females have 1-4 offspring after a seven month gestation period and give birth to live young. Children are raised in community centers, and instilled with military values and regimen from an early age. Youngsters unfit for military duty and those unwilling to become soldiers are trained in civilian skills — many perish at the hands of the military and the brutal naut'yll society which demands conformity. The vast majority (85%) go on to serve in the armed forces. Half will serve the military until the day they die, the other half will serve the military for 50 or 60 years before old age, injury, or ailments force them into retirement. Thus, at any given time, approximately 70% of the population are active members of the military. Even after retirement, most naut'yll are obedient followers of the militaristic government. Most civilians serve as part of the labor force or in menial positions. The best civilian jobs go to those retired from military service.

The naut'yll are ruled by a Military Council composed of the highest ranking officers in their armed forces. The head of the Military Council is a *General-in-Chief*, selected on the basis of his or her experience, strengths and personal power. Each city on Yllera and those in other dimensions have a *Governor General* who answers to the Military Council. Those who govern cities in other dimensions enjoy great autonomy and independence, since the Council is on Yllera, a Megaverse away. As long as the Governor General doesn't make a mistake big enough to be noticed by the Council, or conspire against the naut'yll people, he can build a mini-empire and do pretty much as he pleases.

The aliens' entire culture is based on military structure and combat. Social classes are divided into ranks that correspond exactly to military ranks (private, corporal, sergeant, lieutenant, captain, major, and so on). As a person advances in experience and recognition, he or she is promoted to the next rank, and so on. Seventy percent of the population are active members in the army and hold military ranks and positions; 50% will serve for life.

Obedience is the most valued form of behavior. Naut'yll are expected to obey their superiors at any cost. Initiative is rarely rewarded except at the higher levels of rank, and then only if that initiative proved successful and valuable. Without specific orders, the soldier often becomes confused and hesitant until he can find a superior to provide guidance and direction. This is an interesting state of mind, because it means the vast majority of naut'yll seldom seek to advance in rank beyond lieutenant and are content to follow orders — they prefer to be led, rather than lead.

A few mavericks have rebelled against this state of mind and have fled their cities to find a better home elsewhere. A place where the individual is free to explore his own mind and desires, and is not obligated to life-long military servitude and blind obedience. Such refugees for

naut'yll "free thinkers" are found on Earth at Tritonia, Refuge City and Salvation City. A handful of naut'yll can even be found among the members of the New Navy. Others are occasionally encountered in tiny settlements around the world (seldom more than a 100 members) or among adventurers and mercenaries on Earth, as well as other worlds. A few of the more aggressive mavericks rise within the naut'yll military and may become radical, extreme or despotic Governor Generals. However, these renegades are the exception, not the rule. Less than 2% of the naut'yll population share this desire for personal freedom, and of those, many never dare to speak or act against the majority.

The naut'yll are also a slave society. The most menial, laborious and dangerous work, including manufacturing, construction, sanitation and agriculture, is performed by slaves or machines. The naut'yll believe that the most worthy occupations are those that exercise the mind or involve war and conquest. Thus, all military occupations, as well as professions like medicine, law, engineering, or the mystic arts are perceived as essential, elite, and to be held only by members of the naut'yll race. Wealthy naut'yll will own one or more servants to take care of most personal needs.

Slaves can include naut'yll free thinkers, criminals, debtors, and children of slaves, as well as members of other races. However, naut'yll slaves only represent 10% of the overall slave population. Most slaves are captured on raids against other races, aquatic and surface dwellers from other worlds. Slaves of surface-dwelling species frequently live in air-filled, domed buildings from which they cannot escape (most Naut'Yll vehicles are filled with water, so a fleeing escapee would have no way to reach the surface). Many are the grandchildren or great grandchildren of captured victims, and have never seen the open sky above the seas.

Naut'Yll Magic & Techno-Wizardry

The Naut'Yll have been practicing magic for over three thousand years. Many of their mystic arts and sorcerous schools are identical to those found on Rifts Earth and other dimensions, including ley line walkers, mystics and ocean magic. Additionally, they have combined magic and technology in several different ways, developing many techno-wizardry items for life underwater. They also have developed a curious blend of magic and psionics to manipulate *Korallyte*, the living matter that can be mentally shaped into weapons, armor and tools.

Naut'Yll children who show an aptitude for magic are segregated from their peers and taken to special academies. Here they learn discipline and mastery over the mind, body and magic. Training is often harsh and demanding, but with rewarding results.

To the chagrin of the military, naut'yll sorcerers include an alarming number of mavericks and free thinkers among their ranks. This is partly because to break the wills of young magicians is to diminish or ruin their magical talents. To master magic, the mages must develop their sense of self, draw upon their willpower, and hone the ability to focus. Furthermore, the mysteries of magic reveal such wonders and knowledge that practitioners of magic have a much broader sense of the Megaverse and their place in it — which encourages curiosity and builds inquisitive, independent thinkers. The magic schools try to preserve the independent streak found in most sorcerers while instilling a sense of duty and loyalty towards the naut'yll race and culture. This process is successful most of the time, but a high percentage of renegades and deserters are magicians.

Foreign Affairs

Although the Naut'Yll prefer to remain hidden from other species, they have made contact with a number of civilizations, both in the seas and on land. They wish to control the seas and regard all other maritime civilizations to be obstacles to their plans.

People of the Pacific Ocean: The naut'yll dominate the southern atlantic between South America and the African Continent, with additional underwater outposts in the Caribbean Sea, Bermuda Triangle and Northern Atlantic. Their expansion into the Pacific has met with devastating resistance from the Lemurians (to be described in great detail in a future sourcebook), Tritonia and the forces of Nemo-2.

Early encounters with the naut'yll by sailors and aquatic people had been uncommon, sporadic and away from major naut'yll communities (to avoid discovery). Many who encountered the naut'yll mistook them for Splugorth raiders, small bands of D-bee pirates, mutants, or sea monsters. Even now, very few of the land powers realize that millions of naut'yll dwell beneath the waves with tens of thousands more arriving every month. Human sailors and seafaring communities are just beginning to realize that the monstrous aliens exist in large numbers and may represent a serious threat. Even the Splugorth greatly underestimate their numbers — guessing that there are fewer than two million on Earth.

Nemo-2 & The New Navy: Nemo-2 and the New Navy have become the naut'yll's most relentless, deadliest and hated enemy. For the moment, the Lemurians seem content with keeping the North and South Pacific free of naut'yll influence. Only occasionally do the Lemurians wage a large-scale campaign against them in the Atlantic or elsewhere. However, Captain Nemo-2 has a vendetta against the alien invaders (as he does against all alien conquerors), so he and his New Navy try to thwart their every move. Nemo-2 and the USS Ticonderoga are especially active in the Atlantic Ocean, using hit and run, guerilla tactics and striking without warning or mercy.

The military forces of the New Navy, led by Captain Nemo-2 and the Sea Titans, has dedicated itself to the protection of all human life, and the destruction of all aliens and monsters who threaten the Earth, especially those who threaten humankind. This commitment has made them the sworn enemy of the naut'yll invaders. Captain Nemo-2 has vowed that he and his Navy will force the aliens from the Earth or destroy them — or die trying. Nemo and the New Navy have come to the defense of Tritonia and the rescue of sailors under attack by these monsters. Over the centuries they have been responsible for destroying eleven naut'yll outposts, slaying tens of thousands in combat, injuring hundreds of thousands, and they even destroyed (with the help of the Lemurians) the only naut'yll city located in the North Pacific. Nemo-2, the USS Ticonderoga and the New Navy are a scourge against the naut'yll invasion force. If the New Navy and Lemuria can ever put aside their suspicions of each other and join forces, they could eradicate the naut'yll from the planet and become an incredible power for the forces of good around the world. However, if such an alliance is possible, it is decades away from fruition.

Tritonia: The floating colony is seen as a threat and competitor to the naut'yll's conquest of the Pacific Ocean. They are also known to be friends with Captain Nemo-2, which makes them an attractive target. The aliens have launched several attempts to destroy the floating island, but thus far, all have failed. Skirmishes between Tritonia and naut'yll raiders are common and fierce.

A number of naut'yll renegades have been accepted in Tritonia, where they have developed a thriving community. These citizens are loyal to the floating island city and have fought bravely against their brethren to defend it. A few enterprising naut'yll warlords have tried to infiltrate the renegades with spies, but so far the secret agents have been discovered, killed or escaped.

Japan: Recently, the various forces around Japan and other humanoids have begun to encounter the savage might of the naut'yll invaders. However, they are largely ignorant about these aliens and most of the other underwater civilizations in the world.

The Lord of the Deep: This alien intelligence and its minions are feared and avoided by the naut'yll. The horribly deformed creations of The Lord are destroyed on sight. This includes the unfortunate members of the naut'yll race who have been captured and transformed into the half-naut'yll, half-barracuda monstrosities known as whale singers.

These Monster Naut'Yll have become the bogey-men of the aliens' Earth culture because they prey on normal naut'yll (**Note:** Whale singers are also enemies of the Lord of the Deep).

Gene-Splicers: These strange, cruel and chaotic beings are also feared by the naut'yll and avoided.

The Splugorth of Atlantis: As a dimension traveling race, the naut'yll have encountered the Splugorth on several worlds. Most of the time, they have suffered humiliating defeats at the hands of the Minions of Splugorth and have seen millions slaughtered and enslaved. The Splugorth and their minion races, regard the naut'yll as troublesome newcomers into the arena of dimensional travel, trade and conquest. They consider the aquatic aliens to be foolish and aggressive children, easy to defeat. They also look upon them with disdain because the naut'yll dare to associate with Naruni Enterprises. Consequently, the Minions of Splugorth take great pleasure in teaching the naut'yll humiliating lessons of respect for the Splugorth and "real" power. The Splugorth have never lost a battle against the naut'yll and there is even talk among some Splugorth about enslaving or destroying the entire race (a much more difficult proposition than the Splugorth may anticipate).

The Kittani seem to take the most pleasure in fighting and humiliating naut'yll. In fact, the new "water sport" among these warriors is to hunt naut'yll in and around Atlantis, the Bermuda Triangle (better known as the *Demon Sea*) or whenever encountered. The Naut'Yll are aware of the Splugorth's presence in Atlantis, but think that if they manage to keep their presence hidden for a few more decades, they might be able to isolate and destroy Lord Splynnryth and conquer the continent for themselves.

Triax and the NGR: The naut'yll city in the North Atlantic has had several run-ins with NGR vessels. The Naut'Yll Military Council is aware of the savage war going on between the NGR and the Gargoyle Empire and have considered making an alliance with one side or the other. They are worried that the NGR is too paranoid to trust aliens, and suspect that the gargoyles have ties to the Splugorth, so they have yet to make their move (they are right on both counts).

The Brodkil Empire (see **Rifts Mindwerks**) and the *Angel of Death* have received a delegation from the naut'yll city in the North Atlantic. The envoys are trying to work out a treaty with the Brodkil. In return for their assistance in the war against the *New German Republic* and the *Tarnow Kingdom*, the naut'yll would be given all rights to the Baltic and North seas. The brodkil have no interest in the seas so they are favorably disposed to the plan. The Angel of Death is the only obstacle to it. She doesn't want to see the brodkil relinquish "all" their rights to the seas unless the naut'yll contribute more troops and support to the war than they have already offered. If the amphibians agree, she will give the alliance her stamp of approval. The naut'yll would prefer to keep a low profile and not sacrifice their people and resources on land battles for surface dwelling allies. Yet, despite their differences, an agreement seems likely. Of course, whether both sides live up to their end of any agreement is yet to be seen and could lead to new conflicts. One can bet that the Angel of Death will develop her own little scheme.

Coordinated Brodkil-Naut'Yll attacks on both land and sea could wreak havoc among the unprepared Germans and especially, the unsuspecting Tarnow Kingdom (which is overconfident of its supremacy of the river and sea). The naut'yll are one of the few people on Earth who know that the NGR has built itself a formidable Navy. However, their intelligence is much less complete than they believe and the NGR navy is three times larger and much more powerful than they imagine. Furthermore, if the naut'yll's intervention ruins the NGR's plans for a surprise land and sea assault against the Gargoyle Empire, they will become bent on revenge-filled enemy every bit as driven and relentless as Captain Nemo-2 (this might eventually lead in an alliance with the New Navy to destroy the naut'yll, brodkil and the gargoyles!). **Note:** The Splugorth will watch any alliances with the *Brodkil or Gargoyle Empire*, or *Lagarto* with great amusement and will not interfere until they feel threatened or provoked.

The Coalition States: Other than the occasional coastal raid and assault against military or cargo ocean vessels, the naut'yll have had almost no contact with the Coalition States. The CS has little interest in events unfolding thousands of miles away in the oceans. They have their own problems with plans of expansion, domination, war and threats on several different fronts.

South America: Naut'yll engage in limited trade with *Lagarto* and might be convinced to become more involved with the lizardmen and dragons who rule this kingdom (after all, these creatures are closer to them in nature than humans — they are not aware of the Splugorh's involvement with this kingdom; see **Rifts South America**).

They also engage in limited trade with the Cibolans and have begun to explore the Amazon River and the Yucatan Peninsula (see **Rifts Vampires Sourcebook** for details about the latter).



Naut'Yll R.C.C.

Optional Player Characters

The Naut'Yll are amphibious humanoids able to survive both on land and in the oceans. They have two arms and legs, but the hands are webbed and only have two thick fingers and a thumb. The feet have three toes and are also webbed, like that of a frog. Their faces are the least human-like part of their bodies: three tentacle-like trunks protrude from where the human nose would be. Each trunk ends in three tiny tentacles which contain taste and smell receptors far more acute than any human's. When naut'yll eat, they lean over their plate and let the nine tentacles grab and "taste" the food before bringing it to the half-hidden mouth. Over this tripod trunk are three eyes, all the same size, spread evenly over the front of the face.

Underwater, the aquatic aliens swim quickly in an undulating, snake-like fashion. Internal air/water bladders control their buoyancy, allowing them to float to the surface or sink to the bottom. Although

they are very resistant to deep water pressure, they are most comfortable at depths above 3300 feet (1000 m; maximum depth is two miles/3.2 km). Consequently, most of their cities are usually built on *continental shelves*, comparatively shallow ocean waters and within 100 to 3000 miles (160 to 4,800 km) from land.

Naut'yll have lungs to breathe air and gills to breathe underwater and can adapt equally well to salt or fresh water. Although they can survive out of water, they dehydrate quickly, especially in hot and arid climates (see vulnerabilities in the stat section).

As creatures that evolved in a P.P.E. rich world, the naut'yll became minor supernatural creatures, and turn into M.D.C. beings when on a planet, or in a universe with a high magical energy background. Although their mega-damage bodies protect them against many dangers, it also makes them vulnerable to attacks from magic weapons, such as rune and Millennium Tree artifacts, and easy detection by psychic sensitives. The entire species is very magical and magically adept, with a high percentage of magic practitioners and psychics.

Note: This character can be used as a player character or NPC villain. This first stat block is the general R.C.C. information for the race. Some specific occupations common to the naut'yll race follow.

Alignment: Any, but lean towards aberrant evil (about 50%).

Attributes: I.Q. 4D6, M.E. 3D6, M.A. 3D6, P.S. 3D6+8, P.P. 3D6, P.E. 3D6+4, P.B. 2D6, Spd. 6D6+10 underwater, 3D4 on land. * Supernatural strength and endurance.

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

Weight: 150 to 300 lbs (67.5 to 135 kg).

M.D.C.: P.E. plus 1D4×10; add an additional 1D6 M.D.C. per level of experience.

Horror Factor: 8; 11 for naut'yll mages and mind melters.

P.P.E.: Standard

Average Life Span: 120 Earth years.

Natural Abilities: Able to breathe underwater and on dry land indefinitely, without need of special apparatus; nightvision 300 ft (91.5 m; able to see in near total darkness), excellent hearing (equivalent to bionic), bio-regeneration 1D6 M.D.C. per six hours of rest or meditation and can regrow small appendages like fingers, toes, webbing, and nose tentacles in 1D6 weeks. Likewise, damaged internal organs are typically restored within 1D6 weeks. A hand or foot regenerates in 2D4 months, and an arm, leg, or eye in 4D4 months. Cold based attacks do half damage and the creature can withstand freezing temperatures without difficulty.

Vulnerabilities/Penalties: 1. **Water Dependency:** Naut'Yll can survive outside the water as long as they are kept wet, but are prone to rashes and other skin problems if exposed to dry air for prolonged periods. They will die of dehydration if not kept wet for over a week, and will die of thirst in 24 hours if no water (salt or fresh) is available.

After 12 hours out of water (but with drinking water), the amphibian will begin to feel fatigued and uncomfortable; reduce speed and skill performance by 10%.

After an additional 12 hours, the character will feel physically exhausted and have some minor difficulty breathing. Reduce speed and skill performance an additional 20%, reduce attacks per melee by one, and all combat bonuses are reduced by half.

Each subsequent day, the naut'yll will lose 2D6 M.D.C. Double the damage and penalties in extremely hot, dry conditions like a desert or savanna. **Note:** Bathing (or showering) in water for one or two hours per 12 hours prevents physical damage and life threatening dehydration. In fact, for the first hour after being immersed in water, the character will be back up to full strength. However, after that hour, the amphibian quickly reverts to its exhausted state. In the alternative, special, water-filled suits can keep the alien alive and well for weeks, without penalty.

2. **Magic:** As supernatural beings, they suffer double damage from most rune and Millennium Tree weapons, as well as from magical heat and fire attacks, as well as mega-damage plasma and fires. Cold based magic does half damage.

3. **Water Pressure at Great Depths:** The naut'yll can survive the cold and pressure at ocean depths of up to two miles (3.2 km) deep without special diving suits or vehicles (2.5 miles/4 km in Korallyte armor). For each 200 feet (61 m) beyond the limit, the character suffers 1D6×10 M.D. and again for every five minutes of exposure to such depths. In addition, skills, speed, combat bonuses and attacks/actions per melee round are reduced by 50% — the pain is terrible.

Psionic Powers: 01-10% have minor psionics, 11-24 major psionics, 25-30 master psionics (natural mind melter), 31-50% are mystics (psionics and magic abilities; standard Mystic R.C.C.).

Magic Powers: Only if a magical class (see below) or mystic.

Combat: As per skill and occupation.

Damage: Based on supernatural P.S. (typically 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, and 2D6 M.D. on a power punch).

Bonuses (underwater only): +2 on initiative, +1 to strike and parry, and +2 to dodge and roll/pull punch.

O.C.C.s: See the occupations below. Other possible O.C.C.s include mind melter, operator, wilderness scout and vagabond. For experience purposes, use the Naut'Yll Undersea Soldier table, or the appropriate O.C.C., whichever is *higher*.

Naut'Yll magicians can be ley line walkers (20%), techno-wizards (20%), warlocks (water and earth mostly; 20%), shifters (10%), mystics (5%), and koral shapers (see new O.C.C. below; 20%); the other 5% belong to exotic disciplines like temporal magic, diabolists and others.

Alliances and Allies: The naut'yll tend to work only with members of their species. They rarely make lasting alliances. The North Atlantic city has made some overtures to the Brodkil Empire and the Angel of Death.

Naut'Yll Soldier

The naut'yll are taught from birth to feel contempt and hatred for all other intelligent life forms. The word for “outsider” or “foreigner” is *H'Keezh*, which also means “enemy” and “evil.” All other life forms are considered to be inferior or feared, and meant to be used and conquered by the amphibians. These are the sentiments that the typical naut'yll “grunt” carries with him into the field of combat. Raised in the warrior society, most are inspired by tales of great heroism, honor and obedience, especially to great causes and one's leaders, even at the cost of one's life. Most soldiers value bravery and loyalty above all else and thrive on danger and the acquisition of military power. This love of combat is reflected in their dedication to their profession and a genuine love of military weapons, armor, vehicles, tactics and fighting skills. These troopers tend to regard their favorite gun with the same affection a human might show his puppy or a favorite sports car.

The duty of the soldier is to defend his race against the “H'Keezh” and to build the naut'yll people's power and reputation. Soldiers feel they are fulfilling their duty when they raid a helpless human settlement or enslave, or exterminate, a band of kreal-lok or D-bee nomads. After all, any possessions acquired from the “H'Keezh” will help them grow stronger, and slain or enslaved enemies no longer pose a threat to their empire.

Naut'yll soldiers are well-trained and equipped. Small operations usually utilize squads of eight soldiers, called *warbands*. Warbands engage in exploration, reconnaissance, intelligence, patrols, seek and destroy missions, sabotage, defense and special forces operations. A *war-tribe* is a company of 80 troops (10 warbands), a battalion (*war-legion*) has 800 troops, a brigade (*war-front*) has 2400 troops, a division (*war-troops*) has 4800 soldiers and a full *war-troop corps* (or field army) has 32,000 troops. They execute fights undersea in the water or

along the ocean floor with precision and structure. They are almost (but not quite) as good fighting on dry land, except that campaigns on the surface require special considerations such as water-filled environmental suits to keep the soldier's body from dehydrating, or allowing easy access to water to replenish their physical needs — just as surface dwellers need special air-tanks, diving suits, armor, and equipment for operating underwater.

Attribute Requirements: P.S. and P.E. 12 or higher is strongly suggested, but not an absolute requirement. Any naut'yll with a fighting spirit can join the military.

O.C.C. Abilities and Bonuses: +1D4×10 M.D.C. and add one additional attack per melee round.

O.C.C. Skills:

Basic Math (+10%)

Swimming 98%

Radio: Basic (+10%)

Navigation (+10%)

Pilot: Submersible (+10%)

Pilot Robots and Power Armor

Power Armor Combat: Elite

Weapon Systems (+10%)

W.P. Energy Rifle

W.P. Knife or Sword (pick one)

Additional W.P.s: Two of choice

Hand to Hand: Expert

Hand to hand: expert can be changed to martial arts or assassin at the cost of one “other” skill.

O.C.C. Related Skills: Select 10 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve.

Communications: Any (+5%)

Domestic: Any

Electrical: None

Espionage: Any

Mechanical: None

Medical: Paramedic only (+5%)

Military: Any (+5%)

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any

Science: Basic Math only (+10%)

Technical: Any (+5%)

W.P.: Any

Wilderness: None.

Secondary Skills: The character also gets to select four secondary skills from the previous list at level two and two at levels six and 12.

These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Suit of Shell Body Armor (for line troopers) or Korallyte Body Armor (for officers and elite warbands), particle wave rifle or harpoon rifle, webbing bag for personal effects, and sound wave communicator.

Money: 1D6×1000 Naut'Yll credits (worthless to anyone else). NPC officers may have 3D6×1000 universal credits' worth of human artifacts, gemstones, or precious metal.

Cybernetics: None. Naut'yll do not normally use cybernetics; see regenerative abilities.

Naut'Yll Devastators

Soldier: Special Forces

These stormtroopers are the Special Forces of the naut'yll military troops. They are skilled, highly intelligent, resourceful, cunning and usually possess magic or psionic powers.

Attribute Requirements: I.Q., P.S. and P.P. 14 or higher.

O.C.C. Abilities and Bonuses: +1D6×10 M.D.C., +2 on initiative, +3 to save vs horror factor, and add one additional attack per melee.

- 30% Mystics
- 10% Ley Line Walkers
- 10% Ocean Wizards/Magic
- 5% Shifters
- 5% Techno-Wizards
- 20% Major Psionic
- 10% Mind Melter
- 10% Other

Mystics, practitioners of magic and psionic naut'yll Devastators possess the special knowledge and/or abilities of that O.C.C., but select from the following military O.C.C. skills rather than the magic O.C.C. skills:

O.C.C. Skills:

- Basic Math (+20%)
- Swimming 98%
- Radio: Basic (+10%)
- Navigation (+10%)
- Pilot Robots and Power Armor
- Power Armor Combat: Elite
- Intelligence (+15%)
- Tracking (+10%)
- W.P. Energy Rifle
- W.P. Knife or Sword (pick one)
- Additional W.P.s: Two of choice
- Hand to Hand: Expert
- Hand to hand: expert can be changed to martial arts or assassin at the cost of one "other" skill.

O.C.C. Related Skills: Select eight other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve.

- Communications: Any (+5%)
- Domestic: Any
- Electrical: None
- Espionage: Any (+10%)
- Mechanical: Any
- Medical: Paramedic only (+5%)
- Military: Any (+10%)
- Physical: Any
- Pilot: Any (+5%)
- Pilot Related: Any (+5%)
- Rogue: Any (+4%)
- Science: Any (+10%)
- Technical: Any (+10%)
- W.P.: Any
- Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level two and two at levels six and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Suit of Korallyte Body Armor, particle wave rifle or harpoon rifle, knife or sword, a weapon of choice, webbing bag for personal effects, and sound wave communicator. Explosives,

magic weapons and other special equipment may be made available for officers and special assignments.

Money: 2D4×1000 Naut'Yll credits (worthless to anyone else). NPC officers may have 6D6×1000 universal credits worth of human artifacts, gemstones, precious metals or magic items.

Cybernetics: None. Naut'yll do not normally use cybernetics.



Naut'Yll Koral Shaper

The koral shaper is the oldest and most revered among the magic practitioners of the naut'yll race. A special breed of magician and psionic, these characters developed a unique relationship with the Korallyte species, a form of mollusk that secretes a metal-hard substance called Korallyte. The early shamans and medicine men discovered that magic and psionic powers could "coax" Korallyte formations to grow and reform in different shapes. Even better, a form could be dissolved and "reshaped" into something else. A knife could be reshaped into a digging tool, axe, spoon, or plate. Korallyte armor could be made to repair itself or altered to form claws, spikes, blades and so on. This meant that even a few pieces of Korallyte could give a tribe all the tools and weapons it might need.

As the naut'yll progressed magically and technologically, their use of Korallyte became more sophisticated and deadly. It has been fashioned into body armor, weapon casings, and the bodies of vehicles. Koral shapers possess an amazing degree of control over Korallyte and can manipulate the substance in hundreds of ways, even turning it into pure energy for devastating attacks. Although all magicians (except warlocks) can learn spells of Korallyte-shaping, only the koral shaper can get the most out of the wondrous living material.

Koral shapers are an important part of the Naut'Yll Military. Most stay behind the lines "shaping" weapons and armor, and repairing Korallyte items. However, a koral shaper may be a member of a special

forces team and, on occasion, an entire warband of shapers may be sent on special missions.

Attribute Requirements: I.Q. 12 or higher.

O.C.C. Abilities and Bonuses:

1. **Psionic Korallyte Shaping:** By using I.S.P., the character can cause Korallyte to assume the shape he mentally envisions. Each 5 I.S.P. spent in this manner will affect 10 pounds (4.5 kg) of Korallyte or up to 20 M.D.C. points. The shaper can create or modify body armor, repair vehicles, and shape hand weapons, sometimes seemingly out of a glob or block of (Korallyte) material.

2. **Symbiotic Link to Korallyte and Absolute Control:** The Koral shaper can actually make Korallyte grow on top of him like a second layer of skin! This living armor can also be used to create a thin, flexible suit of armor that makes the naut'yll appear to be an elemental being of alien metal. Such suits can have as few as 15 M.D.C. points or as much as 150; typically the amount varies between 40 and 80 M.D.C.

With a thought and the expenditure of 5 I.S.P., the koral shaper can turn his armored fingers into razor sharp claws or knife-like blades (the pair inflicts 2D4 M.D.), or shape a short sword (2D6 M.D.) or long sword (3D6 M.D.) from his armored forearm or hand. Likewise, the character can cover his armored body with spikes or small blades (inflict 1D4 M.D. each). The face can be uncovered, covered, or transformed into a frightening mask or helmet, usually with horns or spikes.

Up to 15 M.D.C. worth of Korallyte, per level of experience, can be symbiotically linked to the koral shaper. Via psionic union, the armor can become truly alive and lash out at nearby targets in the form of clawed whips or tentacles inflicting 1D6 M.D. per strike and level of experience (possesses half the combat bonuses of the shaper and one attack per melee round; two at level 10 or three if its master is rendered unconscious).

The koral shaper can even fire *energy blasts* by burning off the energy of the living Korallyte. By "burning off" some of the armor, the character can fire energy blasts that inflict 1D4 M.D. per each M.D.C. point used up in this manner (a maximum of 15 M.D.C. can be used in one single blast).

The Korallyte regenerates at the rate of 1D6 M.D.C. per minute. If the M.D.C. of the living armor is depleted, the Korallyte has been killed and the koral shaper must re-establish the link with a new quantity of Korallyte; a process that takes up five days of continual meditation, focus and concentration.

3. **Sense Korallyte:** The character can sense whether an object or material is made of korallyte by touch or by sight, provided it is within 50 feet (15.2 m) from him. He also has a 30% +5% per level of experience chance of sensing the organisms that create the Korallyte substance within a two mile (3.2 km) radius.

4. **Gather Korallyte Producing Organisms:** The shaper can psionically commune with and gather/collect the living organisms that secrete Korallyte. This is done by finding a scattered deposit/breeding ground of the koral mollusk and entering into a deep meditative trance. The mollusks are then attracted to the mage and gather around him. When the koral shaper emerges from his trance, he can carefully gather the tiny creatures and place them in a contained (underwater) area where the Korallyte can be more easily gathered, not unlike the breeding pens/hatcheries of fish and other aquatic life forms. The character is always careful to handle them with care; they are extremely valuable. **Note:** The Korallyte creating mollusks are indigenous only to the naut'yll homeworld and have NEVER been successfully transplanted to other worlds.

5. **Magical Abilities:** The koral shaper starts out with six spells selected from levels 1-6, plus shape koral and koral blast (described below). At every level after the first, the koral shaper can learn an additional spell. These new spells cannot exceed the character's current level of experience. P.P.E.: 3D6×10 plus the P.E. attribute number. Add 10 P.P.E. per level of experience.

6. **Psionic Powers:** In addition to his Korallyte oriented psionic abilities noted above, the character can select six powers from any of the categories except super. Every subsequent level, the shaper can learn one additional psionic power from those three categories. I.S.P.: 2D6×10 plus M.E. attribute. Add 2D6 I.S.P. per level of experience.

O.C.C. Skills:

Basic Math (+20%)

Swimming 98%

Radio: Basic (+5%)

Demon and Monster Lore (+15%)

Navigation (+10%)

Pilot: Submersible (+10%)

W.P. Energy Rifle

One W.P. of Choice

Hand to Hand: Basic

Hand to hand: basic can be changed to expert at the cost of one "other" skill, or to martial arts or assassin at the cost of two "other" skills.

O.C.C. Related Skills: Select 10 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve.

Communications: Any

Domestic: Any

Electrical: None

Espionage: None

Mechanical: None

Medical: Any

Military: None

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: None

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Two energy weapons of choice, 20 lbs (9 kg) of "virgin" Korallyte, a sound wave communicator and a Korallyte hand weapon.

Money: 2D6×1000 Naut'Yll credits (worthless to anybody else).

Cybernetics: None.

Spells of Korallyte Shaping

Note: The following spells can be learned by students of ocean magic, koral shapers, ley line walkers, mystics and techno-wizards (half range and potency when used by the latter).

Shape Koral (Level Four)

Range: 30 ft (9.1 m) per level of the spell caster

Duration: Permanent or until changed again

Saving Throw: Special

P.P.E.: Ten

The spell lets the magician affect up to 20 pounds (9 kg) of Korallyte per level of experience. Each 20 pounds has 40 +2D6 M.D.C. points. This mega-damage material can be shaped into paper thin sheets, thick plates, blade and blunt weapons, tridents, weapon components, gaunt-

lets, helmets, armor, vehicles' bodies, statues, containers, etc. There is no saving throw, but the magician must have a clear idea of what he wants the shape to be. The GM may require a skill roll for the character to get the shape perfect. A failed roll means the spell works but the shape is not exactly what the spell caster desired and is flawed in some way; i.e. crooked, slightly misshapened, too thick, too thin, uneven, etc. **Base Shaping Skill:** 20% +5% per level of experience (+10% bonus for koral shapers).

Koral Blast (Level Six)

Range: Touch

Duration: Instant

Saving Throw: None

P.P.E.: Twenty

This spell is similar to the innate ability of the koral shaper. The spell converts a portion of Korallyte into mystic energy. The spell caster must be touching at least one pound (0.45 kg) of Korallyte. The magic releases the potential energy in the Korallyte substance, which can then be directed against a target in a high-powered beam. Every ounce converted into energy does 2D6 M.D., so two ounces does 4D6 M.D., three ounces and 6D6 M.D., and an entire pound (0.45 kg) can unleash a blast of 3D6×10+12 M.D. (192 points total). The energy blast is +3 to hit and has a range of 500 feet (152 m); targets can try to dodge the blast but are -3 to do so. Each blast counts as one melee action, but casting the spell counts as two melee actions. **Note:** Converting small amounts of Korallyte (up to five ounces) into energy will not destroy the substance and it will regenerate at a rate of one ounce per 1D6 minutes. Turning six or more ounces into energy permanently destroys the amount converted. Using an entire pound will destroy all 16 ounces.

Kreel-Lok Nomad R.C.C.

Optional Player Character

The kreel-lok are an aquatic race of intelligent creatures from another dimension. They resemble a giant fish with two human-like arms. Sometimes, they can be mistaken for Devil Sharks (see the **Lord of the Deep** section) with tragic results, since this race is generally gentle and peace-loving. Many kreel-lok were accidentally Rifted to Earth after the Great Cataclysm. Over the intervening centuries, they have multiplied into several nomadic communities and are found around the world. Although relatively harmless, they often resort to violence to resist encroachment from other races. Of late, the kreel-lok have been enslaved by the naut'yll in great numbers, to the point that almost 40% of all kreel-lok on Rifts Earth are slaves! The Splugorth, Lord of the Deep, and other races occasionally enlist the kreel-lok as allies (they make great scouts and intelligence officers), but more often than not, they are enslaved by them rather than employed.

Kreel-lok live in a simple, yet open and cooperative society with a great sense of camaraderie. Food, basic supplies, weapons, equipment, and defenses are all shared. Males are generally the craftsmen, hunters and protectors. The females have an equal place in the community and, although seldom warriors, females can take up any O.C.C., including the pursuit of magic (usually ocean magic or ley line walkers). The smaller kreel-lok communities generally have no permanent villages. Like dolphins and whales, they travel in "pods," small groups of 10 to 100 members who swim the oceans and take temporary shelter in sunken shipwrecks, caves and reefs. In deeper water, they simply swim, play, hunt, live and sleep in the water, with male protectors taking turns to keep a watchful eye on the pod.

Large kreel-lok communities can range from 1,000 to 100,000. They may build a half dozen to several dozen underwater barges or shelters that are towed along and serve as physical structures where members of

the pod can find shelter or rest out of the open. The barges are also used to store food, supplies, tools, weapons, and other odds and ends. They may also establish hidden caches of weapons, food or supplies along familiar migration routes and favorite places to visit. The kreel-lok never have any permanent dwellings; the ocean is their home.

Dolphins and whales are often found living with or traveling near the kreel-lok as faithful allies joining in work, defense and play. Sea turtles and large sea creatures with animal intelligences are occasionally used as work animals or pets, but are never mistreated.

Although these gentle, caring, aquatic people are generally of good alignment, there is much hostility and mixed feelings towards surface dwellers. Surface people often abuse what the kreel-lok regard as "their" fishing waters. Many humans and D-bees consider them monsters (their appearance can be frightening) and attack and kill kreel-lok



out of misguided fear; some for sport. Even before they were Rifted to Earth, these sea people viewed all surface creatures with suspicion. Now that they are being hunted down by the naut'yll, and occasionally the Splugorth and other aquatic races, the kreel-lok often feel that they have few friends. Only a few human communities, including Tritonia and Lemuria, have managed to form friendships and alliances with the kreel-lok nomads.

Alignment: Any, but usually good.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6+6, P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd. 5D6+6 underwater, 1D6 on land (crawling). Supernatural strength and endurance.

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

M.D.C.: P.E.+1D6×10 M.D.C., plus 1D6 M.D.C. per level of experience.

Horror Factor: 15

P.P.E.: 2D6

Average Life Span: 100 years

Natural Abilities: +2 to save vs horror factor, nightvision 1000 feet (305 m), keen sense of smell and taste, track by smell 80%, swim underwater, breathe underwater, but can only breathe on land via

magic, artificial means or for brief periods (15 minutes maximum). Cold based magic does half damage.

1. **Special: Increased Healing:** In the magically-charged waters of Rifts Earth, the k reel-lok heal at the rate of 5D6 M.D.C. per hour, wounds usually heal with little or no scarring, and damaged fins and webbing heal/grow back within 2D6 weeks. They are also +3 to save vs disease, pollution and toxins.

2. **Special: Resistant to Cold and Water Pressure at Great Depths:** The k reel-lok can survive the cold and pressure at ocean depths of up to four miles (6.4 km) deep without special diving suits or vehicles. This means only the deepest trenches are inaccessible to them. For *each* 200 feet (61 m) beyond their limit, the character suffers 1D4×10 M.D. and again for every five minutes of exposure to such depths. In addition, skills, speed, combat bonuses and attacks/actions per melee round are reduced by 50% — the pain is terrible.

Vulnerabilities/Penalties: Limited ability to breathe air and they dehydrate quickly when out of water (10 times faster than the naut'yll). They suffer double damage from fire and heat attacks when out of the water. On dry land, the k reel-lok must pull themselves along with their arms or use ocean magic, because they have a fish-like tail in place of legs. Crawling speed is 1D6. The character is also at a disadvantage in combat out of water (unless magic is used): -1 to strike and parry, -2 to dodge.

Psionic Powers: Standard (same as humans).

Magic Powers: Per O.C.C. only.

Combat: As per skill.

Damage: Claws add 1D4 M.D. to hand to hand attacks, bite inflicts 2D4 M.D.

Bonuses: +1 to strike, +2 to parry and dodge, +1 to save vs poison. All these are in addition to skill and attribute bonuses.

R.C.C. Skills: Also see natural abilities.

Swimming 98%

Basic Math (+5%)

Advanced Fishing (+5%)

Sea Holistic Medicine (+10%; this skill is for females only)

track & hunt sea animals (+10%)

Underwater Navigation (+10%)

W.P. Spear

O.C.C. Skills: Typically vagabond nomads (30%) or wilderness scouts (40%) with underwater equivalencies. Other available O.C.C.s are priest, shaman/healer, and sorcerer (2% are ley line walkers, 2% whale singers, 2% mystics (with ocean magic), 5% water warlocks, and 5% ocean wizards). Most k reel-lok tend to be very primitive compared to humans and don't care for technology, so high-tech O.C.C.s, skills, and equipment are not appropriate.

Alliances and Allies: Dolphins, whale singers, and amphibs. They may also include surface dwellers and aquatic D-bees who prove to be trustworthy.

Weapons: Typically use S.D.C. clubs, spears, nets, and knives for defense and to hunt fish and small animals. A few (15%) might have captured or salvaged M.D.C. weapons, energy weapons or magic items.

Body Armor: Usually none.

Note: Most k reel-lok don't have much need for possessions that humans would consider valuable — they are children of the sea; no salary, credits, or savings.

Naut'yll Weapons & Technology

The naut'yll have advanced technology, magic, and techno-wizardry, especially in the areas of combat. In addition to the weapons described here, they also have access to any TW weapon or equipment described in **Rifts**, **Vampires Sourcebook** and other sourcebooks. Captured weapons and equipment from other civilizations are occasionally given to officers, special forces and champions as spoils of war or as a reward for acts of heroism.

Sonic Wand (TW)

This is a techno-wizard weapon that looks like a nightstick used by police officers, with two small nodules near the tip and a coil of wire near the handle. The user of the weapon must be psionic or a sorcerer with P.P.E.

By channeling 10 P.P.E. or 20 I.S.P. the user can fire three **sonic blasts** inflicting 2D6 M.D. each or one powerful blast doing 6D6 M.D.; 600 foot (183 m) range. By channelling 15 P.P.E. or 30 I.S.P. into the weapon, the character can fire two **sonic stun blasts**; same effects as the dolphin magic spell **sonic stun** (potential victims get to save but must roll a 14 or higher). The weapon does 2D6 S.D.C. as a blunt weapon and has 100 M.D.C.

Sonic Rifle (TW)

This is a rifle version of the techno-wizard sonic wand with greater range and number of shots. In this case, the weapon can be charged and ready to be used by anybody. Like a regular rifle, the shooter simply aims and fires. However, only a techno-wizard, mystic or practitioner of magic can *recharge* the weapon.

Weight: 6 lbs (2.7 kg).

Mega-Damage: 5D6 M.D. sonic blast or can fire a sonic stun.

Rate of Fire: Single shot; each blast counts as one melee action.

Maximum Effective Range: 2000 ft (610 m).

Payload: 30 sonic blasts and 20 sonic stuns. 60 P.P.E. or 120 I.S.P. are required to recharge the weapon; 200 P.P.E. to make it.

Cost: 80,000 credits outside naut'yll outposts. Not for sale to outsiders, but captured weapons may be available from the Black Market, Atlantis, pirates and sailors.

Note: The magic rifle has 100 M.D.C. points and is very durable and never jams.



Particle Wave Pistol

These weapons fire a spiraling wave of charged particles, inflicting a great deal of burn and energy damage to any solid target they hit. Their range and damage are unchanged in or out of water.

Weight: 4 lbs (1.8 kg).

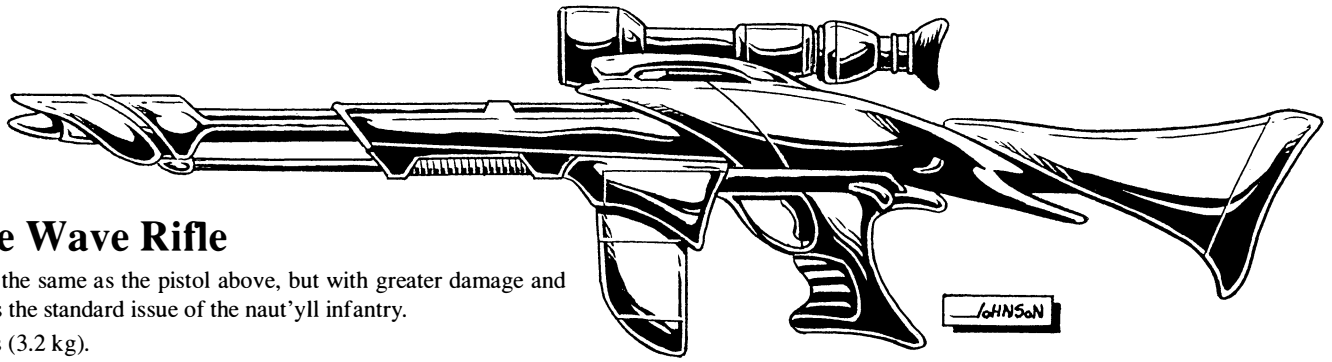
Mega-Damage: 4D6 M.D. per shot.

Rate of Fire: Standard

Maximum Effective Range: 1000 feet (305 m)

Payload: 20 shots per E-Clip equivalent (cannot use standard surface E-Clips unless an armorer modifies their power couplings for use underwater).

Cost: 20,000 credits outside naut'yll outposts. Not for sale to outsiders, but captured weapons may be found on sale in the Black Market, at Atlantis, or from the occasional pirate or sailor.



Particle Wave Rifle

Basically the same as the pistol above, but with greater damage and range. This is the standard issue of the naut'yll infantry.

Weight: 7 lbs (3.2 kg).

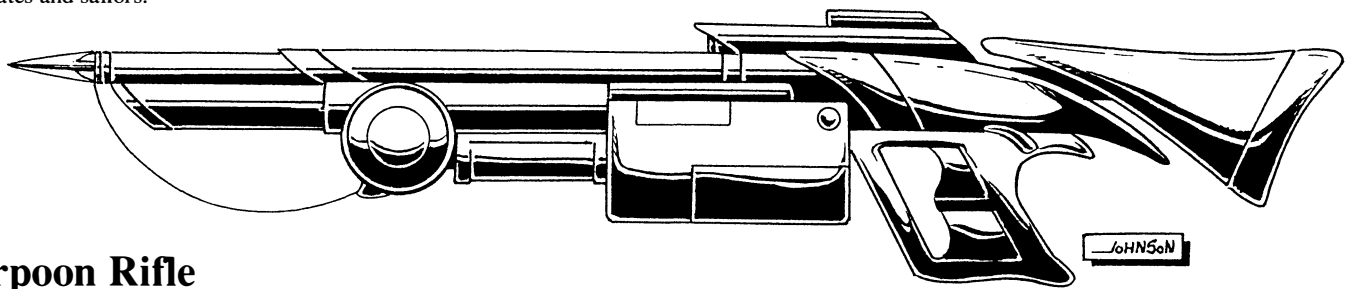
Mega-Damage: 6D6 M.D. per shot.

Rate of Fire: Standard

Maximum Effective Range: 2000 ft (610 m).

Payload: 30 shots with an E-Clip equivalent (cannot use standard E-Clips unless an armorer modifies their power couplings).

Cost: 40,000 credits outside naut'yll outposts. Not for sale to outsiders, but captured weapons may be available from the Black Market, Atlantis, pirates and sailors.



Harpoon Rifle

A rifle that fires hypervelocity barbed darts. It works much like a rail gun, but is light enough to be carried by naut'yll infantrymen. Issued to about 1/4 of the army to deal with energy-resistant enemies, and is available for special assignments. The barbs can be attached to the gun's barrel with a thin cable, enabling the shooter to "hook" or "spear" a target and pull it in. A special reel attachment is available to use it as a fishing pole. Of course, large or powerful prey may yank a cabled harpoon rifle from the character's hands or drag him for miles until the wounded beast tires, dies or turns to attack. The harpoon rifle (and reel) is also used to snag rides from passing sea vessels and to board ships.

Weight: 15 lbs (6.8 kg).

Mega-Damage: 1D6 M.D. per standard dart. The fish-hook "barbed" end requires the dart to be surgically removed/cut out (one additional point of damage). Pulling it out will tear a hunk of flesh or material with it and inflict an additional 1D6 M.D.

Each explosive tipped round inflicts 4D6+6 M.D. underwater or 4D6 M.D. on land.

Poison tipped rounds are sometimes used against whales, sea monsters, mutants, D-bees and M.D.C. creatures. Lethal poison inflicts 5D6 additional M.D. when first struck and another 5D6 M.D. for 1D6 melee rounds afterwards. Neural poison does 3D6 M.D. when struck and affects the target's motor response with the following penalties: reduce speed, skill performance, attacks per melee and combat bonuses by half. **Note:** Most supernatural beings are impervious to both types of poisons; the standard saves vs poison are applicable: 16 or higher for non-lethal, 14 or higher vs lethal.

Smoke and flare rounds (suitable for use underwater or above) are also available. They last for about 2D4 minutes and inflict 1D6 M.D. when used as a weapon.

Rate of Fire: Single shot only, so each shot counts as one melee action/attack of the shooter.

Maximum Effective Range: 2000 feet (610 m) without a cable attached. Maximum range with an attached cable is limited to 500 feet (152 m).

Payload: 40 darts in a drum magazine or 20 darts in a smaller box magazine. A "dart" is a small spear or projectile about eight inches long

Cost: 50,000 credits outside naut'yll settlements. Not sold to outsiders, but captured weapons may be available from the Black Market, Atlantis, pirates and sailors.

