

## New O.C.C.s

- **New O.C.C.s**
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## Con Artist O.C.C.

Confidence men, as they prefer to call themselves, are those who have an incredible way with words and language that use their talents to manipulate others into doing what they desire. They are masterful liars and can often talk their way out of any kind of trouble. They prefer trickery and deceit over most types of combat and most are actually successful businessmen and traders rather than combatants.

They pride themselves on their appearance and tend to be very slick dressers with an air of sophistication and the manners of high society. 20% are also minor or major psionics and often use their psychic abilities to aid themselves in "the con."

### Con Artist O.C.C.

(a.k.a. "Flim-Flam Men", "Snake-oil Salesmen", and "Swindlers")

**Attribute Requirements:** An M.A. of 14 and a P.E. of 12 are required. A high I.Q. and P.B. are also extremely helpful but not necessary.

**Alignment:** Limited only to those of selfish or evil alignments. A scrupulous alignment may be allowed by the GM but is often considered very rare; these Con Artists will use their talents only against evil opponents and often to the benefit of others.

**O.C.C. Bonus:** + 1D4+2 to M.A., + 2D6+6 S.D.C., +2 initiative whenever palming or fast talking (+1 initiative normally), and add +2 to P.B. Can also drink twice as much as the normal Joe before getting drunk.

### O.C.C. Skills:

- Speaks native language at 98%
- Languages: select two others (+10%)
- Literacy: select two of choice (+15%)
- Performance (+30%; from "Juicer Uprising")
- Forgery (+10%)
- Imitate Voices/Impersonation (+20%)
- Pilot: two of choice (+10%)
- Concealment (+10%)
- Palming (+15%)
- Pick Pockets (+15%)
- Streetwise (+16%)
- Seduction (+20%)
- Basic Math (+10%)
- [Fast Talk/Con](#) (+20%; NEW skill)
- [Games of Chance](#) (+20%; NEW skill)
- W.P. Energy Pistol
- Hand to Hand Basic (can be changed to Expert for the cost of one "other" skill or Martial Arts/Assassin for two)

**O.C.C. Related Skills:** Select six other skills. Can also select an additional skill at levels 3, 6, 9, 10, 12, and 15. All start at level one proficiency.

- Communications: Any (+5%)
- Domestic: Any
- Electrical: Basic only
- Espionage: Any (+10% to disguise only)
- Mechanical: Basic and auto only
- Medical: First aid and holistic medicine only

Military: Find contraband (+10%) and military etiquette only  
Physical: Any except wrestling  
Pilot: Any (+5%)  
Pilot Related: None  
Rogue: Any (+15%)  
Science: Math and anthropology only  
Technical: Any (+10%)  
W.P.: Any  
Wilderness: None

**Secondary Skills:** The character gets to pick six more 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, skill are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** A wardrobe of fancy clothes (totals 1D6 x 1000 credits; tend to be extremely flashy), small wardrobe of common clothes, 1D4 fake I.D.s, one fake I.D. for a well-known city (i.e. Chi-Town), shells game (a classic), bottle of bourbon, bourbon bottle (complete with label) filled with iced tea, suit of light body armor, pair of loaded dice, set of marked cards (looks unopened), clipboard filled with (fake) important looking papers, fake badge, portable language translator, an automatic pistol with three clips, energy pistol of choice with three E-clips, walking cane, briefcase, and some personal items. They love jewelry (especially gemstones).

**Money:** 1D6 x 1000 credits, 1D4 x 1000 credits (forged; those with the Forgery skill can spot them at -15%), and 2D4 x 1000 credits in black market items.

### **Experience Table:**

1. 0,000 - 2,110
2. 2,111 - 4,220
3. 4,221 - 8,440
4. 8,441 - 16,400
5. 16,401 - 23,200
6. 23,201 - 32,400
7. 32,401 - 48,200
8. 48,201 - 68,400
9. 68,401 - 92,200
10. 92,201 - 127,400
11. 127,401 - 178,200
12. 178,201 - 228,400
13. 228,401 - 278,200
14. 278,201 - 328,400
15. 328,401 - 388,200

### **New Skills:**

#### **FAST TALK/CON (Rogue)**

This skill allows a character to talk his way out of trouble and to convince others to do what he wishes. It is a useful skill for con-men, salesmen, and other characters who use others to get things done. The first percentage is used to "fast talk" another person, usually to get out of trouble or convince them to buy something. The second percentage is to con someone, or convince them with your charm and charisma that what you say is really true. Base Skill: 20%/10% + 5%/level of experience; every M.A. point above 15 adds an additional +1% and every P.B. point above 20 adds an additional +1%.

## GAMES OF CHANCE (Rogue)

These are the classic street games, like shells and queens, that are specifically designed to be almost foolproof. A character using this skill successfully will almost never lose (unless they fail a skill roll) or get caught (rolls 00% for a skill check). These are tricky games that require sleight-of-hand tricks, and are usually possessed by street barkers, con artists, and other unscrupulous characters. Base Skill: 20% + 4%/level

## Cyber-Knight: Astral Knight O.C.C.

The Astral Knights are members of the Cyber-Knight Order of the Soul. They are all powerful psychics and are masters of the Astral Plane.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Abilities:** similar to the Astral Lord P.C.C. (see Between the Shadows, pp. 49 - 51 for additional details):

1. **Astral Transference** - able to enter the Astral Plane at will; no I.S.P. cost
2. **Astral Senses** - in both physical and astral form, is able to sense energy entities, ley lines, nexus points, and may be able to recognize supernatural creatures; no I.S.P. cost
3. **Astral Travel** - for 2 I.S.P. the character can enter the Astral Plane at any previously known location in the Outer Layer or Inner Plane; can bring additional travelers along at a cost of 2 I.S.P. each
4. **Astral Domain** - the character can create their own Astral Domain; see Between the Shadows, pp. 53 - 60
5. **Ectoplasmic Armour** - can surround the character with a skintight, invisible armour that provides 100 S.D.C. plus 20 S.D.C. per level of experience on the Astral Plane, or 25 M.D.C. plus 20 M.D.C. per level of experience on magic supercharged worlds such as RIFTS Earth
6. **Astral Sword** - by permanently burning off 15 I.S.P. the character gains an Astral Sword which can be summoned at will and does the same amount of damage as the normal Cyber-Knight's psi-sword, however on the Astral Plane the sword does 1D4 x 100 S.D.C.!
7. **Additional Psionics** - select three abilities from the following list: Empathy, Mind Block, Object Read, See the Invisible, Sense Evil, Sense Magic, Sixth Sense, Speed Reading, and Summon Inner Strength

**Psionic Abilities:** limited to the previously described abilities only

**I.S.P.:** M.E. attribute plus 6D6 + 10, and gains 1D6 + 1 I.S.P. per level of experience. Note that the character is considered to be a major psionic.

**P.P.E.:** P.E. attribute plus 6D6, and gains 1D6 P.P.E. per level of experience.

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Changed Knight O.C.C.

The Changed Knights and the Order of the Changed are a renegade branch of knights that currently are not sanctioned by Lord Coake and the other Cyber-Knights. They are mutants who feel that they have been given prejudicial treatment in most areas, not just by the Coalition. Thus they follow their own code of honour that is a variation of the traditional Code of Chivalry. They seek to protect D-Bees and mutants first, even above other innocents. These characters are created a la *Heroes Unlimited 2* mutant rules.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Abilities:** roll once on the *Unusual Characteristics* table (Heroes Unlimited 2<sup>nd</sup> Edition, pp. 159 - 161) and can choose to either roll once on the *Random Major Super Abilities Table* (Heroes Unlimited 2<sup>nd</sup> Edition, pg. 227) or to roll twice on the *Random Minor Super Abilities Table* (Heroes Unlimited 2<sup>nd</sup> Edition, pg. 227)

**Psionic Abilities:** same as the basic Cyber-Knight O.C.C.

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Dream Knight O.C.C.

