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The RIFTER® #0

Your Digital Guide to the Megaverse®

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Rifts® Santa Claus
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Sunaj™ Revisited
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and Much More

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The Rifter® Number 0

Your Digital Guide to the Palladium Megaverse®!

First Printing – May, 2008

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Palladium Books® Presents:

The RIFTER® #0

Digital Sourcebook and guide to the Palladium Megaverse®

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in their time of need.



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Linwood Foster compiled his own list of all the planets in the Megaverse®, complete with the species on each planet. A pseudo-phone book for all your Megaverse® spanning adventurers!

Page 75 - Santa Claus

Josh Hilden has finally statted out the Jolly Fat Man that everyone loves to get gifts from. He did a great job stylizing him and his home while keeping with Palladium Books® flavor.

Page 75 - Ludicrous Magic™ III

Nate Bingham was a busy guy and sent in the third

installment of spells for those crazy, crazy mages we all know and love from the Infamous Rifter® 9½.

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Matthew Daye submitted this collection of new spells for magic users who have a much keener understanding of the arcane arts.

Page 95 - Sunaj™ Revisited

Rob Wilkison fleshes out those evil Atlanteans and their evil schemes, complete with their own weaponry and background tables.

Page 101 - There's Gold in them thar Hills!

Matthew Daye submitted a second helping in his spare time, in his attempt to explain where the Coalition States™ and other nations are getting all their resources.

Page 105 - Full Page Art by Adam Kass

The Cover

The cover is by Adam Kass and features a Glitter Boy™ wandering the ruins of an old city as the sun sets. This was the first picture submitted by Adam and was accepted (after some little tweaks) and ended up being the reason he was recruited to supply most of the art for the online issue of the Rifter® 0. His use of full color computer generated art seemed only too fitting for the first digital issue.

Optional and Unofficial Rules & Source Material

Unlike some of The Rifters®, which can feature official rules and content, Rifter® 0 is 100% unofficial and optional. In fact, every bit of this digital magazine was donated by the original creators free of charge! This edition of the Rifter® was made to help Palladium out in its time of need and many artists and writers were very eager to help out.

What does this mean to you, the reader? Well, none of this stuff is official so use it in your games and other material as you see fit, or take it with a grain of salt. That is really up to the individual player and GM. However, keep in mind that all of this material was made purely from the contributors' kind hearts so treat the material with an open mind. There's some really special stuff in here and I hope you get hours of enjoyment out of it.

Coming Next Issue

The Rifter® 0.1?

That is always the danger when trying to copy the normal Rifter's® format. Will there be another one of these? Maybe. I don't know. It will largely depend on how well this one does, the availability of material and the say so of Palladium. Rifter® 0.1, or Rifter® -1, or any other number of possible names may not even follow this format and could end up as any number of things, including a collection of short stories. Who knows? Only time will tell.

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From the Keyboard of Matthew Daye

First off, I would like to say thank you to everyone involved in this endeavor. Kevin and Wayne for giving me the go ahead to do this project, the writers and artists who donated their contributions to this endeavor seeking no reward, and finally to you, the one that bought this first PDF file from Palladium and made it all worthwhile.

Let me tell you, this Rifter® 0 shall not disappoint. Contained within this digital edition is material that can come in handy for players and GMs alike. All the work in this project was volunteered without any promise of any reward except a finished copy of this file. Don't let that fool you, there are some truly amazing entries here, including some from established free-lancers.

This project started when the crisis of treachery was originally announced. Many members of the Forums of the Megaverse® spent several days spit-balling ideas for how we the fans could possibly help out Palladium. I was not the one that suggested fan made PDF content, and sadly I can't recall who it actually was. However, as the weeks went by, it became clear that while people came up with ideas, few were able or willing to act.

However, the seeds were planted and many of us did get involved. I was learning the ins and outs of desktop publishing from my journalism program and decided to toss my hat into the ring. I messaged, e-mailed and chatted with Kevin and Wayne and got the go ahead to do the project. Once I had that, it was a simple announcement to the people on the message boards and the entries, or promises of entries came in over the following two months.

That was two years ago. I apologize for the delay, but there were just some things that couldn't be helped. I had seven artists that signed up for this project. If you noticed by the credits page that there are only two in the book. This is because while many signed up, they didn't actually follow through, though there was one that tried but the material just wasn't usable in this article. Life (as well as other four letter words) happens and I really don't hold it against the people who couldn't follow through.