Energy Trident

Carried as a Badge of Office by naut'yll military leaders and heroes, this powerful weapon can be used both in hand to hand combat and as a ranged weapon. The Trident can be energized, firing particle waves or delivering energy strikes in close combat.

Weight: 12 lbs (5.4 kg)

Mega-Damage: Both the ranged particle wave attack and the energized strike inflict 5D6 M.D.

Rate of Fire: Equal to the number of hand to hand attacks of the wielder.

Maximum Effective Range: Energy blast: 1000 feet (305 m). Strike: hand to hand combat.

Payload: 30 energy blasts or close combat blows (every successful strike drains one charge). Changing E-Clips counts as one melee attack/action.

Cost: 70,000 credits outside naut'yll settlements.

Energy Net

This a metal or Korallyte net with 20 M.D.C. and small weights along the edge to provide weight and control. The net is used to ensnare fish, animals and humanoid prey. The most unique aspect is that once the prey is ensnared, the net can be activated by remote control to release an electrical pulse.

Weight: 8 lbs (3.6 kg)

Mega-Damage: 2D4 S.D.C. damage as a striking, whipping weapon, which can also be used to ensnare and entangle. The electrical burst can be set to inflict 1D6x10 S.D.C. or 2D6 M.D.; the charge affects everybody inside the net and those within a 10 foot radius around the net.

Those beyond 10 feet (5.0 m), but within 30 feet (9 m) suffer a slight shock that does 1D4 points of damage (S.D.C. or M.D. depending on the setting). There is also a 1-35% chance that characters receiving the shock will be stunned for 1D4 melee rounds (15 to 60 seconds); roll for each shock burst. Note that on dry land, damage is half and there is no *radius* damage, only those inside the net are affected.

Rate of Fire: Equal to the number of hand to hand attacks of the wielder.

Maximum Effective Range: The net can be thrown underwater about 30 feet (9 m) or dropped from above up to 1000 feet (305 m); any farther and the net is -4 to strike and the intended victim can dodge with ease. On dry land the net can be thrown about 40 feet (12 m). The electric burst can be activated up to 1200 feet (365 m) away.

Payload: 8 electric bursts/shock attacks; regenerates within 30 minutes.

Cost: 6,000 credits from naut'yll settlements, the Black Market, Atlantis, pirates and merchant sailors.

Dual-Purpose Self-Propelled Explosives (DPSE)

The naut'yll use special rocket/torpedoes that can operate both underwater and in the air.

Mega-Damage: They are roughly the equivalent of plasma/heat mini-missiles and torpedoes in terms of damage.

Rate of Fire: Available in LAW style, one- and two-shot rifle launchers and small, portal backpacks with a payload of four and which can be fired one at a time or in volleys of two, three or four. These launchers and missiles can also be attached to underwater sleds and vehicles.

Range: When underwater, use the range and speed of the equivalent mini-torpedo class. On the surface, use the range and speed of equivalent plasma missiles.

Cost: Same as equivalent mini-torpedoes or mini-missiles; roughly 2000 credits.

Techno-Wizard Grenades

Theses are ordinary looking canisters that release magic spells when activated. All have a six second delay and are dropped or placed in an area.

Black Water Grenade: Same as the spell.

Sonic Blast: 4D6 M.D. to a 20 foot (6.1 m) blast diameter.

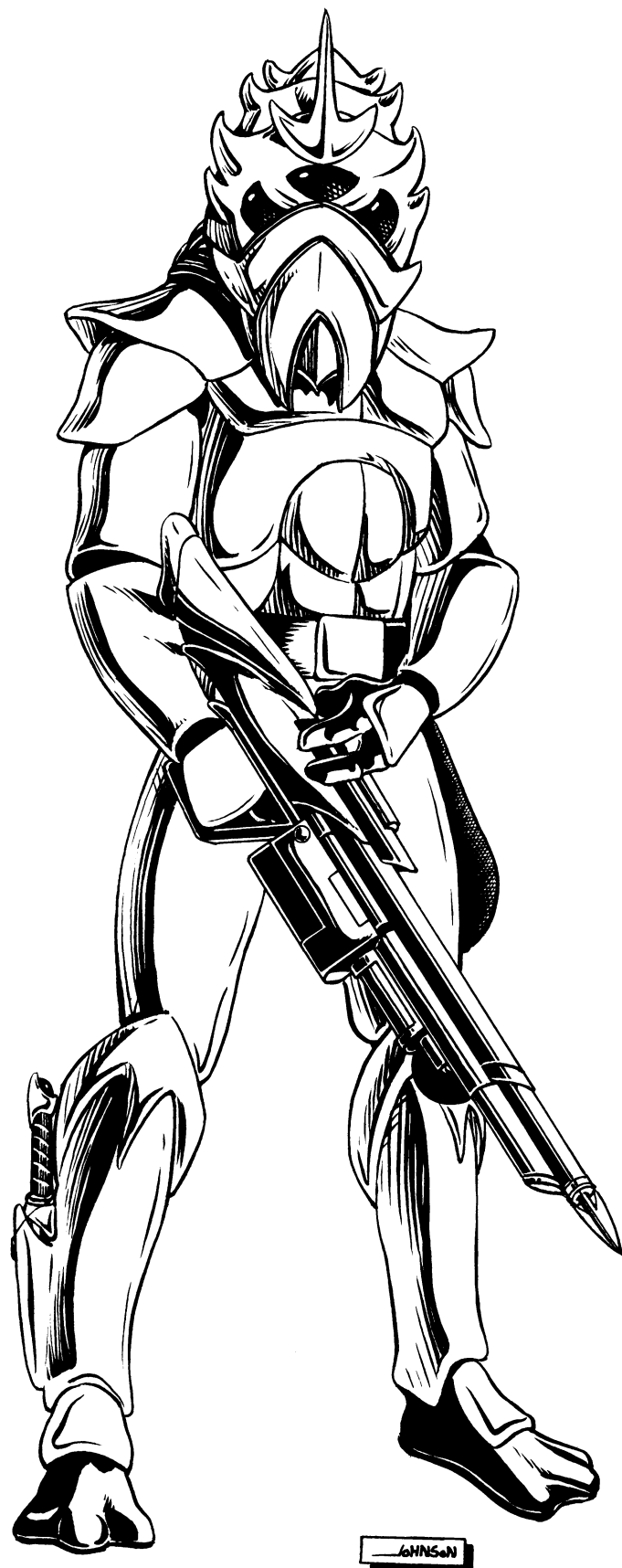
Shell Body Armor

The typical body armor worn by naut'yll soldiers resembles a combination of shells joined together to form articulated plate. Unlike modern body armor, these suits have no integral computers or communication systems (they are carried as separate, hand held size communicators). The armor has no life support systems as known to humans. Instead they contain a water circulation system to keep the wearer from dehydrating when out of water. The circulation of water also enables the wearer to breathe by drawing air from the water. The suit also has a temperature control system and is pressure resistant. Soldiers are usually armed with a Pulse Wave Rifle or an energy Trident.

- M.D.C. 90
- Good Mobility, -10% penalty to prowl and the performance of most other physical skills, excluding swimming.
- Market Cost: 30,000 credits outside naut'yll settlements; suitable for most human-shaped bipeds of an aquatic nature.

Korallyte Armor

This suit of armor is made of pure Korallyte secretions, shaped by naut'yll techno-wizards or koral shapers. This armor is lightweight and specifically molded to the body of the wearer, giving no prowl penal-



ties. It has the same basic systems as the shell armor. Also, any koral shaper or wizard with the shape koral spell can repair it. Remember, koral shapers are symbiotically linked to their armor and can modify the armor to have spines, fins and even to grow blade weapons as desired (see that O.C.C. for details).

- M.D.C. 150
- Full mobility; no prowl penalty.
- Market Cost: 80,000 to 150,000 credits outside naut'yll settlements, but are scarce. Sometimes offered by renegade naut'yll koral shapers (several live in Tritonia) and occasionally by merchants in Atlantis or pirates who have *acquired* a suit through salvage or battle.

APAL-10 Naut'Yll Torpedo Power Armor

This light scout armor is issued to raiders, explorers and commandos. It is little more than a powered suit of body armor that provides the wearer with greater armor protection, robot strength, enhanced endurance, and enables the naut'yll to survive the pressure at depths of 2.5 miles (4 km); an additional half mile deeper than their normal level of tolerance. Its most notable feature is a thruster system that enables the pilot to travel at high speeds underwater. The jet thruster is located on the back, while tiny, concealed directional thrusters are located in the bottom of the feet, back and chest. The amphibian power armor is sleeker in appearance than the shell body armor and offers less resistance and drag when travelling at high speeds.

Model Type: APAL-10

Class: Light combat exoskeleton

Crew: One

M.D.C. by Location:

Jet Thruster (1; back) — 35 standard, or 50 if Korallyte.

* Helmet — 70 standard, or 110 if made of Korallyte.

** Main Body — 180 standard, or 300 if made of Korallyte.

* Destroying the helmet destroys the sensor and communication systems and all power armor bonuses are lost. Furthermore, the character's head is exposed and vulnerable to attack. Hitting the helmet or the head requires a called shot at -4 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless.

Speed:

Running: 44 mph (70 km) maximum. Note that the act of running does tire out its operator, but at 10% the usual fatigue rate, thanks to the robot exoskeleton.

Flying: Not possible, but thruster assisted leaps can carry the wearer 100 feet (30.5 m) high or 120 feet (36.6 m) lengthwise.

Underwater: The thruster system allows the suit to travel at up to 60 knots (69 mph/111 kmph) underwater.

Maximum Safe Depth: Two and a half miles (4 km) deep.

Statistical Data:

Height: 7 to 8 feet (2.1 to 2.4 m) tall.

Width: 3 feet (0.9 m)

Length: 3 feet (0.9 m)

Weight: 300 lbs (136 kg).

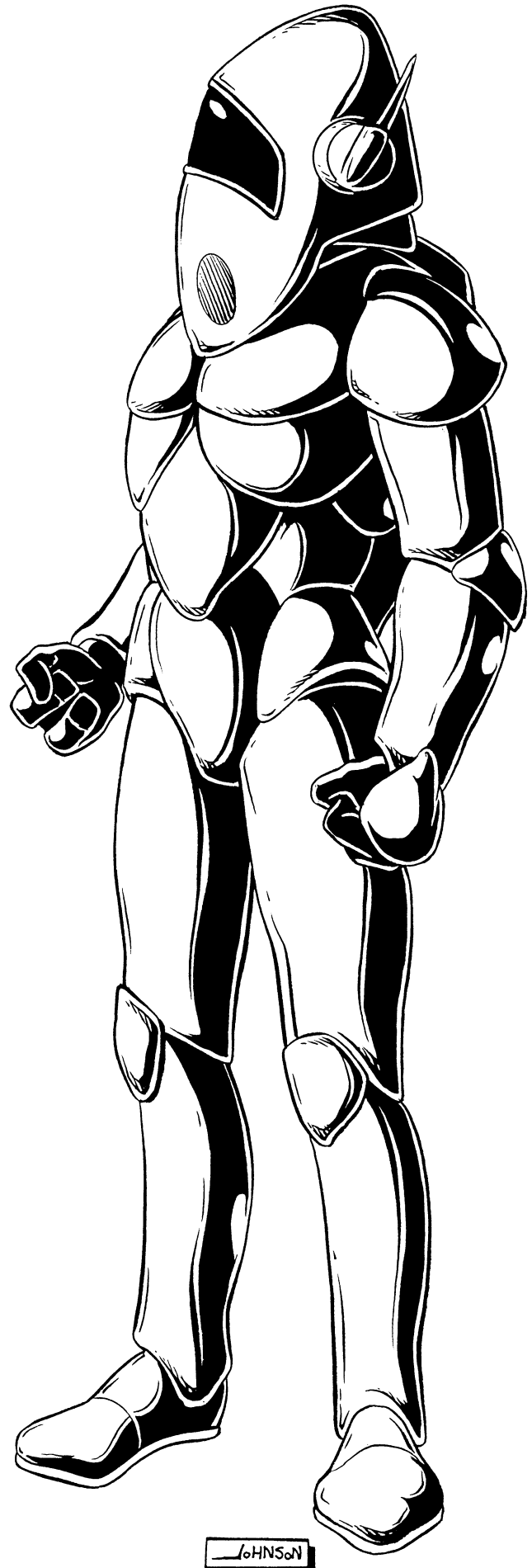
Physical Strength: Equal to a P.S. 30

Cargo: None.

Power System: Nuclear or techno-wizard; average energy life of 10 years.

Sensors & Internal Systems of Note: The power armor is filled with water that covers the naut'yll and keeps the wearer from dehydrating when fighting on the surface, out of water. The water circulation system also enables the wearer to breathe by drawing air from the fluid. It also has temperature control, depth/pressure gauge, radiation shielding, heat and cold shielding, and an internal communications system (200 mile/320 km range), short-range sonar (2 mile/3.2 km range), ultra sonic hearing, and a computer targeting system all built into the helmet.

Weapon Systems: It has no integral weapon systems; soldiers are usually armed with a pulse wave rifle, harpoon rifle, energy trident, and a knife, energy net, or sidearm.



Bonuses & Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See basic and elite power armor combat training in the Robot Combat section of *Rifts Ult. Ed.*, p. 351-352. All abilities are the same except as follows:
+1 to strike with range weapons from targeting system.
+1 to parry and dodge underwater.
+1 attack per melee underwater.
Normal Punch or Kick — 1D6 M.D.
Power Punch — 2D6 M.D., but counts as two melee attacks.
Thruster-Assisted Body Block/Ram— 4D6 M.D. plus a 1-50% chance of slightly stunning one's opponent for one melee round (victim loses initiative, one melee action and is -1 to strike and parry). Counts as two melee attacks/actions.
Market Cost: Never sold to outsiders, but would fetch one to three million credits on the Black Market or at Atlantis; cost includes modifications for use by humans or other surface dwelling humanoids.

APTW-20 Naut'Yll Techno-Wizard Power Armor

From its outward appearance, this armor looks just like the light Torpedo power armor, however, this is a techno-wizard creation that melds magic and technology to create a more deadly fighting machine. Only characters who are major or master psionics, or practitioners of magic, can operate the armor to its full potential. Like all TW devices, to activate the magic systems the operator must expend I.S.P. or P.P.E. points. Otherwise, similar to the APAL-10 Torpedo Power Armor.

Model Type: APTW-20

Class: Medium techno-wizard combat exoskeleton

Crew: One

M.D.C. by Location (always made of Korallyte):

Thruster (1; back) — 50

* Helmet — 110

** Main Body — 300

* Destroying the helmet destroys the sensor and communication systems and all power armor bonuses are lost. It also exposes the head of the wearer. Hitting the helmet or head requires a called shot at -4 to strike. In this case, the wearer can "grow" a new helmet, without the sensor and communication systems for the cost of 40 I.S.P. or 20 P.P.E. (only 10 P.P.E. for koral shapers). The "growing" process requires 15 minutes of concentration and inactivity.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless/dead. Otherwise, the wearer can *regenerate* 20 M.D.C. per every 10 P.P.E. or 20 I.S.P. expended, plus the living Korallyte armor will automatically regenerate 1D6 M.D.C. per minute (total M.D.C. cannot exceed the maximum of 300).

Speed:

Running: 44 mph (70 km) maximum. Note that the act of running does NOT tire out its operator.

Flying: Via magic only. Thruster assisted leaps can carry the wearer 100 feet (30.5 m) high or 120 feet (36.6 m) lengthwise.

Underwater: The thruster system allows the suit to travel at up to 60 knots (69 mph/111 kmph) underwater (double when the speed doubler spell is engaged). If damaged, magic propulsion can be used as a substitute.

Maximum Safe Depth: Two and a half miles (4 km) deep.

Statistical Data:

Height: 5 to 10 feet (1.8 to 3 m) tall; magically conforms to the size of the wearer.

Width: Magically conforms to the size of the wearer.

Length: Magically conforms to the size of the wearer.

Weight: 300 lbs (136 kg), regardless of size.

Physical Strength: Equal to a P.S. 30; may be augmented by magic.

Cargo: None.

Power System: Nuclear or techno-wizard (magic); average energy life of 10 years.

Sensors & Internal Systems of Note: See the APAL-10 Torpedo Power Armor for mechanical systems. The following magic systems are standard (most suits of armor have abilities equal to 6th, 7th or 8th level spells):

Armor of Ithan (60 M.D.C.) or Superhuman Strength: Both cost 10 P.P.E. or 20 I.S.P. to activate; pick only one.

Chameleon: Costs 6 P.P.E. or 12 I.S.P.

Fly as the Eagle: Costs 25 P.P.E. or 50 I.S.P.

Sense Evil: Costs 2 P.P.E. or 4 I.S.P.

Sense Magic: Costs 2 P.P.E. or 4 I.S.P.

Speed Doubler: Costs 8 P.P.E. or 16 I.S.P.

Tongues: Costs 12 P.P.E. or 24 I.S.P.

Weapon Systems: Magic or handheld weapons only.

Fire Ball (4D6 M.D.): Costs 10 P.P.E. or 20 I.S.P.

Sonic Blast (6D6 M.D.): Costs 15 P.P.E. or 30 I.S.P.

Sonic Stun: Costs 20 P.P.E. or 40 I.S.P.

Water Pulse (S.D.C.): Costs one P.P.E. or 2 I.S.P.

Note: All magic attacks are typically equal to a 6th, 7th or 8th level spell. Each spell counts as a hand to hand melee action/attack and not as spell casting. The only limit to the number of magic attacks possible is the pilot's own reserve of P.P.E. and/or I.S.P.

Also note that some *special* suits created and used by techno-wizards or made for koral shapers, mystics or mages may have spells as powerful as 10th level and the appearance of the armor may be custom designed to suit the tastes and needs of the owner. However, such suits are comparatively rare, perhaps one in 500; most common among Special Forces operatives.

Bonuses & Hand to Hand Combat: Same as the APAL-10. Remember, practitioners of magic with the power to *shape koral* can also form blade and blunt weapons out of their armor and cover their armor with spikes and blades.

Market Cost: Never sold to outsiders, but would fetch 20 to 40 million credits on the Black Market or at Atlantis.

Sea Hunter Robot Vehicle

The Sea Hunter is a small, all-terrain robot vehicle designed to operate on the sea floor or on dry land. It resembles a mechanical crab with four legs and two huge arms ending in crab-like pincers. Although it can float and travel underwater, it loses a great deal of maneuverability if its feet aren't firmly planted on solid ground. The pilot sits in a cockpit in the center of the robot. A cramped space behind the seat is large enough to squeeze in one human or naut'yll-sized occupant. This robot and its larger cousin, Deathbringer, is inspired by a predator that haunts shallow waters in the naut'yll's homeworld.

Half of the Sea Hunters are made of conventional metals while the other half are covered by thick Korallyte armor plates, making them even more dangerous. Its weapon systems include a heavy particle wave gun, two torpedo/missile launchers and a blue-green laser for long-range attacks. They are often used by large-scale raiding parties and strike forces against underwater and land settlements, as well as for exploration, rescue and defense. A Sea Hunter warband typically consists of four to eight robots. A typical raiding party has at least one Sea Hunter warband, one Deathbringer and an additional 8-16 infantrymen clad in body armor or power armor.

Model Type: SH-7

Class: Heavy combat exoskeleton

Crew: One

M.D.C. by Location:

Arms (2) — 90 each

Pincers (2) — 70 each

Legs (4) — 100 each

Rear Jet Thrusters (2) — 60 each

* Tiny Directional Jets (20) — 5 each

* Mini-Torpedo/Missile Launcher (1, left forearm) — 30 each

* Medium Torpedo/Missile Launchers (2, top) — 50 each

* Particle Wave Gun (1; top) — 100

* Laser (1, right forearm) — 25

** Main Body — 300

* All small or difficult targets to hit. An attacker must make a called shot and even then is -3 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless. **Note:** Increase all M.D.C. by 40% if composed of Korallyte.

Speed:

Running On Dry Land: 50 mph (80 km) maximum.

Running Underwater: 30 mph (48 km) maximum.

Flying: Not possible.

Underwater: Thrusters give it a maximum underwater speed of 39 knots (45 mph/72 kmph).

Maximum Safe Depth: Two miles (3.2 km) deep.

Statistical Data:

Height: 10 feet (3.0 m)

Width: 10 feet (3.0 m)

Length: 12 feet (3.65 m)

Weight: 2 tons

Physical Strength: Equal to a P.S. 45

Cargo: None.

Power System: Nuclear; average energy life of 15 years.

Market Cost: Not sold to outsiders; would fetch 8 to 10 million credits from the Black Market, Atlantis or pirates.

Note: The Sea Hunter can completely or partially bury itself under the loose sand of the sea floor. This tactic can be used to conceal the bot from visual detection (95% if completely buried or 55% if partially buried) and even sonar/sonic means of detection (75% if completely covered or 35% if partially covered). Even completely uncovered, the small, sand colored robot can quietly scurry along the ocean floor and easily hide among rocks and debris; 60% prowl ability when moving at 10 miles mph (16 kmph) or slower.

Weapon Systems

1. Particle Wave Gun: A heavier version of the standard issue rifle.

This single barrelled weapon is mounted on a turret housing that can rotate 360 degrees and has a 30 degree arc of fire. It is capable of damaging armored vehicles at long distances. Considered the main gun of the Sea Hunter.

Primary Purpose: Anti-Armor

Secondary Purpose: Defense

Mega-Damage: 1D6×10+10 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks of the pilot.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

2. Medium Torpedo/Missile Launchers (2): Two dual-purpose torpedos/missiles are in launchers located on the back/top of the robot.

They are used against enemy ships, subs, or aircraft (on the surface).

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Aircraft

Mega-Damage: 2D6×10 M.D.

Rate of Fire: One at a time, or in volleys of two.

Maximum Effective Range: 10 miles (16 km)

Payload: Four total; two per missile launcher.

3. Mini-torpedo/Missile Launcher (1): A mini-missile launcher is located on the left forearm/claw of the robot.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense.

Mega-Damage: 1D6×10 M.D.

Rate of Fire: One at a time, or in volleys of 2, or 4 missiles.

Maximum Effective Range: 1 mile (1.6 km)

Payload: 8 total.

4. Concealed Laser Gun: Mounted in the right arm, behind the pincer claw, this gun is used mostly against infantrymen or enemy power armor. It is also used for sharpshooting.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense.

Mega-Damage: 6D6 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks of the pilot.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Restrained Punch — 1D6 M.D.

Full Strength Punch — 3D6 M.D.

Full Strength Pincer Attack — 4D6 M.D.

Power Punch — 1D6×10 M.D. (counts as two attacks)

Kick/Stomp — 1D6 M.D.

Body Block/Ram — 2D6 M.D.

Deathbringer Combat Robot

Essentially, this is a larger version of the Sea Hunter, with heavier armor and more weapon systems. It is designed for use by a pilot and a gunner to maximize its firepower. Typically, the Deathbringer operates in warbands of four to eight robots, or as part of an armored platoon with 8 to 16 Deathbringers and 24 to 32 Sea Hunters; this force may also be supported by infantry or power armor troops. Like their smaller brothers, the Deathbringers are used as offensive and defensive/support forces, as well as for escorts, guard duty, exploration and rescue. They are the key defense force of naut'yll cities and also used to watch over slaves; the looming presence of the crab-like robot is usually enough to stop any thoughts of escape or rebellion.

Model Type: DD-2

Class: Assault Robot

Crew: Two; a pilot and a gunner, with seating to accommodate two additional passengers.

M.D.C. by Location:

Arms (2) — 150 each

Pincers (2) — 100 each

Legs (4) — 140 each

Rear Jet Thrusters (2) — 140 each

* Tiny Directional Jets (30) — 7 each

* Mini-Torpedo/Missile Launcher (1, left forearm) — 50 each.

* Medium Torpedo/Missile Launchers (2, top) — 100 each

* Heavy Torpedo/Missile Launchers (2) — 70 each

* Particle Wave Gun (1; top) — 200

* Laser (1, right forearm) — 35

** Main Body — 500

Reinforced Pilot's Compartment — 100

* All small or difficult targets to hit. An attacker must make a called shot, and even then is -3 to strike.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless. **Note:** Increase all M.D.C. by 40% if composed of Korallyte — only 25% are made with this substance.

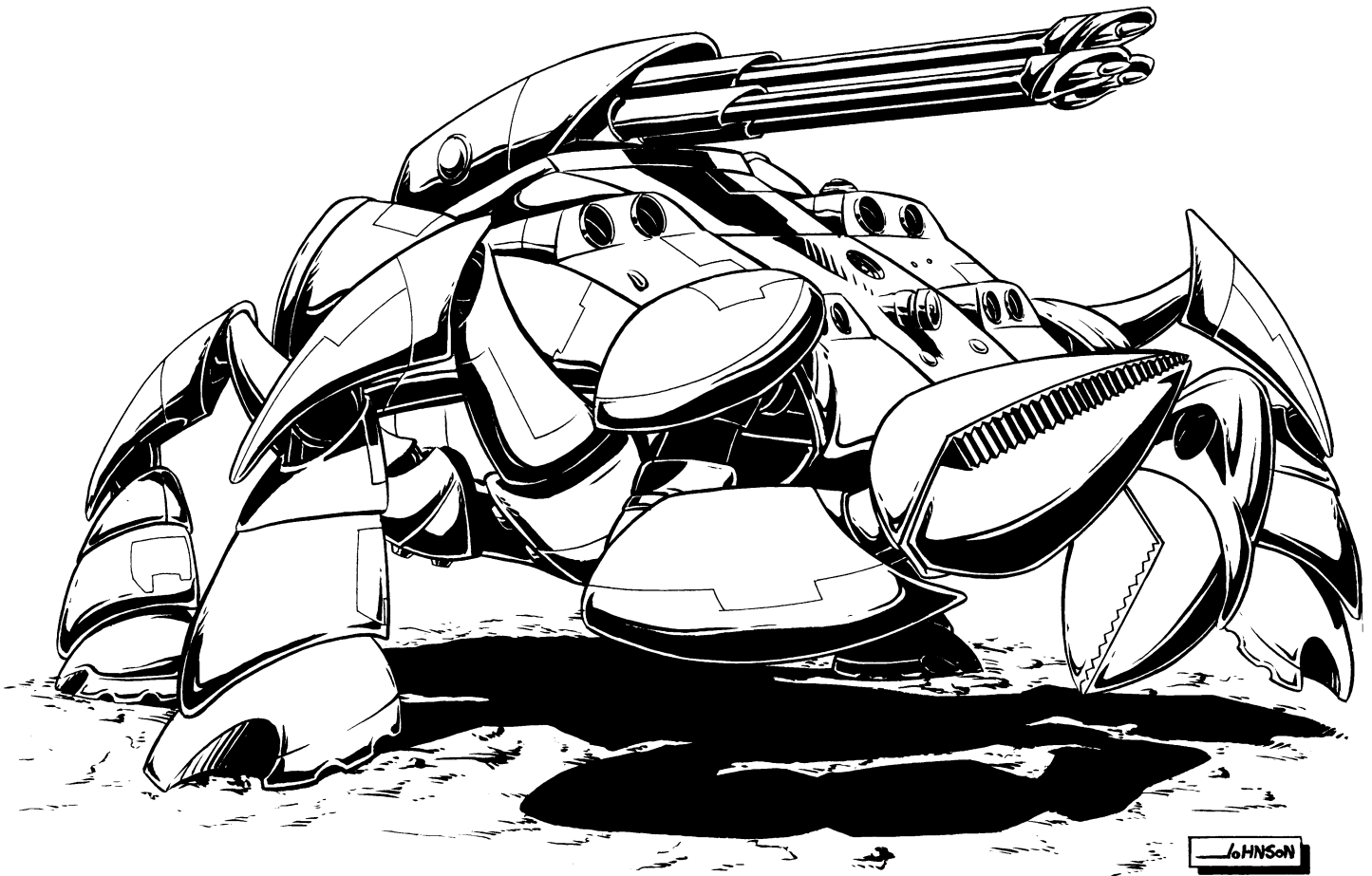
Speed:

Running On Dry Land: 50 mph (80 km) maximum.

Running Underwater: 25 mph (40 km) maximum.

Flying: Not Possible.

Underwater: Thrusters give it a maximum underwater speed of 30 knots (35 mph/56 kmph).



Maximum Safe Depth: Two and a half miles (4 km) deep.

Statistical Data:

Height: 20 feet (6.1 m)

Width: 25 feet (7.6 m)

Length: 30 feet (9.1 m)

Weight: 20 tons fully loaded

Physical Strength: Equal to a P.S. of 55.

Cargo: None, other than areas allotted and used for weapons.

Power System: Nuclear or techno-wizard; average energy life of 15 years.

Market Cost: Not sold to outsiders; would fetch 25 to 40 million credits from the Black Market, Atlantis or pirates.

Weapon Systems

1. Triple Barrelled Particle Wave Cannon Turret: This devastating weapon is mounted in a turret housing that can rotate 360 degrees and has a 45 degree arc of fire. It can fire a single, double or triple blast at the same target. Operated by the gunner.

Primary Purpose: Anti-Armor and ship.

Secondary Purpose: Defense

Mega-Damage: Single blast: 1D6×10+6, double blast: 2D6×10+12 and triple blast: 3D6×10+20 M.D.!

Rate of Fire: Equal to the number of hand to hand attacks of the gunner. Each shot from the cannon, whether one shot or two or three simultaneous blasts, counts as one melee attack/action.

Maximum Effective Range: 5000 feet (1325 m)

Payload: Effectively unlimited.

2. Heavy Torpedo/Missile Launchers (2): Mounted below the particle wave turret are two box missile/torpedo launchers, each with two launch tubes.

Primary Purpose: Anti-armor and anti-aircraft.

Secondary Purpose: Defense

Mega-Damage: 4D6×10 M.D.

Rate of Fire: One at a time or in volleys of two.

Maximum Effective Range: 20 miles (32 km) underwater, 500 miles (800 km) on the surface.

Payload: 16 total; 8 per launcher.

3. Medium Torpedo/Missile Launchers (2): Mounted in lower on the body below the heavy launchers are a pair of medium missile launchers.

Primary Purpose: Anti-ship and heavy armor.

Secondary Purpose: Defense

Mega-Damage: 2D6×10 M.D.

Rate of Fire: One at a time or in volleys of 2 or 4 missiles.

Maximum Effective Range: 10 miles (16 km)

Payload: 16 total; 8 per launcher.

Maximum Effective Range: 10 miles (16 km)

Payload: 16 total; 8 per launcher.

4. Mini-torpedo/missile launchers (1): A mini-missile launcher is located on the left forearm/claw of the robot.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense.

Mega-Damage: 1D6×10 M.D.

Rate of Fire: One at a time, or in volleys of 2, or 4 missiles.

Maximum Effective Range: 1 mile (1.6 km)

Payload: 8 total.

5. Concealed Laser Gun: Mounted in the right arm, behind the pincer claw, this gun is used mostly against infantrymen or enemy power armor. It is also used for sharpshooting.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense.

Mega-Damage: 6D6 M.D. per blast.

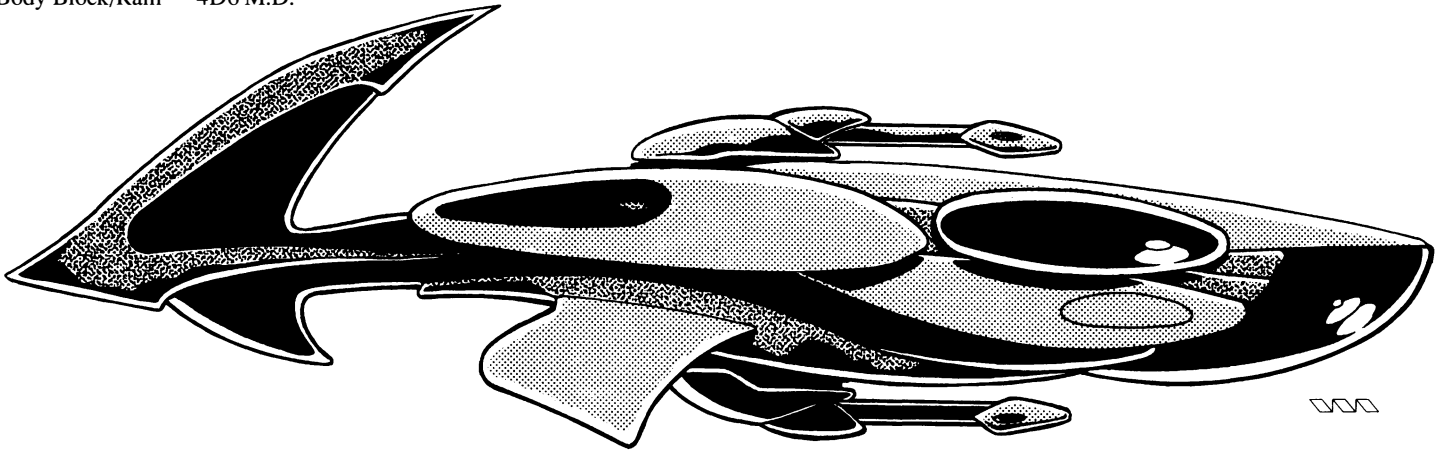
Rate of Fire: Equal to the number of hand to hand attacks of the pilot.

Maximum Effective Range: 6000 feet (1830 m)

Payload: Effectively unlimited.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Restrained Punch — 2D6 M.D.
 Full Strength Punch — 6D6 M.D.
 Pincer Strike — 7D6 M.D.
 Power Punch — 2D6×10 M.D. (counts as two melee attacks)
 Kick/Stamp — 2D6 M.D.
 Body Block/Ram — 4D6 M.D.



Leaper Submersible Fighter

Named after a species of flying fish on the naut'yll homeworld, the leaper is a submarine that can fly above water. Although not as fast and maneuverable as Earth fighter jets, the leaper can fly at decent speeds and has a great deal of firepower. It also has the advantage of being able to attack targets from beneath the surface of the water. The Leaper has an elongated shape, with tiny wings and a sinuous, organic look. Its nose has two particle wave guns, and two torpedo/missile launchers.

Although the Leaper is very effective against unarmed or lightly armed merchant ships or helpless civilians in fishing villages, it hasn't fared so well against military forces. A raid against a Coalition town failed catastrophically when a wing of Nightwing jets (see **Rifts Mercenaries**) happened to arrive. The CS jets slaughtered the slow and relatively fragile Leapers. Likewise, encounters with the New Navy's Manta Rays (see *Nemo-2 and the Ticonderoga*) have also ended up badly for the alien ships. At this point, the local Governor Generals are considering designing a new type of submersible fighter to deal with these tough enemies.

Model Type: L-52

Class: Sea-Air Attack Vehicle.

Crew: One.

M.D.C. by Location:

Missile/Torpedo Launchers (2, on nose) — 30 each

Particle Wave Guns (2, top and bottom) — 50 each

Wings (2) — 75

** Main Body — 150

Reinforced Pilot's Compartment — 50

** Depleting the M.D.C. of the main body causes the Leaper to crash.

Speed:

Driving on the ground: Not possible.

Flying: Up to 400 mph (640 kmph).

Underwater: 51 knots (60 mph/96 kmph).

Maximum Safe Depth: One mile (1.6 km)

Statistical Data:

Height: 7 feet (2.1 m)

Width: 15 feet (4.6 m) from wing tip to wing tip.

Length: 21 feet (6.3 m)

Weight: 1 ton.

Cargo: None.

Power System: Nuclear; average energy life of 5 years.

Market Cost: Not for sale; might fetch 1 or 2 million credits on the Black Market.

Weapon Systems

1. Particle Wave Guns: These guns are coordinated to fire at the same target simultaneously for increased damage.

Primary Purpose: Anti-Armor, anti-aircraft.

Secondary Purpose: Defense.

Mega-Damage: Each gun does 1D6×10 M.D. A simultaneous double blast inflicts 2D6×10 M.D.

Rate of Fire: Equal to the combined number of hand to hand attacks of the pilot.

Maximum Effective Range: 4000 feet (1220 m); same undersea or in the air.

Payload: Effectively unlimited.

2. Torpedo/Missile Launchers (2): Two medium torpedo/missiles can be launched simultaneously; the launcher then reloads from the integral magazine.

Primary Purpose: Anti-Armor

Secondary Purpose: Defense

Mega-Damage: 2D6×10 M.D.

Rate of Fire: One at a time, or in volleys of two.

Maximum Effective Range: 10 miles (16 km) underwater and 40 miles (64 km) on the surface.

Payload: 8 total; four missiles per launcher.

Red Trident Attack Submarine

The Red Trident is the mainstay of the Naut'Yll Navy. It carries two companies of infantry or armored troops and can deposit them right on an enemy coastline while providing support with volleys of missiles and energy blasts. After a successful raid, its cargo hold can carry over two hundred slaves and tons of loot. Each naut'yll city has over a hundred of these vessels.

The Red Tridents has the basic shape of a thick trident, with the central spike being the nose of the ship and the side spikes are two powerful particle wave cannons. Besides these, the ship also has several torpedo tubes and four laser batteries. Despite all this firepower, dozens of Red Tridents have been destroyed; the USS Ticonderoga has sunk no less than fifteen.

Model Type: RT-II

Class: Attack Submarine.

Crew: 30 (12 can operate the vessel at maximum efficiency), plus troops and slaves.

Troops: Standard troop complement is two infantry wartribes (160 troops in shell body armor), an armored wartribe (24 Deathbringers, 32 Sea Hunters, and 24 power armored troops) or a power armor wartribe (40 standard APAL-10 Torpedo power armor, 20 Korallyte APAL-10, and 20 APTW power armor).

Slaves: 200 slaves/captives can be housed inside the submarine.

M.D.C. by Location:

Particle Wave Cannons (2) — 300 each

Heavy Torpedo/Missile Launchers (4) — 100 each

Blue-Green Lasers (4) — 80 each

Medium Torpedo/Missile Launchers (4) — 60 each

** Main Body — 1,200

** Depleting the M.D.C. of the main body will cause the submarine to sink.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: 25 knots (29 mph/47 kmph).

Underwater: 45 knots (52 mph/84 kmph).

Maximum Safe Depth: Two and a half miles (4 km) deep.

Statistical Data:

Height: 30 feet (9.1 m)

Width: 60 feet (18.3 m)

Length: 300 feet (61 m)

Weight: 2,000 tons

Cargo: Can carry up to 400 tons of loot and slaves.

Power System: Nuclear or TW power system with an average energy life 15 years.

Weapon Systems

1. Particle Wave Cannons (2): These main guns can gut a ship with a couple of blasts.

Primary Purpose: Anti-ship

Secondary Purpose: Defense.

Mega-Damage: 4D6×10 M.D. per single blast, or 4D6×20 M.D. for a double blast.

Rate of Fire: Each gun can fire twice per melee round (or 2 double blasts).

Maximum Effective Range: 2 miles (3.2 km)

Payload: Effectively unlimited.

2. Heavy Torpedo/Missile Launchers (4): Mounted on the front of the ship are its main torpedo tubes. Like all Naut'Yll ships, these tubes fire both dual purpose missile/torpedoes.

Primary Purpose: Anti-ship and anti-armor.

Secondary Purpose: Defense

Mega-Damage: 4D6×10 M.D.

Rate of Fire: One at a time, or in volleys of 2 or 4.

Maximum Effective Range: 20 miles (32 km) underwater or 500 miles (800 km) on the surface.

Payload: Internal magazine has 40 torpedoes.

3. Blue-Green Lasers (4): These secondary guns are used to knock out enemy missiles or torpedoes and also to protect the ship from aircraft and other vehicles.

Primary Purpose: Defense

Secondary Purpose: Anti-ship and anti-aircraft.

Mega-Damage: 1D6×10 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 4000 feet (1220 m)

Payload: Effectively unlimited.

4. Medium Torpedo/Missile Launchers (4): Four secondary launch tubes are mounted on the sides of the submarine.

Primary Purpose: Anti-Ship

Secondary Purpose: Defense.

Mega-Damage: 2D6×10 M.D.

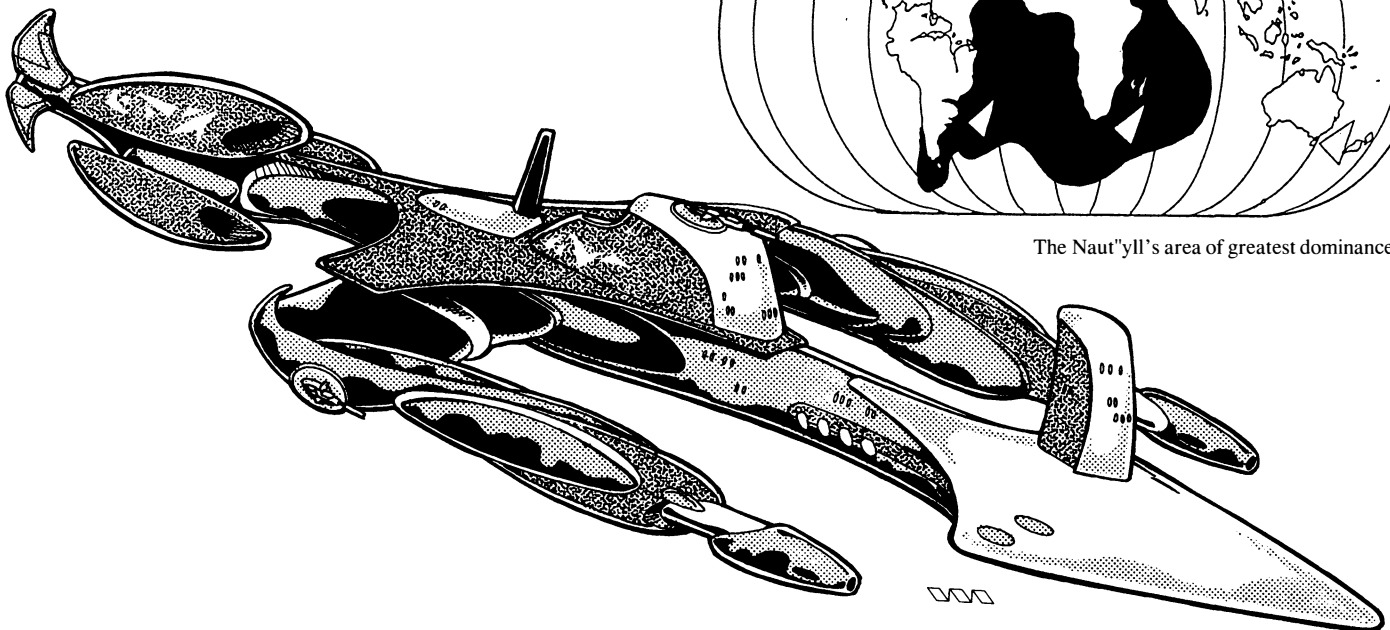
Rate of Fire: One at a time or volleys of two and four.

Maximum Effective Range: 10 miles (16 km) underwater and 40 miles (64 km) on the surface.

Payload: 120 total; 30 per launcher.



The Naut'Yll's area of greatest dominance.





Horune Pirates

Population Breakdown: An estimated 2.8 million spread over the oceans and seas of the world. Exact numbers are impossible to calculate.

Horune Aliens: 1.4 million

Naut'YII: 120,000

Other Pirates: 680,000; includes a variety of misfits including rogue amphibs, evil ocean wizards, warlocks (mainly air and water), warriors, mutants, aquatic or amphibian D-bees, and assorted transdimensional beings.

Humans Slaves: 200,000

Other Slaves: 400,000; mostly surface dwelling D-Bees

The Horune Pirates are a scuzzy lot of monsters who ride the high seas in search of plunder. They are career pirates who rob, fight and kill for a living. Although many people mistake them for reptiles or amphibians, the horune are multi-eyed D-bees more closely related in physiology to Earth birds. On their homeworld, it seems likely these beings have lived, perhaps as pirate raiders or sea warriors, in an ocean

environment for millions of years. This seems evident by their ability to hold their breath underwater for long periods (3D4 minutes), tolerate depths of up to 500 feet (152 m), vision suited for murky water, plus they are excellent swimmers, sailors and navigators who feel most at home on the sea.

History

The horune appeared on Rifts Earth approximately 230 years ago. Since then, they have carved themselves a place on the high seas as nomadic warriors. Thousands of ships and scores of underwater and coastal communities around the world have been attacked and plundered by them. These D-bee pirates are generally acknowledged to be the most brutal and savage of them all. They rob, rape, pillage and murder, taking what and whom they please with impunity. None have been able to stop them although many have tried. They honor no truce, flag or boundary and attack without mercy. The only nation safe from these marauders is Atlantis, with whom they freely trade goods, services and

slaves. Atlantis is also the only nation to offer these villains a safe harbor to visit.

Horune pirates never speak about a homeworld, but do occasionally mention a revered and legendary place called “Mothersea.” Most scholars have decided that this is probably the horune’s homeworld and its mythical status may mean that the horune are the descendants of escaped slaves or refugees who may have been displaced from their homeland thousands, perhaps tens of thousands, of years ago. They seem to accept no place as their home and perpetually ride the seas.

Culture & Government

Like the naut’yll, the horune are aliens with a militaristic, imperialistic culture. In their own chaotic way, there is structure and an order of command, although it is sometimes difficult to recognize through their barbarism. They are lecherous, gluttonous, ruffians who sometimes seem like the embodiment of pure anarchy. When not engaged in combat and piracy, they are dishevelled and dirty in appearance, loud, lewd brawlers and show no evidence of self-control or discipline. However, when involved in pursuit, combat, or when so commanded by their captain, they seem to magically transform into the world’s most masterful sailors.

They respect power and ferocity but show only absolute loyalty to the horune people and their leaders. The supreme leader of the ship is the captain. His words are never doubted, questioned or defied. All horune live by this credo. Any non-horune pirate who fails to give the captain the respect he commands is severely beaten or tortured and slain. Among horune pirate fleets, each ship will have a captain, but it is to the Fleet Commander that all show blind obedience. Occasionally, non-horune can become a captain, but only the horune may become a Fleet Commander. All horune work and support other horune. They never kill their own (unless absolutely necessary), never betray their own and never accept other beings as their master. Despite the corruption and evil nature of these beings, the horune live by this law of the sea and their leaders have *never* betrayed their people.

The horune may squabble and fight amongst themselves and with rival horune bands, but *seldom* battle to the death or with the wanton destruction they inflict on all others. In case of a serious dispute, it is usually the two Captains or Fleet Commanders who battle to the death — winner takes all, and nobody questions the results.

Unlike other surface dwellers and pirates, the horune make their home at sea. Most will spend their entire lives on a boat. In some cases, they enslave coastal villages or seize small islands to serve as outposts or dry docks. Most of these islands and ports are far from civilization and inaccessible without a boat, aircraft or magic. At these locations they repair their ships, store supplies and hold slaves, but the horune seldom linger on soil for more than a few weeks. This life at sea makes them the ultimate freebooters, without roots to any nation or people. This also means they view surface dwellers and aquatic people with the same sort of ambivalence — both are simply viewed as victims waiting to be plucked and used.