The Astral Knights are members of the Cyber-Knight Order of the Soul. These powerful psychics and masters of the Dreamstream are one the rarest types of knight.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Abilities:** similar to the Dream Dancer P.C.C. (see Between the Shadows, pp. 49 - 51 for additional details):

1. **Dream Travel** - able to psychically or physically enter the Dreamstream at will; no I.S.P. cost
2. **Dream Manipulation** - the limited ability to alter the "reality" of the Dreamstream
3. **Reshape Self** - the character can change their shape and form in the Dreamstream
4. **Increase Attributes** - the character can increase their physical attributes while in the Dreamstream
5. **Dream Sword** - exactly the same as the normal psi-sword in the physical world, this weapon does 1D4 x 100 S.D.C. in the Dreamstream
6. **Additional Psionics** - select three abilities from the following list: Empathy, Mind Block, Object Read, See the Invisible, Sense Evil, Sense Magic, Sixth Sense, Speed Reading, and Summon Inner Strength

**Psionic Abilities:** limited to the previously described abilities only

**I.S.P.:** M.E. attribute plus 6D6 + 10, and gains 1D6 + 1 I.S.P. per level of experience. Note that the character is considered to be a major psionic.

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-

Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Electric Knight O.C.C.

The Electric Knights are members of the Cyber-Knight Order of Lightning. These knights have powers similar to the Zapper R.C.C. in *Psyscape*, and have enormous power over electricity and telekinesis. The Electric Knight's can create a sword of electrical energy that has the exact same bonuses and damage of the basic Cyber-Knight O.C.C. psi-sword.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Bonuses:** same as the basic Cyber-Knight O.C.C.

**Psionic Abilities:** same as the basic Cyber-Knight O.C.C., plus the following additional psychic abilities (see the Zapper R.C.C. for more details, *Psyscape*, pg. 81):

1. **Impervious to Electricity** - no I.S.P. cost and always in effect.
2. **Sense Electricity** - Range: 100ft + 10ft (30.4m + 3m) per level of experience.
3. **Electrical Aura** - an crackling corona of electrical energy that acts as protection for the knight. I.S.P. Cost: 5, Duration: 2 minutes per level of experience, M.D.C. protection given by aura: 20 + 1 M.D.C. per level of experience, Damage: 2D6 M.D. (the damage of the aura of an Electric Knight is larger than that of the Zapper because of their greater discipline and training)
4. **Electrical Bolt** - for an additional 8 I.S.P. the knight is capable of firing an electrical blast. Damage: 2D6 M.D., Range: 30ft (9.1m) per level of experience. NOTE: on a ley line damage and range are double; on a nexus damage and range are triple.
5. **Absorb Electricity** - This power gives the knight the ability to absorb electrical energy and use it to heal himself or to cripple machinery.

**I.S.P.:** 1D6 x 10 + 20 plus the character's M.E. attribute number to determine the base Inner Strength Points. Add 1D6 + 1 I.S.P. per level of experience. Note that the character is considered to be a major psionic.

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their psionic abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their psionic abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Energy Knight O.C.C.

The Energy Knights are members of the Cyber-Knight Order of the Gun. These knights have powers similar to the Psi-Slinger P.C.C. in *New West*, and have the ability to link with their weapons and even charge projectiles with mega-damage energy!

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Abilities:** similar to the Psi-Slinger P.C.C. (see *New West*, pp. 98 - 100 for additional details):

1. **Enhanced Psi-Sword** - Energy Knights are so attuned to energy, their swords are more powerful than the standard Cyber-Knight's psi-sword. Damage: 2D6 + 2 M.D. per level of experience, plus an additional 1D6 M.D. at levels 3, 6, 9, 12, and 15. Sword Length: 2-3 feet, Duration: As long as the knight wishes it to exist (Unlimited), I.S.P. Cost: none.
2. **Energy Blasts** - 1 I.S.P. does 1D6 S.D., 2 I.S.P. does 3D6 S.D., 3 I.S.P. does 6D6 S.D., 6 I.S.P. does 1D4 M.D., Range is touch or 20ft +5ft (6.1m + 1.5m) per level.
3. **Psychic Weapons** - Identical to the Psi-Slinger P.C.C. ability. 1D6 M.D. per bullet; weapon can fly to knight for the cost of 1 I.S.P, Range: 10ft+ 1ft (3m + .3m) per level; charging 6 - 15 bullets costs 10 I.S.P; can link to 3 handguns or pistols. Cannot link to SMG's or rifles, PISTOLS ONLY!
4. **Energy Shield** - Any energy blast directed at the knight that is 30 M.D.C. or less is automatically turned to S.D.
5. **Sense Energy** - the energy stored in an E-clip can be sensed, cost: 1 I.S.P.
6. **Additional Psionics** - Sixth Sense, Mind Block, Mind Bolt, Telekinesis.
7. **W.P.'s** - has a W.P. for all handguns.
8. **Quick Draw** - same as Psi-Slinger
9. **Paired Weapons** - same as Psi-Slinger, but PISTOLS ONLY!
10. **W.P. Sharpshooting** - same as Psi-Slinger

**Psionic Abilities:** limited to the previously described abilities

**I.S.P.:** M.E. attribute times two plus 6D6 + 10, and gains 10 I.S.P. per level of experience. Note that the character is considered to be a master psionic.

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Ley Line Knight O.C.C.

These are Cyber-Knights who have been associating with ley line walkers and sorcerers for so long, they have become sensitive to the ley lines themselves. By using mystical meditation techniques they have turned this sensitivity into several new abilities.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Abilities:** all Ley Line Cyber-Knights possess the following abilities:

1. **Sense Ley Lines and Magic Energy** - same as the Line Walker O.C.C.
2. **Ley Line Rejuvenation** - - same as the Line Walker O.C.C.
3. **Ley Line Bonuses** - When within one mile of a ley line or two miles of a nexus point, the Ley Line Cyber-Knight gains the following:
  1. A) Psi-Sword damage is doubled
  - B) Fatigue at half normal rate
  - C) Gain +2 on all saving throws

**Psionic Abilities:** same as the basic Cyber-Knight O.C.C.

**Mystic Abilities:** These powers are gained through a process of burning P.P.E. off permanently. It is a process by which the Ley Line Cyber-Knight alters his body and mind and grants himself mystical or superhuman abilities. Note that some of the abilities require P.P.E. to activate as well as to acquire.

- **Ley Line Charging** - by permanently burning 10 I.S.P. and 10 P.P.E. off of his base, the knight is able to stand on a ley line and charge himself with the energy of the line until he glows with the mystic energy. Duration is limited to thirty minutes at a time, with a maximum of two chargings per 24 hours. The following abilities are gained:
  - M.D.C. Transformation - the character's S.D.C. and H.P. are doubled and turned to M.D.C.
  - Super Speed - running speed is increased to 90mph (145kmh)
  - Super Leap - ability to leap 30ft (9.1m) straight up or 50ft (15.2m) lengthwise from a standing start. Increase distance by 50% with a running start.
  - Saving Throws - gain +2 to save versus magic and psionics. Any psionics or magic cast on the character does half damage and lasts for half duration
  - Limitations - This ability turns off if the character goes beyond 100ft (30.5m) of a ley line or 200ft (61m) of a nexus point.
- **Mystic Energy Bolt** - by permanently burning 15 I.S.P. and 15 P.P.E. off of his base, the knight gains the ability to fire mystic bolts of ley line energy from the hands or the eyes.
- Damage - 4D6 S.D.C. or M.D.C. (can be regulated at will by the knight), plus an additional 1D6 M.D. at levels 3, 6, 9, 12, and 15.
- Range - 1,000 feet + 400 feet per level of experience.
- Duration - instant
- Rate of Fire - once per melee
- Limitations - This ability can only be used when the character is within 1000ft (305m) of a ley line or 2000ft (610m) of a nexus point.