I think a special thanks should be made to Adam Kass, who was a workhorse for me. He's the guy that has offered all the wonderful color digital art found in this online edition of The Rifter® 0. He continued to fill in every request I had for art to keep this from

becoming one giant block of text and I couldn't thank him enough. The use of color digital art really hits home the idea that this is the first digital edition of The Rifter® series.

After the artist delay there was the delay time in me getting the submission forms, delay in Palladium Books® getting them, and then dealing with the official contracts. The mail service only works so fast after all.

These are not complaints or excuses, but an explanation that this was an involved effort by everyone involved and not a slapped together book to be thrown to the masses. A lot of work, creativity, and spirit (but thankfully, no blood or tears that I'm aware of) has been put into this book and I truly hope that you enjoy reading it as much as the rest of us enjoyed being a part of it.

Oh, for those out there that are curious about this kind of thing Rifter® 0 was put together using Adobe InDesign CS2®.

Gateway to the Megaverse®

I know, I know. I'm a shameless self promoter. But the truth is, if you read the official Rifter® you'd know that this is where announcements are made and since this is the only thing I can actually announce I might as well.

I'm the host of a talk-cast called Gateway to the Megaverse®. It's a fan production to let fans better know and understand Palladium, it's staff, it's free-lancers as well as allow the fans to make an open connection with them that is usually only available at conventions.

I encourage everyone to participate. Shows happen Monday at 6:00 p.m. Palladium Books® Standard Time (that's Eastern Standard Time by the way). Fans can participate in the chat room, call in, or use the new shoe phone feature to talk with me and my guests using any computer headset. All the information you need can be found at:

<http://www.talkshoe.com/talkshoe/web/talkCast.jsp?masterId=50867&cmd=tc>

Culture and Tradition

By Nate Bingham

Culture has so many different definitions that it's hard to determine what actually makes a culture; is it religion, the clothes, the family values? In a role-playing game it appears as an element that encompasses all of it, but to make things simple I am going to focus on how to make a game unique and memorable. I have discovered through experience that it takes a little spice to make a great meal and that's what it takes to make memorable role-playing games. The trick is to emphasize one single element that stands out that separates one group of people from another.

I wanted to create a table that suited the needs of all Palladium fans and was truly Megaversal. My dilemma was only that there was such diversity that perhaps I should create it only for Phase World and Rifts which is a culture epicenter. The following table has been created to enhance your experience. Please note that this is optional. Also note that this article does not include the power of religious differences and traditions and that I leave it to any and all G.M.s to enhance those traditions as well with the following table.

01 – 07	Crests and Flags
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29 – 35	Clothes (style, pattern and color)
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64 – 70	Implants
71 – 77	Titles or Gestures
78 – 84	Gestures
85 – 95	Combination (roll twice)
96 – 00	Combination (roll thrice)

To give a better experience for the G.M. to understand what they are about to embark, I am going to go through a brief description of each category to start the juices flowing.

I want to tell you that these various forms of standing out may represent a number of things and to that nation or world this is part of their government, religion, or tradition and is hard to break away, especially when attempting to go back home. Traditions are what make a nation unique and original. That are what sets us apart from others. Everything from what we do, to what we wear, to what we do not do. The following table is for your convenience as to what purpose the tradition is followed. Choose or roll 1D6 to determine the reason for their personal/cultural distinction.

1. Religion
2. Race
3. Position
4. Tribe/Family/House/Clan/Nation/Sect
5. Marriage
6. Job/Career

Crests and Flags

From countries and kings to clans and tribes (and in Phase World, even worlds), people have distinguished themselves through the use of a symbol that reflected where they were from and what they represented. These symbols sometime become the epitome of our standpoint and are easily recognized (have your players roll their Galactic Lore or lore that is most appropriate).

For the larger governments and kingdoms (such as a large sect in the United Worlds of Warlocks), the character will have a +15% to +20% to recognize the crest, for a medium kingdom or sect give the bonus of +10%, and finally for a culture that has small or little influence, a +5% or nothing at all. If there is a great bonus then it should show in the control that they have in their little piece of space/earth.

Some crests are a combination of family crests and so it becomes hard to recognize right off, especially if there are a lot of families, clans, or tribes. In this case where its harder to recognize a people or culture there is usually a penalty anywhere from -5% to -20% to their roll; the greater the penalty, the smaller the influence that they have.