Even the horune’s association with the Splugorth of Atlantis is completely self-serving. They, like the Splugorth, drool over their rune magic, symbiotes and Kittani weaponry, and love to visit Atlantis, but they feel little commitment or obligation to them. The Splugorth make their life easier because they offer the horune a safe haven protected from other hostile nations, and a place to sell slaves and booty. The pirates enjoy many of the same inhuman and inhumane recreation, foods and pleasures as the monster infested continent, which makes it all the more pleasant to visit, but does not, in the mind of the horune pirates, establish any bond or commitment. Indeed, the horune are quick to “sell” their services and information to Atlantis and like *freelancing* for this devious kingdom, but they never do a thing in the name of friendship or allegiance. Thus, while they respect the power of the Splugorth, they do not bow before it.

Horune pirates may operate as a solitary predator with one vessel, small groups of two to six vessels, or a fleet of seven to twenty ships. The vessels may be entirely of horune design or a combination of horune and human, or other design and manufacture. The typical horune ship is manufactured through magic by a horune *Ship Dreamer*, although the bio-wizards and engineers of Atlantis have managed to build reasonable facsimiles that are a close match to the great magic ships (speed and M.D.C. are -30% and do not regenerate). However, they are costly and time consuming to build; the horune have only commissioned a half dozen such ships from the Splugorth.

Magic & Technology

The horune have a fondness for both high technology and magic, particularly as they apply to sailing and combat. As pirates, they have developed little in the way of manufacturing, science or technology themselves. Thus, most of the items in their possession have been purchased, stolen, seized, salvaged or otherwise “acquired” from others. Consequently, the members of a horune raiding party may wield a strange combination of items from Triax, the CS, Kittani, New Navy, and Atlantis, and may combine techno-wizard, rune magic and other items with conventional weapons.

The horune learn enough to maintain the items and find or enslave skilled people to repair them. It is not uncommon to have a troop of pirates invade a port only to force its technicians to effect repairs and supply parts. Failure to comply often leads to the torture or slaughter of innocent people and the destruction of the community. Cooperation will result in minimal damage and incident, especially if the Captain gives his word. In these instances, the pirates take only what they need, get their repairs and leave. Besides, such an “understanding” and “helpful” place may be useful in the future. Much to the dismay of its citizens, some of these places become earmarked as safe ports and are visited several times a year (once every few months).

The horune do have one manufacturing capability, the creation of their great magic ships. See the **Ship Dreamers** described elsewhere in this section.

Foreign Affairs

Horune pirates have pillaged seafaring people, ships and communities around the world without prejudice. Humans and many other surface dwellers are favorite targets for raids and slavery because they are frequently easy targets.

The horune are most active in the *North and South Atlantic, Mediterranean Sea, Black Sea, Caribbean Sea, Gulf of Mexico, Indian Ocean, and Arabian Sea* because these locations are comparatively close to Atlantis, the pirates’ favorite trading port, and because they are near some of the fledgling nations that offer the best booty. However, the horune can be found in seas around the world; many travel from one corner of the planet to another in a lifetime campaign of piracy.

Nemo-2 & The New Navy: Nemo-2 and the New Navy have had many clashes with these sadistic aliens. The Navy is especially vigilant of slave ships and have rescued thousands of people from the clutches of the horune. Meanwhile, the pirates have learned that the New Navy has at least one secret base and would love to find and plunder it.

Tritonia: The horune pirates do not consider Tritonia an enemy, simply a resource to be plundered. They have never attacked the artificial island but frequently raid its ships. The pirates see the intervention of military troops and vessels as a challenge and respond accordingly.

Japan: The horune have clashed with the various forces around the Japanese islands and the China sea.

Naut’yll: Horune pirates represent yet another obstacle to the naut’yll’s plans to control the seas. For one reason or another, the pirates have recruited a sizable number of renegade naut’yll to join them in a life of piracy.

The Lord of the Deep: The horune fear this alien intelligence and its minions as much as anybody else. Despite rumors to the contrary, the horune themselves do not worship the monster or any god. However, some of the other races among them worship the monster in hopes of escaping its wrath. Approximately 10% of the non-horune pray, worship and kill in the name of the Lord of the Deep, but less than 1% of these are official members of the Cult of the Deep. The horune may also jokingly sacrifice prisoners and D-bee traitors to the Deep, which ironically pleases the alien intelligence and does work to escape its acts of terror. Still, the pirates have had their share of bloody encounters with the Minions of the Deep.

Gene-Splicers: These cruel and chaotic beings are not feared by the horune. These two foul races sometimes trade goods, services, slaves, and information with each other. The horune pirates are always in the market for mutants and oddities to sell to the Splugorth and are glad to take the gene-splitters' misfits off their hands.

The Splugorth of Atlantis: The horune's favorite port is Atlantis. They have enjoyed decades of trading slaves and pirate booty for alcohol, weapons and supplies with the Minions of Splugorth. They are especially friendly with slavers, maxi-men, tattooed men, witches and gurgoyles. They love Kittani weapons and technology, but most kittani warriors find the horune to be repugnant and dishonorable. Likewise, the arrogant Sunaj assassins avoid these brutish pirates unless their work demands otherwise. Lord Splynncryth provides these villains with sanctuary to acquire not only ill-gotten booty, but to gather regular reports about activities on the high seas, and hints of things brewing in other parts of the world.

The Splugorth is the closest thing the pirates have to an ally and will perform anything asked of them if the *payment* is satisfactory (that's as loyal as these scoundrels get). As a gesture of appreciation, they have sworn to sink every Naruni ship and slaughter every Naruni merchant they encounter — a hollow promise since Naruni Enterprises has not begun worldwide trading on Earth and have no presence on the seas.

Triax and the NGR: The horune have attacked a few NGR vessels and have come to appreciate Germany's technology above all others. Triax weapons and armor are favorites, with Atlantean items, particularly rune items and Kittani weapons a close second. They have also come to appreciate NGR military might and to avoid combat with them unless a ship appears to be in distress or is outnumbered.

The Coalition States: Other than the occasional coastal raid and assault against military or cargo ocean vessels, the horune have had little contact with the Coalition States.

South America: The horune will trade with anybody who offers them a good deal. This has included trading with demons, vampires, *Cibola* and *Lagarto* (see **Rifts South America**).

Whale Singers: The horune seem to take special delight in slaying Whale Singers, pneuma-biforms and dolphins. They just find these good and righteous beings unsavory and fun to hunt, torture and kill.

Horune Pirate R.C.C.

Optional Player Characters

The following information applies to the typical horune. Most are of an evil or anarchist alignment who see nothing wrong with preying on innocent people.

All horune are mega-damage creatures and may be minor supernatural beings or sub-demons from another dimension, similar to gargoyles. They are not the creation of the gene-slicers, as some rumors have suggested. They are a stocky race of beings with rough, almost scaly skin and a set of five eyes. The two on short eye-stalks can bend to look up, down and backwards without moving the head. However, these short eye-stalks are not flexible tentacles and require thought and concentra-

tion to look around in a position other than forward. The eyes in the stalks have hawk-like vision and are able to see details at great distances (up to two miles/3.2 km away), but have poor close-range vision (near-sighted). The three eyes fixed in the center of the head are used for close combat and detail work (roughly equal to perfect human sight). These eyes can also see in the ultraviolet and infrared spectrum of light, enabling the character to see in murky and dim water, as well as see the magically invisible. The nose has a flap of skin to plug the nostrils underwater. The mouth is extended, like a short snout and filled with large, sharp teeth.

The horune are carnivores who feed on the flesh of animals, humanoids and intelligent life forms. They are also ritual cannibals who will devour the flesh of renegades and rivals after a battle to the death (usually between Captains). This is a rarity however, as most horune seldom face each other in mortal combat.

Underwater, the semi-aquatic aliens swim quickly with the same motions as humans. They do not have gills and must use air tanks, power armor, vehicles or magic to function underwater for extensive periods of time. Unaided, horune can hold his breath for 3D4 minutes and survive depths of up to 500 feet (152 m).



The Horune Pirate

Note: The horune can be used as a player character, as well as an NPC villain. As a player character, the horune is likely to be a loner, outcast or rogue. The alignment is not likely to be better than anarchist or unprincipled, although good alignments are possible, but very rare. The racial memories and instinctual bonds of this race are so powerful that even good horune will try to avoid conflicts and fights with other members of his race. Evil horune are likely to mock and torment those who choose to abandon their race to live with outsiders. If a good horune is captured, they are likely to be imprisoned or sold into slavery, but not executed.

Typical Alignment: Anarchist (40%), aberrant (30%), and other (30%; mostly evil).

Attributes: I.Q. 2D6+4, M.E. 2D6+4, M.A. 2D6+4, P.S. 3D6+10, P.P. 3D6+6, P.E. 3D6+6, P.B. 2D6, Spd. 4D6+10 underwater and on land. Considered to have supernatural strength and endurance.

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

Weight: 200 to 300 lbs (90 to 135 kg).

M.D.C.: P.E. plus 1D4×10 and add an additional 1D6 M.D.C. per level of experience. They may also wear M.D.C. body armor or use magic.

Horror Factor: 10

P.P.E.: Standard

Average Life Span: 160 Earth years.

Natural Abilities: Swim at 92%, hold breath underwater 3D4 minutes, tolerate depths of up to 500 feet (152 m), nightvision 500 ft (152 m),

see infrared and ultraviolet light, and sharp hawk-like vision (can read a sign two miles/3.2 km away). They also have a good sense of hearing, bio-regeneration 1D6 M.D.C. per hour and can regrow small appendages like fingers, toes, and eyes in 1D6 weeks. Arms and legs take 2D4 months to regrow.

Psionic Powers: Considered to be a major psionic of vast ability. All possess hydrokinesis (super), object read, mind block, resist fatigue, resist hunger and three physical powers of choice.

I.S.P.: M.E. x5 plus 1D6+2 per level of experience

Magic Powers: Only if a mystic. *Horune Mystics* get the psionic and magic powers of the mystic O.C.C. (see **Rifts Ult.**, page 118) and the O.C.C. and Secondary skills described here. Do not select any of the O.C.C. related skills.

Combat: As per skill and occupation.

Damage: Based on supernatural P.S. (typically 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, and 4D6 M.D. on a power punch).

R.C.C. Bonuses: +2 on initiative, +1 to strike and parry, +2 to pull punch, +4 to save vs disease, and +4 to save vs horror factor. All are in addition to attribute and skill bonuses.

Bonuses Underwater Only: +1 on initiative, +1 to strike, parry, and dodge, +1 to roll with impact.

Alliances and Allies: The horune have no official alliance with any other kingdom, but are friendly with Atlantis and will come to the aid of other horune. They may also associate and make deals with other pirates, villains and evildoers.

R.C.C. Skills:

Basic Math (+10%)

Pilot: Warships & Patrol Boats (+5%)

Pilot: Water Scooters (+10%)

Pilot: Water Skiing and Surfing (+10%)

Pilot Related: Navigation (+10%)

Underwater Navigation

Undersea Salvage

Undersea Survival

W.P. Knife or Sword (pick one)

W.P. Harpoon Gun

W.P. Torpedo

W.P. Trident

W.P. Energy Pistol

Additional W.P.s: Two of choice

Hand to Hand: Expert

Hand to hand: expert can be changed to martial arts or assassin at the cost of one "other" skill.

O.C.C. Related Skills: Select four other skills. Plus select one additional skill at levels three, six, nine, and twelve.

Communications: Any (+5%)

Domestic: Any

Electrical: None

Espionage: Any (+5%)

Mechanical: None

Medical: None

Military: Any (+5%)

Physical: Any, except acrobatics

Pilot: Any (+5%; +10% on all seacraft)

Pilot Related: Any (+5%)

Rogue: Any (+4%)

Science: Math and sea related only (+10%)

Technical: Any (+10%)

W.P.: Any

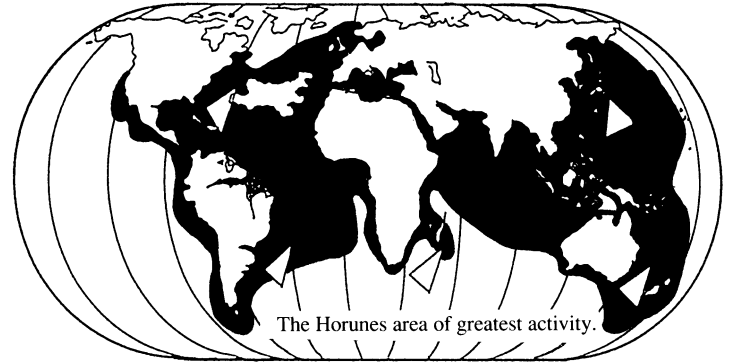
Wilderness: Any

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels two, four, eight and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Standard half suit body armor (50 M.D.C.; other armor can be purchased or stolen), energy pistols of choice, energy trident or M.D.C. trident, vibro sword or dagger, and harpoon gun; plus a magic sea-horse scooter, holster, utility belts, four large sacks, backpack, and a handful of personal items. Bigger, better weapons, environmental armor, magic items (they love 'em) and equipment can be acquired later.

Money: Pirates tend to spend their loot on weapons, booze and good times. Starts with 1D6x1000 worth of valuables.

Cybernetics: Not applicable because of their supernatural and regenerative nature.



Ship Dreamers

One in every thousand horune is a **Ship Dreamer**. These alien mystics live in trance-like states, suspended between reality and their own dream-world. They don't eat or drink fluids — they imperceptibly draw nourishment from psychic energy and the air and water around them. They never speak or open their eyes, but sit like the ancient Earth Hindu Indians, legs and arms crossed, and float two feet (0.6 m) above the ground. A large mystic eye will appear above the Dreamer's head and use magic to defend itself (all conventional spell magic, levels 1-13), but even then the Ship Dreamer never moves, opens his eyes or speaks.

The Ship Dreamer's entire existence is passive, except for the creation of the Dream Ships and acts of self-defense. Even if the ship carrying the character is under attack, this horune mystic does nothing to help save it or his fellow horune. If the vessel is sunk, the Ship Dreamer will usually survive via self-preserving magic. It is interesting to note that once a horune Dream Ship is sunk/destroyed, it seems to disintegrate and vanish as if it had never existed at all.

The creation of the Dream Ships: It is believed that the Ship Dreamers are somehow linked, for they all make the same ships with the exact same specifications and design elements. Ten Dreamers can build one large ship or two small ships annually. In the alternative, as many as ten ships, regardless of size, can be magically repaired/restored to look like new. It is believed that if enough (all?) Ship Dreamers were slain, the Horune Fleet could be destroyed once and forever.

Psychics who have tried to probe the minds of Ship Dreamers, and survived, all report the same thing. First, they are lost in an ocean of swirling colors, mostly reds, blues and purples. The psychic feels a sense of disembodiment similar to astral projection and floats aimlessly among the colors. After what seems to be a few moments, the psychic's ears begin to ring and the mumbling of a thousand voices can be heard, although no words can be recognized. The sound and pressure builds. Numbers and equations flash before the eyes although they too cannot be recognized or later remembered. The head begins to throb and feels like it's going to explode. Try as he might, the psychic cannot break the connection! He screams and keeps screaming as the sounds and images intensify. Suddenly, the grinning or laughing face of the Ship Dreamer

fills the sky. Sometimes he appears to be speaking but his words cannot be heard over the din. There is a blinding blue flash and the ordeal is over.

When or if the psionic recovers his senses (many die or fall into a catatonic state), he learns that what seemed to be an excruciating hour was only a few seconds.

G.M. Note: Give psionic characters ample warning about the consequences of probing the mind of a Ship Dreamer. If the character persists in trying a probe (or does so out of ignorance) he must make a roll to save vs psionic attack. A failed roll means the psychic has suffered a brain aneurysm and either dies or becomes a vegetable (roll for best two out of three if desired). The effect is usually permanent. If the G.M. is generous or the character was well meaning, then he or she should probably be allowed to survive the ordeal without rolling to save. Those who survive (or save) vividly recall the horror and helplessness of the event and will NEVER try to probe a Ship Dreamer again! It is impossible for even a mind melter or mind bleeder to penetrate the alien mind of the Ship Dreamer.

Note: This is a Non-Player Character (NPC) villain.

Alignment: Aberrant evil.

Attributes: Unknown!

Size: Standard for horune; may appear smaller because of the sitting position.

Weight: Thin for horune; about half normal weight.

Hit Points: Mega-damage creature.

M.D.C.: 3D6×10

Horror Factor: 10; 19 when attacking or being probed.

Combat Attacks per Melee Round: Two by magic; self-defense only.

Magic: Equal to a 1D4+10 level wizard. P.P.E. 3D6×100. Knows all conventional spell magic levels, 1-13 (see **Rifts Ult. Ed.**, page 197).

Psionics: Unknown. Impervious to all psionic attacks and probes and draws on psionic energy around him. Also psionically linked to other Ship Dreamers.

Latent Psychic Energy in I.S.P.: 6D6×100!

Average Life Span: 770 years, but some have lived as long as 1100.

Slave Market Value: None. These strange beings will either magically escape and rejoin their horune brethren, or die in captivity. No amount of force, intimidation or magic can force them to create ships for anybody other than the horune people.

Habitat: They exist on ships scattered throughout the horune pirate fleets.

O.C.C. Abilities and Bonuses: Impervious to psionic attack (see the outcome of probes above), as well as to cold, heat, fire, poison, disease and horror factor. Floats a few feet above the ground or above water, has no apparent need to eat or sleep, is +6 to save vs magic, bio-regenerates 1D4×10 per hour, and is constantly in a trance-like state.

O.C.C. Skills: Not applicable.

O.C.C. Related Skills: Not applicable.

Secondary Skills: Not applicable.

Standard Equipment: Not applicable.

Money: Not applicable.

Cybernetics: Not applicable.

Note: Ten Dreamers can build one large ship or two small ships annually. In the alternative, as many as ten ships, regardless of size, can be magically repaired/restored to look as new, or a 1000 sea sleds/scooters and magic weapons, or 100 combat drones (either type) can be created.

Horune Weapons & Technology

Horune Harpoon Gun

A man-sized underwater rifle that fires harpoons — metal spears. As many as three spears can be housed and fired at a time. An additional quiver of spears can be carried on the back or strapped to a waist belt.

Weight: 5 lbs (2.3 kg)

Damage: Standard spear/harpoon: 3D6 S.D.C.

Explosive tipped: 2D4 M.D. per spear.

Magic/Techno-wizard: Electrical charge (6D6 M.D.), heat/plasma (4D6 M.D.), or releases a magic net upon impact (same as the spell; 4th level in strength).

Rate of Fire: Single shot, or a volley of two or three fired simultaneously.

Maximum Effective Range: 500 feet (152 m) underwater or in the air.

Payload: Three harpoons. It takes one melee action to reload per each harpoon. A quiver holds 12 harpoons.

Cost: 2,000 credits. Manufactured in Atlantis.

Horune Sonic Rifle

This is a short rifle that functions similarly to the naut'yll weapon. It is a creation of the Ship Dreamers and as such, registers as pure magic. It can only be recharged by one or by leaving the weapon on a Dream Ship for six hours, or when in the possession of a dolphin combat drone (the ships are a magic extension of the Ship Dreamers and continue to be influenced by their magic). Once charged, anybody can use the weapon. It is the standard issue of the dolphin combat drones and may also be assigned to ships' officers and Captains. Only one in 50 horune pirates will carry this weapon.

Weight: 6 lbs (2.7 kg).

Mega-Damage: Same as the sonic blast spell; 6D6 M.D. per blast.

Rate of Fire: Single shot; each blast counts as one melee action.

Maximum Effective Range: 2000 ft (610 m).

Payload: 40 sonic blasts.

Cost: Low, 10,000 credits, since most other beings have no way of recharging it.

Note: The magic rifle has 100 M.D.C. points and is very durable.

Horune Energy Trident

Many of these are stolen from the naut'yll, others are Splugorth knock-offs (two prongs as depicted on the cover). The trident can be energized, firing particle waves or delivering energy strikes in close combat.

Weight: 12 lbs (5.4 kg)

Mega-Damage: Both the ranged particle wave attack and the energized strike inflict 5D6 M.D.

Rate of Fire: Equal to the number of hand to hand attacks of the wielder.

Maximum Effective Range: Energy blast: 1000 feet (305 m). Strike: hand to hand combat.

Payload: 30 energy blasts or close combat blows (every successful strike drains one charge). Changing E-clips counts as one melee attack/action.

Cost: 70,000 credits.

Other Weapons

As stated previously, the pirates capture, seize, steal, trade and buy all types of weapons from around the world. Favorites include items

made by Triax, the Kittani, New Navy, Tritonia, Naut'yll, Lemuria and Japan. Horune love magic, and covet magic weapons and equipment of all kinds. They also love Kittani plasma swords, tridents, lances, and blasters.

Horune Sea-Horse Sled & Speeder

This is another creation of the Ship Dreamers. There are two types, one that looks more like a sea-horse, complete with a prehensile tail to carry or pull cargo, and the "speeder," which looks more like a torpedo with a stylized horse's head. Both are depicted on the cover of this book (the rider in the foreground is a D-bee pilot, the riders in the background are horune in full helmets and body armor).

Both are one-man vehicles suitable for riding on the water's surface or diving and propelling underwater. The sea *sled* is built for maneuverability, silence and towing cargo. The *speeder* for speed and combat. They are used for reconnaissance, exploration and combat both above and below the water. At slow speeds (under 20 mph/32 kmph), two or three other SCUBA divers can hold onto the vessel and be pulled along; any faster and they are pulled off.

Model Type: HM-S2

Class: Magic one-man aqua-sleds or scooters.

Crew: One pilot

M.D.C. by Location:

Main Body — 223

Depleting the M.D.C. of the main body destroys the sled and it vanishes in a puff of sparkling light! Sleds and speeders that are damaged will regenerate 4D6 M.D.C. every hour.

The pilot is a difficult target to hit. Attackers must make a called shot and even then are -3 to strike.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Surface Water Speed: Sled: 35 mph (56 kmph; 30 knots). Speeder: 90 mph (144 kmph; 77.4 knots).

Underwater Speed: Sled: 35 mph (56 kmph; 30 knots) and can maintain that speed pulling six tons. The speeder can travel underwater at up to 60 mph (96.5 kmph; 51.6 knots) and can dive 3000 feet (914 m) at the full 90 mph speed.

Range: Magic; effectively unlimited.

Depth: Unlimited.

Bonuses: +10% to piloting skill — handles like a dream (no pun intended), can make quick turns, +1 attack per melee for the pilot, and is +2 to dodge for the sled and +3 for the speeder.

Statistical Data:

Height: Sled: 5 feet (1.5 m). Speeder: 3 feet (0.9 m).

Width: Sled and Speeder are both 2.6 feet (0.8 m).

Length: Sled: 7 feet (2.1 m). Speeder: 10 feet (3.0 m).

Weight: 200 lbs (90 kg), magically lightweight.

Cargo: The sled can pull 6 tons, the speeder 3 tons, but speed is reduced by half.

Power System: Magic, with a 900 year life.

Weapon Systems: Both spit fire balls from the mouth twice per melee round from the horse's head: 6D6 M.D., range 300 feet (91.4 m). The horse heads will also bite those it does not know and will start to shriek if being stolen (1D6 M.D. from bite; a safety/anti-theft system). The sled can ram or gouge enemy soldiers or ships with the horns on the top of its head (3D6 M.D.). All attacks, except for defense system, must be initiated by the rider and counts as one of his attacks per melee.

Market Cost: Never sold and only works for horune and horune pirates (of any race).

Horune Dolphin Combat Drone

This bipedal robot and the *land shark drone* look like something that walked out of a nightmare. These automatons are also the product of the Ship Dreamers' twisted imagination. In both cases, the creation requires a living host body. In this instance, that host is a dolphin. This is a tragedy because the gentle cetacean is transformed into a killing machine that serves the pirates as a shock-trooper. The drone obediently follows orders like a magic zombie sheathed in spiny metal armor.

In most cases (98%), all remnants of the dolphin's personality and memory are destroyed, but in some cases, the dolphin retains them and manages to rebel or escape. Unfortunately, the transformation appears permanent, so the character is forever condemned to life encased in magic armor, a freak and a misfit. Some of these "free will" drones turn to evil, others try to build a new life and continue to fight evil and injustice (indeed these poor souls have firsthand knowledge of evil and injustice).

Model Type: HM-D1

Class: Horune magic automaton/combat drone

Crew: One dolphin host body.

M.D.C. by Location:

Thrusters (2; back) — 150 each

* Arms (2) — 100 each

* Clawed Hands (2) — 25 each

Legs (2) — 150 each

Tail (1) — 150

* Plasma Ejectors (3; top) — 20 each

* Hip Lasers (2) — 15

* Sonic Rifle (1) — 100

** Main Body — 270

* Locations marked with an asterisk indicate targets that are difficult to hit. Attackers must make a called shot and are -3 to strike.

** Depleting the M.D.C. of the main body destroys the drone and kills the dolphin inside. Otherwise, the armor, limbs and all weapon systems *regenerate* 20 M.D.C. per hour and destroyed items actually grow back in perfect working order when all M.D.C. is restored! If needed, the entire 20 M.D.C. can be focused to regenerate one particular weapon or location.

Speed:

Running: 44 mph (70 kmph) maximum. Note that the act of running does NOT tire out the creature inside.

Flying: Via magic only: Fly as the Eagle (equal to a 11th level spell).

Thruster assisted leaps can carry the wearer 100 feet (30.5 m) high or 120 feet (36.6 m) lengthwise.

Underwater: The thruster system allows the suit to travel at up to 60 knots (69 mph/111 kmph) underwater (double when the speed doubler spell is engaged). If damaged, magic propulsion can be used as a substitute: swim as the fish (superior).

Maximum Safe Depth: Three miles (4.8 km) deep.

Statistical Data:

Height: 10 feet (3.0 m) tall.

Width: 4 feet (1.2 m)

Length: 4 feet (1.2 m) long when standing straight up.

Weight: 1000 lbs (450 kg)

Physical Strength: Equal to a P.S. 30 (magic/supernatural).

Relative Intelligence: 9

Cargo: None.

Control System: Unless the dolphin was able to survive the magical transformation, a fully functioning combat drone only obeys the horune. It can recognize leaders and will obey them without question unless a Ship Dreamer commands (mentally) it to do otherwise. Furthermore, these drones NEVER fight each other even under direct command. They are programmed to obey and to capture and fight non-horune life forms. The foul-hearted pirates like to pit these monsters against Whale Singers and normal cetaceans.

Power System: Magic with a 900 year life.

Sensor & Internal Systems of Note: Same as the natural dolphin!

Market Cost: Never sold or created for outsiders.

Weapon Systems (Magic)

1. **Horune Sonic Rifle:** Standard issue, described previously (6D6 M.D.; 2000 ft/610 m range).

2. **Plasma Ejectors:** Mounted on the back of the drone is a three barrel plasma ejection system that fires magic fire balls!

Primary Purpose: Anti-Armor

Mega-Damage: 1D6×10 M.D. per single blast, 2D6×10 per double blast and 3D6×10 M.D. per triple blast. Simultaneous blasts count as one melee attack.

Rate of Fire: Single shot, or a volley of two or three fired simultaneously.

Maximum Effective Range: 2000 feet (610 m) underwater or in the air.

Payload: 30 blasts per 24 hour period.

3. **Hip Lasers:** A pair of tiny lasers are built into the hip. Each can rotate 180 degrees.

Primary Purpose: Anti-Personnel

Mega-Damage: 2D6 M.D. per single blast or 4D6 per double blast.

Rate of Fire: Single shot or double simultaneous shot.

Maximum Effective Range: 2000 feet (610 m) underwater or in the air.

Payload: Four blasts per melee round, effectively unlimited.

4. **Bonuses & Hand to Hand Combat:** Four attacks per melee round with long-range weapons or close combat. +2 on initiative, +5 to strike, +3 to parry and dodge, and +6 to save vs horror factor.

Elbow with Spikes — 3D6 M.D.

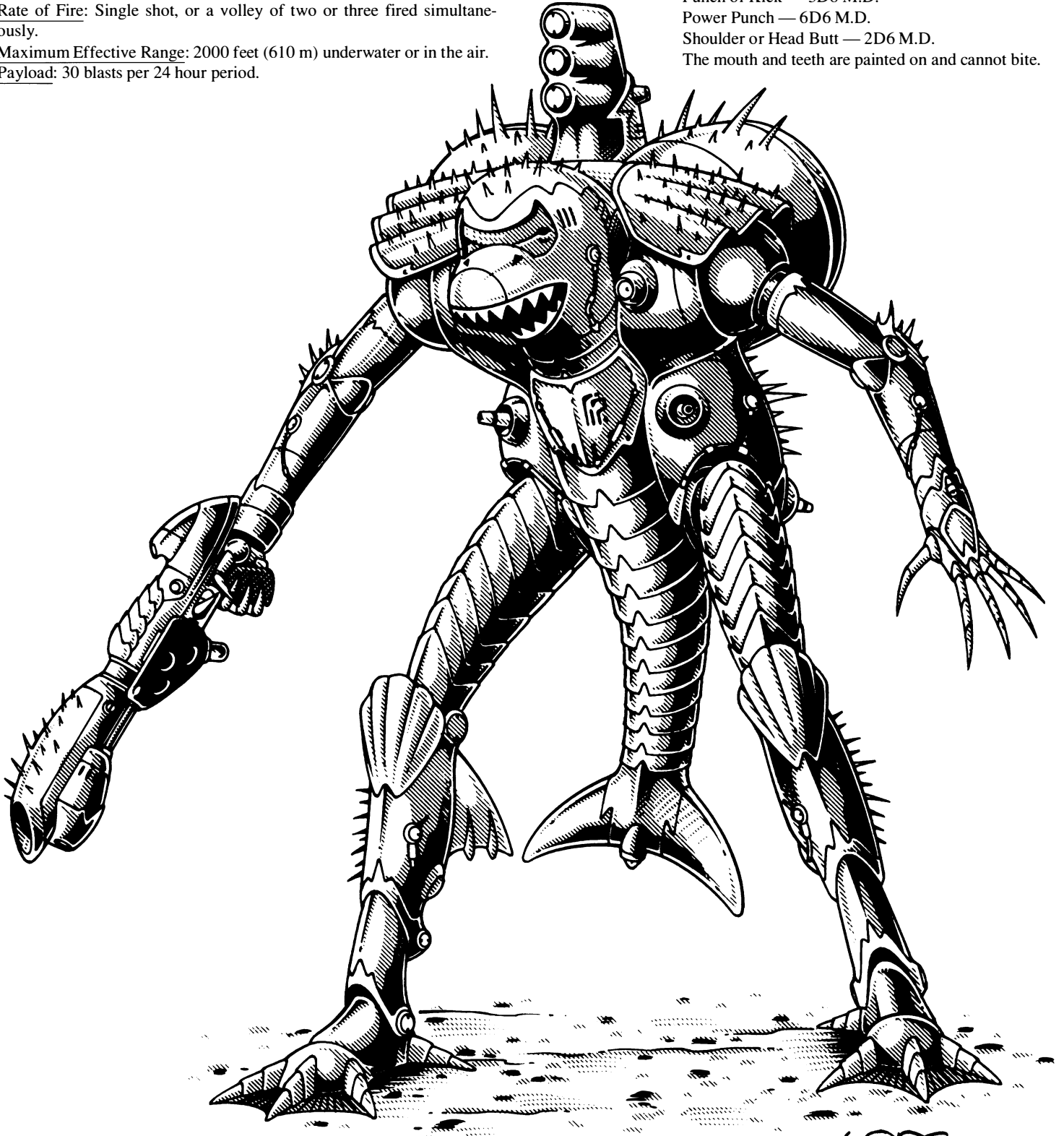
Slashing Claw — 3D6 M.D.

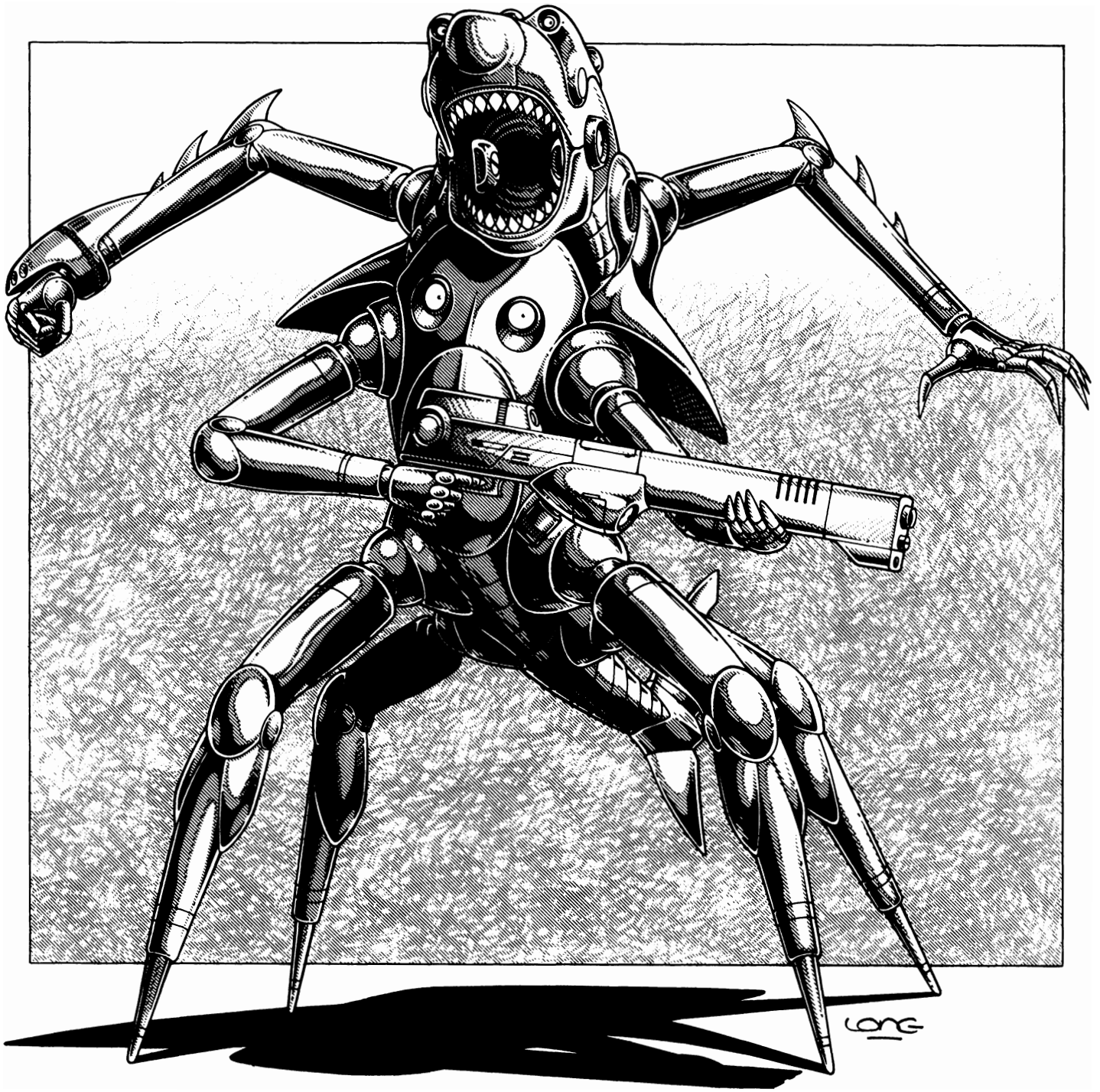
Punch or Kick — 3D6 M.D.

Power Punch — 6D6 M.D.

Shoulder or Head Butt — 2D6 M.D.

The mouth and teeth are painted on and cannot bite.





Horune Land Shark Drone

The land shark is another magical, nightmare creation of the Ship Dreamers. Like the dolphin combat drone, a living tiger or great white shark is the living component that gives the automaton life. Unlike the dolphin, this monstrous drone never has a will of its own and is truly a killing machine.

Model Type: HM-S1

Class: Horune magic automaton/combat drone

Crew: One shark host body.

M.D.C. by Location:

- * Arms (4) — 120 each
- * Clawed Hands (4) — 35 each
- Legs (4) — 200 each
- Tail (1) — 200

* Mouth Plasma Ejector — 120

* Eye Lasers (2) — 15 each

* Wrist Blaster (1; right) — 40

* Chest Lights (2) — 40 each

** Main Body — 470

* Locations marked with an asterisk indicate targets that are difficult to hit. Attackers must make a called shot and are -3 to strike.

** Depleting the M.D.C. of the main body destroys the drone and kills the shark inside. Otherwise, the armor, limbs and all weapon systems *regenerate* 20 M.D.C. per hour and destroyed items actually grow back in perfect working order when all M.D.C. is restored! If needed, the entire 20 M.D.C. can be focused to regenerate one particular weapon or location.

Speed:

Running: 44 mph (70 kmph) maximum. Note that the act of running does NOT tire out the creature inside.

Flying: Via magic only: Fly as the Eagle (equal to an 11th level spell).

Can leap 20 feet (6.1 m) high or across.

Underwater: The monstrosity can fold its legs and swim; 20 mph (32 kmph; 17.2 knots) underwater.

Maximum Safe Depth: Three miles (4.8 km) deep.

Statistical Data:

Height: 18 feet (5.4 m) tall.

Width: 8 feet (2.4 m)

Length: 25 feet (7.6 m)

Weight: 2 tons

Physical Strength: Equal to a P.S. 38 (magic/supernatural).

Relative Intelligence: 7

Cargo: None.

Control System: Only obeys the horune. It can recognize leaders and will obey them without question unless a Ship Dreamer commands it (mentally) to do otherwise. Furthermore, these drones NEVER fight each other even under direct orders by a commanding officer. They are programmed to obey and to capture and fight non-horune life forms. The pirates like to pit these monsters against Whale Singers and cetaceans.

Power System: Magic, with a 900 year life.

Sensor & Internal Systems of Note: Same as the natural shark!

Market Cost: Never sold or created for outsiders.

Weapon Systems (Magic)

1. Plasma Ejector (1): Fiery balls of magic plasma can be fired from the terrible mouth of the mechanical shark.

Primary Purpose: Anti-armor.

Mega-Damage: 1D6×10 M.D. per single blast; simultaneous blasts count as one melee attack.

Rate of Fire: Six blasts per melee; each single or double blast counts as one melee attack.

Maximum Effective Range: 2000 feet (610 m) underwater or in the air.

Payload: Effectively unlimited.

2. Eye Lasers (2): A pair of small, but powerful lasers are built into the eyes.

Primary Purpose: Anti-personnel

Mega-Damage: 3D6 M.D. per single blast or 6D6 per double blast.

Rate of Fire: Each single or double shot counts as one melee attack.

Maximum Effective Range: 2000 feet (610 m) underwater or 4000 feet (1220 m) in the air.

Payload: Effectively unlimited.

3. Forearm Blaster (1): The upper right arm has a triple-barrel blaster that fires mini-lightning bolts.

Primary Purpose: Anti-personnel

Mega-Damage: 2D6 M.D. per single blast, 4D6 per double blast or 6D6 per triple blast.

Rate of Fire: Each single, double or triple shot counts as one melee attack.

Maximum Effective Range: 1000 feet (305 m) underwater or 2000 feet (610 m) in the air.

Payload: Effectively unlimited.

4. Chest Lights (2): The chest lights can be used as spotlights or to create a *blinding flash*, *globe of daylight* or *wisps of confusion* (same as the spell).

Primary Purpose: Anti-personnel

Damage: Same effects as a 10th level spell. Otherwise they are used like ordinary searchlights.

Rate of Fire: Each single or double shot counts as one melee attack.

Maximum Effective Range: 100 feet (30.5 m) underwater or in the air.

Payload: Each can be cast three times per 24 hour period.

5. Hand-Held Weapons: The horune land shark can use a sonic rifle, rail gun or other hand-held weapons in addition to its formidable built-in arsenal.

6. Bonuses & Hand to Hand Combat: Six attacks per melee round with long-range weapons or close combat. +3 on initiative, +7 to strike, +5 to parry and dodge, and +10 to save vs horror factor.

Elbow with Blades — 6D6 M.D.

Slashing Claw — 5D6 M.D.

Punch or Kick — 5D6 M.D.

Power Punch — 1D6×10 M.D.

Tail Strike — 5D6 M.D.

Bite — 1D4×10 M.D.

Head Butt — 3D6 M.D.

Horune Dream Ship

These ships are sometimes called “whale ships” because they resemble a diving whale with its tail in the air. They are light grey in color and marked with arching lines. Dream ships appear to be made of a porous metal or carved out of a single, massive piece of stone. The ships are amazingly fast, heavily armed and can *submerge* for up to 12 hours! However, most horune prefer to ride on top of the ocean and submerge only to surprise an opponent, to escape, or to attack underwater vessels or communities.

Model Type: H-1 Magic Ship

Class: Horune assault ship.

Crew: A typical pirate ship will have one captain, 10 officers, 1 or 2 air or water warlocks (all 1D4+4th level), or one dragon or ocean wizard, and 1D4×100 pirates. The vessel can hold an additional 1,200 crewmen and 5,000 slaves or 70,000 tons of cargo.

M.D.C. by Location:

Storm Cannon (1; top) — 1,400

* Plasma Cannons (2; one per side) — 350 each

* Laser Turrets (2; rear) — 150 each

Tower (1; rear) — 2,000

Tail Fins (2) — 1,500 each

Hatches (10; small) — 200 each

Cargo Bay Hatches (2; top) — 1000 each

* Forward Cargo Hatch (1) — 4,000

** Main Body — 20,000

* Indicates targets that are small or difficult to hit. Attackers must make a called shot and are -3 to strike.

** Depleting the M.D.C. of the main body will destroy the vessel, causing it to vanish in a shower of sparkling light! Damaged vessels *regenerate* 1D4×100 M.D.C. every hour.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Surface Water Speed: 90 mph (144 kmph; 77.4 knots).

Underwater Speed: 35 mph (56 kmph; 30 knots)

Range: Magic; effectively unlimited.

Depth: Unlimited!

Statistical Data:

Height: 280 feet (85.3 m) from top to bottom.

Width: 150 feet (45.7 m) at its widest point, but tapers at the top.

Length: 400 feet (122 m)

Weight: 90,000 tons

Cargo: Up to 5,000 slaves or 70,000 tons of cargo.

Power System: Magic — indefinitely.

Weapon Systems

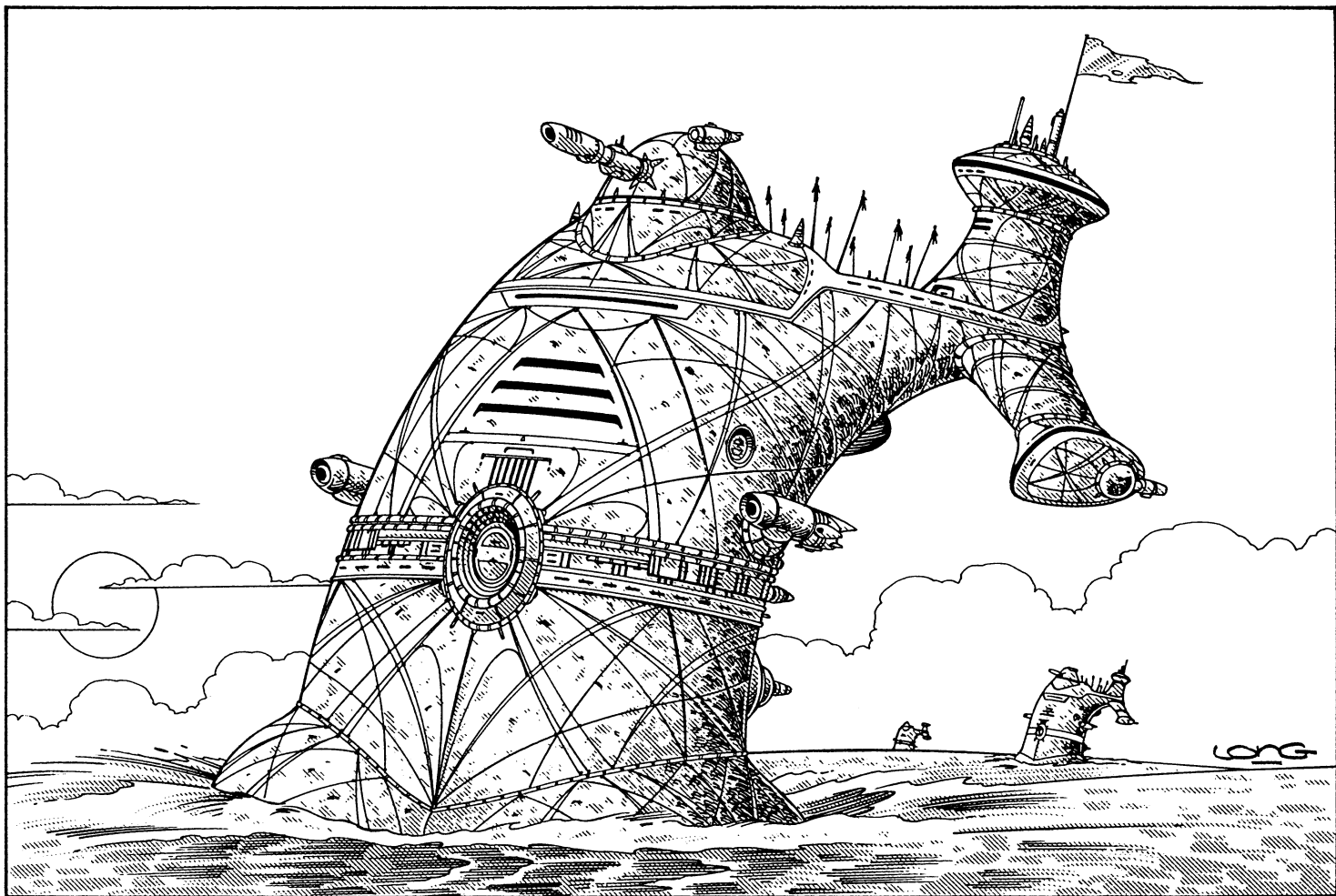
1. Storm Cannon: The huge turret in the front (top) is a magic cannon that can fire the following:

Call Lightning: 1D6×10 M.D.; range: one mile (3.2 km).

Summon Storm: Same as the spell at 11th level strength.

Whirl Pool: Same as the ocean spell at 11th level strength.

Calm Storms: Same as the spell at 11th level strength.



The cannon is mounted in a huge turret that can rotate 360 degrees and has a 90 degree arc of fire.

A small plasma turret is also mounted on each side of the storm cannon. Each single blast does 1D6×10 M.D. and has a range of 3000 feet (914 m); anti-aircraft/anti-missile.

2. Forward Plasma Turrets (2): At the mid-section on both sides of the Dream Ship are powerful plasma cannons that fire magic fire balls. The guns can rotate 360 degrees and have a 90 degree arc of fire. This means these cannons can fire into the water but the blast can't travel deeper than 300 feet (91.5 m).

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4×100 M.D. per single blast or 2D4×100 M.D. per double turret blast.

Rate of Fire: Each can fire five times per melee round.

Maximum Effective Range: 6,000 feet (1828.8 m) in the air, but only 300 feet (91.5 m) below the surface of the water.

Payload: Effectively unlimited.

3. Laser Cannon Turrets (2): A pair of these heavy laser turrets are built into the rear fins of the tail. They can rotate 360 degrees and have a 45 degree arc of fire.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 4D6×10 M.D. per blast.

Rate of Fire: Equal to number of combined hand attacks of the gunner (average 4 or 5); each turret has a gunner.