**P.P.E.:** P.E. attribute plus 6D6

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.



## Cyber-Knight: Psiren Knight O.C.C.

One of the rarest types of knights, the Psiren Knights are members of the Cyber-Knight Order of the Song. Gifted with the voices of goddesses and gods, these powerful psychics can do wondrous things with their voices.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Abilities:** similar to the Psiren P.C.C. (see Rifter #1, pp. 98 - 101 for additional details):

1. **Song of Destruction** - same as the Psiren P.C.C.
2. **Song of Healing** - same as the Psiren P.C.C.
3. **Song of Mesmerism** - same as the Psiren P.C.C.
4. **Song of Protection** - same as the Psiren P.C.C.
5. **Song of Sleep** - same as the Psiren P.C.C.
6. **Song Sword** - The song sword is composed of psionic energy like a psi-sword but the sound waves from the song of destruction are locked within the sword as well, making it much more powerful. Damage: 3D6 + 6 M.D. with an additional 1D6 at levels 3, 6, 9, 12 and 15
7. **Additional Psionics** - select three abilities from the following list: Empathy, Mind Block, Object Read, See the Invisible, Sense Evil, Sense Magic, Sixth Sense, Speed Reading, and Summon Inner Strength

**Psionic Abilities:** limited to the previously described abilities only

**I.S.P.:** M.E. attribute plus 6D6 + 10, and gains 1D6 + 1 I.S.P. per level of experience. Note that the character is considered to be a major psionic.

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Swordless Knight O.C.C.

The Swordless Knight is a variant of the basic Cyber-Knight O.C.C. that specializes in the use of cybernetics and bionics. These knights are part of the 20% of the Cyber-Knights that do not have psychic powers.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Bonuses and Abilities:** same as the basic Cyber-Knight O.C.C., plus Uncanny Targeting and Throwing (Heroes Unlimited 2<sup>nd</sup> Edition, pg. 119)

**Psionic Abilities:** none

**O.C.C. Skills:** same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** same as the basic Cyber-Knight O.C.C.

**Secondary Skills:** same as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** The Swordless Knight starts with the following:

Right Hand:	Sensor Hand ( <u>RIFTS</u> , pg. 230)
	Rocket Hand ( <u>Heroes Unlimited 2<sup>nd</sup> Edition</u> , pg. 119)
Left Hand:	Laser Finger Blaster ( <u>RIFTS</u> , pg. 239)
	Knuckle Spikes ( <u>RIFTS</u> , pg. 239)
General Body Features:	Cyber-Armor ( <u>RIFTS</u> , pg. 239)

The character is capable of receiving up to 2D6 more cybernetic implants or bionics; some Swordless Knights seem almost more machine than human.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Tattooed Knight O.C.C.

The Tattooed Knight variant of the Cyber-Knight O.C.C. does not have any psionic abilities. Instead, these knights are given magic tattoos to augment their physical abilities.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Bonuses and Abilities:** same as the basic Cyber-Knight O.C.C., plus is able to activate Magic Tattoos for the standard P.P.E. cost, rather than the double P.P.E. cost for non-tattooed O.C.C.'s.

**Psionic Abilities:** none

**Magic Tattoos:** Automatically starts with the *Flaming Sword* (2D6 M.D.) and *Knight in Full Body Armour* tattoos. The character can receive up to four more tattoos in their lifetime.

**P.P.E.:** P.E. attribute plus 6D6, and gains 1D6 P.P.E. per level of experience.

**O.C.C. Skills:** same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** same as the basic Cyber-Knight O.C.C.

**Secondary Skills:** same as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Warrior Knight O.C.C.

The Warrior Knights are a variation of the Cyber-Knight O.C.C. that have concentrated so intensely on their hand-to-hand combat skills and the perfection of Psi-Waza that they have acquired mystic and psychic martial arts powers.

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** same as the basic Cyber-Knight O.C.C.

**Special Bonuses:** same as the basic Cyber-Knight O.C.C.

**Psionic Abilities:** same as the basic Cyber-Knight O.C.C.

**Martial Arts Abilities:** The character automatically starts out with all of the Psi-Waza special abilities, and can select one of the following two options:

1. The Body Hardening Exercises (Japan, pp. 196 - 197) of Stone Ox, Kanshu, Chi Gung, Dam Sum Sing, and Chagi, plus receive one Zenjoriki Power (excluding Two Minds, Japan, pp. 197 - 199) at levels 6, 9, 12, and 15.
2. Any four (4) Oni Ninja Techniques (Phase World Sourcebook, pp. 21 - 23)

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their abilities, the character may only select six other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select three secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Cyber-Knight O.C.C.

## Cyber-Knight: Xarian Knight O.C.C.

"RUN!! RUN!!" Sam yelled to Kathy as they raced through the wilderness. The Brodkil were right on their trail and were relentless in their pursuit. They had chased Sam and Kathy off the ride about half an hour ago. The couple had managed to lose them three times, Kathy was thankful that Sam was such an experienced wilderness scout, but she wished he was carrying more than that Wilk's Pistol. His words rang in her memory. "Don't need anything bigger, I can smell trouble coming!" Jerk.

Kathy was running and maneuvering around the foliage that was getting thicker as they went deeper into the forest when she heard it. "NO!!! NNNNOOOO!!!! HHHEEELLPPPP!!!!" The Brodkil had caught up to them. Kathy turned to see them beating Sam to a bloody pulp. One of the three stayed to rummage through Sam's stuff. Kathy saw the other two come straight for her. Turning to resume her flight, she tripped over a tree root protruding from the ground. She was momentarily blinded by pain, and then the fear that came from realizing the Brodkil were standing over her fallen form.

One of the demons rolled her onto her back with his massive foot. She was terrified and her mind raced with possible ways to escape. All of their heads quickly snapped back to the direction of the third Brodkil, who was now lying on the ground in two cleanly cut pieces. There was a glow in that direction that seemed to calm Kathy's fears. When she dared to raise her head and look in the direction of the glow she saw him standing there.

He was obviously a Cyber-Knight, holding his psi-sword in front of him. Kathy was familiar with Cyber-Knights as her bother Ron was a Knight. She had never seen one quite like this before, he wore a light armor, and his sword was very intricately designed. That was not so unusual, but the fact that the sword was surrounded in a nimbus of ghostly flames made her wonder.

The two Brodkil pulled their pistols and fired on the Knight. He leapt to one side avoiding one blast and with almost careless ease he blocked the ion blast from the second demon. She had seen Ron do this in the past, and many older more experienced Knights, but never with such ease.

The Knight then raised his hand and pointed at one of the demons, a bolt of fire shot from his fingers and struck the demon on Kathy's right. The fire bolt struck the demon in the face, he fell to the ground and didn't move again. The other demon charged the Knight while firing his ion pistol. The Knight struck the first blast aside, then leapt into the air and never came back down. The Brodkil stood their momentarily confused, then was struck on the top of the head as the Knight came gliding down from the tree tops. Before the demon

could react the Knight struck the demon with his psi-sword. As it cleaved the demon's head in two Kathy could see the markings on the sword that looked like Runes or glyphs.

The sword flashed out of existence and the Knight walked over to Kathy. She saw his sky blue eyes were filled with concern as he picked her up with ease. "Are you unhurt?"