Tattoos

Tattoos appear in the Megaverse in so many different forms. Some cultures paint their skin with dyes because needles cannot pierce their skin and create the desired effect. Other cultures manipulate the hard to pierce skin through magic and magic inks. Yet others still go around it by manipulating the aura of that person to create a decoration that is invisible to the eye but clearly able to be seen by those who can see auras.

The process of applying the tattoo is different from culture to culture but systematically the same. Some cultures apply a tattoo as a badge of honor (like a sailor/pirate). Some use it as a way of identifying prisoners or slaves.

While some cultures will see tattoos as disgusting and repulsive, others will find it pleasant, a rite of passage and symbols of their heritage.

The following table will help you determine the nature of application and the reason for its use. For those predetermined cultures this table can be ignored. Roll 1D8 to determine the application.

1. Paint (something that is temporary)

2. Dyes (something a little more permanent)
3. Injection
4. Magic
5. Psionic
6. Branding
7. Combination (roll again; ignore duplication and numbers 7 and 8)
8. Combination (roll three times; ignore duplication and numbers 7 and 8)

This table will determine why the culture uses tattoos. Roll 1D10.

1. Decoration
2. Cultural Status
3. Prisoner or Slave
4. Rite of passage
5. Name tags (Hey, some cultures have long names and with each new event are given a new one; it's just a matter of keeping track) and with unusual writings (text or hieroglyphic), it could lead to cool designs (at least by other alien nations).

Hair Fashion

In a culture there is a ton of different ways to style a person's "hair" if you have any at all. While some cultures braided their hair, others leave it long as a symbol of power or of beauty. Other cultures are full of savages and have no purpose or means of cutting their hair.

To enhance the experience some hair is decorated by dyeing it in places or completely, and/or dressing it with items such as feathers, beads, ribbons and the like.

The following table is for decoration and style of hair.

1. Dyed
2. Braided/Dreadlock (hair is braided into a ponytail, pigtails (two on the side of the head) or into a bunch of little braids across the scalp).
3. Cut very short
4. Shaved completely
5. Mohawk (all the hair is cut/shaved away to leave only a strip across the top of the head).
6. Half shaved
7. Bald save a patch or patches of hair are saved.
8. Afro
9. Flat top

10. Spike (hair is made stiff and placed in spiked bundles on the head).
11. Cinnamon buns (hair is braided and rolled to rest on the sides of the head).
12. Corn rows (bundles of hair on the head put in a pattern).
13. Beehive (all the hair is place. On the head in a stacked format.)
14. Curled
15. Feathered (hair is curled to point away from the head and face).
16. Mushroom
17. Bowl Cut (all the hair is cut under the “ears” and left bald or shaved).
18. Logo (text is shaved into the hair)
19. Demented combination of two hair styles
20. Demented combination of three hair styles (re-roll ignoring 19 and 20).

There is a need to discuss the bald or nations that cannot grow hair (insectoids, creatures of stone or ore, and reptiloids crestationiod etc.). These nations find alternate means of decorating and distinguishing themselves. Some tie ribbons on their ears or antennae, pulling it back or at least decorating it in some form or fashion. Some people distinguish themselves by their gender, allowing one gender to decorate their baldness and the other to not (70% are female).

Body Piercing

Piercing one’s body is a bit of a controversy. Some cultures think that it’s barbaric and repulsive where others say that it is a sign of enhanced beauty and charm. Those cultures that find it ugly will use it for tagging (like cattle) to keep track of slaves, prisoners and indentured servants (servants that owe a large debt). Other cultures that find it beautiful will use it to adorn their bodies. Some cultures count the number of body piercings to see how important they are. In all and all, some cultures find that decorating themselves is important and appealing (Roll 1D10 to determine place).

1. Ears
2. Mouth
3. Nose
4. Loose pieces of skin (webbing)
5. Navel

6. Eyebrow
7. Nails and/or Teeth
8. Multiple piercing (re-roll to determine place on the body; ignore 8, 9, and 10).
9. Multiple places; roll twice
10. Multiple places; roll thrice

Clothing

In the Megaverse style is everything; from the fashion the Ley Line Walker, to the Borg, to the peasant. All want to look good but when it comes to cultures, there is a bit of uniform to it. Color, texture, fabrics, patterns all mean something, whether it’s status or position, race or nation, one way or another it has symbolism. Torn clothes may signify that they have been abandoned by their nation or removed from their position. Stitched clothes may mean that their position has been restored and they are on probation or their nation has accepted them back in the fold and they have regained all their rights again. These kinds of changes may also hint that the person has changed places or status, moved or married into a new tradition or family.