Maximum Effective Range: One mile (1.6 km) in the air, or 3000 feet (914 m) underwater.

Payload: Effectively unlimited.

4. Heavy Torpedo Launchers (2): Torpedo tubes are concealed in the forward section of the vessel where the ring design and forward cargo hatch are located. Each can fire heavy or medium torpedoes. The "tube" openings are comparatively small and difficult targets to hit, thus an attacker must make a called strike to hit, and even then is -3 to strike. Depleting the M.D.C. of a torpedo tube means torpedoes cannot be launched from that tube (300 M.D.C. per tube). Depth charges may also be included as part of its armaments.

Primary Purpose: Anti-ship and anti-armor.

Secondary Purpose: Defense

Mega-Damage: 4D6×10 M.D. each.

Rate of Fire: One at a time or in pairs.

Maximum Effective Range: 20 miles (32 km) underwater.

Payload: 60 torpedoes. Torpedoes can be routed to whichever launch tube is desired.

5. Missiles: Most Dream Ships will also have 2D4×10 long- or medium-range missiles and 1D4×100 mini-missiles on deck to combat ships, aircraft and other dangers.

6. Power Armor & Robots: As many as 100 of each combat drone is likely to be on board. The pirates may also use other power armor, robots or aircraft acquired during their career. They may also have super-powered beings, mages, demons and monsters as part of their crew.

7. Ramming: The front of the ship is designed to ram vessels while doing minimal damage to itself.

Mega-Damage: 2D6×10 M.D. per every 20 mph (32 kmph) the vessel is travelling. The Dream Ship suffers the equivalent of 10% damage itself from ram attacks but regenerates.

Horune Strike Ships

These vessels look exactly like the big Dream Ships but are a third of the size.

Model Type: H-2 Magic Ship

Class: Horune assault ship.

Crew: A typical pirate strike ship will have one captain, six officers, one or two air or water warlocks or ocean wizards (all 1D4+4th level), and 100 pirates. The vessel can hold an additional 100 crewmen and 1,000 slaves or 30,000 tons of cargo.

M.D.C. by Location:

Top Plasma Cannon (1; top) — 800

* Plasma Cannons (2; one per side) — 125 each

* Laser Turrets (2; rear) — 50 each

Tower (1; rear) — 650

Tail Fins (2) — 650 each

Hatches (10; small) — 65 each

Cargo Bay Hatches (2; top) — 350 each

* Forward Cargo Hatch (1) — 1,200

** Main Body — 6,500

* Indicates targets that are small or difficult to hit. Attackers must make a called shot and are -3 to strike.

** Depleting the M.D.C. of the main body will destroy the vessel, causing it to vanish in a shower of sparkling light! Damaged vessels regenerate 2D6×10 M.D.C. every hour.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Surface Water Speed: 120 mph (192 kmph; 103.2 knots).

Underwater Speed: 35 mph (56 kmph; 30 knots)

Range: Magic; effectively unlimited.

Depth: Unlimited!

Statistical Data:

Height: 95 feet (29 m) from top to bottom.

Width: 50 feet (15.2 m)

Length: 120 feet (36.5 m)

Weight: 30,000 tons

Cargo: Up to 1,200 slaves or 25,000 tons of cargo.

Power System: Magic — indefinitely.

Weapon Systems

1. Plasma Cannon: The huge turret in the front (top) is a powerful plasma cannon (replaces the storm cannon on the Dream Ships).

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4×100 M.D. per single blast.

Rate of Fire: Fires five times per melee round.

Maximum Effective Range: 6,000 feet (1828.8 m) in the air, but only 300 feet (91.5 m) below the surface of the water.

Payload: Effectively unlimited.

2. Forward Plasma Turrets (2): At the mid-section on both sides of the Dream Ship are powerful plasma cannons that fire magic fire balls. The guns can rotate 360 degrees and have a 90 degree arc of fire. This means they can fire into the water but the blast can't travel deeper than 300 feet (91.5 m).

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4×100 M.D. per single blast or 2D4×100 M.D. per double turret blast.

Rate of Fire: Each can fire five times per melee round.

Maximum Effective Range: 6,000 feet (1828.8 m) in the air, but only 300 feet (91.5 m) below the surface of the water.

Payload: Effectively unlimited.

3. Laser Cannon Turrets (2): A pair of these heavy laser turrets are built into the rear fins of the tail. They can rotate 360 degrees and have a 45 degree arc of fire.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 4D6×10 M.D. per blast.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 4 or 5); each turret has a gunner.

4. Heavy Torpedo Launchers (2): Torpedo tubes are concealed in the forward section of the vessel where the ring design and forward cargo hatch are located. Each can fire heavy or medium torpedoes. The "tube" openings are comparatively small and difficult targets to hit, thus an attacker must make a called shot to hit, and even then is -3 to strike. Depleting the M.D.C. of a torpedo tube means torpedoes cannot be launched from that tube (300 M.D.C. per tube). Depth charges may also be included as part of its armaments.

Primary Purpose: Anti-ship and anti-armor.

Secondary Purpose: Defense

Mega-Damage: 4D6×10 M.D. each.

Rate of Fire: One at a time or in pairs.

Maximum Effective Range: 20 miles (32 km) underwater.

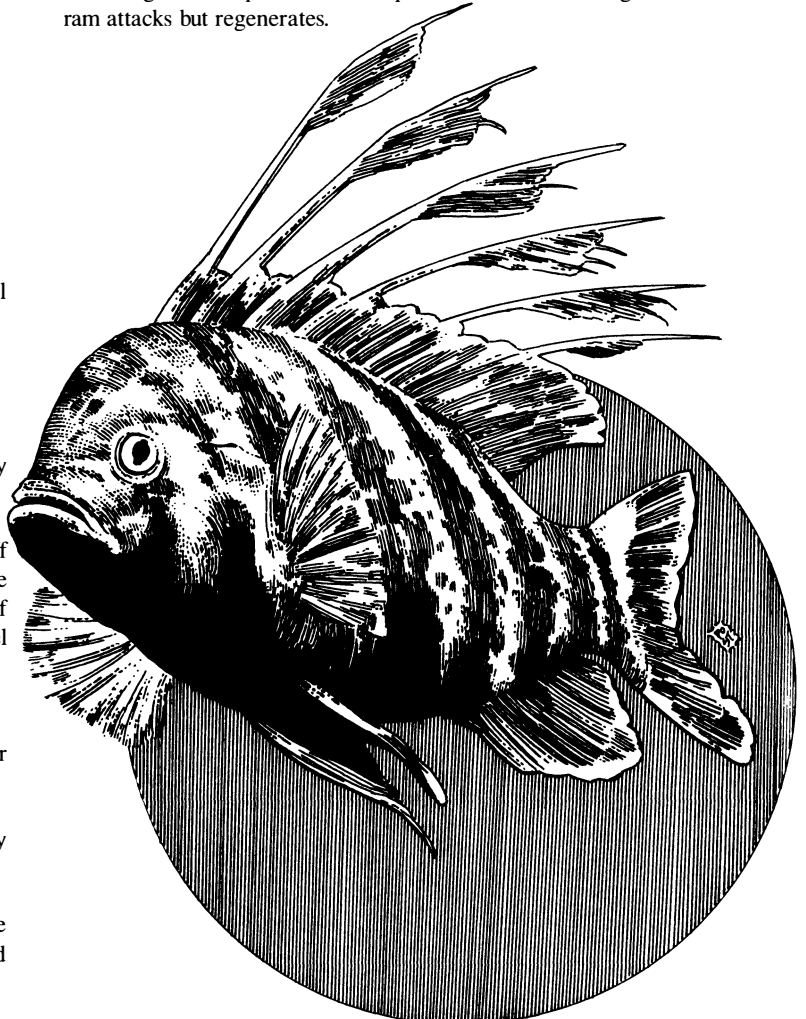
Payload: 20 torpedoes. Torpedoes can be routed to whichever launch tube is desired.

5. Missiles: Most Strike Ships will also have 1D4×10 long- or medium-range missiles and 100 mini-missiles on deck to combat ships, aircraft and other dangers.

6. Power Armor & Robots: As many as 20 of each combat drone is likely to be on board. The pirates may also use other power armor, robots or aircraft acquired during their career. They may also have super-powered beings, mages, demons and monsters as part of their crew.

7. Ramming: The front of the ship is designed to ram vessels while doing minimal damage to itself.

Mega-Damage: 1D4×10 M.D. per every 20 mph (32 km) the vessel is travelling. The ship suffers the equivalent of 10% damage itself from ram attacks but regenerates.



Atlantis Undersea

The influence of Atlantis is felt to some degree almost everywhere in the world, including under the seas. The Splugorth manufacture marine ships, submersibles and power armor which they sell and trade to humans, D-bees, mutants and pirates. They have dealings with the Horune and other non-human cutthroats. Exploration teams of kittani, kyadians and other minions search the ocean depths for treasures, new technology, secrets of magic and exotic life forms such as the amphibs and Whale Singers for sale and exploitation in their dimensional markets. The Minions of Splugorth have had their clashes with the Lord of the Deep and hunt naut'yll and sea monsters for sport.

All this having been said, their influence undersea is only a fraction of what it is on the surface world. They have scanty knowledge regarding the scores of aquatic and coastal communities that exist around the world, particularly those in the Pacific and Arctic Oceans. The Splugorth of Atlantis are most active in the *North Atlantic* and *Mediterranean Sea*, and, to a much lesser degree, the *South Atlantic*. Although the occasional explorer, hunter and merchant will travel above and below the waves in other parts of the world, they have very limited firsthand knowledge about the people, nations or technology that exists there. Much of the Splugorth's knowledge about Lemuria, the USS Ticonderoga, Tritonia, Japan, the Naut'ylls, Whale Singers, Lord of the Deep and others come from second-hand rumors and stories told to them by pirates, sea-faring merchants, and the fiendish Horune Pirates. Thus, much of their information is subjective, inaccurate or only a tiny fraction of the whole story.

Some Notes about Minions

The most likely Minions of Splugorth to be encountered underwater are the kyadian Overlords, Powerlords, kittani warriors and slavers. The occasional Metztla and other minion, assassin, bounty hunter or mercenary may also be encountered under the sea or along coastlines, but much less frequently.

Kyadians are the enforcers of the Splugorth and as such, go wherever they are needed. They may be sent on missions of exploration, reconnaissance, rescue, escort/defense, or combat. The magic armor used by the Overlords and Powerlords can be used underwater without modification (see description in *Rifts Atlantis*, page 123), but have a maximum *depth tolerance* of two miles (3.2 km). Any deeper and the ocean pressure begins to affect the kyadian inside the armor (reduce attacks per melee and all combat bonuses by half). See the *Overlord Whale Killer Armor* described elsewhere in this section for the ultimate underwater power armor!

Kittani are the warriors, scientists and mechanical geniuses of Atlantis. They have invented a number of technological wonders for travelling and hunting underwater (they are described elsewhere in this section). In addition, their *Manling* and *Serpent power armors* are excellent for use underwater, but have a maximum *depth tolerance* of 1.5 miles (2.4 km) and the range of their plasma weapons is reduced to one-third. Descending deeper will cause the suit to rupture and kill the wearer.

Slavers are aquatic beings themselves and thrive in the water in or out of their magical slave barges and without any special diving gear. The maximum *depth tolerance* of the slaver is 5 miles (8 km) without need of diving gear! They are excellent swimmers and can attain speeds of up to 30 mph (48 kmph; 25.8 knots) without suffering from fatigue (speed attribute of 22 is doubled when in water)! Of course, those magically linked to the barge cannot leave it, but can still travel five miles (8

km) deep and have the full weapon systems of the vessel at their disposal. The speed of the barge is 53 mph (85 kmph) surfaced and 60 mph (96.5 kmph; 51.6 knots) underwater! See *Rifts Atlantis* and *Sourcebook One (barge stats)* for more data about the slaver.

The **blind Altara warrior women** have the same basic limitations as humans and kittani and must wear power armor to survive depths greater than 250 feet (76.2 m).

Weapons of Atlantis

Note: All Splugorth magic and rune weapons function underwater at any depth. Likewise, many symbiotes can survive depths of up to three miles (4.8 km) without artificial protection.

Kittani Plasma Weapons

The many different Kittani plasma weapons can be used underwater with the following modifications and penalties.

Mega-Damage: Reduce by 1D6 M.D.

Rate of Fire: Equal to the number of hand to hand attacks of the wielder.

Maximum Effective Range: Reduce laser blasts by 25%; reduce plasma blasts by 67% (reduced to 33%, so a 100 foot/30.5 m range would be reduced to 33 feet/10.05 m). Throwing range is reduced by 90%!

Note: All other stats are unchanged.

Underwater Rail Gun

A rail gun that is designed to operate at maximum efficiency underwater. The rounds are either tiny metal balls or needle-like spikes.

Weight: Gun 125 lbs (57 kg), plus ammo-drum 45 lbs (20.25 kg).

Mega-Damage: A burst is 40 rounds and does 1D4×10 M.D.; a single round does 1D4 M.D.; same damage on ground or underwater.

Rate of Fire: Standard

Maximum Effective Range: 1000 feet (305 m) underwater, 2500 feet (76.2 m) in an air environment.

Payload: 1120 rounds. 28 short bursts per ammo drum.

Cost: 70,000 credits outside naut'yll settlements.

Kittani Rocket Grenades

These are small grenade-like explosives that are hooked to ammo-belts or carried in pouches, backpacks or satchels. They can be dropped from above like depth charges (-2 to strike and automatically detonate at the depth of one mile/1.6 km), or a very short-range propeller can be activated with the pull of a pin, and send the grenade rocketing through the water toward its target. Weight: 1 lbs (0.45 kg)

Mega-Damage: Four types:

High Explosive (HE): 5D6 M.D. with a four foot (1.2 m) blast diameter.

Fragmentation: 3D6 M.D. to a 40 foot (12.2 m) diameter area.

Concussion grenade: 4D6 M.D. to a 20 foot (6.1 m) diameter plus 2D6 M.D. to an additional area 40 feet (12.2 m) in diameter. Furthermore, the concussion grenade has a 1-35% chance of stunning humans, naut'yll, amphibs, Lemurians, dolphins, and most marine creatures caught in the center of the blast for 1D4 melee rounds; not effective

against giant-sized creatures, most whales, creatures of magic, supernatural beings, and characters inside power armor, robots or submersible vehicles.

Gill Clog: This grenade releases a chemical cloud that fills a 20×20×20 ft (6.1×6.1×6.1 m) area. The cloud clogs the gills and chokes creatures who need gills to breathe. The following penalties apply to those affected (a saving throw of 16 or higher means the victim caught in the cloud suffers only half the normal penalties): -6 on initiative, -6 to strike, parry and dodge, reduce speed and melee attacks/actions per round by half, and skill performance is -50%. The penalties of the gill clog cloud will diminish by half as soon as the creature flees the cloud, but the reduced effects linger for 2D4 minutes. Those who stay in the cloud for more than a minute are likely to choke and die; 1-79% chance! The cloud is diluted and dissipates after 1D4 minutes.

Note: All explosive rocket grenades do half damage and have half the damage radius on dry land and must be thrown, not jet propelled (they cannot fly). The gill clog grenade has NO effect on dry land and simply covers a 10 foot (3.0 m) area with a chemical dust.

Rate of Fire: Each use of one, or two grenades launched simultaneously, counts as one melee attack.

Maximum Effective Range: Jet propelled: 300 feet (91.5 m). Dropped to float down like a tiny depth charge: One mile (1.6 km). Detonates the instant it hits anything or reaches a depth of one mile).

Payload: Whatever can be reasonably carried; typically two to six if strapped to a belt, as many as 12 if carried in a backpack or large satchel.

Cost: 150 credits for fragmentation, 200 for HE and gill clog, and 350 for concussion. Available at Atlantis and from the occasional pirate, ocean merchant, and some Black Market outposts.

Kittani Energy Trident

This powerful weapon is similar to kittani plasma weapons, or the naut'yll trident. It can be used both in hand to hand combat and as a ranged weapon. The Trident can be energized to fire blue-green laser beams or charged with energy to inflict mega-damage strikes in close combat.

Weight: 12 lbs (5.4 kg)

Mega-Damage: Triple pulse laser blast 6D6 M.D., energized strike inflicts 4D6 M.D. and de-energized strike 2D4 M.D.

Rate of Fire: Equal to the number of hand to hand attacks of the wielder.

Maximum Effective Range: Laser blast: 2000 feet (610 m), thrown: 100 feet (30.5 m), or hand to hand combat.

Payload: 30 energy blasts or close combat blows (every successful strike drains one charge). Changing E-Clips counts as one melee attack/action.

Cost: 55,000 credits outside Atlantis.

Kittani Energy Net

This a man-sized net composed of mega-damage fibers stronger than steel. It has 30 M.D.C. and small weights along the edges to provide weight and control. The net is used to ensnare fish, animal and humanoid prey. Like the naut'yll net, once prey is ensnared, the net can be activated by remote control to release an electrical burst to hurt, stun or kill its captive(s). Other than being made of a different material and having more M.D.C., it is fundamentally the same as the naut'yll energy net described in the naut'yll section.

Naut'yll & Other Underwater Weapons

The Splugorth also sell knock-offs of Naut'yll particle wave guns, energy nets, energy tridents, and naut'yll style body armor, as well as the items described in the human section and items captured or salvaged from other aquatic races on Earth, and alien worlds in other dimensions

(see **Aliens Unlimited** for some possibilities). However, many of these *dimensional imports* are rare and expensive; G.M.s, use your discretion.

Rune Weapons & Magic Notes

Most rune weapons which have been designed for use by surface dwellers function well underwater. Damage and standard abilities are unchanged. Magic heat and fire attacks are less effective: reduce damage and range by half, and duration by 80%. Electrical attacks do double damage but have half range and duration. Obviously certain air and other spells may not be appropriate when underwater, but most spells such as sense magic, see the invisible, chameleon, curse, shadow meld, repel animals, and so on, work perfectly fine underwater.

Note: The following weapons are greater and greatest rune weapons which are rare and expensive; see **Rifts Atlantis**.

Spiked Sea Helm

The sea helm is a rune weapon that enables the wearer to function underwater without cumbersome deep sea armor. It is an open-face helmet that resembles a Roman Legionnaire's helmet with a pair of two foot (0.6 m) horn-like blades on the top. These blades are used to slash opponents with head butts or stab them with a lunging head and body block or a full, headlong charge like a living torpedo. If the helmet is removed the character retains his abilities for 3D4 minutes and must regain the helm or get to the surface before the magic wears off.

Contains water elemental/ocean magic as its source of magic and power. Possesses the eight standard abilities plus the following:

- Magically bestows the following underwater abilities: Breathe underwater, swim like a fish, Armor of Neptune, and speak underwater. These abilities are automatically bestowed to the wearer the instant the helm is put on. Duration is three hours. The helm can be activated three times per 24 hour period.
- Head butts do 2D6 M.D.; impaling an opponent with the spike on top does 4D6 M.D.

Sea Slayer — Rune Sword

A silvery-blue sword with the gaping maw and head of a shark at the end of the pommel/handle and a pair of serpentine wings. It possesses the eight standard abilities (I.Q. 15) plus the following:

- A drinker of souls/life essences.
- 2D4×10 M.D. from blade, 5D6 from biting pommel.
- The sword can become completely animated to swim and fight underwater! The weapon functions as if it were being used by an invisible swordsman. Both ends of the weapon can fight and inflict damage: the blade section does 2D4×10 M.D. and the shark head bites doing 5D6 M.D. The sword can fight alongside its owner, up to 200 feet (61 m) away, has three attacks per melee round, +4 to strike and parry, and is +2 on initiative. It cannot drink souls when animated.

Rune Claw

A double blade weapon that fits on a forearm gauntlet or arm plate, and is magically retractable. One or both blades slide forward and back out of the mouth of a menacing looking, sculpted fish. Possesses the eight standard abilities plus the following:

- A single blade does 3D6 M.D. or 6D6 M.D. from a double blade attack.
- Both blades can fire a white bolt of force shaped like the blades themselves, so at a quick glance it may appear that the blades have been fired like twin torpedoes. Damage is 2D4×10 M.D.; range 1000 feet (305 m) underwater or in the air.

Rune Trident

A dark red, greater rune weapon with an ornate sea weed design winding up the entire length of the handle. It possesses the eight standard abilities (I.Q. 15) plus the following:

- 3D4×10 M.D.
- Psionic: Possesses all sensitive and physical powers plus hydrokinesis, pyrokinesis and bio-manipulation. I.S.P. 3D6×10 and all powers are equal to a 6th level mind melter.
- Cursed! Any aquatic beings who use the trident will immediately suffer from the curse of *opposite nature*: the character behaves and covets the things which he is not. In this case, an aquatic being is suddenly afraid of depths greater than 1000 feet (305 m), regards aquatic animals and beings with suspicion or fear (even members of his own race), trusts humans and surface dwellers, wants to be around them even on dry land, and tries to dress, talk and behave like them. To avoid succumbing to this powerful rune curse, the aquatic user must try to save vs magic (17 or higher) once every 12 hours he claims ownership and possession of the weapon. Once a roll is failed, the curse is permanent and can only be removed by a Splugorth Rune Master or god with the ability to remove curses. In addition, the character must relinquish ownership of the cursed weapon or fall victim to it again.

Rune Harpoon

This spear appears to be made entirely of one long, black rod shaped like the old whaling harpoons with a hooked tip. Only the runes that run along its length are a dark blue color. It possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Agony, life drain, wind rush, summon fog, mask of deceit, and fly as the eagle. Equal to a 10th level sorcerer.
- 1D6×10 M.D. from thrown stabbing attacks and an additional 4D6 when the harpoon is removed from its victim because of its hooked end; 4D6 M.D. from blunt strikes with the side or handle. Double damage to whales and pneuma-biforms.
- Magical throwing range is 500 feet (152 m) in the air and 300 feet (91.4 m) underwater; the weapon magically returns after it strikes.

War Urchin Power Armor

The War Urchin power armor is a Kittani/techno-wizard collaboration that gets its name from the many protruding spines and fins which are reminiscent of the spiny sea urchin. It is a medium-weight environmental suit designed for comfort, extreme mobility and combat underwater. It is fast and can be fitted with a detachable underwater jet pack or aerial jet pack, making this versatile armor suitable for air, sea and land operations. The jet pack is tied directly into the power armor for its power source. The leg and arm fins provide greater control and maneuverability both in the air and underwater, as do maneuvering jets in the legs, hips, and back. The urchin-like spines are grenade launchers that fire rocket grenades (usually a variety of types) and the padded forearms are multi-weapons systems. Of course, it has all the standard features common to power armor.

Unlike other Kittani armor, when this suit is finished, it is turned over to Splugorth alchemists and techno-wizards to give it a few extra touches. Thus, the armor is a techno-wizard hybrid with mechanical and magic weapons, abilities and features, often one backing up the other.

Model Type: Kittani TW-UPA

Class: Light Strategic Environmental Exo-Skeleton

Crew: One — this suit can be worn by kittani, Sunaj, humans and minions approximately kittani/human in size and shape. Specially modified suits can be custom-made for larger beings, but this is rarely done. It is assigned only to loyal officers and warriors; primarily the kittani and the Sunaj.

M.D.C. by Location:

- Removable Jet Pack (1) — 80
- Maneuvering Jets (8) — 15 each
- Arm Fins (2; one per arm) — 20 each
- Leg Fins (2; one per leg) — 15 each
- Grenade Launchers (10; shoulder & legs) — 10 each
- Forearm Gauntlets (2) — 100 each (includes magic M.D.C.)
- *Head — 90 (includes magic M.D.C.)
- **Main Body — 230 (includes magic M.D.C.)

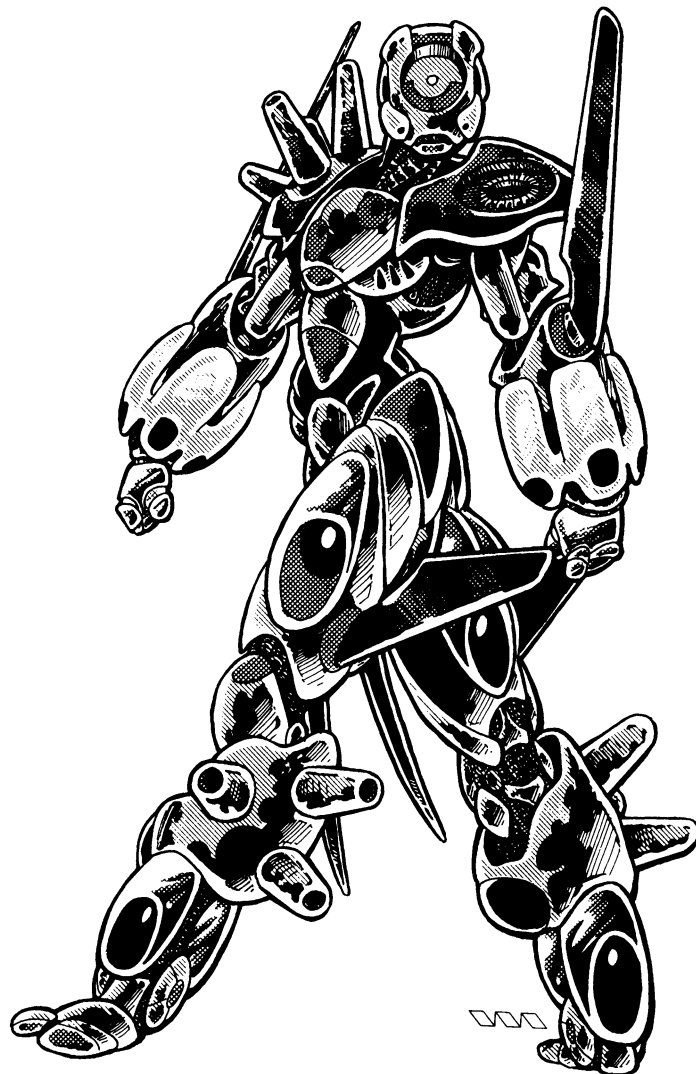
* Destroying the head/helmet has a 1-70% chance of knocking the pilot unconscious. If conscious, the pilot has two problems, one, no power armor combat bonuses to strike, parry, and dodge, and two, the human head is now vulnerable to attack. **Note:** The head is a small and difficult target to hit (shielded by exhaust tubes and weapon drum). Thus, it can only be hit when a character makes a *called shot* and even then the attacker is -3 to strike. The fins, grenade launch tubes and maneuvering jets also enjoy the same restriction and penalty to hit.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying the jet pack will make underwater jet propulsion, flight, and power leaps impossible.

Speed

Running: 40 mph (64 kmph) maximum. Note that the act of running does tire out its operator, but at a fatigue rate of 10%.

Leaping: The addition of an aerial jet pack enables the power armor to leap a height of approximately 50 feet (15.2 m) or 300 feet (91.4 m) in a jet assisted leap.



Flying: An aerial jet pack enables the armor to hover in place up to 6,000 feet (183 m) or fly at a maximum speed of 100 mph (160 kmph). The fly as the eagle spell can provide flight capabilities when the flight jet pack is not available.

Underwater: 10 mph (16 kmph; 8.6 knots) swimming, 60 mph (96.5 kmph; 51.6 knots) with underwater jet pack, or via the swim like a fish (superior) spell.

Maximum Depth: 2.4 miles (3.8 km).

Statistical Data

Height: 8 feet (2.4 m)

Width: 4.4 feet (1.34 m)

Length: About 3 feet (0.9 m), four (1.2 m) with jet pack.

Weight: 200 lbs (90 kg) with jet pack.

Physical Strength: Equal to P.S. 30.

Cargo: None

Power System: Nuclear and TW, average life is 30 years.

Special Sensors & Optics: The helmet is equipped with full optical systems including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization, short-range radar and sonar, plus all other features common to all power armor.

Magic Sensor & Optics: See the invisible, sense magic, and sense evil. Can be used at will without concern about burning P.P.E.

Sensor Bonuses: +1 on initiative, +1 to parry and dodge. All bonuses are in addition to attribute bonuses. See *Power Armor Combat Training* in the Robot Combat section of *Rifts Ult.*, p. 351-352 for other bonuses.

Market Price: Not available on the open market (would cost at least 40 million credits if it were). Exclusive to the Minions of Splugorth.

Magic Systems

1. Chest Environmental Multi-System: There are three recessed studs in the chest of the armor. Each activates a different selection of magic abilities. In this regard, it functions similar to the Overlord Power Armor. As many as two spells can be activated per melee round. Each is the equivalent of 5th level in potency. The activation of each spell uses up the P.P.E. reserve of the armor (see payload).

Top Red Button (right side; combat) engages any of the following:

1. Repel Animals (7 P.P.E.), same as the spell.
2. Escape (8 P.P.E.), same as the spell.
3. Time Slip (20 P.P.E.), same as the spell.

Top White Button (left side; defense) engages any of the following:

1. Fly as the Eagle (25 P.P.E.), same as the spell.
2. Invisibility: Simple (6 P.P.E.), same as the spell.
3. Chameleon (6 P.P.E.), same as the spell.

Center Green Button (underwater) engages any of the following:

1. Breathe without air (5 P.P.E.), same as the spell.
2. Swim as the Fish: Superior (12 P.P.E.), same as the spell.
3. Impervious to Energy (20 P.P.E.), same as the spell.

Rate of Fire: Two spells per melee round (15 seconds).

Effective Range: Self or per the limitations of the spell.

Magic Saving Throw: Opponents must save at 13 or higher.

P.P.E. Payload: 120 is available for these abilities. P.P.E. regenerates at a rate of 10 points per hour.

Armor Repair: Splugorthian alchemists can repair M.D.C. at a cost of 150,000 credits per every 10 M.D.C. points.

Note: The power armor is energized in part by P.P.E. energy as well as a nuclear system.

2. Forearm Defense Gauntlets: Each of the forearms has gauntlets with five sections. At the front of each section is a black patch. A different weapon can be fired from the four patches; the bottom one is an energy cell.

Right Gauntlet:

1. The top section is a concealed blue-green laser that inflicts 3D6 M.D., has a range of 2000 feet (610 m) and a payload of 40 blasts. Each shot counts as one melee action.
2. Magic Net (7 P.P.E.), same as the spell.
3. Fire Bolt (7 P.P.E.), same as spell.
4. Globe of daylight (2 P.P.E.), same as spell.

Left Gauntlet:

1. The top section fires a grappling hook and 40 feet (12.2 m) of strong cable line. Used for hitching rides on vehicles, climbing and fishing/hunting. The hook does one M.D. point and requires a P.S. of 24 or higher to remove.

2. Call Lightning (15 P.P.E.), same as the spell.

3. Befuddle (3 P.P.E.), same as spell.

4. Energy Bolt (5 P.P.E.), same as spell.

Magic Limitations: Same as armor, above.

P.P.E. Payload: 40 is available for each gauntlet. P.P.E. regenerates at a rate of 5 points per hour, each.

Weapon Systems (conventional)

1. Kittani Rocket Grenade Launch Tubes (10): The grenades can be launched from the urchin-like tubes on the right shoulder and legs and are propelled a short range through the water toward their targets. Voice activated.

Mega-Damage & Payload: The shoulder has four launch tubes with two grenades in each (8 total); Standard combination is four high explosive and four concussion grenades.

Each leg has three launch tubes with two grenades in each (6 total per leg). Standard combination is eight concussion and four gill clog grenades.

Rate of Fire: One, or a volley of two, three, or four grenades can be launched simultaneously; counts as one melee attack.

Maximum Effective Range: Jet propelled: 300 feet (91.5 m).

2. Fin Blades: Each of the four fins have sharp, vibro-blade edges that can be used to cut an opponent, or target by swimming or jetting by and raking him/it with them. The arm fins can also be used as slashing and parrying weapons.

Mega-Damage: 2D6 M.D. each.

3. Hand Weapons: The character can use one or two Kittani weapons or magic items available at Atlantis.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of the *Rifts RPG*, page 45. All abilities are the same except as follows:

Normal Punch or Kick — 1D6 M.D.

Power Punch — 2D6 M.D., but counts as two melee attacks

Kittani Destroyer Power Armor

The Urchin-style Destroyer is a bigger, more powerful Kittani/ techno-wizard collaboration designed exclusively for use by the Splugorth's trusted enforcers, the kyidian Overlords and Powerlords. The power armor is big, thick and bulky. It is not as maneuverable as the War Urchin but can survive depths of up to 9 miles (14.4 km) and is bristling with weapons and mystic energy. The head is really a sensor cluster, with the pilot's real head behind it inside the suit.

When the kittani builders are done with their work on the suit, it is turned over to Splugorth alchemists and techno-wizards to give it several magic resources.

Destroyer Deep Sea Power Armor

Model Type: Kittani TW-UDPA

Class: Light Strategic Environmental Exoskeleton

Crew: One — exclusive to Overlords and Powerlords (kyidian race).

M.D.C. by Location:

Backpack Water Jets (1) — 130

Maneuvering Jets (8) — 15 each

Main Shoulder Gun (1) — 200

Grenade Launchers (14; shoulder & legs) — 30 each



Forearm Gauntlets (2) — 180 each (includes magic M.D.C.)

*Head — 120 (includes magic M.D.C.)

**Main Body — 440 (includes magic M.D.C.)

* Destroying the head/helmet: In this case, the head is a sensor cluster. The pilot's real head is safely concealed behind it in the main

body. Destroying it causes the pilot to lose targeting sonar, and his magic sensory abilities (see the invisible, sense magic, etc.). He also loses the armor's combat bonuses to strike, parry, and dodge. **Note:** The sensor head is a small and difficult target to hit (shielded by exhaust tubes and weapon drum). Thus, it can only be hit when a char-

acter makes a *called shot* and even then the attacker is -3 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying the jet pack will make underwater jet propulsion, flight, and power leaps impossible. Also note that destroying the chest panel with the magic activation buttons simply makes manual activation impossible; the kyidian pilot can activate spells via a telepathic link with it.

Speed

Running: 30 mph (48.2 kmph) maximum. Note that the act of running does tire out its operator, but at a fatigue rate of 10%.

Leaping: The addition of an aerial jet pack enables the power armor to leap a height of approximately 30 feet (9.1 m) or 200 feet (61 m) in a jet assisted leap.

Flying: The propulsion system built into the back of the armor enables air and underwater movement; can hover stationary up to 1,000 feet (305 m) high and fly at a maximum speed of 60 mph (96.5 kmph). The fly as the eagle spell can provide flight capabilities as an alternative or if the propulsion system is damaged.

Underwater: 8 mph (12.8 kmph; 6.8 knots) swimming, 60 mph (96.5 kmph; 51.6 knots) with underwater jets, or via the swim like a fish (superior) spell.

Maximum Depth: 9 miles (14.4 km) or any via magic.

Statistical Data

Height: 13 feet (3.9 m)

Width: 8 feet (2.4 m)

Length: 6 feet (1.8 m)

Weight: 2 tons

Physical Strength: Equal to a P.S. 50.

Cargo: None

Power System: Nuclear and TW, average life is 30 years.

Special Sensors & Optics: The helmet is equipped with full optical systems, including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization, short-range radar and sonar, plus all other features common to all power armor.

Magic Sensor & Optics: See the invisible, sense magic, sense evil, and see aura. Can be used at will without concern about burning P.P.E.

Sensor Bonuses: +1 on initiative and to dodge. All bonuses are in addition to attribute bonuses. See *Power Armor Combat Training* in the Robot Combat section of **Rifts Ult.**, p. 351-352 for other bonuses.

Market Price: Not available on the open market (would cost at least 100 million credits if it were). Exclusive to the Minions of Splugorth.

Magic Systems

1. Chest Environmental Multi-System: There are three recessed studs in the chest of the armor. Each activates a different selection of magic abilities. In this regard, it functions similar to the Overlord Power Armor. As many as two spells can be activated per melee round. Each is the equivalent of 5th level in potency. The activation of each spell uses up the P.P.E. reserve of the armor (see payload).

Top Red Button (right side; combat) engages any of the following:

1. Repel Animals (7 P.P.E.), same as the spell.
2. Escape (8 P.P.E.), same as the spell.
3. Time Slip (20 P.P.E.), same as the spell.
4. Energy Disruptios (12 P.P.E.), same as the spell.

Top White Button (left side; defense) engages any of the following:

1. Fly as the Eagle (25 P.P.E.), same as the spell.
2. Invisibility Simple (6 P.P.E.), same as the spell.
3. Chameleon (6 P.P.E.), same as the spell.
4. Energy Field (10 P.P.E.), same as the spell.

Center Green Button (underwater) engages any of the following

1. Breathe without air (5 P.P.E.), same as the spell.
2. Swim as the Fish: Superior (12 P.P.E.), same as the spell.
3. Impervious to Energy (20 P.P.E.), same as the spell.
4. Impervious to Ocean Depths (50 P.P.E.), same as the spell.

Rate of Fire: Two spells per melee round (15 seconds).

Effective Range: Self, or per the limitations of the spell.

Magic Saving Throw: Opponents must save at 13 or higher.

P.P.E. Payload: 200 is available for these abilities. P.P.E. regenerates at a rate of 10 points per hour.

Armor Repair: Splugorthian alchemists can repair M.D.C. at a cost of 150,000 credits per every 10 M.D.C. points.

Note: The power armor is energized in part by P.P.E. energy as well as a nuclear system.

2. Forearm Defense Gauntlets: Each of the forearms has gauntlets with five sections. At the front of each section is a black patch. A different weapon can be fired from the four patches; the bottom one is an energy cell.

Right Gauntlet:

1. The top section is a concealed blue-green laser that inflicts 3D6 M.D., has a range of 2000 feet (610 m) and a payload of 40 blasts. Each shot counts as one melee action.
2. Magic Net (7 P.P.E.), same as the spell.
3. Fire Bolt (7 P.P.E.), same as the spell.
4. Globe of daylight (2 P.P.E.), same as the spell.

Left Gauntlet:

1. The top section fires a grappling hook and 40 feet (12.2 m) strong cable line. Used for hitching rides on vehicles, climbing and fishing/hunting. The hook does one M.D. point and requires a P.S. of 24 or higher to remove.
2. Call Lightning (15 P.P.E.), same as the spell.
3. Fire Ball (10 P.P.E.), same as the spell.
4. Grow Tentacles (30 P.P.E.), same as the spell.

Magic Limitations: Same as armor, above.

P.P.E. Payload: 60 is available for each gauntlet. P.P.E. regenerates at a rate of 5 points per hour, each gauntlet.

Weapon Systems (conventional)

1. Kittani Rocket Grenade Launch Tubes (14): They can be launched from the urchin-like tubes on the right shoulder and legs, and are propelled a short range through the water toward their targets. Voice activated.

Mega-Damage & Payload: The shoulder has eight launch tubes with four grenades in each (32 total); Standard combination is 10 high explosive, 10 fragmentation and 12 concussion grenades.

Each leg has three launch tubes with three grenades in each (9 total per leg). Standard combination is half concussion and half gill clog grenades.

Rate of Fire: One, or a volley of two, three, or four grenades can be launched simultaneously. Each volley counts as one melee attack.

Maximum Effective Range: Jet propelled: 300 feet (91.4 m).

2. Main Shoulder Gun (1): This is a multi-weapon system that can be fired from its stowed shoulder locked position or removed and used as a giant rifle. The top barrel is a plasma ejector and the lower two are high powered lasers.

Primary Purpose: Assault

Weight: 300 lbs (135 kg)

Mega-Damage: Double barreled heavy laser beam cannon 1D6×10 M.D. per single shot or 2D6×10 M.D. per double blast. Plasma cannon 1D4×10 M.D. underwater or 1D6×10 M.D. on land.

Rate of Fire: Equal to number of combined hand to hand attacks (average 6 to 8).

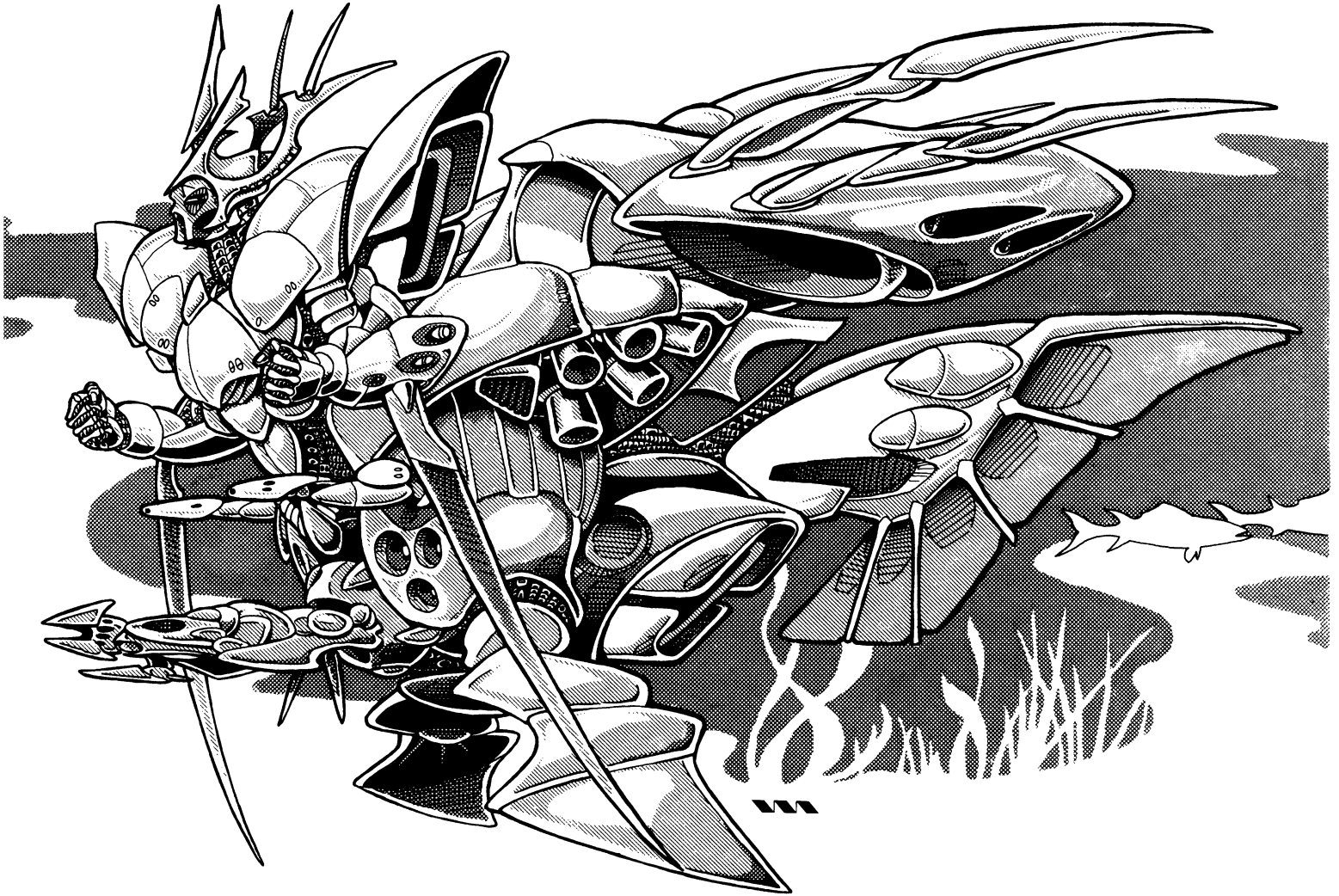
Maximum Effective Range: Lasers: 4000 feet (1220 m), plasma cannon: 1000 feet (305 m) underwater, but 3000 feet (914 m) on land/in air.

Payload: Taps into the power system of the armor, or can use an emergency E-clip. Effectively unlimited when tapped into the armor. 50 blasts (any combination) with a special E-clip (6 blasts from a standard clip)

Note: Laser targeting: +1 to strike.

3. Hand Weapons: The character can use one or two giant-sized weapons, trident, magic staff, or rune weapon.

4. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of the **Rifts Ult.**, page 351-352. All abilities are the same except as follows:
Normal Punch or Kick — 3D6 M.D.
Power Punch — 6D6 M.D., but counts as two melee attacks.



Kittani War Fish Power Armor

The Kittani are fascinated with unique variations and styling of power armor, often blending animal features and motifs with robotics more than any other manufacturer. The War Fish power armor is another example of this. The upper torso is humanoid while the lower section resembles a mechanical, jet-powered fish and houses a battery of weapons. Unlike the Equestrian armor, the upper torso can separate from its lower fish body to reveal an entire suit of humanoid armor with legs and small jets for maneuvering underwater. In this regard, the suit is really a two-piece integrated vehicle. When the pilot steps into the fish section, locking mechanisms seal the two together without any obvious seams or connections. Braces hook to the back, providing support when the unit is rocketing through, or on water at astonishing speeds. Thus, if it is desired or necessary, the kittani pilot can step out of the fish section and walk around, enter small or confining tunnels or areas, walk on dry land, and so on. However, all the weapons and underwater speed capabilities are in the fish section, which means leaving it behind, even temporarily, greatly reduces the abilities of the pilot and makes him much more vulnerable to attack.

When the pilot leaves the fish section, that portion is placed on auto-defense. Only the pilot and recognized Minions of Splugorth can come near it without it attacking, but even they cannot touch or try to access the suit without it flying into attack mode. Likewise, any attacks leveled at it, even by minions, will cause it to leap into attack mode and destroy its attackers. Beings it cannot identify are fired upon when they come within 2000 feet! The automated robot suit continues to attack until the unidentified individuals retreat to a distance of at least 6000 feet (1828 m). It will fight until they are destroyed if they press the attack from any distance. The moment the suit enters into combat, a signal tells the pilot that the self-defense systems are activated and whether it has engaged the enemy. The pilot should come running. When in auto-defense mode, the fish armor has four attacks per melee round without combat bonuses. Typically only energy weapons are fired. The launching of torpedoes is reserved for the pilot.

Kittani War Fish Power Armor

Model Type: Kittani WFPA

Class: Heavy Infantry Environmental Exo-Skeleton

Crew: One

M.D.C. by Location:

Shoulders (2) — 150 each

Arms (2) — 110 each

Arm Fins (2) — 50 each

Forward Lasers (2) — 30 each

Main Gun (1) — 110

Mini-Torpedo Launchers (2) — 200 each

Lower Fins (2) — 110 each

Jet Clusters (2; sides) — 90 each

Lower Jets (2) — 110 each

Upper Jets (2) — 300 each

Humanoid Upper body (20 ft/6.1 m) — 200

* Head — 110

** Tail Fin & Section — 200

*** Main Body — 375

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge! Plus the head of the pilot is vulnerable to attack. If destroyed at depths, below 500 feet (152 m), the bare head will implode and the pilot will die. The robot suit automatically retreats, taking the dead pilot to the nearest Splugorth outpost. **Note:** The head is a small and difficult target to hit, shielded by spines and shoulder plating. Thus, it can only be hit when an opponent makes a *called shot* and even then the attacker is -4 to strike.

** Destroying the tail section reduces the maximum speed by 25% and the dodge bonus is also reduced by -2.

*** Depleting the M.D.C. of the main body will shut the War Fish section of the armor down completely, making it useless. However, the pilot can jettison in full body armor (250 M.D.C.) and continue to fight or attempt to escape.