### **Xarian Cyber-Knight O.C.C.**

**Alignment:** same as the basic Cyber-Knight O.C.C.

**Attribute Requirements:** M.E. of 11 or higher. The character must have begun training as a mage and have knowledge of the Principles of Magic.

**Special Bonuses:** same as the basic Cyber-Knight O.C.C., plus is able to use the Xarian Psi-Sword to parry energy blasts without penalty.

**Special Abilities:** all Xarian Cyber-Knights possess the following abilities:

1. **Sense Evil** - works like the Sense Evil psionic, but can sense mortal (human) evil just as well as supernatural evil. This ability requires no I.S.P. and is always in effect.
2. **Enhanced Psi-Sword** - the Xarian Cyber-Knight's psi-sword is more powerful than the traditional Cyber-Knight's. It is also different in appearance and is always very ornate and intricate in design, more resembling a rune weapon. Covered in a nimbus of ghostly flames, the colour of the blade is usually the favourite colour of the Knight. The colour of the flaming nimbus is indicative of the alignment of the Knight as follows: Good alignments: white or silver flames. Selfish alignment: blue or green flames. Evil alignment: red or black flames.  
Damage: 2D6 M.D., plus an additional 1D6 M.D. at levels 3, 6, 9, 12, and 15. Sword Length: standard. Duration: As long as the knight wishes it to exist (Unlimited). I.S.P. Cost: none.
3. **Additional Psionics** - select three abilities from the following list: Empathy, Mind Block, Object Read, See the Invisible, Sixth Sense, Speed Reading, Summon Inner Strength, and Total Recall.

**Psionic Abilities:** limited to the previously described abilities only

**I.S.P.:** M.E. attribute plus 3D6 + 10, and gains 1D6 I.S.P. per level of experience. Note that the character is considered to be a major psionic.

**Mystic Abilities:** These powers are gained through a process of burning P.P.E. off permanently. It is a process by which the Xarian Cyber-Knight alters his body and mind and grants himself mystical or superhuman abilities. Note that some of the abilities require P.P.E. to activate as well as to acquire.

1. **Tongues** - 6 P.P.E. to acquire, 1 P.P.E. to use. Functions exactly like the spell.
2. **Words of Truth** - 7 P.P.E. to acquire, 7 P.P.E. to use. Functions exactly like the spell.
3. **Ignite Fire** - 6 P.P.E. to acquire, 1 P.P.E. to use. Functions exactly like the spell.
4. **Fire Bolt** - 7 P.P.E. to acquire, 3 P.P.E. to use. Functions exactly like the spell.
5. **Invisibility** - 10 P.P.E. to acquire, 5 P.P.E. to use. Functions exactly like the spell Invisibility: Lesser.
6. **Leap** - 10 P.P.E. to acquire, 0 P.P.E. to use. Leap 10 feet per level of experience.
7. **Supernatural Strength** - 25 P.P.E. to acquire, 3 P.P.E. to use per melee round. Add 10 to P.S. attribute and make Supernatural, also add 1D4 x 10 S.D.C.
8. **Bio-Feedback** - 20 P.P.E. to acquire, 0 P.P.E. to use. Several abilities are gained:
  1. A) Cleansing Meditation - 5 minutes of meditation can rid the body of normal, non-magical disease, poison, and toxins.
  - B) Hardiness - ignores pain and fatigue for 4 hours per level of experience.
  - C) Hold Breath - up to 20 minutes.
9. **Healing Touch** - 10 P.P.E. to acquire, 2 P.P.E. to use. Restores 3D6 H.P., S.D.C., or M.D.C. per touch. Can be used twice per minute.

The following abilities may only be selected by characters with a good alignment:

10. **Two Minor Super Powers** - 25 P.P.E. to acquire, 1 P.P.E. to use. Receives the minor super powers of Extraordinary Physical Prowess (Heroes Unlimited 2<sup>nd</sup> Edition, pg. 232) and Flight: Glide (Heroes Unlimited 2<sup>nd</sup> Edition, pp. 232 - 233).
11. **Halo** - 15 P.P.E. to acquire, 0 P.P.E. to use. Creates a glowing halo of light around the head of the character. This halo works the same as a Globe of Daylight spell, equal to the Cyber Knight's Level. When battling supernatural evil creatures, it gives the knight a Horror Factor of 8 + 1 at levels 3, 6, 9, 12, and 15.
12. **Arrow of Light** - 25 P.P.E. to acquire, 1 P.P.E. to use. The character can create an arrow of light, which hovers over their right shoulder. This arrow is then mentally launched against the target of the character's choice. Range: 1000ft (305m). Damage: 1D4 x 10 M.D., plus an additional 2D6 M.D. at levels 3, 6, 9, 12, and 15. Doubled damage against supernatural evil creatures and triple damage against creatures vulnerable to light such as vampires, shadow beasts, etc.

**P.P.E.:** P.E. attribute plus 9D6, and gains 2D4 P.P.E. per level of experience.

**O.C.C. Skills:** Same as the basic Cyber-Knight O.C.C., except the character gains the martial art Psi-Waza instead of the generic Hand to Hand: Martial Arts skill

**O.C.C. Related Skills:** Due to the amount of time spent honing their impressive mystic and psychic abilities, the character may only select four other skills from the same list as the basic Cyber-Knight O.C.C. One of the skills must be from Physical and another one must be from W.P.'s. Plus select one additional skill at level three, two additional W.P.'s at level five, and one other skill at levels six, nine, and twelve. All skills start at level one proficiency.

**Secondary Skills:** Due to the amount of time spent honing their abilities, the character may only select two secondary skills from the same list as the basic Cyber-Knight O.C.C.

**Standard Equipment:** same as the basic Cyber-Knight O.C.C.

**Money:** same as the basic Cyber-Knight O.C.C.

**Cybernetics:** same as the basic Cyber-Knight O.C.C.

**Experience Table:** same as the basic Techno-Wizard O.C.C.

## CS Battle Angel O.C.C.

"It's so easy to think of the Coalition States as unfeeling monsters, to just shoot at those walking skeletons and not think about what's in 'em .... but when you see those silver wings flickering in and pulling bodies out, it's enough to make you want to cry."

--Taliesin Ravenwing; adventurer, mercenary, bard.

One of the new additions to the Coalition's war machine was the CS "Battle Angel"; combat medics. Arrayed among the black uniforms and armor of their fighting brethren, their silver armor and white uniforms make them appear to be a part of a different army: yet, they are every bit as dedicated and fanatic as the "Deadboys" that fight in the trenches.

The addition of a whole medico class to the battlefield is an astounding one that came around only because of the Coalition State's continuing communications with the New German Republic, and the increasing casualties in campaigns such as against Tolkeen and Free Quebec: heavy front line fighting that continues to claim large tolls on all sides. Prior to the unveiling of the new war machine, the combat medic for the CS was merely a "Deadboy" with paramedic skills and a medkit who made a few extra credits come payday for ministering to the wounded and sending them back to mobile army surgical hospitals (M.A.S.H. units). This was enough to keep casualties low in most campaigns, but the heavier fighting demanded a more drastic solution.

When the new war vehicles and trained soldiers rolled off the line, so too came the new medicos. The CS 'Battle Angel' is sent out along with the combat troops, bandaging the wounded (sometimes doing surgery right there on the field) and sending the badly hurt back to the M\*A\*S\*H units for more in-depth treatment.

Battle Angels run the whole gamut of professions, from pilots of the "Dust Offs" (Medevac units) to doctors, nurses, and specialists/technicians. They very rarely take place in actual combat, and are armed with defensive weapons only (although there have been cases where corpsmen have come under fire and returned it).