All these may show in the form of a crest or symbol and later represented by their colors. They may wear a shawl or tassel of that color or a colored stone of sorts. In some nations, wearing a color might be taboo because it belongs to a certain club or group, clan or nation or even a position of power. Some nations may have a punishment for wearing a pattern or texture because by wearing it, they mock those that hold it sacred or in reserve. Roll 1D4 to determine



what is important about clothing.

1. Texture (Roll 1D4)
 1. Leather/Fur/Armor (cloth produced by the death of a creature).
 2. Silk (cloth produced by an insect)
 3. Wool (cloth produced by an animal)
 4. Cotton (cloth produced by a plant)
2. Pattern (Roll 1D10)
 1. Stripes
 2. Spots
 3. Checkers
 4. Plaid
 5. Zigzag
3. Style (this denotes where it is placed on the body) (Roll 1D10)
 - 1 Shoulder
 - 2 Hip
 - 3 Head
 - 4 Neck
 - 5 Hands
 - 6 Feet
 - 7 Legs
 - 8 Chest/ Stomach
 - 9 Back
 - 10 Face (in the form of a mask/transparency)
4. Color (Roll 1D12)
 1. Blue
 2. Red
 3. Yellow
 4. Tan
 5. Purple
 6. Brown
 7. Gold
 8. Silver
 9. Pink
 10. Orange
 11. Green
 12. Black/White

Medals, Trophies, Ribbons and Badges (rewards)

Among the more popular governments is a system that shows appreciation. These governments reward with property, wealth and goods, but more importantly is the outward rewards that can be seen by others when they walk down the street. These people have fancy hats or apparel but more than that they have a small symbol of wealth and power to show exactly where they stand. These symbols are not usually given

as a punishment (they would take it off if it were).

The more classes and ranks that there are in the government the more awards there are available. In some cases even the class or rank has a badge or pin. Militant governments are the biggest benefactors of this type of system because they are able to show (outwardly) the rewards and benefits and the shiny trinkets that come with it. Because there is a wide variety of reasons for rewarding people I am not going to put a table for a general means of reward.

On some worlds, famous people or the general public use jewelry and trinkets to show their position in society. Either it's in the design or the shape or size; something defines who they are and why they wear the jewels. Generally there is a trinket or jewel that depicts their origin or heritage that they have. Another point would be where the object of their definition is placed on their body. Perhaps they have to deal with the possibility of not having one and what happens to those that do not have their symbol of power, position or prestige. The G.M. will want to know if it will affect foreigners and if so, how. Generally, there is a title with the reward.

Scars

Some people have a sick way of showing appreciation but to some this is a common and welcome occurrence. Scars are appreciated and used to denote power, honor and valor. They may receive them in war, as part of a ritual or trial and the more the merrier. On the alternative, scarring may be used to make people unattractive or to punish them. These people will be shunned by society or outcast.

1. Decoration or reward
2. Counting (victims, victories, almost anything)
3. Punishment
4. Branding of slaves or prisoners

Excision

This is the process of removing excess skin for decoration purposes. Examples of this would be trimming back a dorsal fin or trimming bone tissue to appear less threatening. All sorts of trimming and filing may occur to appear more civil or intimidating. Roll 1D4 to determine why the excision is occurring.

1. The characters want to appear more intimidating
2. The characters want to appear friendlier
3. It's socially acceptable

4. It's taboo not to

Plastic Surgery

People are not satisfied with their appearance so they alter their faces and/or bodies to look like the social norm. Either their bodies are altered to look larger than normal or smaller than normal. Humans are popular with doing this just to look like the perfect specimen. This includes, but is not limited to, hair implants, fin implants, hair extensions, mild nip and tucks, bone or cartilage prosthesis to either appear longer or shorter or to put it there in the first place when a mutant does not develop it during their gestation. For the most part, however, the society on a whole in their effort to find perfection will have this area altered to fit what is socially acceptable. Roll 1D12 to determine where the surgery occurs.

1. Head/Scalp
2. Neck
3. Face
4. Shoulders
5. Arms
6. Hands
7. Fingers
8. Chest
9. Abdomen
10. Loins/Hips
11. Legs
12. Feet/Toes

Implants

The people have a desperate need to improve beyond just plastic surgery to make themselves more versatile and useful or to restore lost body parts because it is either socially acceptable to look normal and taboo to look otherwise or that this is an in thing and only the popular and wealthy do it. The last alternative is to keep track of the villains of the solar community by replacing limbs and tagging them with obviously altered limbs; roll 1D4 to determine what the popular implant/prosthesis is.