Speed

Running: 40 mph (64 kmph) maximum. The pilot can exit the fish section and maneuver as a humanoid. Note that the act of running does tire out its operator, but at a fatigue rate of 20%.

Leaping: Leaps are not possible.

Flying: Not possible with the entire vehicle. However, a jet pack can be attached to the back of the humanoid section/pilot.

Underwater: Humanoid, outside the fish section: 10 mph (16 kmph; 8.6 knots) swimming. Inside the fish section: 100 mph (160 kmph; 86 knots) underwater, or 140 mph (224 kmph; 120.4 knots) on the surface of the water.

Maximum Depth: 2.4 miles (3.8 km).

Statistical Data

Height: 9 feet (2.7 m)

Width: 10 feet (3.0 m)

Length: 16 feet (4.8 m)

Weight: 4 tons.

Physical Strength: Upper body has a P.S. of 30.

Cargo: None

Power System: Nuclear power with a life of 20 years.

Sensors & Optics: HUD, short-range sonar and radar, echo location, laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization, and all other features common to all power armor.

Magic Sensor & Optics: See the invisible, sense magic, and sense evil. Can be used at will without concern about burning P.P.E.

Bonuses: +1 on initiative, +2 to strike (all systems) and +4 to normal dodge, +3 automatic dodge (works just like a parry; does not use up a melee action it is so quick), and +2 to roll with impact. All are in addition to attribute bonuses and combat training. See *Power Armor Combat Training* in the Robot Combat section of **Rifts Ultimate Edition**, pages 351-352.

Market Price: Has never been sold in any marketplace. The Coalition or Triax would pay 50 to 100 million credits for a complete, undamaged suit. If the Kittani should sell the armor, they could easily get 30 to 40 million credits per unit.

Weapon Systems

1. Forward Lasers: A pair of forward lasers that can point and fire at a 45 degree angle up, down, or side to side.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Mega-Damage: 3D6 M.D. per single blast or 6D6 M.D. per double blast.

Rate of Fire: Equal to number of combined hand to hand attacks (average 6 to 8).

Maximum Effective Range: 4000 feet (1220 m) in water or on land.

Payload: Effectively unlimited; taps into the power system of the armor or can use an emergency E-clip.

2. Main Gun: A heavy plasma cannon with a 45 degree arc of fire.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D6×10 M.D. per single blast.

Rate of Fire: Equal to number of combined hand to hand attacks (average 6 to 8).

Maximum Effective Range: 1000 feet (305 m) underwater, but 3000 feet (914 m) on land/in air.

Payload: Effectively unlimited; taps into the power system of the armor or can use an emergency E-clip.

3. Mini-Torpedo Launchers (2): A tube launcher is located on the front right and left side of the submersible.

Primary Purpose: Anti-ship

Secondary Purpose: Anti-torpedo

Mega-Damage: 1D6×10 M.D. per torpedo.

Rate of Fire: One at a time, or in volleys of two, four or six. Each volley counts as one melee attack/action.

Maximum Effective Range: One mile (1.6 km)

Payload: 12 total; six in each launcher.

4. Fin Blades: Each of the arms has a long vibro-blade that can be used to cut an opponent or target by swimming or jetting by and raking him/it with them. The arm fins can also be used as slashing, stabbing and parrying weapons. They can flip forward, sideways or backward (pointing behind the elbow) and be locked into place.

Mega-Damage: 3D6 M.D. each.

5. Hand Weapons: The character can use one or two conventional hand-held weapons or rune weapons.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Mega-Damage:

Restrained Punch — 1D6 M.D.

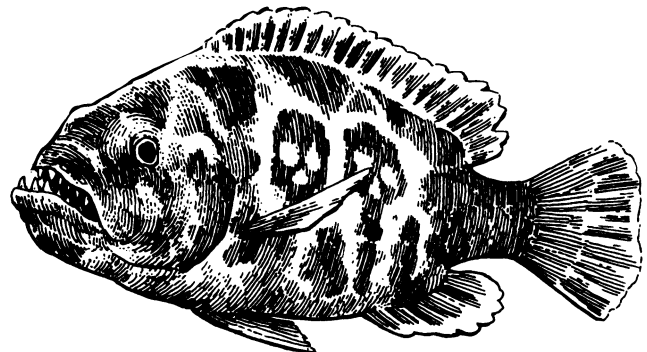
Full Strength Punch — 3D4 M.D.

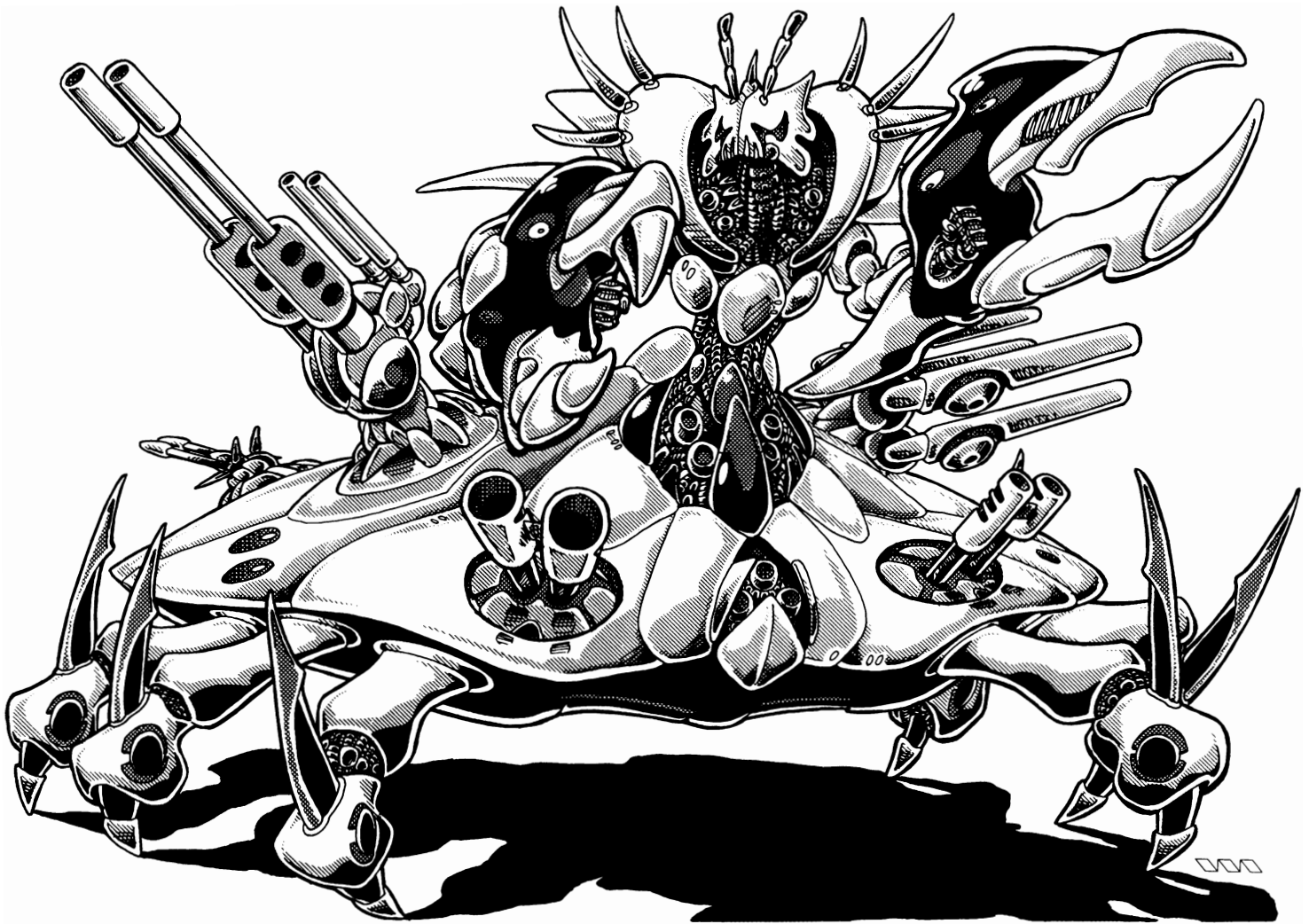
Power Punch — 4D6 M.D., but counts as two attacks

Vibro-Blade Slash — 3D6 M.D.

Vibro-Blade Impaling — 3D6 M.D. per every 30 mph (48 kmph) of speed, but counts as two attacks.

Body/head Butt — 1D6 M.D.





Kittani War Crab

This is one of the more bizarre Kittani robot vehicles. It resembles a mechanical crab with short stubby legs, low body profile, and a monstrous humanoid body with giant crab-claws. Despite its appearance, a pilot and a gunner sit inside the crab-like body. The humanoid upper torso is actually a robot controlled by the pilot. The gunner operates the multitude of weapons that cover its body.

The Kittani War Crab is designed to crawl along the bottom of the sea and can also crawl on dry land and by means of a special electromagnetic adhesion system attach itself to large ships, subs and metal platforms of all kind. It is designed primarily for reconnaissance, sabotage and defense, but can also be used for exploration, repairs, and infantry combat.

Kittani War Crab Robot Vehicle

Model Type: Kittani ATV-RV

Class: Strategic Robot Vehicle

Crew: Two; pilot and gunner.

M.D.C. by Location:

- Right Weapon Turret (1; large) — 250 M.D.C.
- Left Weapon Turret (1; large) — 200 M.D.C. (50 per barrel)
- * Forward Rail Guns Mini-Turrets (2) — 60 each
- * Rear Laser Mini-Turrets (2) — 50 each
- * Sensor Cluster (2; front and rear) — 25 each
- Crab-Man Torso (1; Main Body) 300 M.D.C.
- * Crab-Man Head: 100 M.D.C.
- Giant Claws (2) — 200 M.D.C. each

* Hydraulic Hands (2; small) — 20 M.D.C. each

* Directional Thrusters (16 scattered all over body) — 5 each

* Concealed Thrusters (4, in underbelly) — 50 each

* Concealed Hatches (2; in underbelly) — 90 each

Pilot & Gunner Compartment — 100

** Main Body — 600

* Indicates targets that are small or difficult to hit. Attackers must make a called shot and are -3 to strike.

**Depleting the M.D.C. of the main body destroys the vehicle.

Speed

Running: 20 mph (32 kmph) maximum.

Leaping: Leaps are not possible.

Flying: Not possible.

Underwater: 20 mph (32 kmph; 17.2 knot) walking or using jet thrusters.

Maximum Depth: 3 miles (4.8 km).

Statistical Data

Height: Total Height is 20 feet (6 m). Main saucer-shaped body 8 feet (2.4 m), crab-man adds 9 feet (2.7 m) and stands 3 feet 0.3 m off the ground.

Width/diameter: 16 feet (4.6 m)

Weight: 24 tons

Physical Strength: Upper body has a P.S. of 50; small arms 25

Cargo: Small storage area behind seats for weapon and a few items.

Power System: Nuclear power with a life of 20 years.

Sensors & Optics: HUD, short-range sonar and radar, echo location, laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization, and all other features common to all robots.

Bonuses: +1 on initiative, +1 to strike (all systems), +2 to parry and +1 to dodge. all are in addition to attribute bonuses and combat training. See *Power Armor Combat Training* in the Robot Combat section of **Rifts Ultimate Edition**, pages 351-352, for other bonuses.

Market Price: Has never been sold in any market place. The Coalition or Triax would pay 50 to 100 million credits for a complete, undamaged suit. If the Kittani should sell the armor, they could easily get 30 to 40 million credits per unit.

Weapon Systems

1. Right Weapon Turret (1): A multi-weapon system. The two large guns are long-range lasers. The two small guns are short-range ion guns. Operated by the gunner.

Primary Purpose: Anti-Ship and Anti-Monster

Secondary Purpose: Anti-Personnel

Mega-Damage: Lasers: 4D6 M.D. per single blast or 1D4×10+8 M.D. per double blast. Simultaneous multi-blast count as one melee attack/action. Ion guns: 3D6 M.D. per single blast or 6D6 M.D. per double blast.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 5 to 7).

Maximum Effective Range: Lasers: 5280 feet/one mile (1609.3 m/1.6 km) underwater, double on dry land/air environment! Ion guns: 1000 feet (305 m) underwater and on dry land.

Payload: Effectively unlimited.

2. Quad-Plasma Cannon Turret (2): A heavy plasma cannon mounted on a weapon turret that can rotate 180 degrees from side to side. 90 degree arc of fire. Operated by the gunner.

Primary Purpose: Anti-Ship and Anti-Monster

Secondary Purpose: Anti-Personnel

Mega-Damage: 1D6×10 M.D. per single blast, 2D6×10 M.D. double blast, 3D6×10 M.D. triple blast or 4D6×10 per quadruple blast! Simultaneous multi-blast count as one melee attack/action.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 5 to 7).

Maximum Effective Range: 1000 feet (305 m) underwater, but 3000 feet (914 m) on land/in air.

Payload: Effectively unlimited.

3. Rear Laser Mini-Turrets (2): A pair of lasers that can point and fire at a 45 degree angle up, down, or side to side. Operated by the gunner.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Mega-Damage: 3D6 M.D. per single blast or 6D6 M.D. per double blast.

Rate of Fire: Equal to number of combined hand to hand attacks (average 5 to 7).

Maximum Effective Range: 4000 feet (1220 m) in water or on land.

Payload: Effectively unlimited; taps into the power system of the armor or can use and emergency E-clip.

4. Forward Rail Guns (2; mini-turrets): Each has a 90 degree arc of fire and are operated by the pilot.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: 1D4×10 M.D. per short burst (counts as one melee action) per turret. Both turrets cannot fire on the same target unless it is larger than 20 feet (6.1 m) long or in diameter.

Rate of Fire: Equal to number of combined hand to hand attacks (average 5 to 7).

Maximum Effective Range: 2000 feet (610 m) underwater, but 4000 feet (1220 m) on land.

Payload: 1000 short bursts each.

5. Leg Spikes: The sharp spikes on its legs can move forward and backward and used to gauge opponents in close combat.

Mega-Damage: 2D6 M.D.

6. Crab-Man Robot Torso (Main body 300 M.D.C., Head: 100 M.D.C., Claws: 200 M.D.C. each, Hydraulic Hands: 20 M.D.C. each): The crab-man that rises from the circular, flat body is a robot controlled by the pilot. It serves as a close combat weapon, as well as for acts of sabotage (see claws under hand to hand combat) and as a decoy. The enemy is likely to assume that the crab-man's body is power armor covering a living pilot and, as such, focus their attacks on it in a feeble attempt to disable the War Crab.

In reality a pilot and gunner are safely seated inside the shell of the main body. Sensor clusters are located in the front and the rear of the shell so even they are not affected if the crab-man weapon decoy is destroyed. Meanwhile, as attacks are futilely directed at what appears to be the pilot or most vulnerable location on the robot, the pilot and gunner press their attack using the many weapon systems at their disposal. The head can fire a close-range heat beam from the eyes and has a built in loudspeaker.

Crab-Man Heat Beam: Fired from the eyes.

Primary Purpose: Defense

Mega-Damage: 1D6 M.D. per single blast; double damage to aquatic animals and humanoids without protective armor.

Rate of Fire: Twice per melee round.

Maximum Effective Range: 50 feet (15.2 m) underwater and on the surface..

Payload: Effectively unlimited.

Crab-Man Shoulder Spikes (6): A row of three spikes are located on each shoulder. Not only can are they used to look frightening but can also be fired as small projectiles.

Mega-Damage: 1D6 M.D. each.

Maximum Effective Range: 200 feet (61 m); double on dry land.

Payload: Six total.

Crab-Man Hydraulic, Extendable Hands: Protruding from each massive claw is a mechanical human-looking hand. First, this is to trick attackers into thinking a living pilot is hidden in the robot body of the upper torso/crab man. Second, they are full articulated and can be extended via hydraulics to pick-up and examine items, artifacts, and can use weapons and tools (-3 to strike with weapons and -25% on skill proficiencies/use of tools).

Mega-Damage: 1D4 M.D. from punches or crush/squeeze; P.S. 25.

Range: Can be extended 12 feet (3.6 m).

Crab-Man Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Mega-Damage:

Restrained Claw Strike/Punch — 1D6 M.D.

Full Strength Claw Strike/Punch — 3D6 M.D.

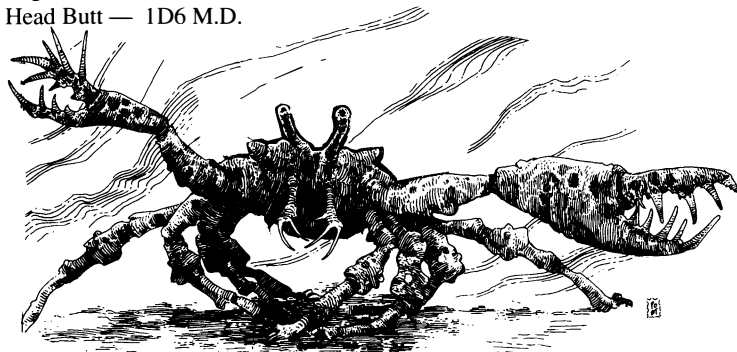
Power Claw Strike — 6D6 M.D., but counts as two attacks

Left Claw Vibro-Blade Scissor Move — 1D4×10 M.D. and can cut humanoids and animals in half! Also used to cut/tear/sabotage weapon barrels, conduit, hoses, tow lines, antennas, and so on.

Right Claw Crush Attack — 3D6 M.D. per attempt to crush by applying pressure. Both claws have a P.S. of 50, so an opponent needs a combined P.S. of 60 to force open a claw

Leg Jab with Vibro-Blades — 1D6 M.D.

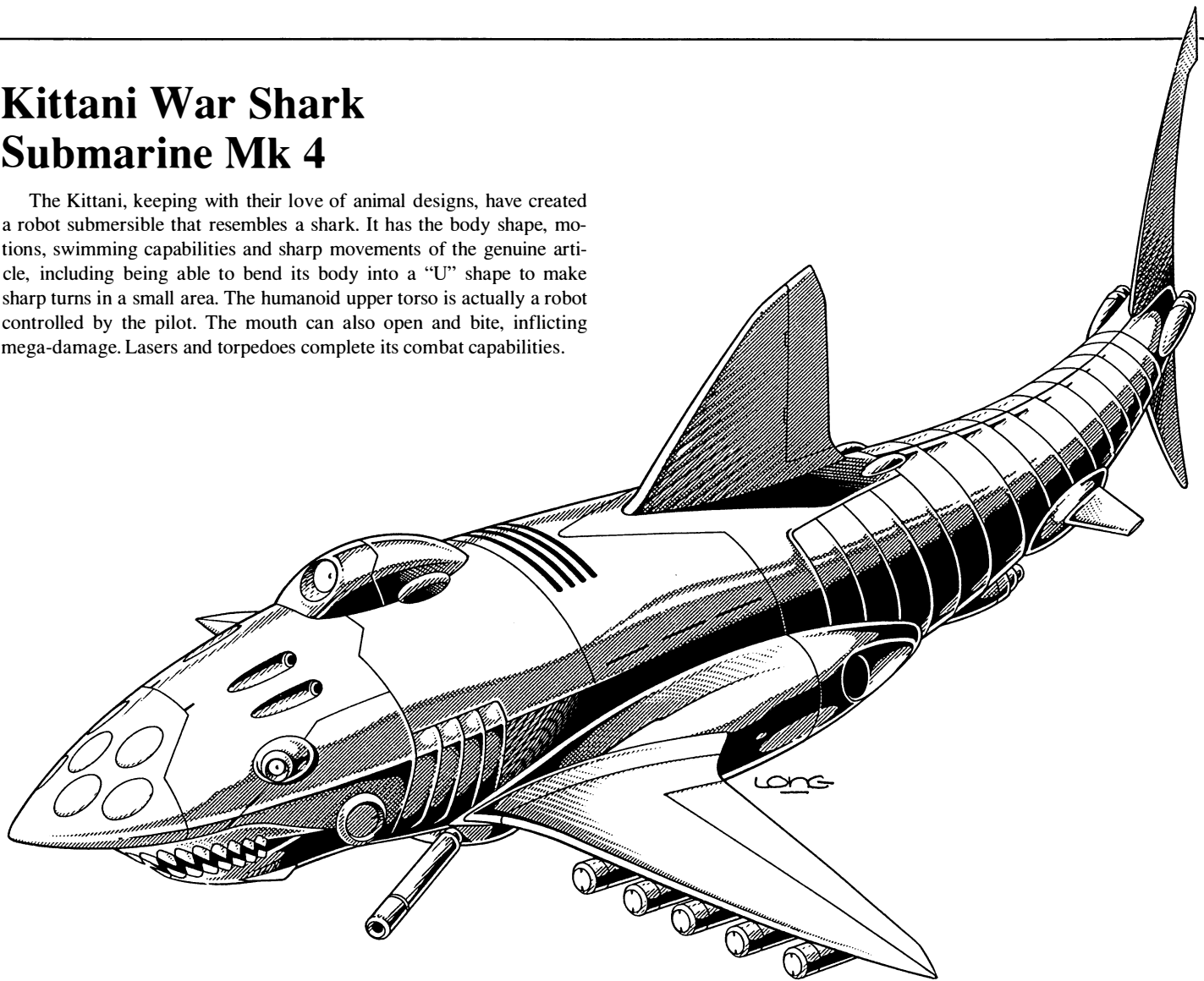
Head Butt — 1D6 M.D.



Kittani War Shark

Submarine Mk 4

The Kittani, keeping with their love of animal designs, have created a robot submersible that resembles a shark. It has the body shape, motions, swimming capabilities and sharp movements of the genuine article, including being able to bend its body into a "U" shape to make sharp turns in a small area. The humanoid upper torso is actually a robot controlled by the pilot. The mouth can also open and bite, inflicting mega-damage. Lasers and torpedoes complete its combat capabilities.



Model Type: Kittani S-RV Mk 4 Fleet Submarine

Class: Attack Submarine — full size

Crew: 10-12 officers, 60 crew, plus 60 marines/mechanized troops. As many as 20 additional people can be accommodated in an emergency, but this makes for very cramped and uncomfortable quarters.

Mk 4 M.D.C. by Location:

- * Laser Cannon Turret (1; underbelly) — 200
- * Torpedo Tubes (7; nose) — 100 each
- * Mini-Torpedo Tubes (10; five per fin) — 120 each
- * Mini-Missile Launchers (4; top) — 50 each
- * Eyes/Sensors & Optics (2) — 100 each

Side Fins (2) — 500 each

Top Fin (1) — 250

** Tail Section (1) — 950

*** Main Body — 3,000

* Indicates targets that are small or difficult to hit. Attackers must make a called shot and are -2 to strike.

** Knocking out the tail section reduces speed and mobility by 50%; no dodge abilities and piloting skill is -50%.

*** Depleting the M.D.C. of the main body will cause the submarine to sink. At depths greater than 2000 feet (610 m), the damaged hull of the submarine will rupture and fill with water; no water seals will hold.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: 29 mph (47 kmph; 25 knots)

Underwater: 52 mph (84 kmph; 45 knots)

Maximum Depth: 3 miles (4.8 kmph).

Statistical Data:

Height: 30 feet (9 m), but tapers at that the tail.

Width: 30 feet (9.1 m)

Length: 360 feet (109.7 m)

Weight: 4,100 tons

Cargo: Minimal; can carry up to 100 tons of additional cargo.

Power System: Nuclear; average energy life 20 years.

Weapon Systems

1. Laser Cannon Turret (1): This heavy laser cannon can only be used against underwater enemy ships and torpedoes. The turret can rotate 360 degree and has a 45 degree arc of fire.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 3D4×10 M.D. per blast.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 3 to 5).

Maximum Effective Range: One mile (1.6 km)

Payload: Effectively unlimited.

2. Heavy Torpedo Launch Tubes (7): Seven torpedo tubes are built into the nose section of the main body. Each can fire heavy or medium torpedoes. The "tube" openings are comparatively small and

difficult targets to hit, thus an attacker must make a called strike to hit, and even then is -2 to strike. Depleting the M.D.C. of a torpedo tube means torpedoes cannot be launched from that tube.

Primary Purpose: Anti-ship, anti-armor.

Secondary Purpose: Defense.

Mega-Damage: 4D6×10 M.D.

Rate of Fire: One at a time, or in volleys of 2, 3, or 4.

Maximum Effective Range: 20 miles (32 km) underwater.

Payload: Internal magazine has a total of 48 torpedoes. Torpedoes can be routed to whichever launch tube is desired.

3. Mini-Torpedo Launch Tubes (10): Five mini-torpedo launch tubes are located on underside of each side fin.

Primary Purpose: Anti-Ship and Anti-Armor.

Secondary Purpose: Defense.

Mega-Damage: 1D6×10 M.D. (HE or Plasma).

Rate of Fire: One at a time, or in volleys of 2 or 4.

Maximum Effective Range: Range: One mile (1.6 km).

Payload: 40 total; 4 mini-torpedoes per launch tube!

4. Mini-Missile Surface to Air Missile Launcher (4): Four mini-missile launchers are recessed into the “forehead” area of the great shark sub. They can only be used when the sub has broken the surface of the water.

Primary Purpose: Anti-Aircraft and Anti-Ship

Secondary Purpose: Defense.

Mega-Damage: 1D6×10 M.D. per mini-missile.

Rate of Fire: One at a time, or volleys of two or four.

Maximum Effective Range: One mile (1.6 km) for mini-missiles.

Payload: 200 total; automatic reloading.

5. Special: Maw & Bite Attack: The jaws open to reveal a gaping jaw lined with teeth. Inside the mouth is a battery of short-range lasers to combat any intruders who enter the maw or large vessels or monsters who might get stuck.

Primary Purpose: Release of marine troops, robots and power armor.

Secondary Purpose: Defense

Mega-Damage: Bite — 2D6×100 M.D.. The giant maw can also be used to “bite” ships, subs and humongous monsters.

Laser Battery (100 guns): Attacks can be focused on one huge target or divided into four different areas/targets. A concentrated assault does 4D6×100 M.D. Divided attacks do 1D6×100 each.

Rate of Fire: Bite: Once per melee round. Lasers: Three times per melee round.

Maximum Effective Range: Bite: Close combat only. Lasers: 500 feet (152 m).

Payload: Effectively unlimited.

Special Release of Troops: At the back of its throat is a giant blast door connected to a robot hanger. The entire troop compliment of the hanger can be released in less than one minute! Standard mechanized troops are:

8 Destroyer Power Armor

24 War Urchin Power Armor

12 War Fish Power Armor

12 War Crab Robots

2 Shark Mini-Submarines

6. Other Features: A dozen underwater sea sleds, diving equipment, wet suits, life rafts, sick bay, a brig (prison area), wide-range sonar (50 mile/80 km range) and radar (300 mile/460 km range), echo-location system, long-range communications, a full sensor array, life support, and similar systems similar to the USS Ticonderoga and most military sea vessels. Don't forget that the submarine is also likely to carry power armor troops and robot vehicles.

Shark Mini-Submarine Mk 5

This is a tiny, six-man version of the big sub.

Shark Mini-Submarine

Model Type: Kittani S-RV Mk 5 Exploration Sub

Class: Exploration Mini-Submarine

Crew: One pilot and five passengers

Mk 4 M.D.C. by Location:

* Laser Pulse Cannon Turret (1; underbelly) — 70

* Mini- Torpedo Tubes (7; nose) — 40 each

* Mini-Torpedo Tubes (10; five per fin) — 30 each

* Light Lasers (4; top) — 15 each

* Eyes/Sensors & Optics (2) — 40 each

Side Fins (2) — 150 each

Top Fin (1) — 90

** Tail Section (1) — 350

*** Main Body — 850

* Indicates targets that are small or difficult to hit. Attackers must make a called shot and are -3 to strike.

** Knocking out the tail section reduces speed and mobility by 50%; no dodge abilities and piloting skill is -50%.

*** Depleting the M.D.C. of the main body will cause the submarine to sink. At depths greater than 2000 feet (610 m), the damaged hull of the submarine will rupture and fill with water; no water seals will hold.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Water Surface: 29 mph (47 kmph; 25 knots)

Underwater: 60 mph (96 kmph; 51.6 knots)

Maximum Depth: 2 miles (3.2 km).

Statistical Data:

Height: 13 feet (3.9 m), but tapers at that the tail.

Width: 13 feet (3.9 m)

Length: 60 feet (18.3 m)

Weight: 56 tons

Cargo: Minimal; can carry and additional two tons.

Power System: Nuclear; average energy life 20 years.

Weapon Systems

1. Laser Pulse Cannon Turret (1): The turret can rotate 360 degree and has a 45 degree arc of fire.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4×10 M.D. per blast.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 3 to 5).

Maximum Effective Range: 4000 (1220 m)

Payload: Effectively unlimited.

2. Forward Mini-Torpedo Launch Tubes (7): Seven torpedo tubes are built into the nose section of the main body. Each can fire mini-torpedoes. Depleting the M.D.C. of a torpedo tube means torpedoes cannot be launched from that tube.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D6×10 M.D.

Rate of Fire: One at a time, or in volleys of 2, 3, or 4.

Maximum Effective Range: One mile (1.6 km).

Payload: Internal magazine has a total of 48 torpedoes. Torpedoes can be routed to whichever launch tube is desired.

3. Mini-torpedo Launch Tubes (10): Five mini-torpedo launch tubes are located on the underside of each side fin.

Primary Purpose: Anti-Ship

Secondary Purpose: Defense

Mega-Damage: 1D6×10 M.D. (HE or Plasma).

Rate of Fire: One at a time, or in volleys of 2 or 4.

Maximum Effective Range: Range: One mile (1.6 km).

Payload: 10 total; one mini-torpedo per launch tube.

4. Special: Bite Attack: The jaws of the mini-sub also opens to bite attackers and other vessels. The teeth are vibro-blades and diameter of the bite is roughly 26 feet (8.0 m)!

Primary Purpose: Defense

Mega-Damage: Bite — 2D6×10 M.D.

Attacks Per Melee: The bite attack can be used twice per melee round and is considered additional attack when they are used.

Range: Close combat only.

5. Other Features: Short-range communication and sensor systems as are common to military submarines.

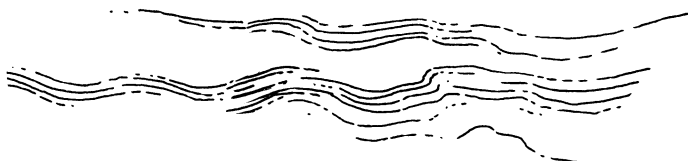
Splugorth Sea Skimmer

Also known as The Ark

The Splugorth Sea Skimmer, more commonly known throughout the oceans as “The Ark” is a vessel of monstrous proportions. Its unusual shape and styling gives it an exotic, delicate — even fanciful appearance. Yet closer examination will show the high tech weapon energy cannons and weapon turrets. The sail-like canopy is actually a very thin metal alloy, so that it does seem to ruffle and roll with the wind, especially when travelling at great speeds. The Splugorth Ark is deceptively innocent looking. Other than its imposing size the vessel doesn't even look like it should float, let alone offer any serious threat. Many a dead man lies at the bottom of the sea because of such a foolish assumption. The vessel is another blending of magic and technology, thus it can travel at unbelievable speed across the roughest waters and even soar 10 to 50 feet (3 to 15.2 m) above the waves! It can make right angle turns and stop on the nose of a dolphin, as well as slice smaller ships in half with one of its bone-like support legs. Legends report that the vessel rides both the wind and the water and its great speed and powerful magic creates sudden, unnatural storms in its wake!

The vessel is both magnificent and horrifying in its scope and construction. From a distance the center length of railing seems to be lined with 13 large shields or circular, shield-like designs. Another one is located on either side of the bow and two in the back. Its only when one is close-up or under attack that he realizes that these are no designs, but giant, living *Eyes of Eylor*! The legendary bio-wizard components serve as the ship's power source, sensor systems and vast magic power.

The incredible vessels usually travels in pairs or with other Atlantean, Kittani, Horune or Earth vessels. When part of a large convoy, it will be the lead ship(s). Even the most travelled sailors have never seen more than six Sea Skimmers in the same group, and Atlantis is said to have fewer than 300 of these magic ships. It is most commonly used as a transport vessel carrying cargoes of raw materials, weapons, market goods, people and slaves. However, it has also been used as warship with devastating effectiveness, and even as luxury cruisers for the wealthy, elite and even the Splugorth themselves! These luxury ships may be escorted by Metztla and have any number of rare, strange and powerful beings on board (and typically half the normal peacetime crew).



Splugorth Magic Ark

— Aka Splugorth Sea Skimmer

Model Type: Magic Ark

Class: Multi-purpose sea vessel

Crew: A typical *Sea Skimmer* will have 10-12 officers (High Lords and Kittani), 2 to 4 air or water warlocks (all 1D4+4th level) or one dragon, 2D4×10 Overlords, 1D4×10 Powerlords, 1D4×10+30 gargoyle or Tattooed Men (human and/or ogre) crew men, 1D4×10 gargoyles (used as an expendable aerial strike force, escort, or reconnaissance) is the standard, *peacetime crew*! The vessel can easily accommodate 200 more personnel and 100,000 tons of cargo (if slaves the ark can hold approximately 8,000 human-sized people). It is also likely to have a few dozen Kittani or TW power armor suits.

Sea Skimmer Slave ships will have 6 High Lords and 10 Conservators as officers, 2 air or water warlocks (all 1D4+4th level), one ley line walker or dragon (1D4+3 level), 1D4×10 Overlords, 1D4×10 Slavers, 2D4×10+60 Altara warrior women, 1D4×10+20 gurgoyles, 1D4×10 gargoyles, 1D4 Destroyer power armor, 2D4 War Urchin power armor, 2D4 War Fish power armor, 4D4 Serpent power armor, 1D4 War Crab robots. Plus 5-8,000 recently captured slaves!

Sea Skimmer Warships will have 10 High Lords and 10 Conservators as officers, 2D4 air or water warlocks (all 1D4+4th level), 1D4+1 ley line walkers or an adult dragon (all 1D4+5 level), 1D4×10+40 Overlords, 2D6+20 Powerlords, 1D4×10+40 Altara warrior women, 1D4×100 gurgoyles, 1D4×100 gargoyles, 1D4×10 Destroyer power armor, 2D4×10 War Urchin power armor, 1D4×10 War Fish power armor, 1D4×100 Serpent and/or Equestrian power armor, 1D4×10 Kittani ATV hover Jets and 1D4×10 War Crab robots, Insecton land rovers or K-GTRV land skimmers. There are also likely to be a handful of specialists including practitioners of magic, creatures of magic, dragons, demons, Sunaj assassins, Metztla, tattooed men of all kind, warrior slaves and beings from other worlds (see **Rifts Atlantis** for armor, vehicles and characters not described in this book).

M.D.C. by Location:

* Laser Cannon Turrets (2; rear underside) — 400

* Deck Laser Turrets (2) — 150 each

* Ball Plasma Turrets (2) — 500 each

** Eyes of Eylor (30) — 220 each and regenerate.

Support Legs (2) — 6,000 each

Leg Fin (2) — 1500 each

Tower (1) — 2,500

Canopy Horns (3) — 2,000 each

Hatches (20) — 200 each

Cargo Bay Hatch (2) — 1000 each

Canopy (1) — 2,500

Force Field (13x per day) — 1000 each

*** Main Body — 30,000

* Indicates targets that are small or difficult to hit. Attackers must make a called shot and are -2 to strike.

** The Eyes of Eylor are enclosed in protective shielding with 100 M.D.C. while each Eye has 120 M.D.C. and can regenerate 1D4×10 M.D.C. every minute. If seven eyes are destroyed the ship loses its magic stealth and sensory abilities. If 13 are destroyed the ship loses its force field and the number of spells is reduced by half. Destroying 20 eyes eliminates all spell casting by the ship and speed is reduced by 25%. Destroying 27 Eyes will eliminate all magic weapon systems and reduce speed by and additional 50%.

*** Depleting the M.D.C. of the main body will destroy the vessel and negate the abilities of all Eye of Eylor. Destroying one leg support will reduce speed by 20%, both by 40%.

Speed:

Driving on the ground: Can hover and fly up to 50 feet (15.2 m) above the ground; see flying.

Flying: 50 mph (80 kmph) double along ley lines and in magic triangles like the Demon Sea (Bermuda Triangle)! Flying height is 50 feet (15.2 m) and double along ley lines and in magic triangles.

Water Surface: 50 mph (80 kmph; 43 knots) normal, but can magically summon a storm to catch and ride on its turbulent winds and energy. The Ark actually rides just ahead of the storm with the storm itself trailing behind it; one mile (1.6 km) wide and 1D6 miles long. The enchanted vessel can also draw on the energy of existing, natural storms.

Storm speed is 100 mph (160 kmph; 86 knots)! And double, 200 mph (320 kmph; 172 knots) riding ley line storms, along ley lines or in magic triangles!! Note that the trailing storm provides the magic ship cover from pursuers because those caught in the storm will suffer from reduced visibility (from darkened sky, rain, wind, and waves)/half normal range, reduced speed (-1D6×10%), and reduced mobility (-30% on piloting skills).

Underwater Capabilities: None

Statistical Data:

Height: 80 feet (24.4 m) to the deck at the nose and 200 feet (61 m) to the deck at its highest point. 225 feet (68.6 m) the top of the tower and 250 feet (76.2 m) to the top of the canopy.

Width: 100 feet (30.5 m) deck; 360 feet (109.7 m) overall span with the two support legs.

Length: 1200 to 2000 feet (366 to 610 m)

Weight: 59,000 tons

Cargo: Up to 120,000 tons of additional cargo or 8,000 slaves.

Power System: Magic: at least 10,000 years.

Weapon Systems (conventional)

1. Laser Cannon Turrets (2): Pair of these heavy laser turrets are built into the underside in the back of the ark. The turrets can rotate 360 degree and has a 45 degree arc of fire.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4×100 M.D. per blast.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 4 or 5); each turret has a gunner.

Maximum Effective Range: Two miles (3.2 km)

Payload: Effectively unlimited.

2. Forward Plasma Ball Turrets (2): At the mid-section on both sides of the Sea Skimmer is powerful plasma cannon (plasma always being a favorite of the Kittani who contributed to the design of the ship), built in a ball housing so it can rotate 360 degrees and has a 180 degree arc of fire in all directions! This means these cannons can fire into the water but the blast can travel deeper than 300 feet (91.4 m).

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 2D4×100 M.D. per single blast. 4D4×100 M.D. per double turret blast, but such an attack is possible only against other large ships (400 feet/12.2 m long or bigger).

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 4 or 5); each turret has a gunner.

Maximum Effective Range: 6,000 feet (1828.8 m) in the air, but only 300 feet (91.5 m) below the surface of the water.

Payload: Effectively unlimited.

3. Deck Laser Turrets (2): These turrets are used against small flying attackers and missiles. The turrets can rotate 360 degree and have a 45 degree arc of fire.

Primary Purpose: Anti-aircraft

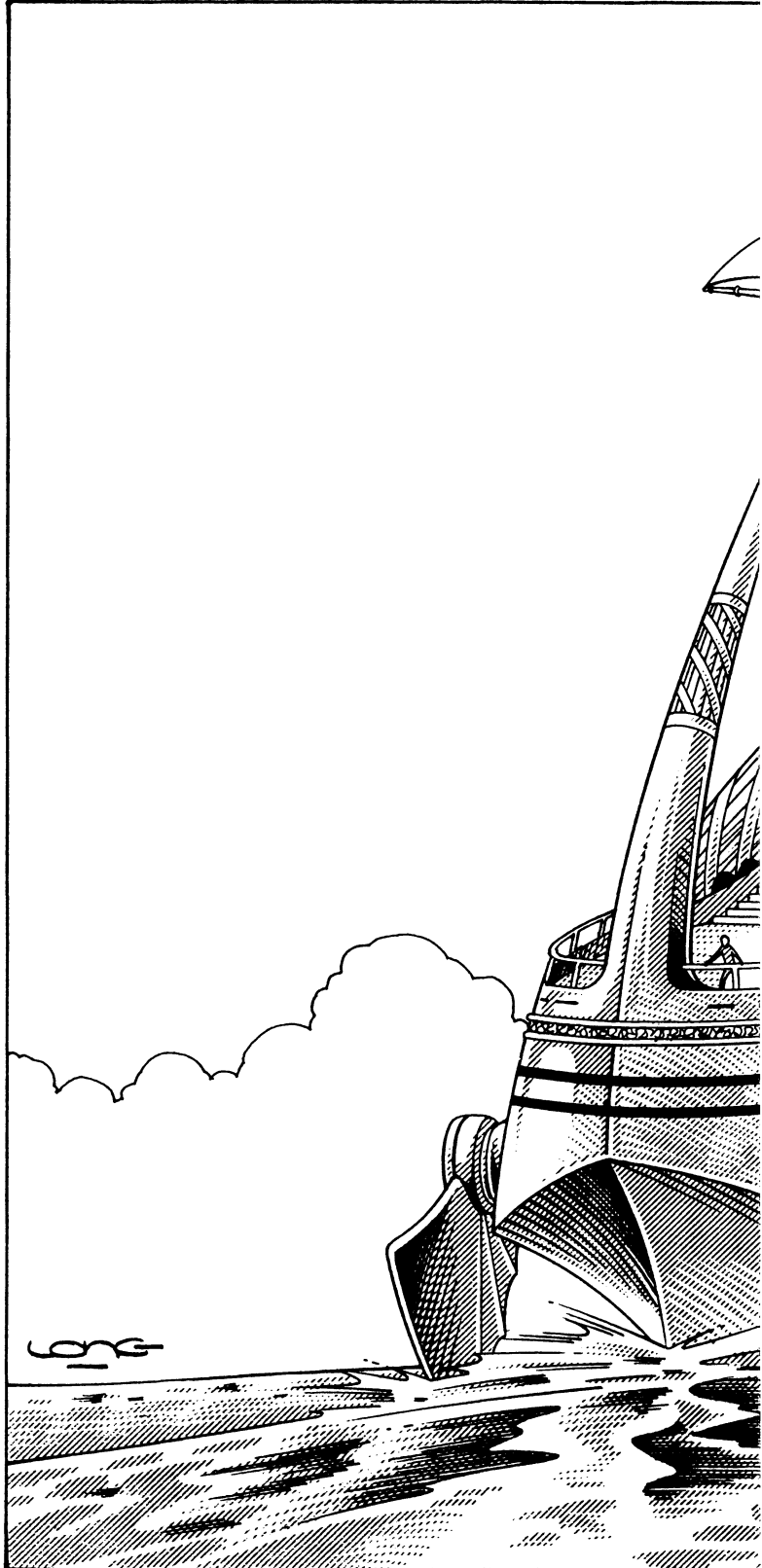
Secondary Purpose: Defense

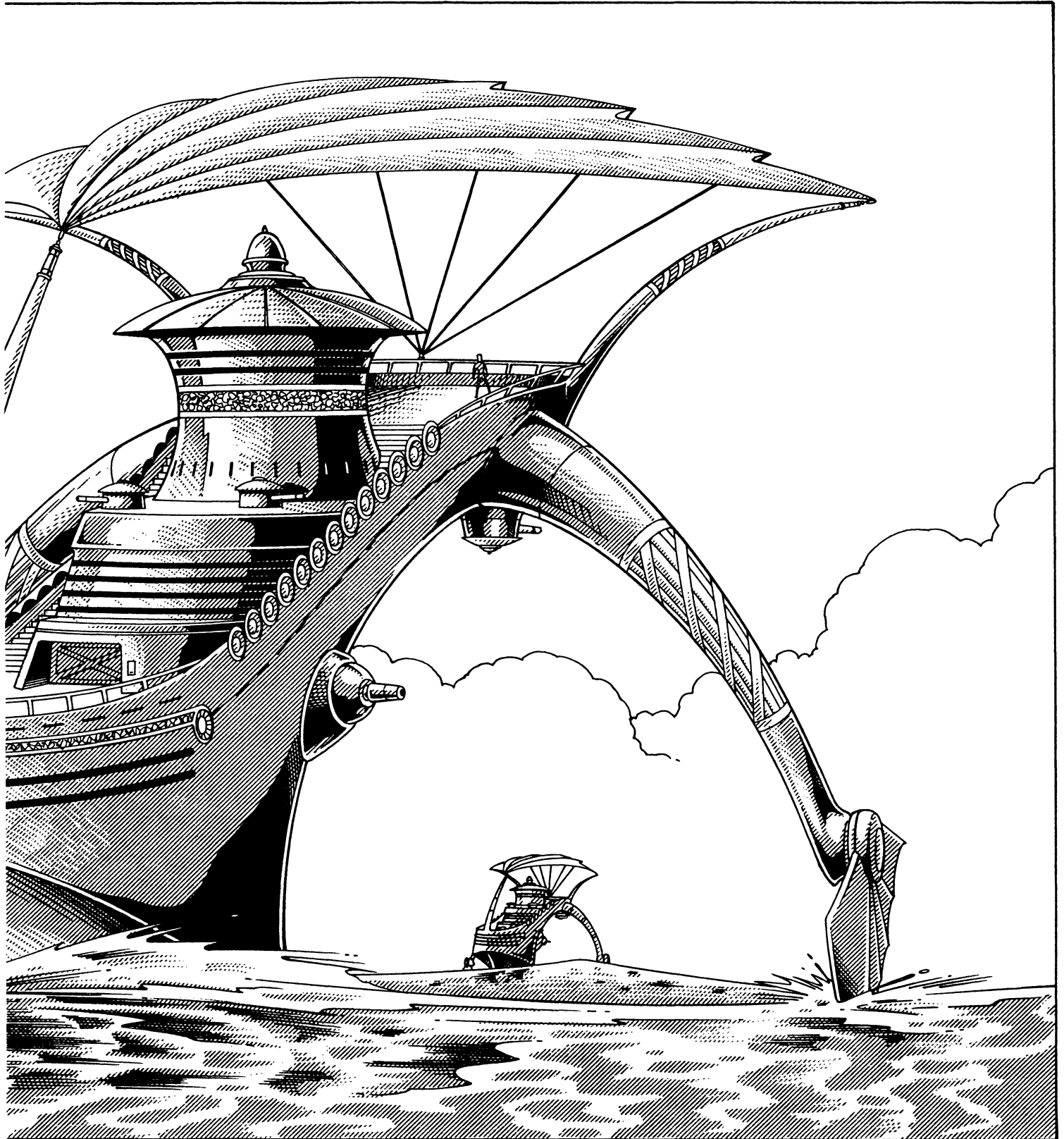
Mega-Damage: 1D4×10 M.D. per single blast. 2D4×10 M.D. per simultaneous double turret blast at the same target.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 4 or 5); each turret has a gunner.

Maximum Effective Range: 6,000 feet (1828.8 m).

Payload: Effectively unlimited.





4. Heavy Torpedo Launch Tubes (4): Torpedo tubes are concealed in the nose of The Ark below the water line (barely evident even when flying). Each can fire heavy or medium torpedoes. The “tube” openings are comparatively small and difficult targets to hit, thus an attacker must make a called strike to hit, and even then is -2 to strike. Depleting the M.D.C. of a torpedo tube means torpedoes cannot be launched from that tube.

Primary Purpose: Anti-ship, anti-armor.

Secondary Purpose: Defense.

Mega-Damage: 4D6×10 M.D.

Rate of Fire: One at a time or in volleys of 2 or 4.