Battle Angels automatically start at Corporal (doctors start at Second Lieutenant), and have specialized training in a particular area, much like the old-style CS Technical Officers. Select one of the following areas of knowledge (MOS): select five skills from those categories, with a bonus of +15% for those skills.

- Technician (Select from technical, science, mechanical, electrical, and pilot related)
- Pilot (Select from Pilot and Pilot Related)
- Medical (Select from medical , technical, and science; doctors gain seven skills instead of five)
- Communications (Select from Communications, technical, and electrical)

### **CS Battle Angel O.C.C.**

**Attribute Requirements:** IQ 12 or higher; 14 or higher for doctors.

**Alignment:** 85% are good or unprincipled. Evil Battle Angels are rare in the CS military, and do not often remain ... at least not in the regular ranks; Desmond Bradford is always on the lookout for brilliant medics with no scruples...

#### **O.C.C. Skills:**

Speaks American at 98%, and one other at +15%

Literacy: American (+20%)

Mathematics: Basic(+15%)

Radio: Basic (+5%)

Pilot Hovercraft, and one of choice (+10%)

WP: Energy Pistol

WP: Knife

Paramedic (+20%)

Computer Operation (+20%)

Hand to Hand: Basic\*

\*Can be changed to Expert for the cost of two "other" skill selections.

**O.C.C. Related Skills:** select seven from the following categories, plus two additional skills at levels three and six, and one at levels nine and twelve.

Communications: none, unless MOS

Cowboy: none

Domestic: any (+5%)

Electrical: Electronics: Basic only (+5%) unless MOS

Espionage: Wilderness Survival only (+10%)

Mechanical: Basic or Automotive only (+5%) unless MOS

Medical: Any (+10% unless MOS)

Military: Any (+5%), except Demolitions

Physical: any, except Wrestling and Acrobatics

Pilot: any (+5%, unless MOS)

Pilot Related: any (+2% unless MOS)

Rogue: any (+2%)

Science: any

Technical: any (+5% unless MOS)

WP: any except Heavy or Heavy Energy.

Wilderness: none

**Secondary Skills:** The character gets to pick four more 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:** CA-8 'Battle Angel' Body Armor (described below), energy sidearm of choice (as many as 45% of the Battle Angels do *not* wear any form of weapon save their armor's defensive armaments, and they will not use this weapon offensively), one extra E-clip, utility knife and vibro knife (the latter is also often refused), signal flares, pocket computer, utility belt, air filter & gas mask, walkie-talkie, uniform (white and silver as opposed to the traditional black), combat boots (also white, oddly enough), canteen, first-aid kit and IRMSS/RMK: doctors get surgical gear as well.

### CA-8 "Battle Angel" Combat Armor

Exclusively issued to the CS Combat Medics, the CA-8 is a drastic departure from the grim black, skull helmed design of the Deadboy armor used by the main troops. Battle Angel armor is silver and white, usually stylistically female (most Battle Angels found on the field as nurses are female, about 65%; most men are either a) docs, b) techs, or c) standard military), with a faceplate stylistically similar to the CA-4 Deadboy (the blank, reflective visor). With a jetpack standard issued to front-line medics, this armor is often seen swooping just out of SAM or AA range looking for wounded soldiers. While this is understandably risky (many Battle Angels have been shot at while hovering), it is one of the only ways to locate downed soldiers in time to save them. Deadboys have been known to go berserk when enemies start shooting at Battle Angels, slaughtering them to the last man (the standard military is understandably protective of the medical branch).

Armor comes standard with medical harness with many pouches, first aid kit attached to the left leg, and another to the hip on the right side.

**MDC:** 75

**Weight:** 17 lbs

**Good Mobility:** -5% prowl penalty

**Colors:** White and silver with red crosses on the chest and shoulders

**Cost:** Exclusive to the CS military

**Special Features:**

- 'Battle Wings' Jet Pack: A pair of stylized feathered wings, folded in, that is actually a detachable jetpack used to hover over the battlefield in search of the injured.

**Max Speed:** 200 mph (322kph)

**Max Range:** Technically unlimited, but 600 miles when considering the cooling and maintenance of the jet pack. The pack should be allowed to cool for twenty minutes after every three hours of continuous flight/use.

- CS-110 DFWS/SL (Defensive Forearm Weapon System/Surgical Laser: right arm): Basically, an amplified laser scalpel, used for anything from surgery on the battlefield (or cutting wounded from wreckage) to self-defense. Does anywhere from under 1 SDC point to 2D6 MD for self-defense (but only a 50' range), and is tied into the "Battle Wing's" nuclear power plant. Can also run from an E-clip for non wing-wearers (payload is about twenty shots from the defensive laser).
- Drug Administrator: A self-sterilizing hypodermic needle on the left arm, used to administer painkillers and stimulants on the battlefield. Uses "capsules" of drugs (come in 10cc amounts), and all field medics carry several dozen of these with them in their belts.

**Vehicles:** The character's vehicle can be any non-military, usually ordinary cars or jeeps. In many cases, they are issued authorized knockoffs of the Triax vehicles in World Book 5 (pps.117/118 and 125/126):

medical hover pods and the giant hovering hospital. Space and copyright concerns forbid me from retyping them.

**Money:** The combat medic gets a roof over his head, food, clothing, and all other basics provided free as part of his pay, as well as access to military facilities. Monthly salary is 2000 credits, and starts off with one month's pay. Note that pay increases to 2200 at the rank of lieutenant and to 2500 at captain.

**Experience Table:** Use the same experience scale as the CS Technical Officer

## Enchanter O.C.C.

Lost since the Time of a Thousand Magicks, this rediscovered mystic art is rumored to have been developed by Lictalon himself. Enchanters are a new class of mage that focuses on putting magical spells and effects into mundane objects. They are generally accepted in most magic guilds, except for those that are dominated by alchemists (the Enchanters seriously cut into their profits). While this form of magic is still rare, it is becoming quite popular, as several schools of learning have been set up around the world to teach them.

### Enchanter O.C.C. Abilities and Bonuses

1. Creation of Enchanted Objects: See [Enchantment Magic](#)
2. Power Words and Runes: Enchanters know the simple and elemental power words, as well as the power words Xy, Lictalon, Lo-kum, Kym-nark-mar, Agu, and Tae-bo (the angel of exercise fads), which are needed for enchanting objects. They also have Literacy: Runic at 50% (+5% per level), which includes all runes depicted on page 124 of the Palladium Fantasy 2nd Edition book, as well as the numbers and colors on page 127. The character can also tell the difference between enchanted objects and lesser, greater, and greatest rune weapons.
3. Spell Casting: Enchanters know all the "common knowledge" spells: Decipher magic, sense magic, cloud of slumber, globe of daylight, and tongues). They also know three spells from levels 1-3. **Additional Magic Option:** (at the GM's discretion only) the character can choose 5 spells from the following list: Create Magic Scroll, Create Golem, Create Mummy, Create Zombie, Create Bread and Milk, Amulet, Talisman, Animate Object, Decipher Magic, Sense Magic, Cloud of Slumber, Globe of Daylight, Tongues, Armor of Ithan, or any summoning spell.  
**Note:** The Enchanter's area of expertise is in enchanting objects. When not casting spells into objects, the spell's range, duration, and damage (if applicable) is halved, unless they spend *four times* the normal P.P.E.!
4. Magic Bonuses: +1 to save vs. magic at levels 3, 7, 10, and 13. +1 to save vs. enchanted object/wand magic at levels 2, 4, 6, 8, 10, and 14. +2 to save vs. Horror Factor. Spell strength: 10, +1 at levels 2, 4, 6, 11, and 14. Able to recognize enchantments and magic: 35%/20% (+5% per level).
5. P.P.E.: 2D4 x 10 + 30 in addition to the P.E. attribute number, plus 2D6 per level. Can also draw on ley line energy, etc.

### Enchanter O.C.C.

**Attribute Requirements:** I.Q. 10 or higher and a high P.E. is recommended.

**Alignment:** Any

**Skills:** Palladium World: same as the Wizard O.C.C.; RIFTS: same as the Techno-Wizard O.C.C.

**Standard Equipment:** Palladium World: same as the Wizard O.C.C.; RIFTS: same as the Techno-Wizard O.C.C.

**Money:** Palladium World: 120 gold; RIFTS: 1D4 x 1000 credits and 1D4 x 100 in saleable black market items. Paid handsomely for magic items (often 10-50% of costs in alchemist/TW section)

**Experience Table:** Palladium World: Use the same experience scale as the Wizard O.C.C.; RIFTS: Use the same experience scale as the Techno-Wizard



## Medical Examiner O.C.C.

The Medical Examiner is a specially-trained individual who shares much of the training and experience of a medical doctor or Body Fixer. However, although they are trained professionals who can heal the sick and injured, examiners use their knowledge and additional training in forensic sciences on the dead. Their specialty is determining what caused an individual to die, whether the death was violent or not.

In many ways, the training to become a medical examiner is much more grueling and intensive than that of a standard doctor. Not only must they master the medical knowledge of a practicing doctor, they must also be well-versed in police procedures, forensics, handling of evidence, and the intricacies of criminal law. 20th century medical examiners are certified and licensed both as MD's and as lawyers. Although such licensing is not prevalent in Rifts society, the training is still very similar, and just as thorough.

Note: a lot of this O.C.C. comes from the various Medical Doctor O.C.C.'s already in the Palladium RPG's. I have modified it, though, based on the details found in Patricia Cornwell's Kay Scarpetta books (The Body Farm, Postmortem, Body of Evidence, All That Remains, Cruel and Unusual, From Potter's Field, and Unnatural Exposure).

Settings used in: any. For Robotech settings, this O.C.C. will only be available to military personnel, especially in the later wars. For Rifts settings, this O.C.C. will be limited to areas such as Tolkeen, the Coalition, Triax, Lazlo, and other areas with high technology and/or availability of technical training.

### Medical Examiner O.C.C.

**Attribute Requirements:** I.Q. 10, M.E. 12. A high M.A. and/or P.P. can be useful, but are not required. Successful examiners tend to have high I.Q. and M.E. scores, due to their line of work.

**Alignment:** Any, but tend toward Unprincipled.

**Hit Points:** standard for race (P.E. +1D6/level for humans).

**S.D.C.:** base of 10, plus any racial or skill bonuses.

**P.P.E.:** standard for race (2D6 or 3D6 for humans).

**I.S.P.:** none, unless the character or race is psychic.

#### O.C.C. Skills:

Biology (+30%)

Chemistry (+20%)

Pathology (+30%)

Forensic Medicine (+30%)

Chemistry: Analytical (+20%)

Chemistry: Pharmaceutical (+10%)

Math: Basic (+15%)

Math: Advanced (+5%)

Medical Doctor (+30%)

Research (+20%)

Law: General (+20%)

Law: Civil (+20%)

Law: Criminal (+30%)

Law: Corporate (+10%)

Law: specialty of choice (+10%)

Hand to Hand: Basic can be chosen at the cost of 1 related skill, Hand to Hand: Expert costs 2 skills, and Hand to Hand: Martial Artist costs 4 skills.

**O.C.C. Related Skills:** choose 15 from the following categories. An additional 3 can be chosen at 3rd level, and 2 at 6th, 9th, and 12th level.

Communications: any (-5% except for Radio: Basic, Optic Systems, T.V./Video, and Surveillance Equipment).

Domestic: any (+5%).

Electrical: Basic or Computer Repair only.

Espionage: any, but all skills (except Wilderness Survival) cost double.

Mechanical: Aircraft, Automotive, Basic, or Locksmith only.

Medical: any (+15%).

Military: any, but all skills cost double.

Physical: any.

Pilot: Basic: any.

Pilot: Advanced: any, but all skills cost double.

Pilot Related: any.

Rogue: any.

Science: any (+10%).

Technical: any (+5%).

Wilderness: any.

Weapon Proficiencies: any.

### **Note for Robotech and Rifts characters:**

- RDF and REF characters will sacrifice 3 of their related skills for HTH: Basic and 2 Modern W.P.'s of choice (REF characters typically have Gallant H-90 as one of the W.P. choices). Starting rank and equipment will be as for the Field Scientist.
- For Southern Cross characters, this replaces the Medical M.O.S. package, as well as all of the Other or Related skills for the appropriate O.C.C. Note that most Southern Cross medical examiners will be from the Tactical Corps, G.M.P., or Sea Squad (although they can be from any branch).
- CS and NGR characters will also sacrifice 3 Related skills to purchase HTH: Basic and 2 W.P.'s of choice. CS examiners will use the starting equipment listed for the Body Fixer (civilian) or Technical Officer (military). NGR examiners will use the starting equipment listed for the Field Medic O.C.C.
- In all cases, military medical examiners will start out with the rank of Captain (ground) or Lieutenant Commander (naval/space).

### **Notes for other settings:**

Medical examiners tend to be based out of the larger cities, and will have ties to the local DA's office and police and/or sheriff's departments. Depending on their fame or skill, some examiners will also have contacts within national or international organizations, such as the FBI. Note that for most player characters, the character will either have to be retired or will have to spend a lot of game time actually working at the county morgue.

## **Mer-Juicer O.C.C.**

With all their constant trading with other civilizations, Tritonia was bound to discover M.O.M. technology. They immediately took an intense fascination with it, especially in Juicers. The most notable scientist in the field was a Dr. Logan Schultz, whose creation, the Mer-Juicer, is his most successful brainchild.

The Mer-Juicer is an amazing combination of the Juicer conversion and the combining of special chemicals and amphibian genes to produce an incredible underwater operative. The patients who underwent the conversion could hold their breath for extended periods of time, survive under water pressure twenty times greater than the average human, and exhibited nearly superhuman strength, speed, and agility; even more so underwater than on dry land.

The release of the Mer-Juicer was a big hit in Tritonia. Despite the shortened lifetime, hundreds of young Tritonian soldiers volunteered to undergo conversion. The Mer-Juicer is almost exclusive to Tritonia, but a few coastal cities MAY have a doctor skilled in the conversion (GM's discretion).

These Juicers are usually discernible as they tend to dress much differently from other Juicers. The traditional mohawk of the land-going Juicer has changed to a nearly bald head with a long rattail of hair down the back (wild hair tends to block vision underwater). They are also much stronger and faster underwater, and their armor is usually tougher due to the lack of oxygen apparatus. Physiologically, they have gills behind their ears and their fingers and toes are webbed to help them better move around in their "natural" environment: the sea.

### **Mer-Juicer O.C.C.**

**Attribute Requirements:** None, just a willingness to undergo the Mer-Juicer conversion. Loyalty to Tritonia is also a key factor.