Maximum Effective Range: 20 miles (32 km) underwater.

Payload: Internal magazine has a total of 40 torpedoes. Torpedoes can be routed to whichever launch tube is desired.

5. Power Armor & Robots: Remember, these giant vessels almost always have scores of power armor troops and super-powered beings (mages, demons and monsters).

6. Ramming and Cutting Blows: The two support legs end in fan-like fins that can be used to strike smaller vessels and large beings such as dragons and whales. These strikes inflict severe damage.

Mega-Damage: 1D6×10 per every 20 mph (32 kmph) the vessel is travelling. Double damage from being struck head-on! Also see magic ram prow.

Magic Weapon Systems:

Note: The ships power, sensors, magic defenses, shields and other features are all tied to the 30 large eyes of Eylor. In many cases, the linking and modifications made by bio-wizards and techno-wizards has increased the power, duration or other aspect of magic abilities and spells.

1. Magic Ram Prow (Energy): Located in the front of the ship are two long, dark slits. When activated, either a sheet of fire or electricity appears as a crackling ram prow that extends 200 feet (61 m) in front of the magic ship. Furthermore, bolts of fire or lightning can be fired from the energy prow striking targets at a greater distance (frontal attack only).

Mega-Damage: Ram: 1D6×100 M.D. (double damage if travelling along a ley line or in a magic triangle), plus an 80% likelihood of flammable materials (sails, wood, etc.) catching fire from the flame prow and a 40% chance from the lightning prow.

Fire Blasts: 2D4×10 M.D. (double damage to wooden ships and aquatic creatures.

Lightning Bolt: 2D6×10 M.D.

Rate of Fire: Energy ram prow lasts 10 minutes and can be activated 13 times per 24 period. Energy blast can be fired five times per melee round. Controlled/directed by one of the officers.

Maximum Effective Range: Ram prow 200 feet (61 m), energy blasts 1,200 feet (366 m).

Payload: Effectively unlimited.

2. Ark Spell Casting: Key crew members can call on the ship to cast spell magic.

Mystic Knowledge: All spell magic levels 1-8 as found in the Rifts RPG; does not include ocean magic or whale spellsongs.

Potency: Equal to a 9th level wizard.

Rate of Fire: As many as 9 spells per melee round. The Captain, First Officer, and Commander can each activate three ship spells per melee round. The three usually coordinate their efforts.

Range: As per spell.

Payload: 260 spells can be cast per 24 hour period!

Available P.P.E.: 5200

3. Magic Force Field (Armor of Ithan): A force field with 1000 M.D.C. can be engaged to cover the entire ship 13 times per 24 hour period.

4. Magic & Sensory Capabilities from the Eyes:

1. Can see seven miles (11.2 km)

2. Telescopic sight — 300× magnification

3. Nightvision 6000 feet (1828 m)

4. Polarized vision and can tell direction and time by looking at the position of the sun.

5. Sensory Perception: See aura, see the invisible, sense magic, and see P.P.E. energy.

6. Telepathic Communications: Through the eyes of Eylor, the officers can communicate with their crew and passengers via telepathy. Range: 1200 feet (366 m)

5. Magic Stealth:

1. Moves silently — equal to a prowl skill of 80%; most effective at night or in a fog or mist.

2. Chameleon (super) — only applicable when stationary or travelling at speeds under 12 mph (19 kmph; 10.3 knots). The giant Sea Skimmer seems to disappear, blending into the background of the sky, clouds and ocean waves. The ship automatically becomes visible when it comes within 4000 feet (1220 m) of another vessel, port or land mass.

Splugorth Sea Fin

A sleek vessel used for transporting passengers and cargo. In a pinch it can also be used as submersible or warship. It gets its name from the two prominent fins located in the back of the vessel.

Splugorth Magic Sea Fin

Model Type: SF-320

Class: Multi-purpose sea vessel

Crew: A typical Sea Fin will have 10-20 officers (High Lords and Kittani), 1 or 2 air or water warlocks (all 1D4+4th level) or one dragon, 1D4×10 Overlords, 1D4×10+20 gurgoyles, 1D4×10 gargoyles, and 1D4×10+40 slaves is the standard, *peacetime crew!* The vessel can easily accommodate 1000 more personnel and 100,000 tons of cargo (if slaves the ship can hold approximately 4,000 human-sized people). It is also likely to have a few dozen Kittani or TW power armor suits.

M.D.C. by Location:

* Forward Laser Turret (1) — 400

* Rear Laser Turrets (2) — 300 each

* Deck Laser Turrets (6) — 150 each

* Forward Plasma Turret (1) — 600

Fins (2; rear) — 1500 each

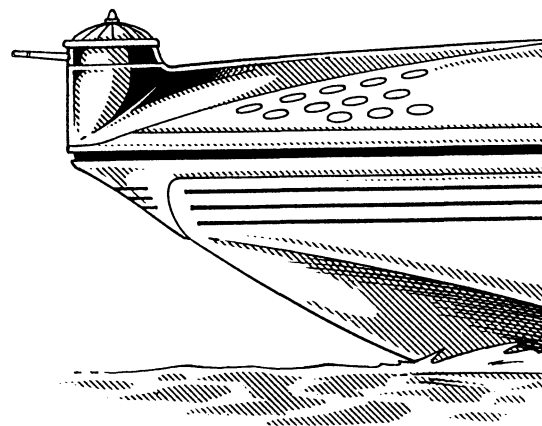
Tower (2) — 2,500

Hatches (10) — 200 each

Cargo Bay Hatches (2) — 1000 each

Force Field (7x per day) — 500 each

** Main Body — 15,000



* Indicates targets that are small or difficult to hit. Attackers must make a called shot and are -2 to strike.

** Depleting the M.D.C. of the main body will destroy the vessel and negate the abilities of all Eye of Eylor. Destroying one leg support will reduce speed by 20%, both by 40%.

Speed:

Ground: Not possible.

Flying: Not possible.

Water Surface: 60 mph (96.5 kmph; 51.2 knots).

Underwater Capabilities: 30 mph (48 kmph; 25.8 knots)

Maximum Depth: 3000 feet (910 m)

Statistical Data:

Height: 100 feet (30.5 m) to the tallest tower.

Width: 130 feet (39.6 m)

Length: 700 to 1000 feet (213.3 to 305 m)

Weight: 57,000 tons

Cargo: Up to 90,000 tons of additional cargo or 5,000 slaves.

Power System: Magic: at least 500 years.

Weapon Systems (conventional)

1. Forward Laser Cannon Turret (1): Pair of these heavy laser turrets are built into the underside in the back of the ark. The turrets can rotate 360 degree and has a 45 degree arc of fire.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4×100 M.D. per blast.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 4 or 5); each turret has a gunner.

Maximum Effective Range: Two miles (3.2 km)

Payload: Effectively unlimited.

2. Rear Laser Cannon Turrets (2): Same as number one.

3. Forward Plasma Turret (1): At the mid-section on both sides of the Sea Skimmer is powerful plasma cannon (plasma always being a favorite of the Kittani who contributed to the design of the ship), built in a ball housing so it can rotate 360 degrees and has a 180 degree arc of fire in all directions! This means these cannons can fire into the water but the blast can travel deeper than 300 feet (91.5 m).

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 2D4×100 M.D. per single blast.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 4 or 5); each turret has a gunner.

Maximum Effective Range: 6,000 feet (1828.8 m) in the air, 2000 feet (610 m) underwater.

Payload: Effectively unlimited.

4. Deck Laser Turrets (6): Three of these turrets are located on each side of the ship; used against small flying attackers and missiles. The turrets can rotate 360 degree and have a 45 degree arc of fire.

Primary Purpose: Anti-aircraft

Secondary Purpose: Defense

Mega-Damage: 1D4×10 M.D. per single blast, 2D4×10 M.D. per double blast and 3D4×10 M.D. per triple simultaneous turret blast at the same target.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner (average 4 or 5); each turret has a gunner.

Maximum Effective Range: 6,000 feet (1828.8 m).

Payload: Effectively unlimited.

4. Heavy Torpedo Launch Tubes and Missile launchers (12 & 12):

Located in the front of the ship are concealed torpedo tubes and missile launchers. Half can fire heavy or medium torpedoes. The other half medium-range missiles. The launch openings are comparatively small and difficult targets to hit, thus an attacker must make a called strike to hit one, and even then is -2 to strike. Depleting the M.D.C. of a launch tube means torpedo or missile cannot be launched from that tube.

Primary Purpose: Anti-ship and Anti-Aircraft.

Secondary Purpose: Defense.

Mega-Damage: 4D6×10 M.D. for both torpedo and missiles.

Rate of Fire: One at a time or in volleys of 2, 4 or 6.

Maximum Effective Range: Torpedoes: 20 miles (32 km) underwater.

Missiles: 40 miles (64 km) by air.

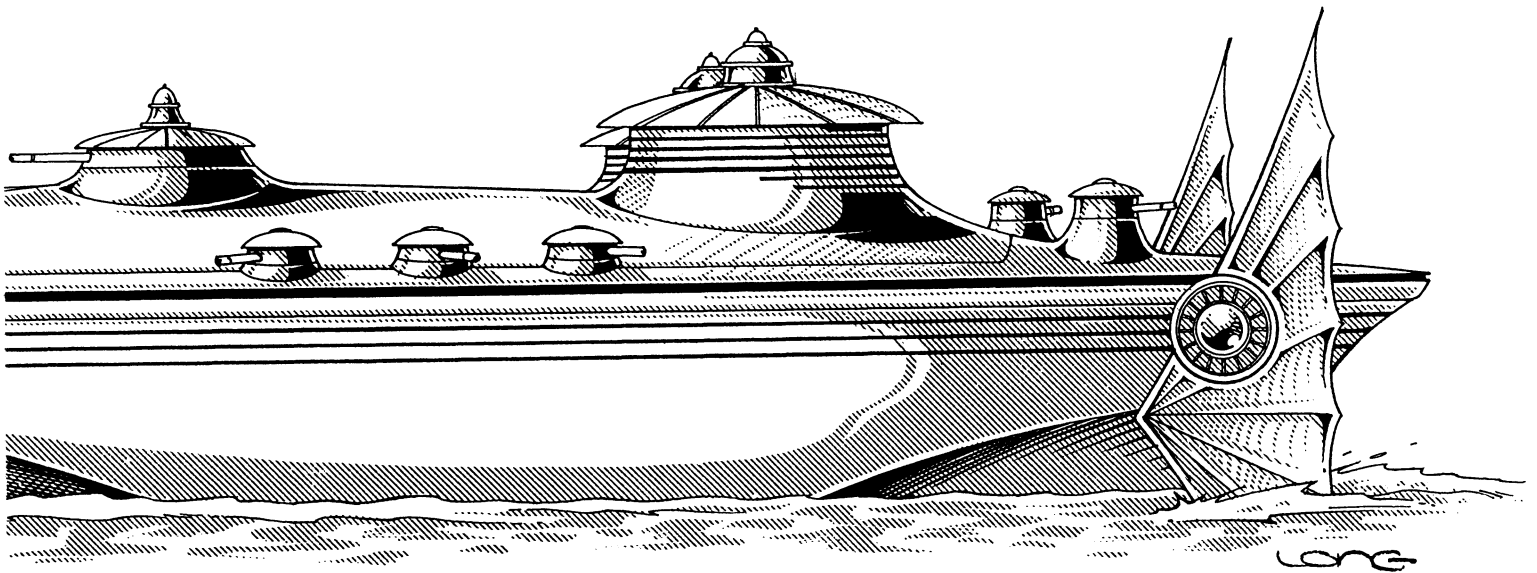
Payload: Internal magazine has a total of 48 torpedoes and 48 missiles; can be routed to whichever launch tube is desired.

5. Power Armor & Robots: Remember, these giant vessels almost always have at least 20 to 40 power armor troops and a few super-powered beings (mages, demons, dragons, monsters, etc.).

Magic Weapon Systems:

Note: The ships power, sensors, magic defenses, shields and other features are all tied to the 20 large eyes of Eylor inside the vessel.

1. Magic Force Field (Armor of Ithan): A force field with 500 M.D.C. can be engaged to cover the entire ship 7 times per 24 hour period.



2. Magic & Sensory Capabilities from the Eyes:

1. Can see seven miles (11.2 km)
2. Telescopic sight — 300× magnification
3. Nightvision 6000 feet (1828 m)
4. Polarized vision and can tell direction and time by looking at the position of the sun.
5. Sensory Perception: See aura, see the invisible, sense magic, and see P.P.E. energy.
6. Telepathic Communications: Through the eyes of Eylor, the officers can communicate with their crew and passengers via telepathy. Range: 1200 feet (366 m)

3. Magic Stealth:

1. Moves silently — equal to a prowl skill of 80%; most effective at night or in a fog or mist.
2. Chameleon (super) — only applicable when stationary or travelling at speeds under 12 mph (19 kmph; 10.3 knots). The giant Sea Skimmer seems to disappear, blending into the background of the sky, clouds and ocean waves. The ship automatically becomes visible when it comes within 4000 feet (1220 m) of another vessel, port or land mass.

Top Secret — NGR Military Data

Triax has virtually no “known” presence in the oceans of the world, however, they have been secretly developing, testing and deploying combat ships, submersibles, cyborgs and power armor as part of their secret Navy.

The NGR’s secret development of a Navy is a tactical maneuver to give them a strategic edge over their inhuman enemies, particularly the **Gargoyle Empire** and the **New Phoenix Empire** (who has been supplying and supporting the gargoyles). When the NGR Navy is strong enough, it hopes to deploy several submersible carriers, submarines and cyborg troops to the western and southern coasts of France to launch an attack from three different sides. The gargoyles are used to the front-line of the war being inland, mainly along the French and German borders. The humans hope they will be completely caught unawares boxed in from attacks coming from the *Bay of Biscay* and *Gulf of Corsica*, off the Mediterranean Sea, combined along with the inland assault. This critical plan is the reason for the extreme secrecy. The NGR hopes to launch “Operation Sea Storm” within two years.

The NGR’s plan should be a tremendous success, because while the gargoyles have adapted to the use of robots, energy weapons and advanced technology for military purposes, these sub-demons of the land and air have *never* considered the possibility of attack from the sea. Their entire rear flank is vulnerable to attack. Before they can adapt to assaults from the front and rear, they will have to contend with a third front from the side (Gulf of Corsica) which will throw their forces into complete disarray. If all goes well (especially if the USS Ticonderoga and the Fleets of the New Navy should join the fray), this battle plan will see the destruction of millions of gargoyles and shatter their Empire. Such a devastating defeat will set the monsters back 50 years! Pressing their advantage with sorties and extensive follow up campaigns *could* see the obliteration of the Gargoyle Empire (and eventually the Brodkil) within a decade!

The NGR’s Navy vessels and new weapons are secretly tested in the Baltic Sea, Arctic Ocean, and occasionally in the Norwegian Sea, and Mediterranean Sea (especially around Egypt/The New Phoenix Empire and the coast of France to keep an eye on trade and troop movements of the Gargoyle Empire and other nemeses; and engage in occasional acts

of sabotage). They have avoided reconnaissance around the continent of Atlantis, North America and much of the Atlantic for fear of discovery by the Minions of Splugorth or others who might warn their enemies. At this stage, Atlantis has no inkling that the NGR has a Navy. Even if a submarine is sighted, it is assumed to be one of Captain Nemo-2’s vessels.

The New German Republic (NGR) has recently sponsored five small expeditionary forces to the Pacific Ocean. Two in the South Pacific have disappeared and are presumed destroyed. One is currently active in the South Pacific and has encountered the USS Ticonderoga (Nemo and his crew rescued them from an attack by minions of the Lord of the Deep, then disappeared). The other two are exploring the North Pacific and may encounter the forces at work in Japan or one of the Fleets of the New Navy. In either case, any encounter is likely to be brief and friendly.



Triax Underwater Weapons and Vessels

Underwater Bionics

Deep-Sea Environmental Body Armor

Depth Gauge

Gills

Sonar

Sonic Echo-Location System

Deep-Sea Environmental Body Armor: Medium cyborg armor that is designed to withstand underwater depths. Often a completely contained environmental suit that plugs into existing cybernetic armor and systems. Cost: 56,000 credits.

- 175 M.D.C.
- Good Mobility: -10% on the performance of prowl and other physical skills such as gymnastics.
- Maximum Depth Tolerance: 1.7 miles (2.7 km)
- Market Cost: Not available. Should cost around 75,000 credits.
- Colors: Both types of suits come in black with dull grey helmets, plates and exoskeletons or in a sea camouflage pattern.

Depth Gauge & Alarm: An internal implant that can calculate depth. A digital counter can indicate the exact depth via internal audio

or HUD system and make warning sounds when the character is within 100 feet (30.5 m) of his maximum depth tolerance. Cost: 3,000 credits.

Gills: Artificial gills can be implants or built into partial and full conversion borgs. Gills are usually placed in the neck or rib cage, or just below the ribs. They enable the recipient of the implant to remove oxygen from the water like a fish and breathe underwater for indefinite periods of time. **Note:** Triax is even trying to develop bio-system gills, but without success thus far. Cost: 90,000 credits.

Sonar: Basically underwater radar. It can identify and track up to 24 targets simultaneously and has a range of two miles (3.2 km). Cost: 25,000 credits.

Sonic Echo-Location: A bionic system similar to that of the dolphin. This bionic mechanism is not as sensitive as the dolphin's and is used to determine distance and depth underwater, and to "see" in total darkness by creating a *sound picture*. When in total darkness, the cyborg suffers from none of the usual penalties from *blindness* and can maneuver and fight as normal. Base level of proficiency: 78% in accurately gauging distance, depth and shapes; Range: 2000 feet (610 m). Cost: 60,000 credits.

Marine Weapons & Armor

TXT-10 Ultra-mini Torpedoes

These are similar to the Kittani rocket grenades, in that they are light explosives about the size of a grenade and have a range limited to about 1000 feet (305 m). Ideal against small submersibles, boats, lightly armored personnel, monsters and missile volleys. **Note:** Depicted in the frogman illustration.

Primary Purpose: Anti-personnel & Anti-monster.

Secondary Purpose: Anti-missile

Mega-Damage: Typically uses high explosive (4D6 M.D. to a 6 foot/1.8m diameter) or concussion charge (3D6 M.D. to a 30 foot/9.1 m radius underwater; half that radius on dry land).

Rate of Fire: One at a time, or in volleys of two or four.

Maximum Effective Range: About 1000 feet (305 m); the range is half in the air.

TXD-01 Deep-Sea Sonic Beam Rifle

This is a short-range underwater weapon that is especially effective against aquatic animals and D-bees. **Note:** Depicted in the deep-sea power armor illustration.

Primary Purpose: Anti-personnel

Mega-Damage: 5D6 M.D. per sonic blast; 2D6 M.D. on land. Same basic effects as the sonic blast ocean spell.

Rate of Fire: Equal to the combined hand to hand attacks of the gunner.

Maximum Effective Range: 300 feet (91.5 m) underwater or 80 feet (24.4 m) on land.

Payload: 40 shots with an FSE clip.

Black Market Cost: Not available. Top Secret! But should command a price of 60,000 to 75,000 credits.

TXD-02 Deep-Sea Laser/Harpoon Rifle

This is a short-range laser weapon equipped with a heavy harpoon-like spear. **Note:** Depicted in the cyborg illustration.

Primary Purpose: Anti-personnel

Mega-Damage: 3D6 M.D. per laser blast. 1D6 M.D. from a conventional M.D.C. harpoon or 5D6 M.D. from an exploding harpoon.

Rate of Fire: Equal to the combined hand to hand attacks of the gunner.

Maximum Effective Range: Laser: 1200 feet (366 m) underwater or 2000 feet (610 m) on land. Harpoon: 300 feet (91.5 m) underwater or on land.

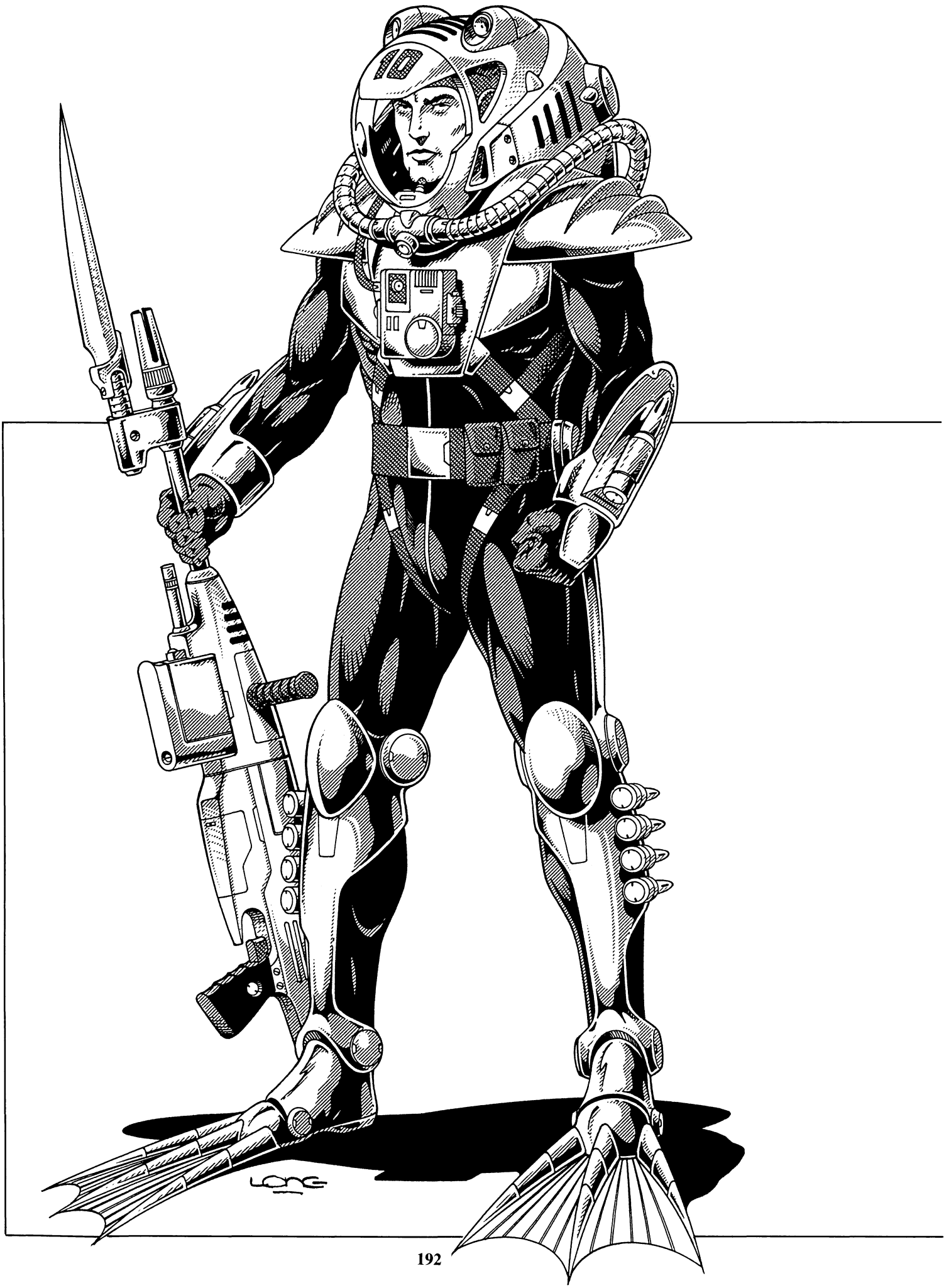
Payload: Laser: 40 shots with an FSE clip. Harpoon: One, but can be reloaded (takes one melee action); a standard quiver holds eight additional spears.

Black Market Cost: Not available. Top Secret! But should command a price of 60,000 to 75,000 credits.

TXD-03 Deep-Sea Laser Assault Rifle

This is a versatile, multi-system weapon designed for use in all sea environments, as well as being reasonably suitable for land assault (the gun is a bit heavy). The rifle has 120 M.D.C. and can survive deep-sea pressure up to four miles deep (6.4 km). Standard issue to the Triax Frogman.

The main weapon is a high-powered, blue-green, pulse laser. It also comes equipped with a small, high-powered infrared light and a vibro-blade bayonet that can be fired like a harpoon! **Note:** Depicted in the frogman illustration.



Blue-Green Laser:

Primary Purpose: Anti-personnel

Mega-Damage: 2D6 M.D. per single shot or 1D4×10 M.D. per rapid-fire pulse (three nearly simultaneous blasts fired one micro-second after the other).

Rate of Fire: Equal to the combined hand to hand attacks of the user.

Maximum Effective Range: 2000 feet (610 m) underwater, 3000 feet (914 m) on land.

Payload: 60 shots with an FSE clip.

Black Market Cost: Not available. Top Secret! But should command a price of 50,000 to 75,000 credits.

Vibro-Blade Bayonet: The blade can be used as a bayonet attached to the rifle, removed and used as a hand weapon, or fired like a projectile.

Primary Purpose: Anti-personnel/Close combat.

Mega-Damage: 2D6 M.D. per strike. 3D6 M.D. when fired like a harpoon or missile.

Rate of Fire: One; intended for hand to hand combat.

Maximum Effective Range: 200 feet (61 m) underwater or on land.

Payload: One

TXD-6 & TXD-8 Frogman Armor

The TXD-6 armor is a medium weight, composite suit made of flexible spider-web mesh (stronger than iron), padding and metal. The head is protected by a shatterproof helmet with metal reinforcement to protect the head, shoulders and back. A pair of small searchlights are located on the top of the helmet and can be angled 30 degrees up and down, right or left. The helmet has a mini-computer, depth gauge, dosimeter, HUD system, basic life support, built-in radio, insulation and all features common to medium environmental body armor (as listed in **Rifts Ultimate Edition**, page 269).

The backpack contains a detachable air system good for five hours of constant exertion (six if inactive most of the time). It also has a light hydro-propulsion system that can propel the frogman at 5 mph (8 kmph).

A pair of "power-kicker" leg exoskeletons help to protect the legs and feet from injury and enables the diver to swim for twice as long at half the fatigue rate of normal skin divers.

TXD-6 Frogman Armor (depicted in the illustration).

- M.D.C.: 70
- Weight: 32 lbs (9.5 kg)
- Good Mobility: -10% on the performance of prowl and other physical skills such as gymnastics.
- Maximum Depth: 1200 feet (366 m)
- Market Cost: Not available. Should cost around 75,000 credits.
- Colors: Both types of suits come in black, with dull grey helmets, plates and exoskeletons or in a sea camouflage pattern.

TXD-8 Frogman Armor

A bulkier, heavy version of the TXD-6 with more padding, armor plating and a full exoskeleton.

- M.D.C.: 100
- Weight: 52 lbs (9.5 kg)
- Fair Mobility: -15% on the performance of prowl and other physical skills such as gymnastics.
- Maximum Depth: 2000 feet (610 m)
- The exoskeleton adds the following bonuses to the attributes of the frogman: +6 to P.S., +10 to spd, and reduces the rate of fatigue by 75%.
- Market Cost: Not available. Should cost around 120,000 credits.

Standard Combat Features for the TXD-6 & TXD-8:

- 1. TX-60 Deep-Sea Laser Assault Rifle:** A blue-green laser rifle described at the beginning of this section.
- 2. Ultra-Mini Missiles (10):** Used mostly against light submersibles, small boats and lightly armored personnel.

Primary Purpose: Anti-personnel & Anti-monster.

Mega-Damage: Typically uses high explosive (4D6 M.D. to a 6 foot/1.8 m diameter) or concussion charge (3D6 M.D. to a 30 foot/9.1 m radius underwater; half that radius on dry land).

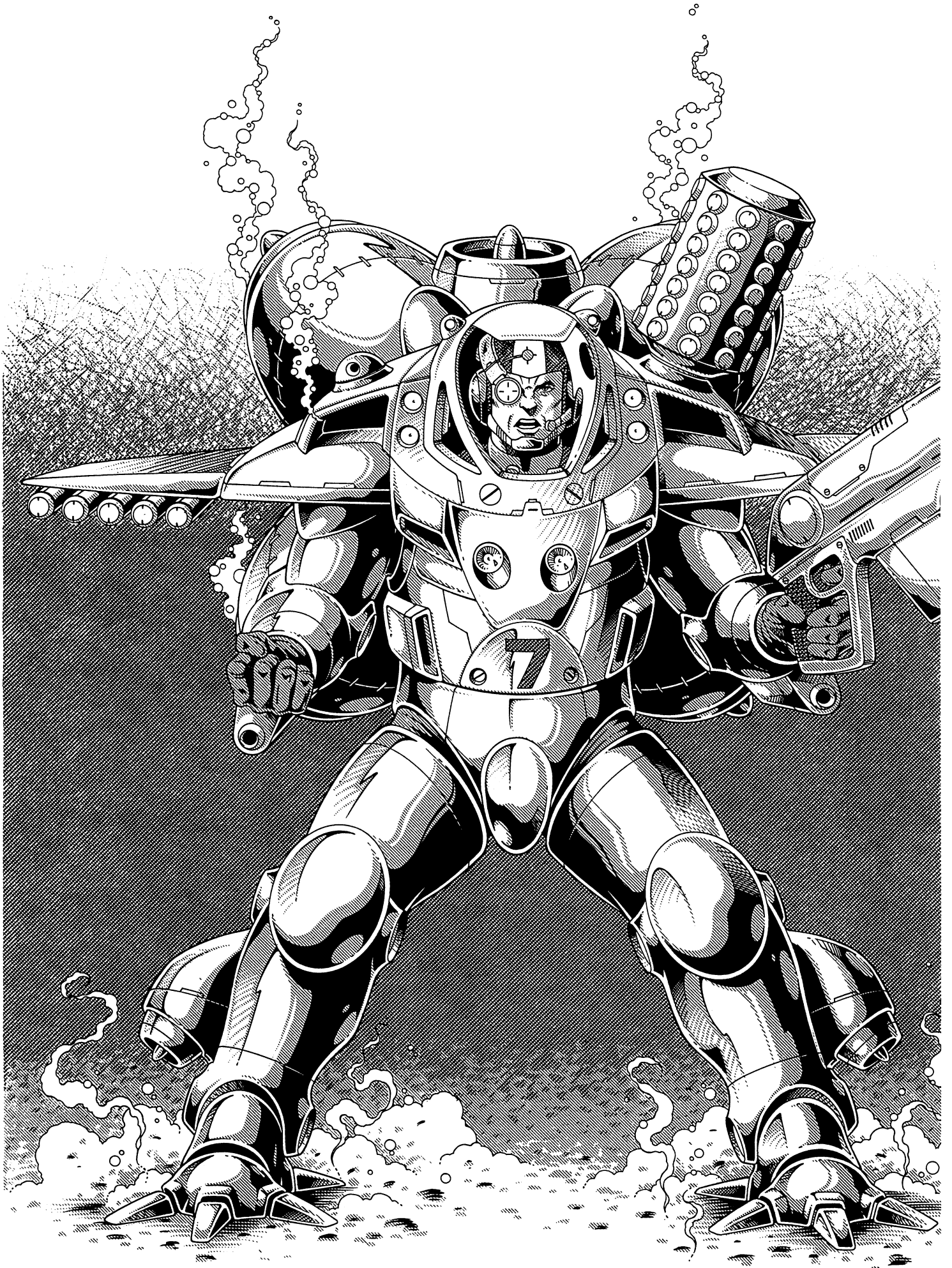
Rate of Fire: One at a time, or in volleys of two or four.

Maximum Effective Range: About 1000 feet (305 m); half in air.

Payload: Ten total; four on each leg and one on each forearm.

- 3. Forearm Vibro-Blade Shields (2):** An M.D.C. forearm plate with a retractable vibro-blade. A detachable flashlight or ultra-mini missile can be attached to a bracket on top of the plate.

Mega-Damage: Vibro-Blade: 2D4 M.D.; UM-missile varies.



TXD-100 Ultra

Deep-Sea Power Armor

The Ultra is designed to function as an all-environment power armor suit for combat underwater, in the air and on land. Its design was inspired by the Coalition States' SAMAS, although it has a very different appearance and is much heavier and slower in the air.

The armor can survive water pressure up to two miles (3.2 km) deep. It is propelled through the water by four large jet thrusters built into a detachable, modular backpack that is also used by the barracuda cyborg. Smaller directional jets provide greater mobility. It also has wings for limited flight and a battery of weapons. Underwater, the TXD-100 Ultra is a walking weapon with immense versatility. On land it can function as a strong support unit or front-line infantry trooper. It is especially effective against gurgoyles, slow moving armored vehicles and monsters. However, it is comparatively slow and clumsy out of water, even when the huge jet thrusters are removed.

It has all the standard Triax power armor sensors and features, plus sonar, and infrared and ultraviolet optic systems.

Exclusive to the NGR Military

Model Type: TXD-100 Ultra

Class: Sea-Air-Land Strategic Navy Assault Suit

Crew: One

M.D.C. by Location:

- * Head — 90
- * Wings (2) — 90 each
- Legs (2) — 160
- * Arms (2) — 100
- * Forearm Lasers (2; one on each) — 30
- * Sonic Rifle — 100
- * Head Lasers (2; tiny) — 5 each
- Drum Ultra-Mini Torpedo Launcher (1; left shoulder) — 120
- * Chest Lights (2) — 3 each
- Jet Thrusters (4; back) — 180 each
- Leg Thrusters (2) — 50 each
- ** Main Body — 400

* A single asterisk indicates targets that are small or difficult to hit and requires the attacker to make a called shot at -4 to strike.

Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses. Any power armor combat bonuses to strike, parry and dodge are lost. If the helmet is ruptured the pilot will drown, or if below 500 feet (152 m) deep, the water pressure will kill him.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless.

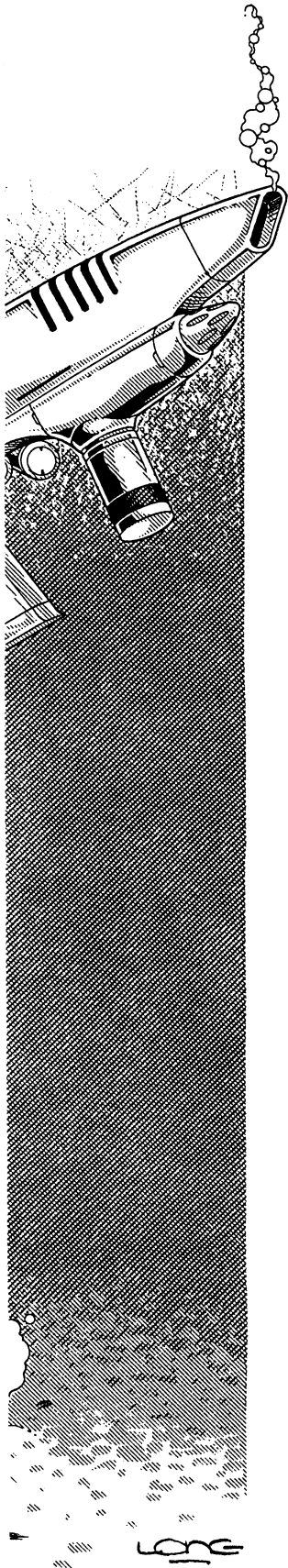
Speed:

Running: 20 mph (32 kmph) maximum with the propulsion system attached. The large and awkward propulsion system can be detached for greater mobility and speed (+10 mph/16 kmph and +1 to dodge), but it takes two power armored assistants and 2D4 minutes to reattach. Note that the act of running does tire out its operator, but at 20% of the normal fatigue rate.

Leaping: Not possible without jet thruster assistance; the suit with its huge back thrusters is too awkward. With thrusters, up to 60 feet (18.3 m) high or lengthwise.

Flying: 40 mph (64 kmph); maximum altitude is 1000 feet (305 m). The large and awkward propulsion system can be detached for greater mobility and speed (+10 mph/16 kmph).

Underwater: The thruster system propels the power armor underwater or a surfaced (semi-submerged) at a speed of 60 mph (96.5 kmph; 51.6 knots)!



Range: Restricted by the needs of the pilot. Typically the pilot can operate the armor for 18 hours at maximum efficiency and up to three to 10 days without food and minimal water (has a three day drinkable water supply). Air is purged and recycled automatically and will last weeks before becoming too stale to breathe.

Maximum Depth: Two miles (3.2 km).

Statistical Data:

Height: 8 feet (2.4 m); the ultra-mini missile launcher adds another two feet (0.6 m) for an overall height of 10 feet (3 m).

Width: 5 feet (1.5 m) with wings lowered or 10 feet (3 m) with wings extended in a flying position.

Length: 6 feet (1.8 m)

Weight: 1600 lbs (720 kg)

Physical Strength: Equal to a P.S. 34.

Cargo: None

Power System: Nuclear, with an average energy life of 15 years.

Market Cost: Not available. Top Secret! But would cost around 4 million credits if it were available.

Weapon Systems

1. Forearm Lasers: This is a back-up weapon that fires high-intensity blue-green laser blasts.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: 3D6 M.D. per burst.

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: 1200 feet (366 m) underwater or on land.

Payload: Effectively unlimited.

2. Head Lasers: A pair of light lasers used for soldering, salvage and self-defense in close combat.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: 1D6 M.D. for a single blast or 2D6 M.D. per double blast.

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: 600 feet (183 m) underwater or on land.

Payload: Effectively unlimited.

3. Mini-Missiles or Mini-Torpedoes (10): Five mini-missiles (when designated for aerial or ground targets) or mini-torpedoes (for underwater combat) can be mounted on each of the wings. In some cases, the bombs may be a mixture of mini-missiles and torpedoes.

Primary Purpose: Anti-vehicle and anti-monster.

Secondary Purpose: Defense

Mega-Damage: Typically 1D4×10 or 1D6×10 M.D.

Rate of Fire: One at a time, or in volleys of two or five.

Maximum Effective Range: About one mile (1.6 km).

Payload: Ten total; five per wing.

4. TXT-10 Ultra-mini Torpedo Drum Launcher (1): A drum style launcher is mounted above the left shoulder for underwater combat and beach landings. It is usually detached for inland or aerial combat because it impairs the mobility of the armor (-30% piloting skill, -1 on initiative, and -1 to parry and dodge).

Primary Purpose: Anti-personnel and anti-monster.

Secondary Purpose: Anti-missile

Mega-Damage: Typically uses concussion torpedoes which inflict 3D6 M.D. to a 30 foot (9.1 m) radius underwater (half that radius on dry land).

Rate of Fire: One at a time, or in volleys of two, four or eight.

Maximum Effective Range: About 1000 feet (305 km); the range is half in the air.

Payload: 56 Ultra-mini torpedoes.

5. A TXD-01 Sonic Beam Gun is standard issue, but any of the marine rifles or rail guns can be used. Vibro-blades can also be carried for use in hand to hand combat.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of **Rifts Ult. Ed.**, pages 351-352. All abilities are the same except as follows:

Normal Kick — 1D6 M.D.

Power Kick — 2D6 M.D., but counts as two melee attacks.

Body Ram — 3D6 M.D., but counts as two melee attacks.

VX-20,000 Barracuda

The Barracuda is a heavily armed and armored, full conversion cyborg designed for deep-sea reconnaissance and combat. In many regards it can be considered a suit of power armor that attaches to the character's normal cyborg body to provide an outer shell of thick armor and a full environmental enclosure for deep-sea operations.

The armor can survive water pressure up to two miles (3.2 km) deep, but it is suggested not to exceed 1.5 miles (2.4 km). The mini-torpedoes or missiles are housed in the shoulders and forearms and the VX-20,000 is the only soldier provided with the TXP Quad rifle. In addition, most have an electrical and/or chemical discharge system built into their forearms/wrists and often a laser into a finger on each hand. The external helmet (the borg's head is inside) is equipped with sonar and echo-location scanners and HUD system. It has also has all the standard Triax power armor sensors and features, including infrared and ultraviolet optic systems.

The cyborg can be reconfigured for land and air by removing the detachable propulsion system (the same as the one used by the TXD-100) and attaching a jet pack for flight capabilities.

Exclusive to the NGR Military

Note: The following stats are for the "standard" VX-20,000 full conversion borg. Specific weapons and bionic features may change slightly from borg to borg.

Model Type: VX-20,000 Barracuda

Class: Full Conversion Cyborg — Deep-Sea Heavy Assault

Crew: One human volunteer

M.D.C. by Location:

* Helmet/Sonar System — 110

* Cyborg Head (inside outer helmet) — 90

* Shoulder Launchers (2) — 30 each

Legs (2) — 170 each

* Arms (2) — 100 each

* Forearm Launchers (4; two on each) — 30 each

* TXD-02 Laser/Harpoon rifle — 100

* TXP Quad Rifle — 150

Jet Thrusters (4; back) — 180 each

Leg Thrusters (2) — 50 each

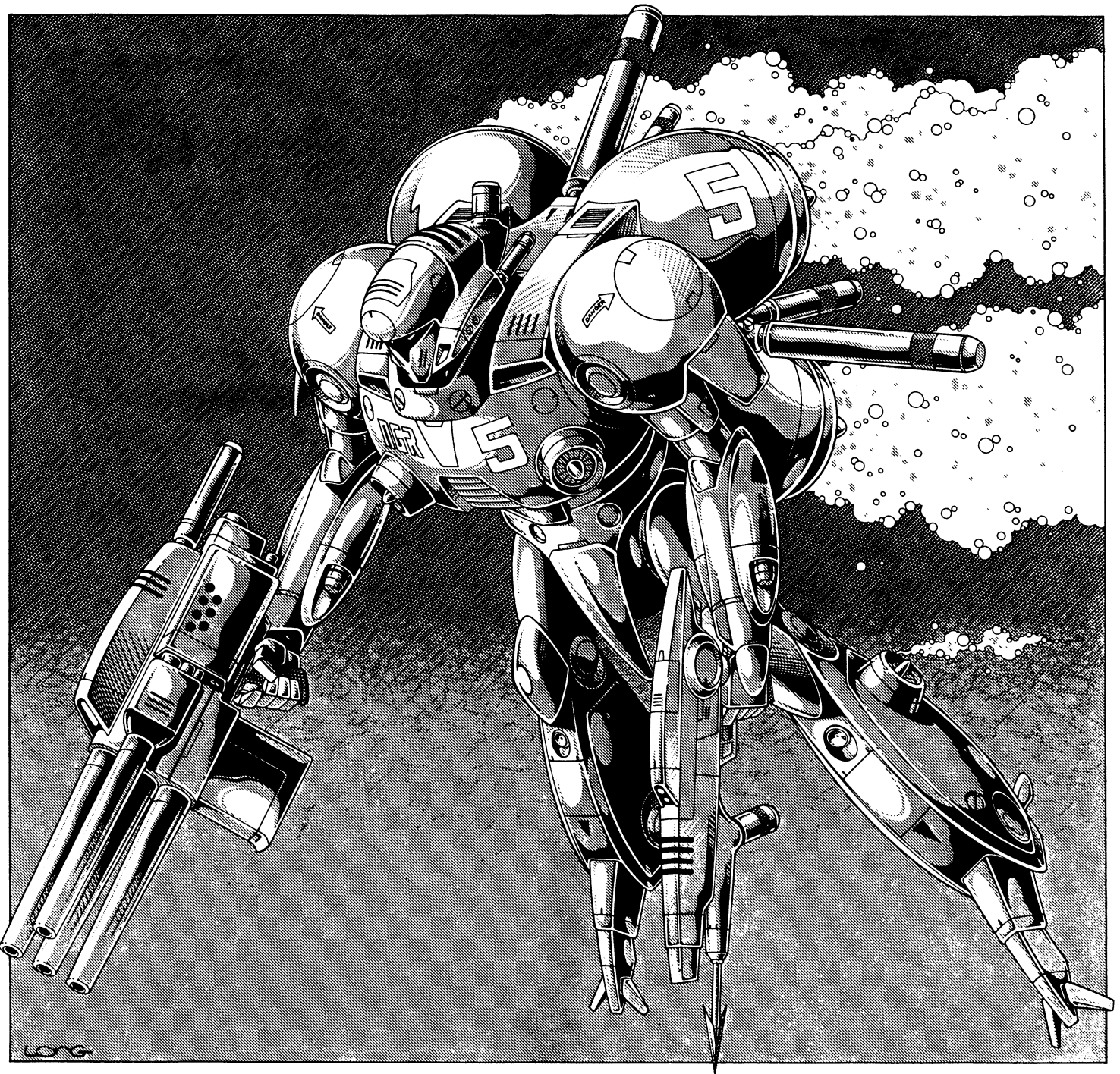
** Main Body of the external Armor — 500

Main Body of the cyborg inside — 210

* A single asterisk indicates targets that are small or difficult to hit and requires the attacker to make a called shot at -4 to strike.

Destroying the head of the power armor will eliminate sonar and sensory systems, but the cyborg retains its optics and other internal bionic systems. If the helmet is destroyed, the cyborg inside will still be able to function, but his maximum depth performance level is one mile (1.6 km). If deeper when the external enclosure is destroyed the borg has 1D4+4 minutes to get to a safe depth before the pressure destroys his head or neural system and kills him.

** Depleting the M.D.C. of the main body shuts down the propulsion systems, sonar systems, and integrated launch systems. The cyborg's own bionic body is now vulnerable to water pressure and attack! The borg has 1D4+4 minutes to get to a safe depth before the pressure kills him.



Note: Depleting the M.D.C. of both main bodies (710 total) will effectively destroy the artificial body, but emergency systems will keep the brain and vital organs alive for 36 hours. An automatic flotation device and homing beacon automatically engage. Recovery of the severely damaged body will enable doctors to place the character on a life support system that will keep him alive until a new bionic body (same style or other) is available for full conversion. Failure to find the damaged borg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroys the character, with no hope for recovery.

Speed:

Running: 60 mph (96 kmph) maximum with the propulsion system attached. The large and awkward propulsion system can be detached for greater mobility and speed (+10 mph/16 kmph and +1 to dodge), but takes two power armored assistants and 2D4 minutes to reattach.

Leaping: Not possible with jet thrusters attached unless they are engaged for leap assistance. With the thrusters' assistance, up to 60 feet (18.3 m) high or lengthwise. With thrusters detached, 20 feet (6 m) high or lengthwise.

Flying: 40 mph (64 kmph), with a maximum altitude of 1000 feet (305 m), with the underwater propulsion system. However, it can be removed for greater ground mobility and a standard jet pack attached for flight capabilities.

Underwater: The thruster system propels the cyborg underwater or surfaced (semi-submerged) at a speed of 60 mph (96.5 kmph; 51.6 knots)!

Swimming: 5 mph (8 kmph) 4.3 knots) without the propulsion system.

Range: Typically, a cyborg pilot can operate underwater for five or six days before requiring food and water to continue.

Maximum Depth: 1.5 to 2 miles (2.4 to 3.2 km); one mile if the outer armor is destroyed.

Statistical Data:

Height: 10 feet (3 m).

Width: 5 feet (1.5 m)

Length: 6 feet (1.8 m) with propulsion system; 3 feet (0.9 m) without them.

Weight: 2 tons

Physical Attributes: Equal to a P.S. 40 (unique for borgs), P.P. 21, Spd. 88

Penalties: The heavy armor provides incredible mega-damage protection but limits the borg's maximum speed, prowl is impossible, and the character has penalties factored into the bonuses to strike, parry, dodge and roll with impact.