**Alignment:** Any

### **O.C.C. Abilities and Bonuses:**

1. **Super Endurance:** +4D6x10 to S.D.C., 5D6 to hit points, and 1D6 to P.E. Fatigues at only 1/10 the normal rate and can go up to four days without sleep; normally needs only three hours of sleep a day.
2. **Super Strength:** +2D4 to P.S.; minimum of 18 (if lower, adjust up to 18). When underwater, add 10 to P.S. and it is considered supernatural. Note that the character's body is not supernatural and the character will need some kind of hand covering when punching mega-damage creatures and objects (NOTE: The standard Mer-Juicer armor does have metal coverings for the hand, allowing them to use their supernatural strength to full advantage).
3. **Super Speed:** +1D4 x 10 to speed when on dry land. When underwater, add an additional 2D6x10 to the character's swimming speed! Can leap 20' across and 10' up (half without a running start).
4. **Super Reflexes and Reaction Time:** +4 initiative, +4 roll with punch, +2 strike, +2 parry, +2 dodge, +4 pull punch, gets an automatic parry and dodge against all attacks, and gets one additional attack per melee on land (two underwater). +2D6 to P.P.; minimum of 22 (if lower, adjust up to 22).
5. **Maximum Depth Tolerance:** Up to 1/2 mile (2640 feet) or 1 mile using the optional breathing apparatus.
6. **Holding Breath:** Can hold breath for 5D6 x 3 minutes plus the character's P.E. number without needing to resurface; similar to dolphins and whales. Using an oxygen tank or other similar breathing apparatus triples the current amount (so the average 90 minute tank would be 270 minutes for Mer-Juicers; about 4 and a half hours).
7. **Enhanced Healing and Saving Throw Bonuses:** Same as normal Juicers.
8. **Low Life Span:** Will die after five years plus 4D6 months after conversion

### **O.C.C. Skills:**

Speaks native language at 98%  
Select one additional language of choice (+15%)  
Radio: Basic (+10%)  
Swimming (+30%)  
S.C.U.B.A. (+30%)  
Undersea and Sea Survival (+20%)  
Undersea Demolitions (+14%)  
Underwater Navigation (+10%)  
Read Sensory Equipment (+10%)  
General Athletics  
Intelligence (+12%)  
Pilot: Water craft (two of choice, usually fast; +15%)  
W.P. Energy Rifle  
W.P. Energy Pistol

W.P. One of choice

Hand to Hand Expert (can be changed to Martial Arts/Assassin for one "other" skill)

**O.C.C. Related Skills:** Select seven other skills. Can select one additional skill at levels 3, 6, 9, 12, and 15. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+10% to fishing)

Electrical: Basic only

Espionage: Any (+10% to all except wilderness survival)

Mechanical: Basic only

Medical: Sea Holistic Medicine only (+10%; counts as two skills)

Military: Any (+5%)

Physical: Any

Pilot: Any (+10% to water craft; +5% to everything else)

Pilot Related: Any

Rogue: Any except computer hacking

Science: Math only

Technical: Any

W.P.: Any

Wilderness: Any underwater skills (+10%)

**Secondary Skills:** The character gets to pick four more 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, skill are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** Gets a suit of T-81 Mer-Juicer body armor (described below), an M-80 "Stormbringer" (their high strength makes these easy to wield) with 1D4 extra E-clips and six mini-missiles, BG-15 laser pistol with 1D4 extra E-clips, vibro-knife, survival knife, waterproof backpack, 1D4+1 waterproof sacks, flashlight, two other weapons of choice, and some personal items.

### **T-81 Mer-Juicer Body Armour**

This is a green-and-black armor that provides good protection and offers excellent mobility. It has attachments to hold a three-hour air tank, allowing them to stay underwater for almost nine hours (3x normal capacity)!

**M.D.C.:** 100

**Excellent Mobility:** -8% to prowl. Those with strengths lower than 18 are -25% and speed is reduced by 10%. Those with strengths of 12 or lower cannot even move while wearing this!

**Weight:** 26 pounds (but much lighter underwater)

**Market Cost:** Not available. Can be repaired as per normal armor but costs 10% more (a little rarer than most).

**Average Pay:** 4000 credits/month; starts with one month's pay.

**Cost of Conversion:** Not usually available, but when it is, it costs the same as the Hyperion Juicer conversion but is only really available at coastal areas and waterfronts.

### **Experience Table:**

1. 0,000 - 2,250

2. 2,251 - 4,500

3. 4,501 - 9,000

4. 9,001 - 18,000

5. 18,001 - 26,500

6. 26,501 - 36,000

7. 36,001 - 52,000
8. 52,001 - 75,000
9. 75,001 - 100,000
10. 100,001 - 140,000
11. 140,001 - 200,000
12. 200,001 - 260,000
13. 260,001 - 320,000
14. 320,001 - 400,000
15. 400,001 - 500,000

## Sniper O.C.C.

Snipers are usually trained and used by militaries and law enforcement agencies. They can also be found in mercenary groups and occasionally freelancing. They are trained to get close to the target without being seen and kill the target. The goal is to do this in one shoot. The reason for this is that the more you shoot at the target the more likely they will spot you and shoot back or the target may escape. The work of a sniper will often require them to work alone. At the best they will usually only get a spotter to help the sniper identify targets and watch his back. This problem though is not faced by snipers working for law enforcement units.

### Sniper O.C.C.

**Attribute Requirements:** I.Q. 10, P.P. 10

**Alignment:** Any except Principled

**O.C.C. Bonus:** +2 to initiative, +1 to strike with modern ranged weapons.

### O.C.C. Skills:

- Radio: Basic (+10%)
- Detect Ambush (+5%)
- Intelligence
- Tracking (+10%)
- Wilderness Survival
- Armorer (+5%)
- Camouflage (+20%)
- Athletics (general)
- Climbing
- Prowl (+15%)
- Language: One other language beside native (+20%); Native language at (98%)
- Literacy: Native language (+10%)
- W.P. Bolt-Action Rifle with [Combat Sniper](#) skill\*
- W.P. Energy Pistol
- W.P. Energy Rifle with [Combat Sniper](#) skill\*
- Land Navigation (+10%)
- Hand to Hand: Basic; can be changed to Expert at the cost of one other skill, or Martial Arts at the cost of two other skills (or assassin if of evil alignment).

\* See below for Combat Sniper Skill

**O.C.C. Related Skills:** Because of the intensity of the training required for this skill there is not much time to acquire other skills. Select four other skills. Plus two skills at level four, eight and one twelve. All new skills start at level one proficiency.

Communications: Any  
Cowboy: None  
Domestic: Any  
Electrical: Basic Electronics only  
Espionage: Any (+10%)  
Mechanical: Automotive Mechanics & Weapons Engineer only  
Medical: First Aid only.  
Military: Any  
Physical: Any  
Pilot: Any  
Pilot Related: Any  
Rogue: Any (+5%)  
Science: Chemistry and Math only  
Technical: Any (+5%)  
W.P.: Any  
Wilderness: Any (+5%)

**Secondary Skills:** The character gets to pick four more 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, skill are limited (any, only, none) as previously indicated in the list.

**Standard Equipment:** A set of light mega-damage body armor, military fatigues, a custom made Ghillie suit\*, and a small wardrobe. Also a gas mask and air filter, tinted goggles, infrared distancing binoculars, one long ranged high power rifle of choice with telescopic scope, thermo- imaging and laser targeting, one energy pistol of choice, one knife, two other hand held weapons of choice, six e-clips or reloads for every appropriate weapon, robot medical kit and IRMSS, backpack, canteen, two weeks of rations.

\* Ghillie suit: Is a suit made by the sniper to match the terrain to help him sneak up on his target. A universal suit will provided a +5% bonus to prowl. A suit made up to match the local terrain will give a +15% bonus to prowl.

**Money:** 2D6 x 1,000 in credits, and black market items worth 1D6 x 1,000 credits.

**Cybernetics:** 1D4 cybernetic implants of choice.

## Experience Table

1. 0,000 - 2,120
2. 2,121 - 4,240
3. 4,241 - 8,480
4. 8,481 - 16,880
5. 16,881 - 24,880
6. 24,881 - 34,880
7. 34,881 - 49,880
8. 49,881 - 69,880
9. 69,881 - 94,880
10. 94,881 - 129,880
11. 129,881 - 179,880
12. 179,881 - 229,880
13. 229,881 - 279,880
14. 279,881 - 329,880
15. 329,881 - 389,880

## New Skill:

### COMBAT SNIPER (military)

This is a new sniper skill. It costs two other skill selections to get and must be selected separately for each weapon proficiency. For example if a player wanted it for W.P. Bolt Action Rifles and W.P. Energy Rifles the skill would have to be bought twice. Note: This skill can only be used with weapons that can fire single shots. In other words no firing bursts or full auto. Also it can only be used with ranged weapons. It's called Combat Sniper to make it easier to tell from the Sniper skill in the main book.

Another thing I think should be done is have a distance penalty. For every 500 ft. the target is away a -1 to strike is applied (any scope or sight modifiers or added after this). The reason for that is at long range the target will be harder to see and you have to account for the effects of the environment on the shot (wind, gravity, etc.). It also takes four melee rounds (60 seconds) to get prepared to take a shot. For every melee round less than three a -1 is applied. It can never be done in one melee round since that is not enough time to position the rifle and get in the right mind set. The reason for this is the sniper needs to be relaxed so the weapons can be held steady and be able to concentrate on the target to make it die! Preferably in one clean shot.

Note: For skill selection purpose this is a military skill. So if an O.C.C. can't normally get skills from the military list they can't get this one.

1. +3 to Strike on aimed shots.
2. -
3. Critical Strike on a unmodified 19-20
4. -
5. +1 to Strike on aimed shots.
6. Critical Strike on a unmodified 18-20
7. -
8. +1 to Strike on aimed shots.
9. Critical Strike on a unmodified 17-20
10. It know only takes three rounds prep time to fire.
11. +1 to Strike on aimed shots.
12. Critical Strike on a unmodified 16-20
13. -
14. +1 to Strike on aimed shots.
15. Critical Strike on a unmodified 15-20

## Soaker P.C.C.

Soaker's were born of necessity. Bands of Bursters roamed the southeast in the years following the coming of the rifts, and offered their services as protectors. When towns refused, the bursters retaliated and would raze the town. Fire brigades were powerless against such power. It all began with one man. His friends called him Soaky, because of his innate ability to control water. A small group of Bursters had entered his town and demanded a protection payment within three days or the town would be destroyed. When the day came for the payment one man stood before the group of Bursters. When he refused to pay the Bursters began to torch the town, only to have each of their fires extinguished. The Bursters then turned their flames at their opponent only to have their own flames extinguished. The town cheered for their hydrokinetic, who disposed of the group of bursters, and became the town protectorate. Later in his life Soaky left the town to seek out others who shared his abilities, and he founded the School of Water. The School of Water is located in old North Carolina, in what was once the pre-rifts city of Winston-Salem, North Carolina. It currently houses 70 student Soakers, Soaky's great granddaughter being the School's headmaster. The School has a

natural rivalry with all bursters. Once Soakers learn to use their abilities (between ages 13 and 20) they are sent out into the world to use them for good. At the age of 30-35 a Soaker returns to the school to teach.

### **Soaker P.C.C. Abilities and Bonuses**

1. Operate Underwater: Breath underwater, Swimming 98%, +2 strike and dodge when underwater. I.S.P.: None, natural ability.
2. Boil/Freeze Water: Power to lower the temperature of water to freezing, or conversely to raise it to boiling. Range 100ft (30.4m) + 10ft (3m) per level of experience. Amount of water that can be controlled is 1000 gallons (3785l) + 500 gallons (1892l) per level of experience. Note that the change is not gradual its almost immediate (1 melee action). Additionally, while it is true that most being's bodies contain a large percentage of water, a Soaker is taught not to use this lethal form of retaliation. A fair fight is the only way, even when your opponent does not fight fair. I.S.P.: 8 ISP
3. Liquefy: The Soaker can cause his body and clothing (not armor, equipment or weapons) to turn into water. A Soaker's body has no definite shape in liquid form but he can control his shape and stay in a human shape. In its liquid form the soaker takes no damage from physical attacks or from projectile weapons, and takes half damage from fire and energy. Electricity does no damage to the Soaker, however it does double damage to anyone in contact with the Soaker's liquid form. In liquid form the Soaker's body adapts to absorb M.D. attacks, and gains a M.D.C. value equivalent to that of his hit points. (i.e. if the Soaker had 31 hit points in its liquid form it has 31 M.D.C.) Duration: 2 minutes per level of experience. I.S.P.: 6
4. Water Spray: A strong gush of water can be shot or hurled from the soaker's hand. It causes no damage but has an 80% chance of knocking a man sized opponent off their feet and causing them to lose their next action. Bonus to Strike: +4. I.S.P.: 2
5. Water Spout: Causes a spout of water to pop up beneath a person. The target is -9 to dodge the spout, and if struck is thrown 20 feet into the air, takes 2D6 S.D.C. damage from the fall back to earth, and is stunned for 1D4 melees. I.S.P.: 10
6. Wall of Water: The Soaker can cause a wall of water to spring up between himself and his opponent. All attacks are -4 to strike through the wall. Size: 10ft (3m) high by 20ft (6.1m) long by 2ft (.61m) thick per level of experience. I.S.P.: 15
7. Control bodies of water: This ability is only useful in large bodies of water such as lakes, rivers, oceans, and the like.
  1. *Create Whirlpool*: sucks target and everything in a 15ft (4.6m) radius (+5ft (1.5m) per level of experience) under water for one full melee. I.S.P.: 20  
*Crushing Wave*: A large wave crashes down on the opponent, and one additional target can be selected for every three levels of experience gained. Damage 6D6 S.D.C and stunned for 2D4 melees. I.S.P.: 25
8. Create Water: Creates up to a gallon of water from thin air. The water just appears wherever the soaker wishes, be it in a bucket, flask, or another person's pants, however accuracy must be learned: 26% +4% per level. ISP: 10. The created water is actually drawn from moisture in the air. If the player is in a desert, the I.S.P. cost is double. If in a rainstorm or within 1000ft (305m) of a large body of water, the I.S.P. cost is halved.
9. Sense Water: Soakers can sense water within 800ft (244m) +100ft (30.5m) per level of experience, and can also tell the state of the water (i.e. salt water or fresh water, contaminated, clean etc..) I.S.P.: 2
10. Purify Water: Can purify water of all contaminates, 10 gallons (38l) per level of experience. I.S.P.: 8
11. Healing: Heals 10 M.D.C./S.D.C. per each minute spent completely immersed in water. I.S.P.: 1 per minute of healing.
12. Additional Psionic Powers: Select three from the following list: Death Trance, Mind Block, Impervious to Toxins/Poisons, Telepathy, and Mask I.S.P. and Psionics.



## **Soaker P.C.C.**

**Attribute Requirements:** None, but a high M.E. is suggested.

**Alignment:** Principled, and Scrupulous, with a very rare, unprincipled. Characters with anarchist or evil alignments are not allowed in the school.

**P.P.E.:** Most of the person's P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. is 2D6.

**I.S.P.:** M.E. attribute plus  $3D4 \times 10$ , and gains 10 I.S.P. per level of experience. Note that the character is considered to be a master psionic.

**Skills:** same as the Burster P.C.C.

**Standard Equipment:** same as the Burster P.C.C.

**Money:** same as the Burster P.C.C.

**Cybernetics:** Starts with none. Tend to avoid implants in favour of natural powers.

**Experience Table:** same as the Burster P.C.C.