Cargo: None

Power System: Nuclear, with an average energy life of 15 years.

Market Cost: Not available. Top Secret! But would cost around 10-12 million credits with all the standard features.

Standard Bionic Features (non-weapon types)

Note: These features are all found in the bionic and cybernetic sections of the *Rifts RPG* and *Rifts Bionics Sourcebook*.

1. Bionic gills
2. Bionic lung with gas filter & oxygen storage cell
3. Built-in language translator
4. Built-in loudspeaker
5. Built-in radio receiver & transmitter
6. Built-in depth gauge
7. Clock calendar
8. Gyro-compass
9. Concealed energy-clip hand or arm port (1 in each arm)
10. Modulating voice synthesizer
11. Multi-optic eyes
12. Psionic electromagnetic dampers
13. Radar (short range)
14. Rear optics in the back of the head
15. Universal headjack with amplified hearing and sound filtration
16. Sonar
17. Echo-location system

Weapon Systems

1. TXP Quad Rifle: The Quad rifle is a powerful and versatile multi-weapon that is standard issue exclusively to the Barracuda borg. The three identical barrels fire high-powered laser beams, while the fourth, side barrel is a rail gun that can fire normal or depleted uranium (DU) rounds (the latter is standard). The rail gun has a standard clip that enables it to fire six lights bursts (3D6 M.D.), but can be connected to a belt-feed ammo-drum for a much greater payload.

Primary Purpose: Anti-vehicle and anti-monster.

Secondary Purpose: Defense

Mega-Damage: Tri-laser: A single blast does 2D6 M.D., a double blast 4D6 M.D. and a triple blast 6D6 M.D. Rail Gun: 1D4 M.D. per light burst using standard ammo, or 3D6 M.D. per light burst using DU rounds, or 6D6 per heavy burst with DU rounds (only possible with an ammo drum).

Rate of Fire: Each shot counts as a melee attack, but double and triple laser blasts also counts as one melee attack, as do rail gun bursts.

Maximum Effective Range: Laser: 3000 feet (914 m) underwater or 4000 feet (1220 m) in an air environment.

1400 feet (426.7 m) underwater or 6000 feet (1828 m) in an air environment.

Payload: Laser: 40 triple blast or 120 single blasts — recharges three blast per 10 minutes if connected to the cyborg's power system (detachable cord). Rail gun: Standard DU round clip 90 rounds which are six light bursts. With an ammo drum, the warrior has 3000 rounds and can fire 100 heavy bursts (30 DU rounds doing 6D6 M.D.) or 200 light bursts (15 DU rounds doing 3D6 M.D.).

2. TXD-02 Deep Sea Laser/Harpoon Rifle (1): This is also standard issue. Magnetic clamp can hold the weapon to a leg or a belt can be

used to hook it to the waist or slung over the shoulder when not in use. Other weapons can be used as an alternative.

Primary Purpose: Anti-personnel

Mega-Damage: 3D6 M.D. per laser blast. 1D6 M.D. from a conventional M.D.C. harpoon or 5D6 M.D. from an explosive harpoon.

Rate of Fire: Equal to the combined hand to hand attacks of the gunner.

Maximum Effective Range: Laser: 1200 feet (366 m) underwater or 2000 feet (610 m) on land. Harpoon: 300 feet (91.5 m) underwater or on land.

Payload: Laser: 40 shots with an FSE clip. Harpoon: One, but can be re-loaded (takes one melee action); a standard quiver holds eight additional spears.

Black Market Cost: Not available. Top Secret! But should command a price of 60,000 to 75,000 credits.

3. Mini-Missile or Mini-Torpedo Launchers: Mini-missiles (when designated for aerial or ground targets) or mini-torpedoes (for underwater combat) are housed in launchers concealed in both shoulders, as well as in the forearms. In some cases, the projectiles may be a mixture of mini-missiles and mini-torpedoes.

Primary Purpose: Anti-vehicle and anti-monster.

Secondary Purpose: Defense

Mega-Damage: Typically 1D4×10 or 1D6×10 M.D.

Rate of Fire: One at a time or in volleys of two or four.

Maximum Effective Range: About one mile (1.6 km).

Payload: 24 total; ten in each shoulder and two in each forearm.

4. VX-270 Concealed Particle Beam Weapon Rod (1, standard issue): The right or left leg contains a concealed particle beam weapon rod. Release, point and shoot.

Primary Purpose: Assault

Mega-Damage: 6D6+6 M.D. per blast.

Rate of Fire: Equal to the character's total number of hand to hand attacks per melee.

Effective Range: 300 feet (91.5 m) underwater, but 1000 feet (305 m) on land.

Payload: 48 blasts. Although patched into the borg's power supply, the powerful beam draws a great amount of energy. Its energy payload recharges at a rate of 8 blasts per hour.

5. Concealed Vibro-Blade (1): A vibro-sword is concealed in a housing in the left leg. Remove and use.

Mega-damage: 2D4 M.D.

Range: Hand to hand combat.

6. Wrist Weapon Systems (2): Each of the bionic arms has a weapon one of the following weapon systems. Pick one for each arm or both can be the same.

Chemical Spray (concealed)

Electrical Discharge

Wrist Needle & Drug Dispenser (concealed)

LGL-31 Grapnel & Launcher (see *Rifts Triax & NGR*).

Climb cord (concealed)

Garrote Wrist Wire (concealed)

Laser Finger

7. Concealed Storage Compartments(2): Both lower legs have a concealed storage compartments that typically holds an extra E-clip three hand grenade or three ultra-mini torpedoes, or one fusion block. Other items can be substituted.

8. Hand to Hand Combat: Rather than use a weapon, the cyborg can engage in mega-damage hand to hand combat. Unlike the typical borg, the VX-20,000 can inflict mega-damage from its punches and kicks!

Attacks per Melee Round: Equal to the character's hand to hand combat skill selection and experience, plus one additional attack/action from heightened reflexes.

Combat Bonuses: +2 on initiative, +4 to strike and parry, +3 to dodge, +2 to pull punch, and +2 to roll with impact.

Damage:

Restrained Punch — 1D6+25 S.D.C.

Full Strength Punch — 1D6 M.D.

Power Punch — 2D6 M.D. (counts as 2 melee attacks)

Kick — 1D6 M.D.

Jump Kick/Leap Attack — 2D6 M.D. (counts as 2 melee attacks)

Judo Style Throw/Flip — 1D4 M.D.

Full Speed Ram/Body Block — 2D4 M.D., but counts as 2 melee attacks.

9. Typical Training/Skills: See the **Cyborg Soldier O.C.C.** in **Rifts Triax & The NGR** for complete details.

10. Sensors and Features of Note: 1) The Barracuda has full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet and polarization, echo-location and sonar.

Triax Submarines & Navy Sea Craft

X-6000 Transformable Sub

The X-6000 is an experimental transformable robot currently undergoing field tests. In submarine configuration, the robot looks like a mini-sub. A pair of lasers are located in the nose, rail guns in the wings, and six mini-torpedoes are attached to the belly. This configuration provides excellent speed and mobility.

The second configuration is that of a bipedal robot with a pair of human-like arms and legs. The robot configuration is ideal for beach landings, land and sea operations, boarding ships, sifting through debris, gathering artifacts and evidence, collecting specimens, making underwater repairs, planting explosives, and can even carry and use rail guns and large weapons designed for cyborgs and robots.

It has all the standard Triax robot sensors and features, plus sonar, and infrared and ultraviolet optic systems.

Exclusive to the NGR Military

Model Type: X-6000 Transformable Robot-Sub

Class: Sea-Land Assault Robot

Crew: One pilot and as many as two passengers.

M.D.C. by Location:

* Head/Sensor Cluster — 90

* Fins/Chest Plates (2) — 140 each

Legs (2) — 180 each

* Arms (2) — 130 each

* Forearm Thrusters (2; one on each) — 50

* Sub Nose Lasers (2; tiny) — 15 each

* Headlights (2) — 3 each

* Rail Guns (2, pair) — 30 each

Jet Thrusters (2; feet) — 180 each

* Lower Leg Thrusters (2) — 50 each

** Main Body — 420

* A single asterisk indicates targets that are small or difficult to hit and requires the attacker to make a called shot at -4 to strike.

Destroying the head of the robot eliminates all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses. All robot combat bonuses to strike, parry and dodge are lost.

** Depleting the M.D.C. of the main body shuts the armor down completely, rendering it useless and sinks.

Speed:

Running: 70 mph (112.4 km).

Leaping: 20 feet (6 m) high or lengthwise. Thruster assisted leaps can carry the robot up to 60 feet (18.3 m) high or lengthwise.

Flying: Not possible.

Underwater: The thruster system propels the robot in its bipedal configuration at 22 mph (35 km; 19 knots) or 30 mph (48 km; 25.8 knots) in the submarine configuration.

Range: Restricted by the needs of the pilot. Typically the pilot can operate the armor for 18 hours at maximum efficiency and up to one week (has a week's worth of food rations and drinkable water). Air is purged and recycled automatically and will last weeks before becoming too stale to breathe.

Maximum Depth: Two miles (3.2 km) in bipedal configuration or 2.5 miles (4 km) in submarine mode.

Statistical Data:

Height: Sub: 12 feet (3.6 m). Bipedal Robot: 22 feet (6.7 m) standing.

Width: Sub: 8 feet (2.4 m) or 20 feet (6 m) overall, including wingspan.

Bipedal Robot: 16 feet (4.8 m)

Length: Sub: 20 feet (6 m). Bipedal Robot: 8 feet (2.4 m)

Weight: 1600 lbs (720 kg)

Physical Strength: Equal to a P.S. 40.

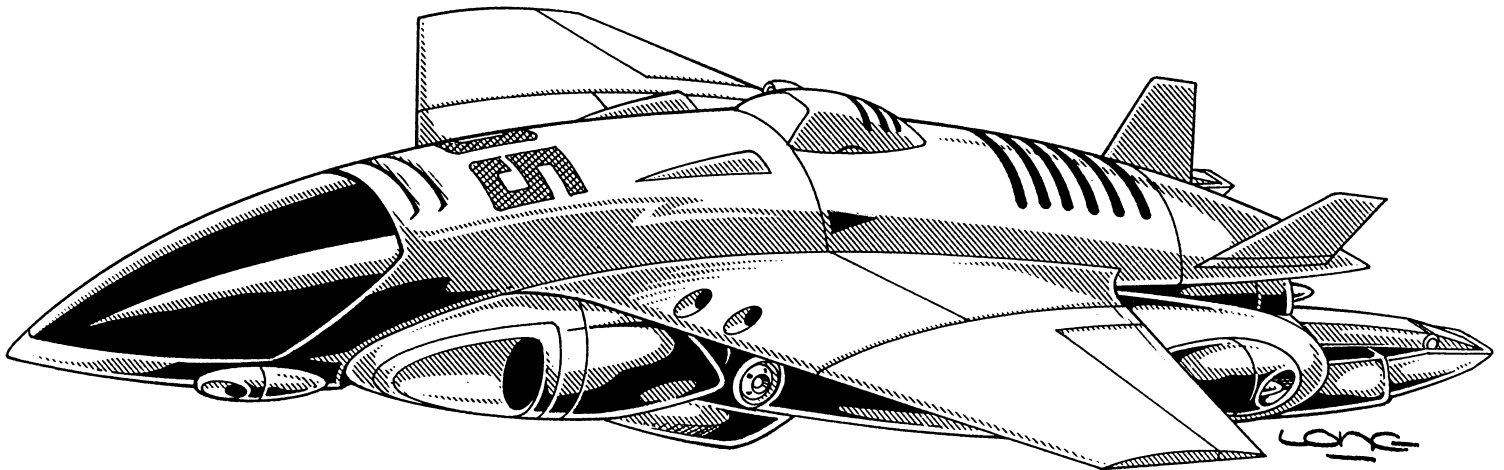
Cargo: None

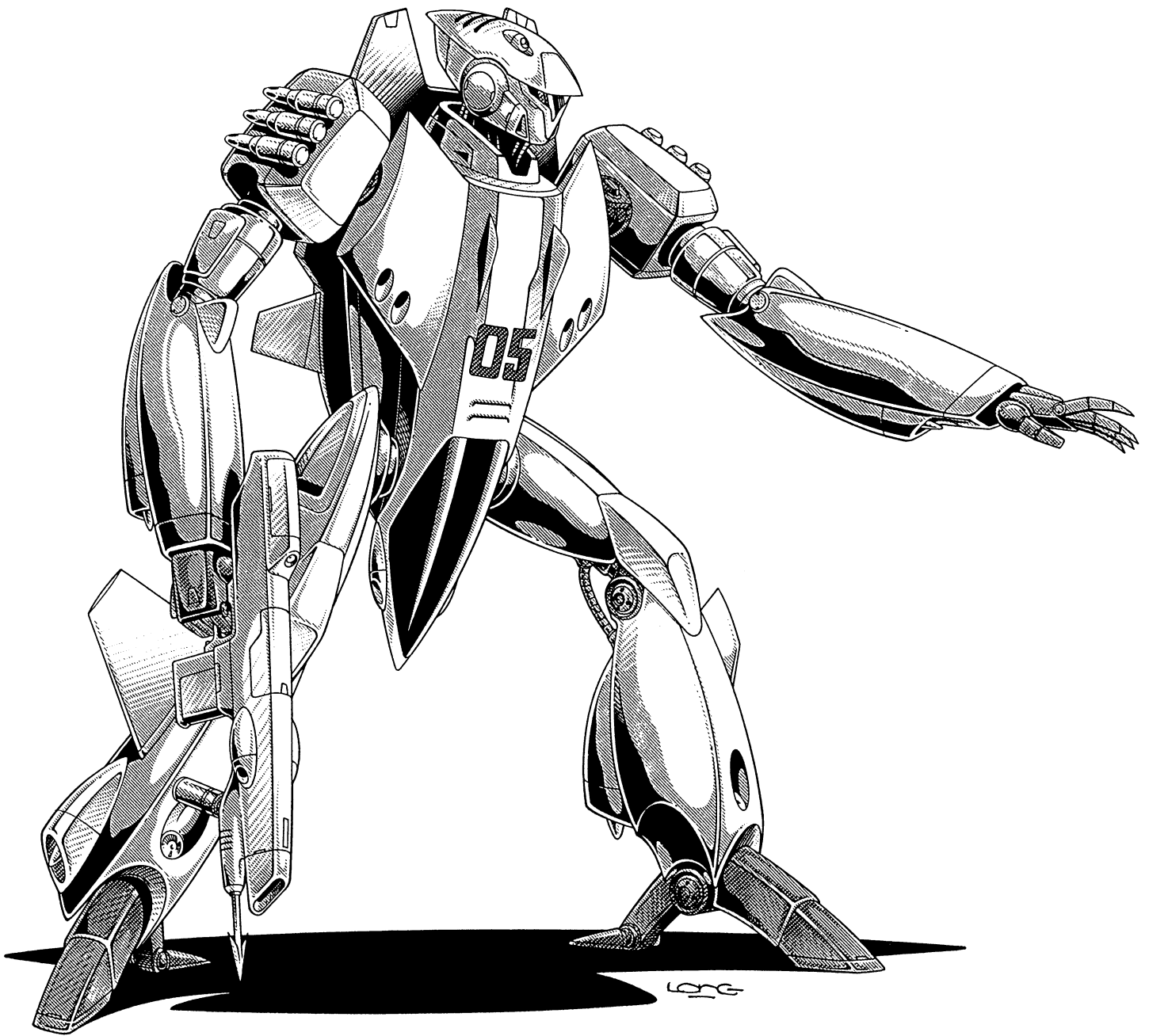
Power System: Nuclear, with an average energy life of 25 years.

Market Cost: Not available. Top Secret! But would cost around 60 million credits if it were available.

Weapon Systems

1. Nose Lasers (2): A pair of fixed forward lasers are located in the nose of the sub. The lasers point between the legs when in submarine configuration, which makes their use awkward (-4 to strike) and often impossible. Both fire high-intensity blue-green laser blasts.





Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: 3D6 M.D. per single blast or 6D6 per double simultaneous blast.

Rate of Fire: Equal to the combined hand to hand attacks of the pilot.

Maximum Effective Range: 2000 feet (610 m) underwater or on land.

Payload: Effectively unlimited.

2. X-6000 Rail Guns (2): A pair of double-barrelled rail gun systems face forward from the front of the wings in submarine configuration, and have a 45 degree arc of fire. They point forward from the chest when in bipedal mode.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Mega-Damage: A full damage burst from one gun fires 30 rounds and inflicts 5D6 M.D. or 1D6×10 M.D. from a simultaneous burst from both sets of guns. A single round does 1D4 M.D.

Rate of Fire: Equal to the character's hand to hand attacks per melee round (usually 4 to 6).

Maximum Effective Range: 1200 feet (366 m) underwater. 4000 feet (1220 m) on the surface.

Payload: 5,000 rounds/166 bursts each.

3. Mini-Torpedoes (6): Six mini-torpedoes can be mounted on each of the shoulders (on underside when in submarine mode).

Primary Purpose: Anti-vehicle and anti-monster.

Secondary Purpose: Defense

Mega-Damage: Typically 1D6×10 M.D.

Rate of Fire: One at a time or in volleys of two, three or four.

Maximum Effective Range: About one mile (1.6 km).

Payload: Six; three per shoulder.

4. Hand-Held Weapons: The X-6000 often carries one of the underwater guns, rail guns, vibro-blades, or other over-sized robot weapons into combat. The weapon can be locked into place on the underside when in submarine configuration.

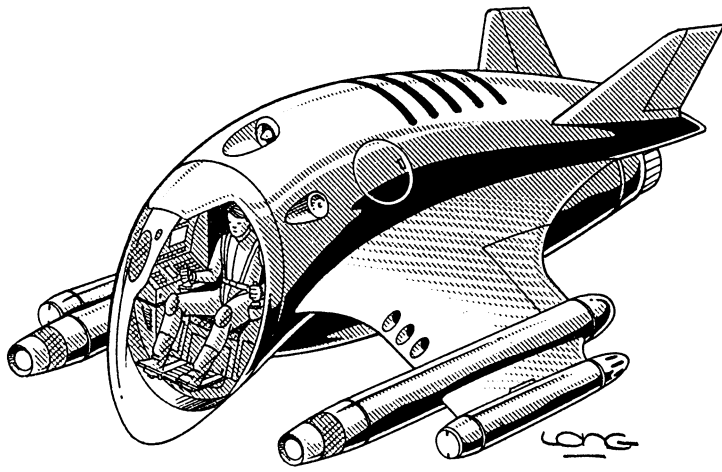
5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *basic and elite power armor combat training* in the robot combat section of *Rifts RPG*, page 45. All abilities are the same except as follows:

Restrained Punch — 1D4 M.D.

Full Strength Punch or Kick — 2D4 M.D.

Power Punch or Kick — 2D6+4 M.D.

Body Ram — 3D6 M.D., but counts as two melee attacks.



XS-20 Sea Mite Mini-Submarine

This one-man submersible is smaller than many of the NGR's robots. It is used for exploration, reconnaissance, rescue, escort and combat. The Sea Mite is incredibly fast, maneuverable and deadly! Weapons include a pair of heavy, long-range torpedoes, a pair of smaller short-range torpedoes, and rail guns.

Exclusive to the NGR Military

Model Type: XS-20

Class: Military Submersible.

Crew: One pilot

M.D.C. by Location:

Heavy Torpedo Launch Tubes (2; one per fin) — 30 each

* Light Torpedo Launch Tube (2; one per fin) — 20 each

* Rail Gun Openings (6; three per fin) — 10 each

Fins (2) — 120 each

Tail Fins (2) — 45 each

Main Rear Thruster (1) — 160

Hatches (2; on sides) — 50 each

Infrared Spotlights (2; top) — 6 each

Forward Lights (2; bottom) — 6 each

** Inner Pilot's Compartment (front) — 50

*** Main Body — 220

* A single asterisk indicates targets that are small or difficult to hit and requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the Pilot's compartment and observation bubble will destroy the piloting mechanism and activate the emergency surfacing system and distress beacon. The pilot is exposed to further attacks and may be killed if not in an appropriate diving suit or power armor.

*** Depleting the M.D.C. of the main body destroys the sub's structural integrity, causing it to flood. At great depths, water pressure will instantly crush the pilot!

Speed:

Ground: Not possible.

Flying: Not possible.

Water Speed: 25 mph (40 km; 21.5 knots) surfaced or 50 mph (80.5 km; 43 knots) dived.

Range: Can stay submerged for weeks and carries enough supplies to last for a month.

Depth: One mile (1.6 km).

Bonuses: +10% pilot skill, +1 melee attack/action, +2 to dodge, and +1 on initiative.

Statistical Data:

Height: 9 feet (2.7 m) from bottom to the top of the tail fin.

Width: 20 feet (6 m) from fin tip to fin tip.

Length: 22 feet (6.7 m)

Weight: 2 tons

Cargo: Can carry or pull an additional one ton of cargo.

Power System: Nuclear; average energy life of 10 years.

Market Cost: Not available. Top Secret! But would cost around 8 million credits with all the standard features and weapons.

Weapon Systems

1. Heavy Torpedo Launch Tubes (2): Each of the side fins has a heavy torpedo launch tube.

Primary Purpose: Anti-ship

Mega-Damage: 4D6×10 M.D. (HE or Plasma)

Rate of Fire: One at a time or a volley of two.

Range: 20 miles (32 km).

Payload: Two; one torpedo per fin. The mini-sub must dock to reload.

Reloading takes trained technicians 1D4 minutes per torpedo.

Cost: 20,000 credits per torpedo.

2. Light Torpedo Launch Tubes (2): Each of the side fins has a light torpedo launch tube.

Primary Purpose: Anti-ship

Mega-Damage: 2D4×10 M.D. (HE)

Rate of Fire: One at a time or a volley of two.

Range: 5 miles (8 km).

Payload: Two; one torpedo per fin. The mini-sub must dock to reload.

Reloading takes trained technicians 1D4 minutes per torpedo.

Cost: 8,000 credits per torpedo.

3. TXS-600 Rail Guns (6): Each side fin has three small openings which conceals a triple-barrelled rail gun system. Fixed forward. Automatic feed.

Primary Purpose: Anti-personnel

Secondary Purpose: Anti-monster

Mega-Damage: A full damage burst from one fin fires 30 rounds and inflicts 5D6 M.D. or 1D6×10 M.D. from a simultaneous burst from both fin guns. A single round does 1D4 M.D.

Rate of Fire: Equal to the character's hand to hand attacks per melee round (usually 4 to 6).

Maximum Effective Range: 1200 feet (366 m) underwater. 4000 feet (1220 m) on the surface.

Payload: 6000 rounds/200 bursts each.

4. Systems Note: Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, mini-computer, laser distancing system (4000 foot/1220 range), distress/homing beacon (12 hour, 400 mile/640 km range), medium-range directional radio (300 miles), and infrared searchlights (200 foot/61 m range underwater).

XS-24 Sea Bat Mini-Submarine

This is another small, one-man submarine designed to slip through enemy lines to conduct reconnaissance, plant explosive charges and engage in acts of surveillance and sabotage. The pilot lays in a prone position, with his head and upper body located in a clear observation bubble. If the bubble is shattered, concealed metal plates slide into place to protect the pilot and maintain an airtight environment. A sensor cluster on the top and bottom of the submarine provides video imaging on monitors.

A pair of highly articulated mechanical arms are located in the front, underside of the Sea Bat. They are used to sift through rubble and debris, gather artifacts and evidence, collect specimens, make underwater repairs, plant explosives, and can even carry and use rail guns and large weapons designed for over-sized borgs and robots.

Exclusive to the NGR Military

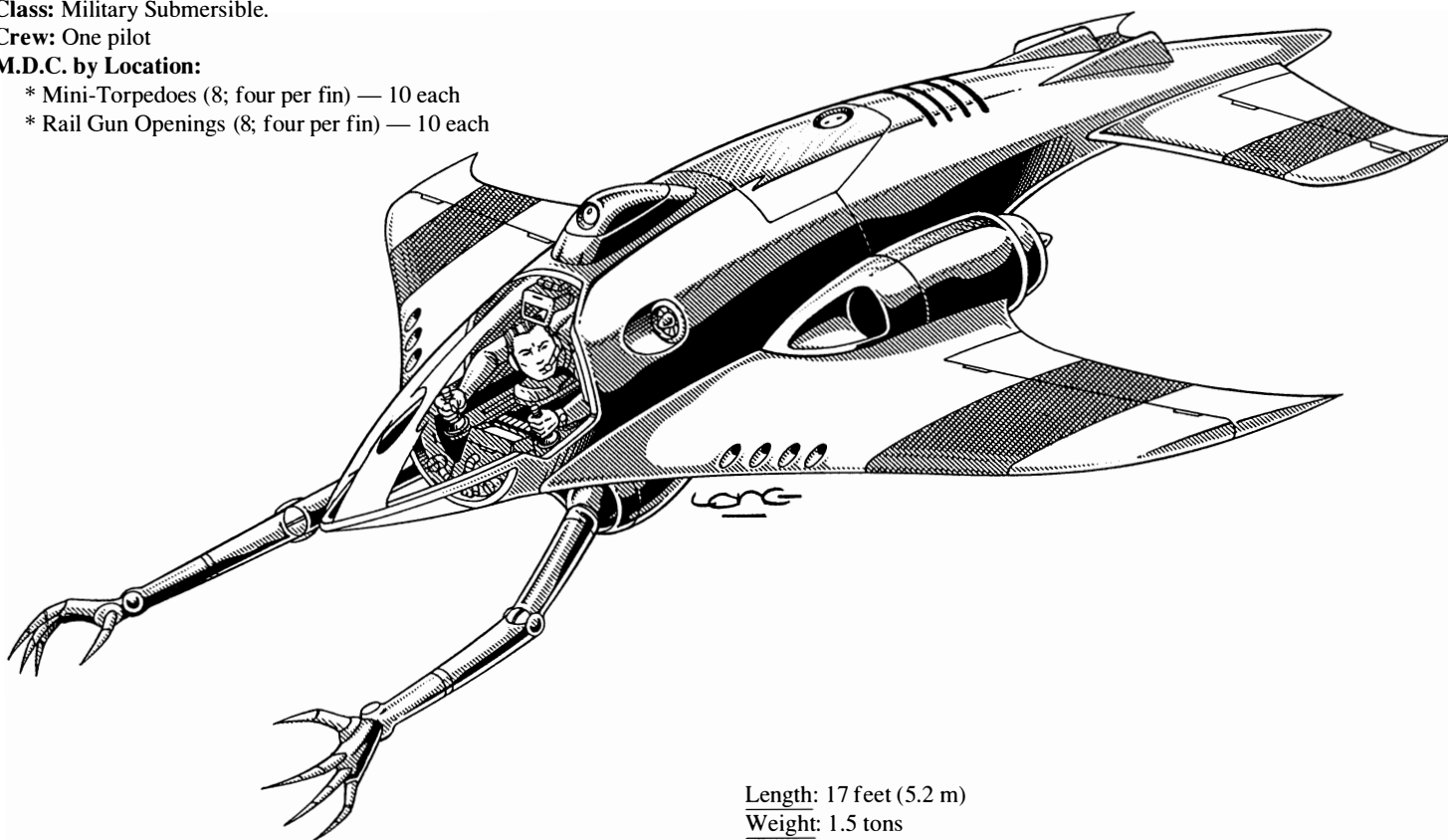
Model Type: XS-24

Class: Military Submersible.

Crew: One pilot

M.D.C. by Location:

- * Mini-Torpedoes (8; four per fin) — 10 each
- * Rail Gun Openings (8; four per fin) — 10 each



- * Tail Fins (2) — 50 each
- Side Fins/Wings (2) — 140 each
- Main Side Thrusters (2) — 100 each
- Robot Arms (2) — 90 each
- * Hatch (1; top) — 50
- * Sensor Cluster & Spotlight (2; top & bottom) — 45 each
- * Forward Lights (2; bottom) — 6 each
- ** Inner Pilot's Compartment (sliding plates front) — 100
- *** Main Body — 260

* A single asterisk indicates targets that are small or difficult to hit and requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the Pilot's compartment, observation bubble will destroy the piloting mechanism and activate the emergency surfacing system and distress beacon. The pilot is exposed to further attacks and may be killed if not in an appropriate diving suit or power armor.

*** Depleting the M.D.C. of the main body destroys the sub's structural integrity, causing it to flood. At great depths, water pressure will instantly crush the pilot!

Speed:

Ground: Not possible.

Flying: Not possible.

Water Speed: 30 mph (48 km; 25.8 knots) surfaced, or 35 mph (56 km; 30 knots) dived.

Range: Can stay submerged for weeks and carries enough supplies to last for a month; however, the cramped quarters make its operation for more than eight hours uncomfortable.

Depth: 1.5 miles (2.4 km).

Bonuses: +10% pilot skill, +1 melee attack/action, +2 to dodge, and +1 on initiative; is also very silent and can prowl if the pilot has the prowl skill.

Statistical Data:

Height: 5 feet (1.5 m) from bottom to the top of the tail fin.

Width: 10 feet (3 m) from fin tip to fin tip.

Length: 17 feet (5.2 m)

Weight: 1.5 tons

Cargo: Can carry or pull an additional one half ton of cargo.

Power System: Nuclear; average energy life of 10 years.

Market Cost: Not available. Top Secret! But would cost around 7 million credits with all the standard features and weapons.

Weapon Systems

1. TXS-800 Rail Guns (5): Each side fin has four small openings which conceals a quadruple-barrelled rail gun system. Fixed forward. Automatic feed.

Primary Purpose: Anti-personnel

Secondary Purpose: Anti-monster

Mega-Damage: A full damage burst from one fin fires 40 rounds and inflicts 1D4×10 M.D. or 2D4×10 M.D. from a simultaneous burst from both fin guns. A single round does 1D4 M.D.

Rate of Fire: Equal to the character's hand to hand attacks per melee round (usually 4 to 6).

Maximum Effective Range: 1200 feet (366 m) underwater. 4000 feet (1220 m) on the surface.

Payload: 8000 rounds/200 bursts each.

2. Mini-Torpedoes (8): Eight mini-torpedoes can be attached to the underside of the side fins.

Primary Purpose: Defense

Secondary Purpose: Anti-ship

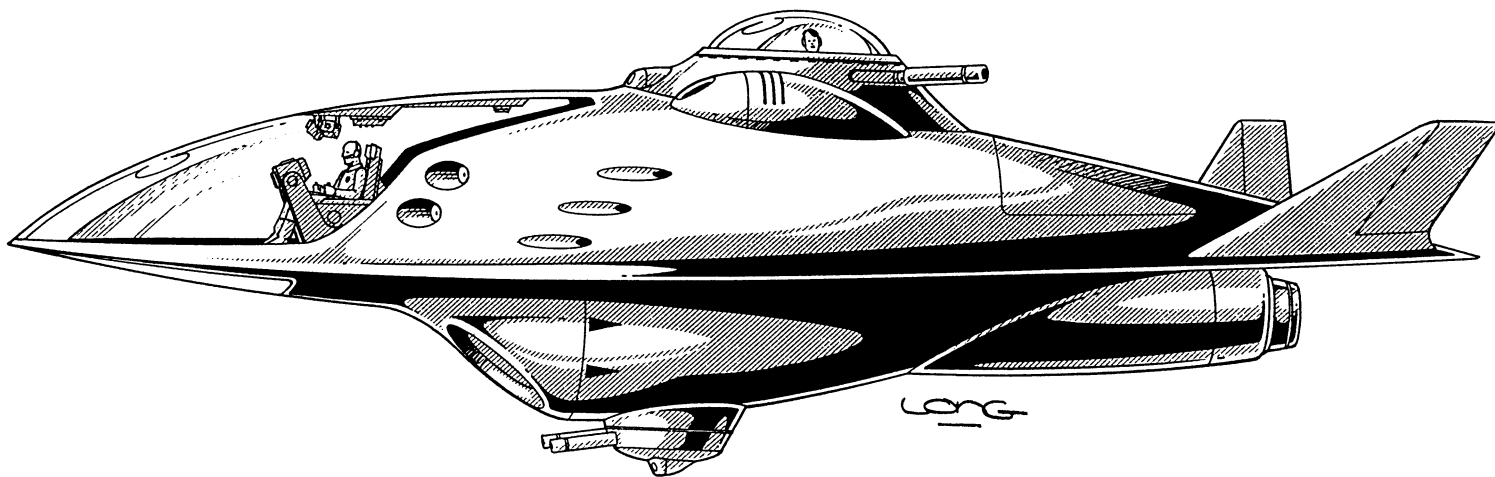
Mega Damage: 1D6×10 M.D.

Rate of Fire: One at a time or in volleys of two or four.

Maximum Effective Range: One mile (1.6 km).

3. Robot Arms (2): The mechanical arms have a robot strength of 38 and can be used to punch and grapple. Their reach is 8 feet (2.4 m). Attacks per melee round are equal to those of the pilot. Punches inflict 2D6 M.D. or by weapon.

4. Systems Note: Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, mini-computer, laser distancing system (4000 foot/1220 range), distress/homing beacon (12 hour, 400 mile/640 km range), medium-range directional radio (300 miles), and infrared searchlights (200 foot/61 m range underwater).



XS-30 Torpedo Attack Sub

This is a small submarine used as an underwater patrol boat and escort vessel. It is fast, maneuverable and armed with torpedoes and weapon turrets capable of sinking other submersibles, small ships and fighting monsters and power armor. It is also used for exploration, reconnaissance, and rescue.

Exclusive to the NGR Military

Model Type: XS-30

Class: Military Attack Submersible.

Crew: Five: one pilot, co-pilot, communications officer and two gunners. It can also accommodate ten passengers or seven light power armor troops.

M.D.C. by Location:

* Torpedo Launch Tubes (6; three per side) — 50 each

Top Laser Turret (1) — 150

Bottom Laser Turret (1) — 130

Rail Guns (2) — 25 each

Tail Fins (2) — 90 each

Main Rear Thrusters (2) — 220 each

* Airlock (1; front) — 120

* Emergency Hatch (1; rear) — 70

* Infrared Searchlights (4; two per side/front) — 6 each

Forward Lights (2; bottom) — 6 each

** Inner Pilot's Compartment (front) — 80

*** Main Body — 1,200

* A single asterisk indicates targets that are small or difficult to hit and requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the Pilot's compartment and observation bubble will destroy the main piloting mechanism and is likely to kill the pilot unless he is wearing deep-sea armor or power armor. A back-up piloting system is located inside the airtight crew compartment (which is now exposed), but the sub functions with the following penalties: -20% on piloting skill and -1 to strike and dodge.

*** Depleting the M.D.C. of the main body destroys the sub's structural integrity, causing it to flood. At great depths, water pressure will instantly crush the pilot!

Destroying one of the thrusters reduces speed by 50%.

Speed:

Ground: Not possible.

Flying: Not possible.

Water Speed: 25 mph (40 km; 21.5 knots) surfaced or 50 mph (80.5 km; 43 knots) dived.

Range: Can stay submerged for weeks and carries enough supplies to last for a month.

Depth: Two miles (3.2 km).

Bonuses: +1 melee attack/action, +1 to dodge, and +1 on initiative and to strike for all weapon systems.

Statistical Data:

Height: 12 feet (3.6 m) from bottom turret to top turret.

Width: 18 feet (5.4 m).

Length: 65 feet (19.8 m)

Weight: 23 tons

Cargo: Can pull an additional two tons of cargo.

Power System: Nuclear; average energy life of 20 years.

Market Cost: Not available. Top Secret! But would cost around 28 million credits with all the standard features and weapons.

Weapon Systems

1. Heavy Torpedo Launch Tubes (6): Three launch tubes on each of the sides of the submarine. Fired by the pilot or co-pilot.

Primary Purpose: Anti-ship

Mega-Damage: 4D6×10 M.D. (HE or Plasma)

Rate of Fire: One at a time or a volley of two, three or six.

Range: 20 miles (32 km).

Payload: 24; torpedoes are cycled to tubes as needed.

Cost: 20,000 credits per torpedo.

2. Top Laser Turret (1): The turret has its own gunner. This heavy laser cannon faces the rear and rotates 180 degrees and has a 30 degree arc of fire.

Primary Purpose: Anti-ship and armor

Secondary Purpose: Defense

Mega-Damage: 1D4×10 M.D. per single blast.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 4000 feet (1220 m) underwater or 6000 feet (1828.8 m) on the surface/in the air.

Payload: Effectively unlimited.

3. TXS-600 Rail Gun (2): A pair of triple-barrelled rail gun systems face forward from the front of the top turret. They can be fired by the gunner or the pilot or co-pilot. Automatic feed.

Primary Purpose: Anti-Personnel

Secondary Purpose: Anti-Monster

Mega-Damage: A full damage burst from one gun fires 30 rounds and inflicts 5D6 M.D. or 1D6×10 M.D. from a simultaneous burst from both sets of guns. A single round does 1D4 M.D.

Rate of Fire: Equal to the character's hand to hand attacks per melee round (usually 4 to 6).

Maximum Effective Range: 1200 feet (366 m) underwater. 4000 feet (1220 m) on the surface.

Payload: 15,000 rounds/500 bursts each.

4. Bottom Blue-Green Laser Turret (1): The turret has its own gunner. This heavy, double-barreled laser can rotate 360 degrees and has a 45 degree arc of fire. The weapon can engage vessels, power armor, monsters, or enemy torpedoes.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: 4D6 M.D. per single blast or 1D4×10+8 per double blast.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 4000 feet (1220 m) underwater.

Payload: Effectively unlimited.

5. Systems Note: Standard Sensors Include: Short-range sonar (2 miles/3.2 km), radiation detector, mini-computer, laser distancing system (4000 foot/1220 range), distress/homing beacon (12 hour, 400 mile/640 km range), medium-range directional radio (300 miles), and infrared searchlights (200 foot/61 m range underwater).



XS-120 Interceptor

The XS-120 is a hydrofoil hybrid used as a patrol boat/interceptor. It is deployed to chase down pirates, monsters and enemy ships, as well as an escort for other vessels, reconnaissance, rescue, and anti-aircraft.

Unlike the secret ship designs, this vessel was introduced into service two years ago and has been thoroughly field tested in the Baltic and North Seas.

Exclusive to the NGR Military

Model Type: XS-120

Class: Military Attack Submersible.

Crew: 14: Captain/pilot, co-pilot, communications officer, three gunners, two crewmen, and six marines in TXD-100 Ultra power armor. It can accommodate an additional six passengers without being too cramped.

M.D.C. by Location:

- * Forward Lasers (2; one top, one bottom) — 120 each
- * Rear Particle Beam Cannon — 150
- * Mini-Missile Launcher (1) — 100
- * Light Torpedo Tubes (2; underside) — 35 each
- * Searchlight (1; top) — 8 each

Main Rear Thrusters (2; rear) — 200 each

Hydrofoil Supports (2) — 300 each

Tail Fins — 50 each

Pilot's Cabin — 650

** Main Body — 1,400

* A single asterisk indicates targets that are small or difficult to hit and requires the attacker to make a called shot at -4 to strike.

** Depleting the M.D.C. of the Pilot's Cabin will destroy the main piloting controls, sensor systems and is likely to kill the Captain, co-pilot and communications officer unless they were wearing protective armor or power armor. A back-up piloting system is located inside the airtight crew compartment (which is now exposed), but the vessel functions with the following penalties: -30% on piloting skill, reduce speed by 10% and all sensor and combat bonuses are lost.

*** Depleting the M.D.C. of the main body destroys the vessel completely! Destroying one of the thrusters reduces speed by 50%.

Speed:

Ground: Not possible.

Flying: Not possible.

Water Speed: 180 mph (288 km; 154.8 knots); it is not a submersible.

Range: Effectively unlimited; it carries enough supplies for a month.

Bonuses: +10% on piloting skill, +3 to dodge, and +1 on initiative, and +1 to strike for all weapon systems.

Statistical Data:

Height: 20 feet (6 m)

Width: 40 feet (12.2 m).

Length: 100 feet (30.5 m) overall; 65 feet (19.8 m) for the main body of the vessel.

Weight: 22 tons

Cargo: Up to three tons of cargo.

Power System: Nuclear; average energy life of 20 years.

Market Cost: Not available; but would cost around 22 million credits with all the standard features and weapons.

Weapon Systems

1. Light Torpedo Launch Tubes (2): Two launch tubes are located underneath the hydrofoil on either side of the laser turret. They are operated by the Captain or co-pilot.

Primary Purpose: Anti-ship

Mega-Damage: 2D4×10 M.D. (HE)

Rate of Fire: One at a time or a volley of two.

Range: 5 miles (8 km).

Payload: 12; torpedoes are cycled to tubes as needed.

2. Laser Turrets (2): A laser turret is mounted on the left side of the vessel and in the center on the underbelly. Both have their own gunner and can rotate 360 degrees and have a 45 degree arc of fire.

Primary Purpose: Anti-ship and Anti-aircraft.

Secondary Purpose: Defense

Mega-Damage: 1D4×10 M.D. per single blast.

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Maximum Effective Range: 6000 feet (1828.8 m) on the surface and into the air. 4000 feet (122 m) when shooting into the water.

Payload: Effectively unlimited.

3. Rear Particle Beam Cannon: A particle beam weapon is built into a turret housing in the rear of the vessel. It has its own gunner and can rotate 360 degrees and has a 45 degree arc of fire.

Primary Purpose: Anti-ship and Anti-aircraft.

Secondary Purpose: Anti-monster

Mega-Damage: 1D6×10 M.D. per blast

Rate of Fire: Equal to the character's hand to hand attacks per melee round (usually 3 to 6).

Maximum Effective Range: 2200 feet (670.6 m) on the surface or 800 feet (244 m) when shooting into the water.

Payload: Effectively unlimited.

4. Mini-Missile Launcher (1): The forward mounted mini-missile launcher is used against flying targets, enemy ships and land targets. It is operated by the Captain or co-pilot.

Primary Purpose: Anti-aircraft

Mega-Damage: 1D6×10 M.D.

Rate of Fire: One at a time or a volley of two or four.

Range: 1 mile (1.6 km).

Payload: 24 missiles, cycled to tubes as needed.

5. Systems Note: Standard combat ship sensors including radar, short-range sonar (2 miles/3.2 km), computer targeting, laser distancing, and long-range directional radio communications.

XS-400 Escort Battleship

The Escort Battleship is a relatively small vessel that functions as a destroyer and power armor carrier. Its battery of missiles and energy weapons, combined with its power armor troops, make the XS-400 ideal in combat against other ships, beach-assaults and troop support.

Model Type: XS-400 Escort Battleship

Class: Navy Battleship & Escort

Crew: 40 officers, 200 enlisted men, and 244 assigned to the air group.

In this case, the air troops are not aircraft but power armor and robot troops suitable for air, ground and undersea combat! They include the following:

One XM-270 Mosquito or XM-275 Lightning

40 X-2700 Dragonwings

48 XM-140 Infantry Support Weapon Platforms

48 TXD-100 Ultras

24 X-10A Predators

24 T-C20 Terrain Hopper Power Armor

Armored (ground/ship) Troops Include:

24 X-5335 Hunters with TX-862FC Anti-aircraft gun.

12 X-60 Flankers

12 T-550 Glitter Boys

12 T-31 Super Troopers

12 Sea Bat Mini-sub

M.D.C. by Location:

Small Laser Turrets (6) — 300 each

Ion Pulse Turrets (3) — 500 each

Super Cannon & Turret (1) — 1,200

Missile Turret (1) — 950

Torpedo Launch tubes (4) — 400 each

Landing Pad — 1,400

Anchor (2) — 700 each

Sensor Clusters (4) — 250 each

Rear Engines (4) — 1,800 each

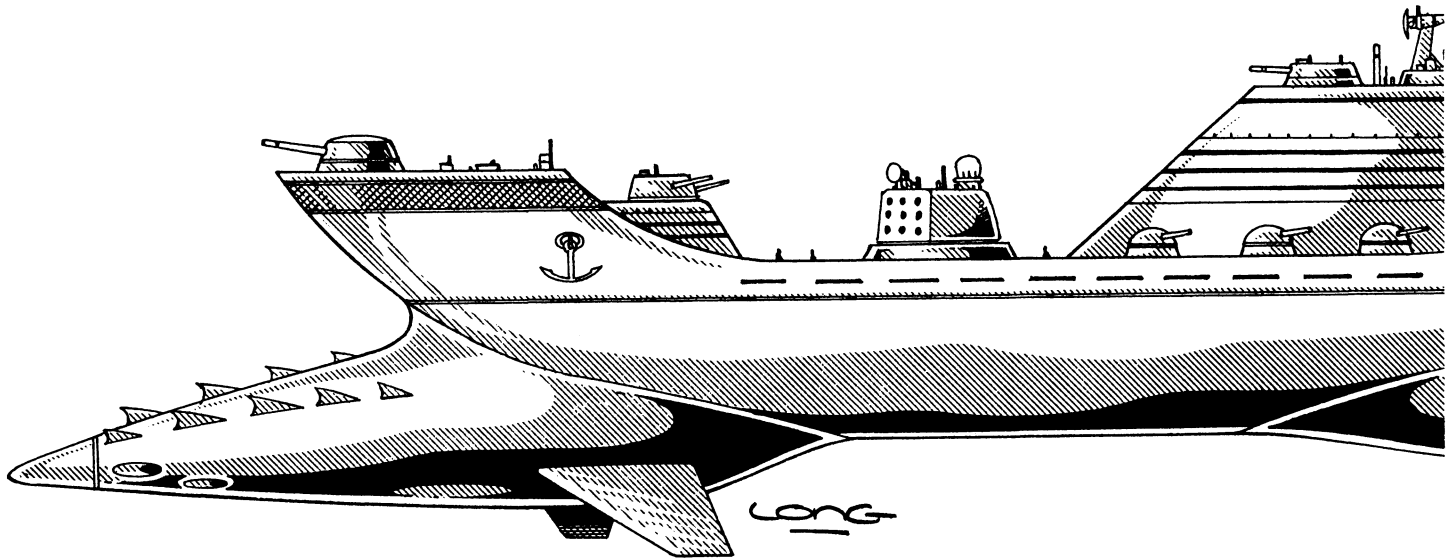
Rudder (1) — 2,200

Ram Prow — 5,000

* Bridge/Command Tower — 4,500

** Forward Section — 9,000

*** Main Body (Rear 2/3 of the ship) — 14,000



* Destroying the bridge means the ship must be operated from the engine room, but at -30% to piloting rolls and all weapon systems are disabled until a technician can jury-rig a set of controls (takes 1D6 hours; half that time if a successful weapons engineer skill roll is made at -20%).

** Depleting the M.D.C. of the forward 1/3 of the ship means the vessel is crippled and flooding. The forward two ion cannons are gone and speed is reduced by 30%. Plus there is a 01-40% chance that the ship will sink within 1D4 hours unless it can make it to dry dock.

*** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. All hands must abandon ship.

Destroying one of the engines (rear) will reduce speed by 25%.

Destroying the rudder reduces speed by 30% and makes changing direction impossible!

Speed:

Ground: Not possible.

Flying: Not possible.

Water Surface: 60 mph (96.5 km; 51.6 knots); it is not a submersible.

Range: Food and fresh water is sufficient to keep the ship out at sea for five months without stopping to resupply.

Statistical Data:

Height: 80 feet (24.4 m)

Width: 100 feet (30.5 m)

Length: 440 feet (134 m)

Flight deck: VTOL pad, 80 feet (24.4 m) in diameter

Weight: 82,000 tons

Cargo: Can carry 60 tons of additional cargo.

Power System: Nuclear; average energy life of 25 years.

Market Cost: Not available; but would cost around 150 million credits with all the standard features and weapons.

Weapon Systems

1. Double-Barrelled Super Laser Cannon (1): The huge turret in the back of the ship, under the landing pad, is the most powerful laser cannon ever developed by Triax. The turret can rotate 360 degrees and has a 90 degree arc of fire. A pair of gunners operate it.

Primary Purpose: Anti-ship and anti-aircraft.

Secondary Purpose: Defense

Mega-Damage: 2D6×10 M.D. per single blast or 4D6×10 per double blast.

Rate of Fire: Eight single shots or four double blasts per melee round.

Maximum Effective Range: 3 miles (4.8 km)

Payload: Effectively unlimited.

2. Ion Pulse Cannons (3): Located in the forward section of the ship are a pair of double-barrelled turrets. A third is mounted on the top of the bridge tower. All are heavy ion beam weapons, each has its own gunner, can rotate 360 degrees and have a 90 degree arc of fire.

Primary Purpose: Anti-aircraft and anti-ship

Secondary Purpose: Defense

Mega-Damage: 1D4×10 M.D. per single barrel blast or 2D4×10 M.D. from double barrel blasts. The three turrets cannot engage the same target simultaneously.

Rate of Fire: Four shots per each turret (12 total per melee round).

Maximum Effective Range: 6000 feet (1828.8 m)

Payload: Effectively unlimited.

3. Double-Barrelled Laser Cannons (6): Three small turrets line the deck on each side of the vessel. These are considered secondary guns used against small vessels, power armor and missile volleys. Each turret has its own gunner, can rotate 360 degrees and has a 90 degree arc of fire.

Primary Purpose: Anti-aircraft and armor.

Secondary Purpose: Defense and anti-missile

Mega-Damage: 5D6 M.D. per single blast or 1D6×10 M.D. per double blast. More than one turret can engage the same target but they cannot fire simultaneously.

Rate of Fire: Five blasts per melee round per turret.

Maximum Effective Range: 6000 feet (1828.8 m).

Payload: Effectively unlimited.

4. Long-Range Missile Launcher (1): This launch turret is located toward the center of the vessel and is used to engage enemy aircraft, ships and ground targets

Primary Purpose: Anti-ship and anti-aircraft.

Secondary Purpose: Anti-ground defense.

Mega-Damage: 4D6×10 tactical nuke or 1D6×100 super nuke.

Rate of Fire: One at a time or volleys of 2, 4 or 9 as often as twice per melee round.

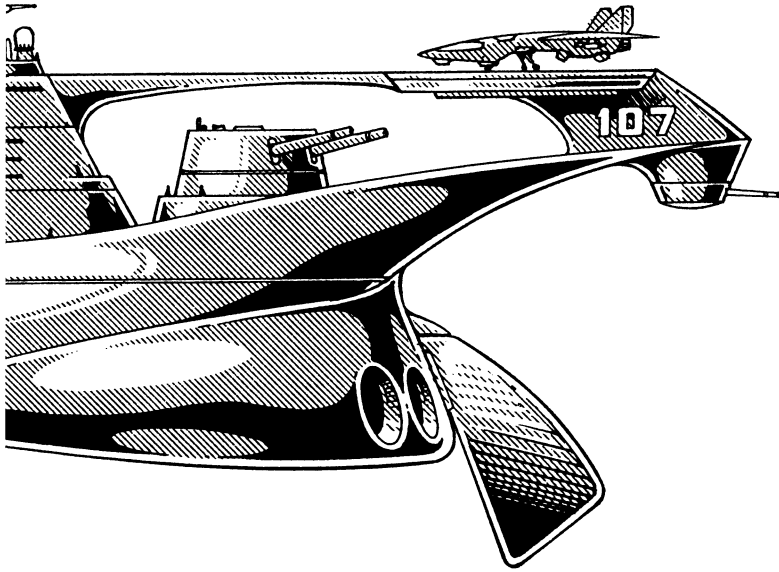
Maximum Effective Range: 1800 miles (2893 km)!

5. Torpedo Tubes (4): A pair of launch tubes is located on each side of the ram prow. These tubes can fire heavy or medium torpedoes.

Primary Purpose: Anti-ship

The NGR Poseidon

Submersible Carrier



Secondary Purpose: Defense

Mega-Damage: Heavy plasma: 4D6×10 M.D., or medium HE: 3D4×10 M.D.

Rate of Fire: Up to four torpedoes can be fired per melee round.

Maximum Effective Range: 20 miles (32 km) or 10 miles (16 km).

Payload: 240 total; 60 per launch tube, any combination or single type.

6. Depth Charge Launchers (2): This explosive device is used against vessels and monsters somewhere below the ship.

Primary Purpose: Anti-ship

Secondary Purpose: Anti-sea monster

Mega-Damage: 2D4×10 M.D. — explosive canisters.

Rate of Fire: One at a time or volleys of two. One or a pair can be launched three times per melee round.

Effective Range: 2 miles (3.2 km) deep.

Payload: 80 total; 40 per launcher.

7. Ram Prow: The front of the ship is designed to be a ram prow to strike and shred enemy vessel!

Mega-Damage: 2D6×10 per every 20 miles (32 km) of speed)

8. Sensor Systems of Note:

1. Enhanced Radar: Can identify and simultaneously track up to 96 different targets. Range: 500 miles (800 km).

2. Sonar: Can detect underwater targets. Range: 500 miles.

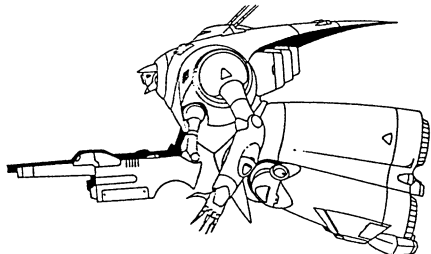
3. Sonic Echo-location System: Use to detect obstacles, objects, vessels and fish (schools and large animals), as well as measure distances and depth.

4. Long-Range Communications: Standard

5. Independent weapon targeting systems.

6. Life support monitoring systems.

7. As well as scores of underwater sea sleds, diving equipment, wet suits and life rafts, a sick bay, a brig (prison area), sonar, radar, long-range communications, a full sensor array, life support, and similar systems common to the Submersible Carrier and most combat vessels.



The NGR Poseidon is the largest and most advanced submarine in the New German Republic's fleet and the second largest in the world. Only the USS Ticonderoga is larger. It uses the most advanced, state of the art technology available to Triax. The giant submersible functions as an attack sub, troop transport and aircraft carrier. Amphibious and air assault troops are part of its standard crew. Flying assault troops are dispatched through a pair of front facing hangars. Small power armor troops can exit through the same bay doors or through hatches in the back or sides.

In addition to the aircraft, tank and troop complements, the Poseidon has several weapon systems, including air to land missiles, torpedoes, depth charges and laser cannons.

Model Type: NGRS-100 series

Class: Submersible Air-Sea-Land Carrier

Note: Five of these giants are currently in service with three additional under construction.

Crew: 2,200 total (5,710 with standard troops).

Troop Capacity: 5,760 total; one full troop division. Can accommodate another 640 people comfortably, more than that causes cramped and stressful conditions.

Division of Elite Combat Troops (2080 soldiers):

One Mechanized Infantry Company: 60 IX-622 Bug, 40 X-821 Landcrab, 40 XM-350 Leopard III, 40 XM-330 Phantom hover tanks, and 20 MZ-10 Wilderness Crusaders; one full Company.

Power Armor Cavalry Companies: 60 T-31 Super Troopers, 160 X-535 Hunters (one full company), 60 X-545 Super Hunter, 60 X-1000 Ulti-Max, 60 X-2000 Dyna-Max, 60 X-6000 Transformable Sub, 6 X-2500 Black Knights and 260 TXD-100 Ultras; five full Companies.

Air Battalion: 160 X-2700 Dragonwings (four wings), 40 X-10A Predators (two wings), 60 XM-140 Weapon Platforms, 20 XM-180 Dragonflies, 40 XM-270 Mosquitoes, 40 XM-275 Lightning Combat jets, 10 XM-280 Fighter jets; 640 troops assigned to make one full Battalion.

Medical Companies: 100 doctors, 80 XM-50 Medic Ambulance Pods, two XM-250 Medical Hover Stations, plus medical support personnel; three large companies (480 troops).

Other Vehicles Include: 40 Sea Mites, 40 Sea Bats, and life boats.

M.D.C. by Location:

Pop-Up Laser Turrets (8; forward section) — 300 each

Long-Range Missile Silo Hatches (8) — 350 each

Torpedo Tubes (8; in front) — 300 each

Super Cannon & Turret (1) — 1,200

Forward Hangar Doors (2) — 2,500 each

Rear Hangar Doors (2) — 2,500 each

Power Armor Release Hatches (8) — 450 each

Hull per 40 ft (12 m) area — 90

Forward Fins (2) — 1,500 each

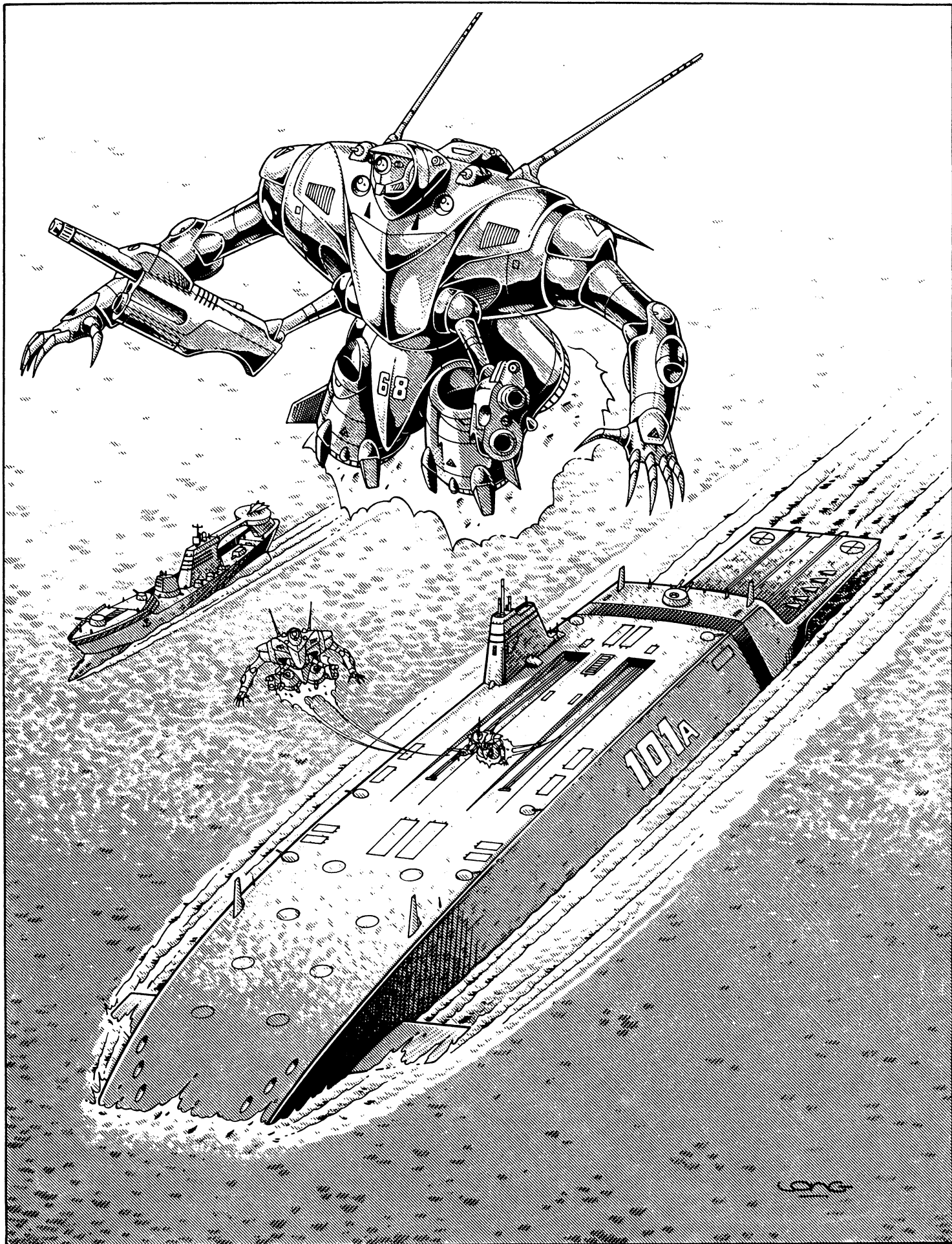
Rudder (1; underwater) — 3,800

Secondary Flight Deck (Rear) — 5,000

* Bridge & Sensors — 2,800

** Main Body — 20,000

* Destroying the bridge means the ship must be operated from the Main Sensors and Communication Tower without penalty or from the engine room at -20% to piloting rolls and all weapon systems are disabled until a technician can jury-rig a set of controls (takes 1D6 hours; half that time if a successful weapons engineer skill roll is made at -20%).



** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. If the vessel sinks below two and a half miles (4 km), the pressure will crush it, killing everyone inside — no survivors!

Speed:

Driving on the ground: Not possible.

Flying: Not Possible.

Water Surface: 40 mph (64.3 km; 34.4 knots)

Underwater: 50 mph (80 km/43 knots)

Statistical Data:

Height: 150 feet (45.7 m)

Width: 320 feet (97.5 m)

Length: 1,600 feet (487.6 m)

Weight: 179,000 tons fully loaded.

Cargo: In addition to the standard complement of armor, aircraft and vehicles, the submarine can carry an additional 18,000 tons of extraneous cargo. Crew members and passengers have lockers (4×4×4 feet/1.2 m) for personal effects.

Power System: Nuclear; average energy life of 25 years.

Market Cost: Top secret! Not available; but costs 4.2 billion credits to build with all the standard features, weapons and troops.

Weapon Systems

1. Double-Barrelled Super Laser Cannon (1): The huge turret in the back of the ship, above the secondary flight deck, is the most powerful laser cannon ever developed by Triax. The turret can rotate 360 degrees and has a 90 degree arc of fire. A pair of gunners operate it.

Primary Purpose: Anti-ship and anti-aircraft.

Secondary Purpose: Defense

Mega-Damage: 2D6×10 M.D. per single blast or 4D6×10 per double blast.

Rate of Fire: Eight single shots or four double blasts per melee round.

Maximum Effective Range: 3 miles (4.8 km)

Payload: Effectively unlimited.

2. Pop-Up Double Barrel Laser Cannons (8): Eight small turrets can rise from the deck line the deck to engage the enemy (6 along the main body and two on the secondary flight deck). These are considered secondary guns used against small vessels, power armor and missile volleys. Each turret has its own gunner, can rotate 360 degrees and has a 90 degree arc of fire.

Primary Purpose: Anti-aircraft and armor.

Secondary Purpose: Defense and anti-missile

Mega-Damage: 5D6 M.D. per single blast or 1D6×10 M.D. per double blast. More than one turrets can engage the same target but they cannot fire simultaneously.

Rate of Fire: Five blasts per melee round per turret.

Maximum Effective Range: 6000 feet (1828.8 m).

Payload: Effectively unlimited.

3. Long-Range Missile Launchers (8): These silo-style launchers are located in the front of the vessel and face up toward the sky. Used to engage enemy aircraft, ships and ground targets

Primary Purpose: Anti-ship and anti-aircraft.

Secondary Purpose: Anti-ground defense.

Mega-Damage: 4D6×10 tactical nuke or 1D6×100 super nuke.

Rate of Fire: One at a time or volleys of 2, 4, 6 or 8 as often as four times per melee round.

Maximum Effective Range: 1800 miles (2893 km)!

Payload: 216 in launch system, with an additional 216 missiles in storage.

4. Torpedo Tubes (8): Located in the front of the ship. These tubes can fire heavy or medium torpedoes; heavy is standard.

Primary Purpose: Anti-ship

Secondary Purpose: Defense

Mega-Damage: Heavy plasma: 4D6×10 M.D., or medium HE: 3D4×10 M.D.

Rate of Fire: Up to four torpedoes can be fired per melee round.

Maximum Effective Range: 20 miles (32 km) or 10 miles (16 km).

Payload: 480 total: 60 per launch tube any combination or single type.

5. Depth Charge Launchers (2): These explosive devices are used against vessels and monsters somewhere below the carrier. Located on the underside of the secondary flight deck (rear).

Primary Purpose: Anti-ship

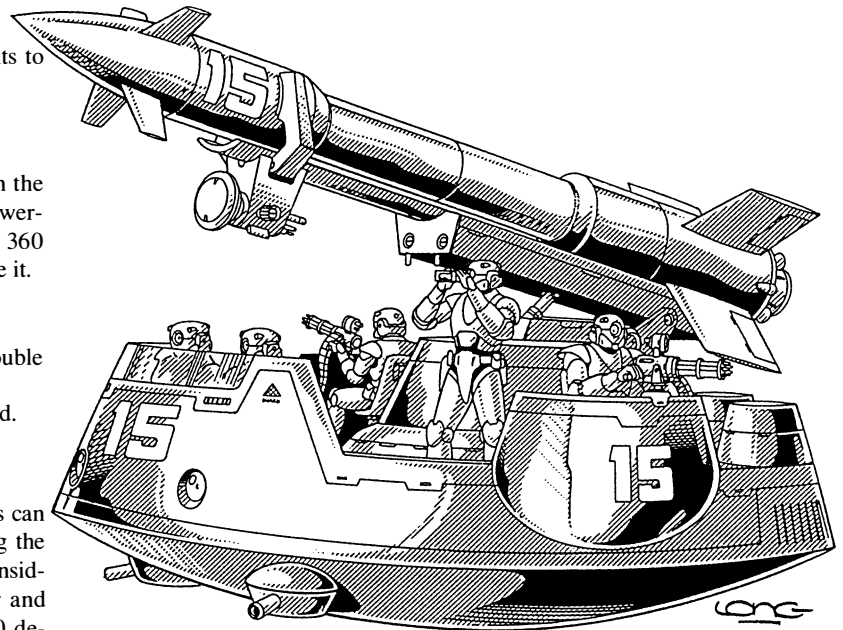
Secondary Purpose: Anti-sea monster

Mega-Damage: 2D4×10 M.D. — explosive canisters.

Rate of Fire: One at a time or volleys of two. One or a pair can be launched three times per melee round.

Effective Range: 2 miles (3.2 km) deep.

Payload: 160 total; 80 per launcher.



7. Vehicles, Robots & Power Armor: Don't forget that the NGR Poseidon carries a complement of Manta Ray attack ships, tanks, troop transports, jet fighters, helicopters, power armor (see troop capacity listing described earlier in the stat block), 50 small boats, and the two detachable submarines (and their 100 man crews).

8. Systems Note:

Targeting computer network & Bonuses: Calculates, stores and transmits data to all on-board weapon systems, combat stations and communications/sensor towers. Operators of all ship weapon systems are +1 to strike and +1 on initiative! Tied to laser, radar and sonar sensor systems.

Tactical Combat Network: Part of the communications and sensor network, whose job is to coordinate and distribute combat and sensory data, strategies, tactics and communications to away-teams and combat troops in the field (armored troops, power armor, subs and ships).

Long-range sonar (80 miles/128 km) that can simultaneously track 200 separate targets and identify 9,000 different targets including underwater structures/bases, sea vessels, aquatic animals, monsters and mutants. Both long- and short-range sonar also function as a means of motion detection.

Short-range sonar (10 miles/16 km) that can track 60 specific targets and identify 2000 different vessels and key monsters.

Echo-location sound system: (4 mile/6.4 km range/depth, with a narrow echo scanning field of about 100 feet/30.5 m radius) used to aid

in navigation, accurately gauge depth, and locate and identify underwater terrain and formations, underwater vessels, robots, armor, wreckage, structures and sea animals.

Thermo-Imager: Range is 2000 feet (610 m). An optical heat sensor that allows the infrared radiation of warm objects and beings to be converted into visible light. The operator can see in complete darkness, shadows, and through smoke.

Telescopic System: Range is one mile (1.6 km); 1-50× magnification with a 50 to 100 foot (15 to 30.5 m) field of vision. A telescopic optical system that is linked to view screens, has a nightvision/passive light amplification system and is usually tied (80%) to a video recording system for making permanent records for later study and analysis. Most are located near the 24 spotlights.

External audio pickup: Range is 1200 feet (366 m) underwater, 300 feet (91 m) when surfaced. A sound amplification system that can pick up and listen to sounds outside and around the vessel.

Long-range radar: Range is 100 miles (160 km). Radar can track up to 200 aerial targets simultaneously and can identify 8,000 different targets, including aircraft (pre- and post-Rifts), spaceships, dragons, and flying creatures.

Short-range radar: Range is 30 miles (48 km) and can track 100 specific targets simultaneously and identify 2400 different aircraft and key flying monsters.

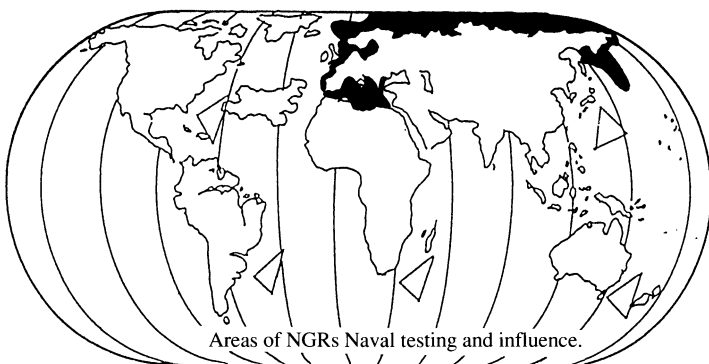
Long-range communications: Range is 500 miles/804.5 km; wide-band and directional, plus coordinated multi-com system.

Short-range communications: Range is 50 miles (80 km); wide-band and directional, plus coordinated multi-com system.

Communications and Sensor System: A complex communications network of radios, sensors, and computers that receives, collates, interprets and distributes/sends sensor, communications, targeting and combat data to the appropriate officers, ships, fighters, and navigational and combat stations as quickly as possible; in many cases, instantaneously to a hundred or more different recipients. Part of the job of the communications network is to handle long-range, short-range, person to person, internal ship communications and coordinated communications related to combat, as well as information recording, storage and retrieval.

If the main communications and sensor tower is destroyed, all operations are less effective, delays and errors are more likely, and some long-range systems *may* be lost. There is also a 1-50% chance that there will be a 1D4 melee round (15 to 60 second) period when all but internal communication systems are *down* and the secondary tower takes over.

Plus 1200 underwater sea sleds, diving equipment, wet suits, life rafts, sick bay/hospital with advanced medical facilities, quarantine area, marine biology laboratory, recreation and VR areas, combat simulation rooms (for combat simulations to keep combat skills sharp), a brig (prison area), complete environmental system, emergency power and life support, emergency lighting, external spotlights/searchlights (24 scattered around the entire ship; each with 1 M.D.C.; 600 ft/183 m range), sectioned with water and airtight sealable compartments, and has repair and maintenance stations in the four hangar sections.



Underwater Skills

Alphabetical list of new skills

Advanced Fishing
Marine Biology
Ocean Geographic Surveying
Pilot: Advanced Deep Sea Diving
Pilot: Submersibles
Pilot: Warships & Patrol Boats
Pilot: Water Scooters
Pilot: Water Skiing and Surfing
Pilot Related: Navigation
Power Armor Skill Note
Sea Holistic Medicine
Submersible Vehicle Mechanics
Swimming & Fatigue Note
Track & Hunt Sea Animals
Undersea Farming
Undersea Demolitions
Underwater Navigation
Undersea Salvage
Undersea Survival
W.P. Harpoon Gun
W.P. Torpedo
W.P. Trident

Mechanical: Submersible Vehicle Mechanics: Training in the diagnosis and repair of submersible vehicles, including submarines, underwater robots, probes and stations. **Base skill:** 25% +5% per level of experience. **Note:** Mechanical engineers can also effect repairs but at -15% and aircraft mechanics are at -40%.

Medical: Sea Holistic Medicine: Training in the recognition, preparation, and applications of natural medicines derived from aquatic plants/seaweed and animals, including ink, blood, poisons and other secretions and chemicals. This skill also includes the knowledge of where to find the necessary plants or animals, how to extract the necessary components and some knowledge of legends as they pertain to the healing properties of the sea and sea animals. Otherwise, the skill is fundamentally the same as the standard holistic medicine skill. **Note:** The standard skill does NOT include medicines derived from the oceans and seas, likewise, the sea holistic knowledge does NOT include most of the land herbs and plants (only a handful of the very most common and basic items). **Base Skill:** 20% +5% per level of experience. A failed roll means the treatment or concoction did not work.

Military: Underwater Demolitions: Fundamentally the same basic skills and training as demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area affect, sound wave damage, different types of explosives, as well as arming, disarming and repairing torpedoes and depth charges. **Base skill:** 56% +3% per level of experience. **Note:** Any character with the demolitions skill can use explosives underwater, but is -10%.

Physical: Swimming & Fatigue Note: For humans and similar surface dwelling D-bees, the act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or very long periods of time. Swimming underwater with S.C.U.B.A. equipment or other underwater equipment is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity).

For most aquatic life forms, including amphibs, naut'yll, Lemurians, aquatic D-bees and mutants, sharks, dolphins, whales, and sea mammals, underwater activities such as fast swimming, diving, playing and underwater acrobatics are considered light activities and can be conducted for hours without fatigue. Pulling a heavy load and combat is considered medium to heavy activity.

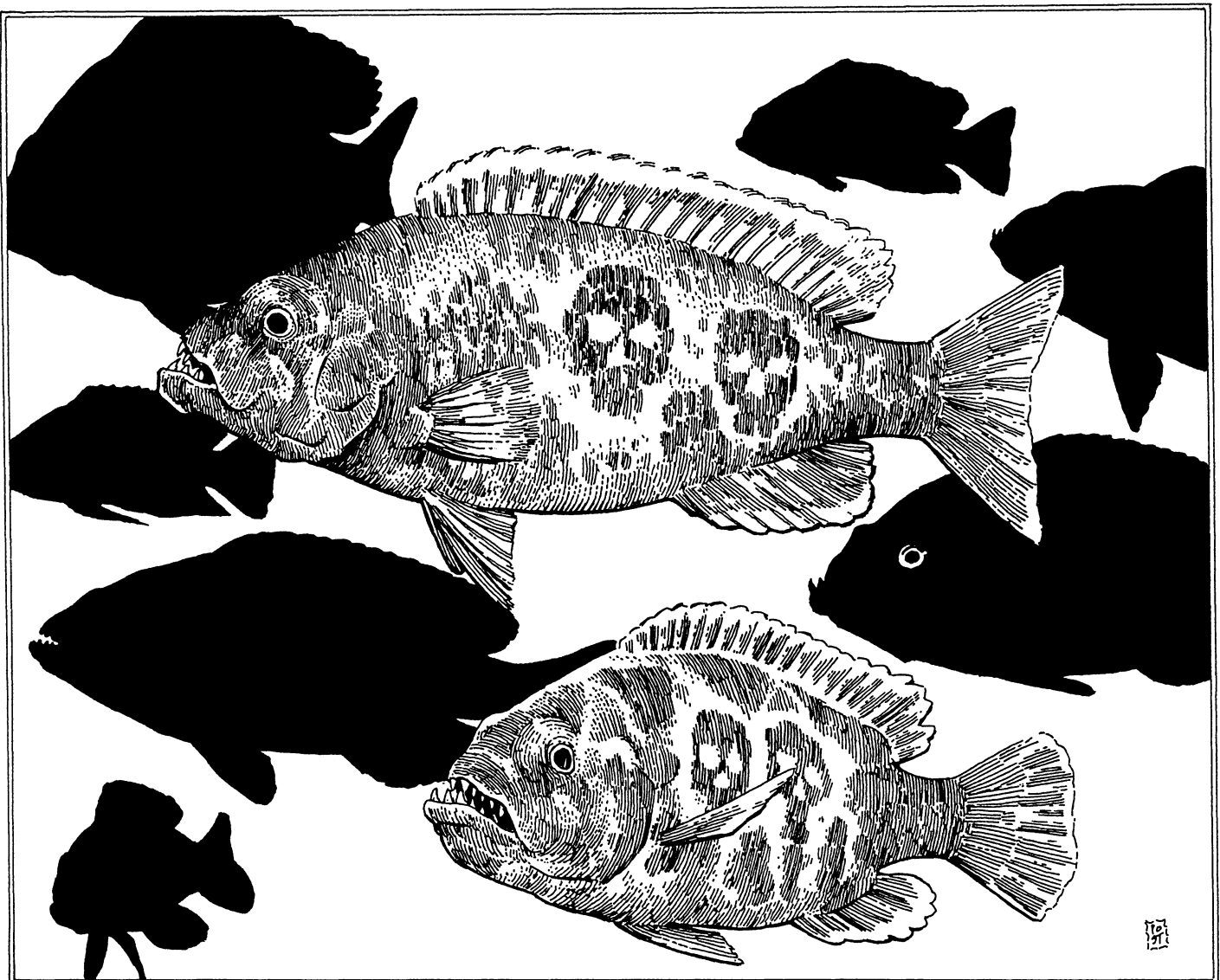
Remember that the buoyancy of water *reduces the weight of most items by 30%* when used/carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30% or 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

Science: Ocean Geographic Surveying: The methods and ability to identify natural geographic formations (mountains, trenches, coral reefs, etc.), identify wreckage and underwater cities, identify Earth minerals, damage caused by earthquakes, earthquake zones, determining depth, accurate map making, accurate map reading and geographic photograph identification and evaluation, as well as a basic knowledge of geology and oceanography. **Base skill:** 15% +5% per level of experience (+15% to read maps).

Science: Undersea Farming: The knowledge of cultivating undersea plants, algae, and/or breeding aquatic animals/fish for harvesting and production. Undersea farming includes, but is not limited to, growing crops (either through hydroponics or on the ocean floor), lobster farms, oyster beds, and fish hatcheries. **Base skill:** 35% +5% per level of experience.

Technical: Advanced Fishing: The normal fishing skill has to do with the recreational sport of fishing with a hook, pole and line. *Advanced fishing* is the knowledge of commercial fishing techniques, including the use of nets, cages (for lobsters and crabs), trolling, explosives, harpoon guns and other methods and techniques used in commercial fishing of mass catches from the ocean. It also includes a knowledge of baiting, as well as cleaning, preparing, storing and preserving catches for transport to market. **Base Skill:** 30% +5% per level of experience. **Note:** -15% when dealing with alien creatures and mutants.

Technical: Undersea Salvage: The character knows how to locate and identify objects (ships, armor, gold, etc.), recognize salvageable components and materials (valuable parts, electronic equipment, E-clips, weapons, coins, magic items, precious metals and gems, etc.), retrieve (with minimal damage and effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged underwater artifacts, equipment, parts, and scrap metal. The salvage skill also offers methods of exploiting and capitalizing on some of the simple resources under the seas, including rudimentary mining, excavation, and gathering coral, rocks, seaweed, sponges, clams, oysters, and starfish. The character is also familiar with underwater cutting tools, cranes, pulleys, and tow lines, and can strip/cut apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on



slightly damaged items, and even raise small sunken ships, subs, and bots! **Base skill:** 30% +5% per level of experience; add a salvage bonus of +5% if a mechanical engineer.

Wilderness: Track & Hunt Sea Animals: General knowledge of the oceans and seas, with an emphasis on undersea habitats and environments, and the types of fish and animals attracted to such places. The character knows where to look for particular types of fish and sea creatures (i.e. in coral reefs, under rocks, inside caves, in warm water, cold water, etc.), the types of food the sea animals eat/prey upon, migration patterns of fish and sea mammals, and notable types of seaweed and their uses (edible, poisonous, etc.). **Basic Skill:** 35%/25% +5% per level of experience. The first number is the general knowledge, and the second is the character's ability to locate and capture small and large undersea creatures (crustaceans, fish, eels, sea mammals, etc.). **Note:** -20% when dealing with mutants and alien creatures.

Wilderness: Undersea & Sea Survival: Methods and information for surviving in an underwater environment or lost at sea (on the water's surface). Includes a basic knowledge of what sea animals and fish are edible and easiest to find and catch, how to make simple fishing hooks and lines, dangerous predators and D-bees to avoid, how to protect oneself from the sun, water and food rationing, and fundamental survival techniques. **Base skill:** 25% +5% per level of experience. **Note:** At the G.M.'s option, this can be included as part of a character's basic *wilderness survival skill* as found in the **Rifts RPG**. This is especially likely of Navy men, sailors, pirates, sea druids, ocean wizards, and aquatic D-bees

Pilot: Advanced Deep Sea Diving: Skill in the methods, techniques and equipment used in deep sea diving and exploration. Includes the use of most types of diving suits, diving pods (attached to tethers/life lines) and light to medium *power armor*! It does not include combat models.

Pilot Submersibles: The knowledge and skill of piloting all types of submersibles, including underwater sleds, mini subs and most types of submarines, including military submersibles. **Base Skill:** 40% +4% per level of experience. **Note:** -20% when using alien or unusual submarines. Does not include power armor or deep sea diving suits.

Pilot: Water Skiing & Surfing: All water skiing techniques, methods and use of most types of recreational forms of "riding the waves," including skis, ski jet boots, water boards, surf boards and sail boards. **Base Skill:** 40% +4% per level of experience.

Pilot: Water Scooters: The knowledge and skill of piloting all types of one- and two-man water sleds (underwater) and jet skis (surface sleds). **Base Skill:** 50% +4% per level of experience.

Pilot: Warships/Patrol Boats: Special training in the use of military warships, combat hydrofoils, patrol boats and amphibious beachcraft/transport. Includes a basic idea of how to use sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base skill:** 40% +4% level. **Note:** Characters with the motor boat or ship skill can also pilot these vessels but at a -12% penalty.

Pilot Related: Navigation Note: The basic navigation skill described in the **Rifts RPG**, page 320, will enable characters to pilot *ships* and other water vessels that ride on the surface of the water by charting the stars and landmarks and using instruments. Likewise, the character can navigate *submersibles* using instruments and other data. Navigating marine vessels is an aspect of the standard *navigation skill*.

Power Armor Skill Note: The skill described in the **Rifts RPG**, page 351-352, includes non-combat models of light, medium and heavy power armor and diving suits, as well as experimental and light combat un-

derwater power armor. **Robot Combat Elite** is required to pilot heavy combat power armor, underwater robots and advanced robot vehicles like the Kittani shark-sub.

Science: Marine Biology: This skill is a general knowledge of the ecology of the oceans and seas, with an emphasis on undersea habitats, environments, and the types of fish and sea animals attracted to such places. This skill also gives the character the knowledge of where to look for particular types of sea creatures (i.e. in coral reefs, under rocks, inside caves, warm water, cold water), the types of food sea animals eat/prey upon, migration patterns of fish and sea mammals, and a knowledge tides, water composition, and ocean plant-life.

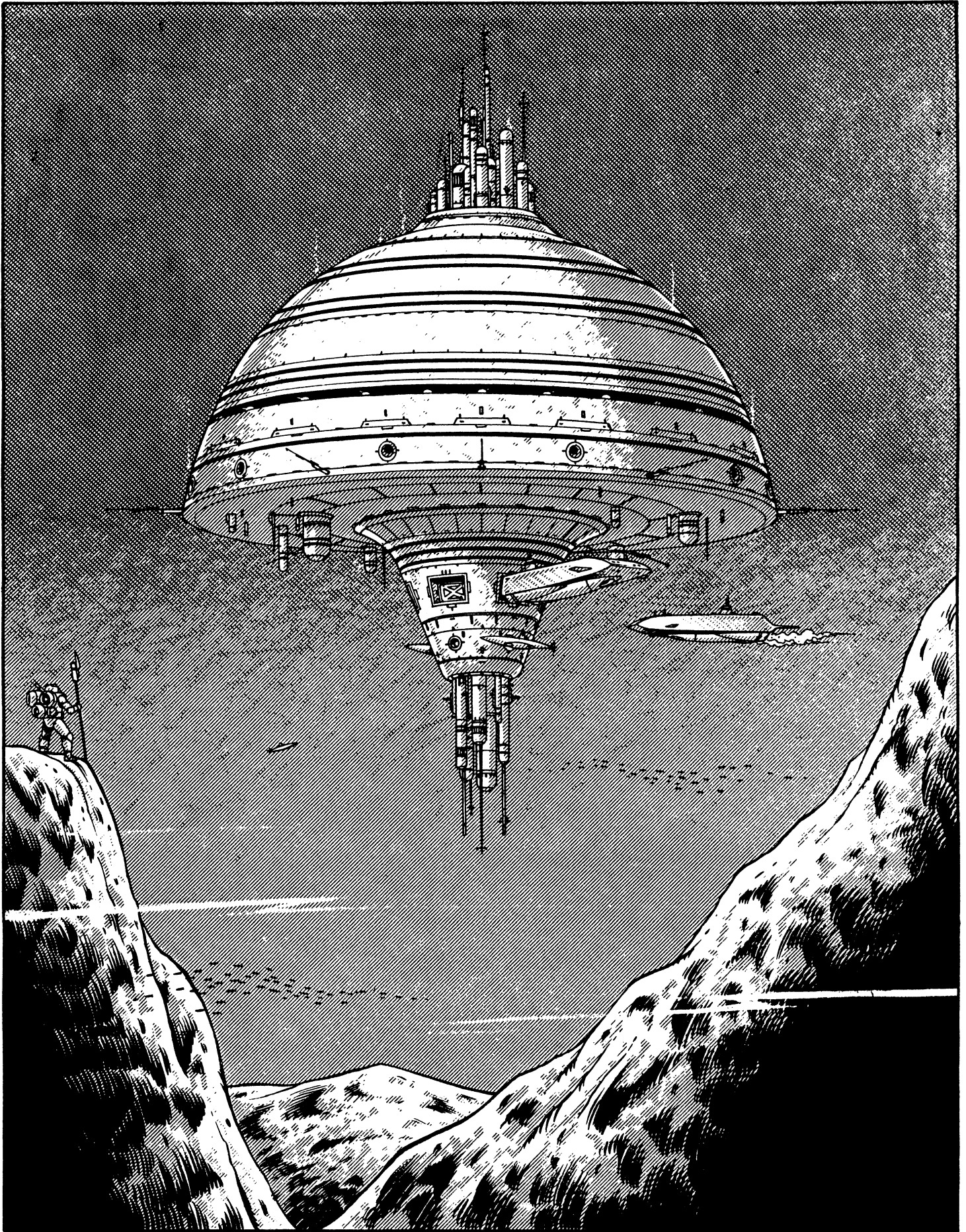
The marine biology skill also gives the character specific medical and scientific knowledge about the behavior, habits, evolution, physiology, cells, anatomy, and genetics of fish, marine mammals and other types of sea life. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from sea creatures only) and the care, keeping, and medical treatment of marine animals, including dolphins and whales. **Basic Skill:** 35%/25% +5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antidotes to poison, capturing animals without killing them (+10% to hunt/kill), surgery (sea animals only; -60% on humanoids), and the care, keeping and medical treatment of marine animals. **Note:** -30% when dealing with alien and mutant life forms. **Requirements:** Biology, advanced mathematics and chemistry.

Wilderness: Underwater Navigation: This skill is the deep sea version of land navigation. The character can identify his whereabouts, direction, travelling speed, and stay on course by means of observation. This method includes mentally marking and recognizing *underwater* landmarks (mountain ranges, reefs, sunken wreckage, cities, animal habitats, etc.), as well as noting the direction of currents, tides, determining the time of day, recognizing sounds, *surface* landmarks, the positions of the stars and sun, and other navigational tricks. The character should roll once for every ten miles (16 km) traveled in order to stay on track. A failed roll means he is drifting off course by 1D6×100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. His course can only be corrected when he makes a successful roll. **Base Skill:** 30% +4% per level of experience.

W.P. Harpoon Gun: Proficiency with the harpoon gun. The weapon can be used either with a plain pointed end (2D6 S.D.C. damage) or with an explosive head (4D6 M.D.). **Bonuses:** +1 to strike at levels two, four, seven, ten, and thirteen.

W.P. Torpedo: Maintenance and a keen understanding of a torpedo's speed, range, trajectory, and most effective use. **Bonuses:** +1 to strike at levels two, six and twelve. +1 to strike with a depth charge at level four.

W.P. Trident: The practiced use of the trident as a weapon. **Bonuses:** +1 to strike and parry at levels one, three, seven, eleven and fifteen. "Catch" or "Pin" an opponent's arm, hand, foot or weapon between the prongs: +1 at levels two, five, ten and fifteen. If a limb is caught or pinned, the trident user can twist and swing the trident with a quick movement that will force the "pinned" opponent to follow the movement and be "flipped" off his feet or upside down underwater. The victim of a body flip is thrown to the ground/down/over and loses initiative and one melee action/attack. W.P. Trident provides the *body flip* move only when using the trident. Typical damage is 3D6 S.D.C. or 3D6 M.D.C.; can be thrown 50 feet (15.2 m) in the air or 30 feet (9 m) underwater.



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Experience Tables

Horune Pirate, Naut'Yll Soldier

1	0,000-1,900
2	1,901-3,800
3	3,801-7,300
4	7,301-14,300
5	14,301-21,000
6	21,001-30,000
7	30,001-40,000
8	40,001-53,000
9	53,001-73,000
10	73,001-103,000
11	103,001-138,000
12	138,001-188,000
13	188,001-238,000
14	238,001-288,000
15	288,001-330,000

Navy Seaman, Salvage Expert, Kreel-Lok Warrior

1	0,000-1,925
2	1,926-3,850
3	3,851-7,450
4	7,451-15,000
5	15,001-21,500
6	21,501-31,500
7	30,501-41,500
8	41,501-54,000
9	54,001-75,000
10	75,001-105,000
11	105,001-140,000
12	140,001-190,000
13	190,001-240,000
14	240,001-300,000
15	300,001-350,000

Amphib, Navy Marine, Tritonian Scientist

1	0,000-1,970
2	1,971-3,940
3	3,941-7,880
4	7,881-14,880
5	14,881-21,880
6	21,881-31,880
7	31,881-41,220
8	41,221-54,440
9	54,441-74,660
10	74,661-104,880
11	104,881-139,220
12	139,221-189,440
13	189,441-239,660
14	239,661-290,880
15	290,881-335,000

Pneuma Biform: Dolphin, Pneuma Biform: Orca, Pneuma Biform: Whale

1	0,000-2,600
2	2,601-5,300
3	5,301-10,700
4	10,701-20,700
5	20,601-30,600
6	30,601-41,800
7	41,801-61,000
8	61,001-90,000
9	90,001-120,000
10	120,001-170,000
11	170,001-220,000
12	220,001-290,000
13	290,001-400,000
14	400,001-500,000
15	500,001-700,000

Dragon Ray, Sperm Whale, Naut'Yll Devastator

1	0,000-2,050
2	2,051-4,100
3	4,101-8,250
4	8,251-16,500
5	18,501-24,600
6	24,601-34,700
7	34,701-49,800
8	49,801-69,900
9	69,901-95,000
10	95,001-130,000
11	130,001-180,200
12	180,201-230,000
13	230,001-280,400
14	280,401-340,500
15	340,501-400,600

Sea Wolf, Sea Druid, Sea Inquisitioner

1	0,000-2,100
2	2,101-4,200
3	4,201-8,400
4	8,401-16,800
5	16,801-25,000
6	25,001-35,000
7	35,001-50,000
8	50,001-70,000
9	70,001-95,000
10	95,001-130,000
11	130,001-180,000
12	180,001-234,000
13	234,001-285,000
14	285,001-345,000
15	345,001-410,000

Dolphin, Humpback Whale, Gene-Splicer Mutants

1	0,000-2,200
2	2,201-4,400
3	4,401-9,000
4	9,001-19,000
5	19,001-28,000
6	28,001-40,000
7	40,001-60,000
8	60,001-80,000
9	80,001-100,000
10	100,001-150,000
11	150,001-200,000
12	200,001-275,000
13	275,001-350,000
14	350,001-425,000
15	425,001-525,000

Killer Whale, Rurlel Eelman

1	0,000-2,150
2	2,151-4,300
3	4,301-8,600
4	8,601-17,200
5	17,201-25,500
6	25,501-36,000
7	36,001-52,000
8	52,001-73,000
9	73,001-98,000
10	98,001-134,000
11	134,001-184,000
12	184,001-240,000
13	240,001-295,000
14	295,001-365,000
15	365,001-425,000

Ocean Mage, Naut'Yll Coral Shaper

1	0,000-2,420
2	2,421-4,840
3	4,841-9,620
4	9,621-19,200
5	19,201-27,400
6	27,401-38,500
7	38,501-53,000
8	53,001-75,600
9	75,601-100,700
10	100,701-140,800
11	140,801-200,900
12	200,901-250,400
13	250,401-300,500
14	300,501-380,600
15	380,601-480,700

Sea Titan, Whale Singer

1	0,000-2,500
2	2,501-5,000
3	5,001-10,000
4	10,001-20,000
5	20,001-30,000
6	30,001-50,000
7	50,001-80,000
8	80,001-120,000
9	120,001-160,000
10	160,001-190,000
11	190,001-240,000
12	240,001-300,000
13	300,001-370,000
14	370,001-440,000
15	440,001-510,000



Other O.C.C.s & R.C.C.s

Characters from the **Rifts RPG** and **Rifts Worldbooks** like the True Atlantean, warlocks, temporal raider, knight, crazy, line walker, technowizard, wilderness scout, mind bender, dragon and others can all be used in the Underseas setting. See the appropriate **Rifts RPG** books for the experience tables and additional data about these characters.

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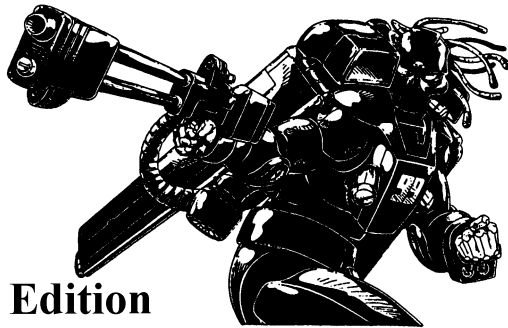
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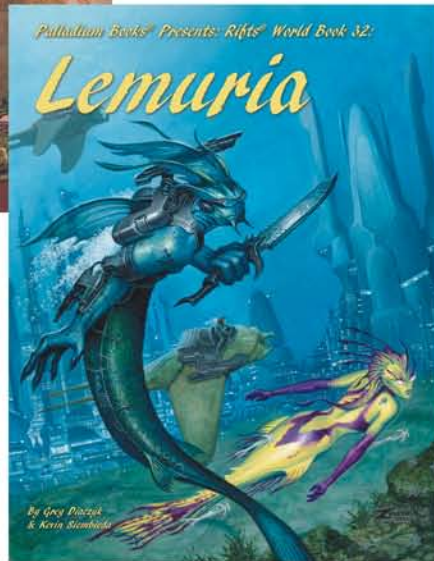
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