1. Bionic
2. Cybernetic
3. Synthetic (complex plastics)
4. Bio-systems (grown, artificial)

Titles

Everyone has a title and those that do not are not easily respected. They use titles to show their talent,

strength, leadership etc.; the longer the title the more the respect. Long titles would be like Head Lord Master X, Keeper of the Faith, Regent of X, Weilder of the X and Savior of X. Words that would be used are descriptive nouns and adjectives that describe their exploits, weapons, trinkets, jewels and adventures. A little bit of their family origin or history may also be included such as the name of their family and position in their family.

Another thing about these types of people is that they will want to know about the foreigner's position; the smaller the title, the less respect that they will receive unless they have a famous name that has its own reputation.

The best way that you will be able to tell their position is though a suffix or prefix that is attached to their name. This can be used to show their number and some cultures use a number while other cultures use a letter or sound.

Roll 1D12 to determine their position in their house or family.

1. First born
2. Second born
3. Third born
4. Fourth born
5. Fifth born
6. Sixth born
7. Seventh born
8. Last of 8 + 1D4 children
9. Twin among 2 + 1D6 children
10. Triplet among 4 + 1D4 children
11. Quadruplet among 6 + 1D4 children
12. Bastard/Orphan/Ward

Gestures

When it comes to gestures it can be something as complex as sign language to something that is culturally small such as a touch to the face or some other body part. These touches or gestures could mean anything from a challenge, act of war, or even to just have them relax or a gesture of peace. Roll on the Plastic Surgery table to determine where on the body is the touch or gesture directed toward.

So there you have it, a table to add additional color to your campaign and make your aliens more unique and exciting. Enjoy! Remember to not make it so weird that your characters cannot relate but just enough that it is memorable.



SEVEN YEARS ON CEREBUS

A Rifts® / Splicers® Campaign
written by Robert Lionheart

“Let me get this straight,” said the dragon. “We are trapped on a planet dying of leprosy. A living planet possessed by a schizophrenic goddess. And our fearless leader is a Coalition accountant. Yeah baby, I can work with this.”

Introduction

Operation Alpha Beacon was a Coalition convoy transferring 3000 Dog Boys from Lone Star to a staging area near Tolkeen during the last days of the siege. The convoy was ambushed in a valley north of Chillicothe by an insurgent cadre of volunteers, renegades and misfits called the Tolkeen Irregulars. A warbling Rift opened during their battle, sending the entire valley across three galaxies to a very strange moon. That is where our story starts! The campaign begins as the Irregulars are spared execution and imprisoned in an abandoned Xiticix hive network that is now the base camp for Alpha Beacon. I have detailed over 30 events that *may* occur in the first seven years as springboards for your own adventures.

The Books You Need

The *Seven Years on Cerebus* campaign is designed so players and Game Masters only need the core books for Rifts and Splicers to play the entire campaign. Additional Palladium books will be referenced to add to the fun. At the GM’s discretion, the players may access resources from Rifts Sourcebook One, Coalition War Campaign™, Federation of Magic™, Lone Star and any Coalition Wars® book.

Player Characters

The GM is encouraged to have players create two characters and run two simultaneous campaigns that deal with issues facing the CS Alpha Beacon and the Tolkeen Irregulars. This gives the GM the option to flip between sides of the conflict and sometimes have a mixed group when appropriate. I hope this creates many exciting role-play opportunities, action and drama for you and your players.

The Strange New Moon

“Another story!” begged the upright canine. Dozens of yelps and barks sounded in agreement.

The Rogue Scholar smiled, "Have you ever heard of Cerebus, the Dog Boy who guards the gates of hell?"

History

Cerebus is a living world created by evil space mages deep within the Thundercloud Galaxy. The dark coven was trying to recreate Wormwood and may have used genetic material from that famous sentient planet for this experiment. The coven grew a single organism across the entire rocky surface of an existing ice moon. It is a supernatural S.D.C. creature and each cubic foot has 100 Hit Points. The organism fed off the moon's minerals, basked in the sun's warmth and converted the ice into surface water and a breathable atmosphere. The dark coven summoned the Ahaugr, a docile slave race useful for sacrifices, to sculpt the surface of the world. The Ahaugr are unusually artistic and they designed terrain and structures of exquisite beauty over the next century.

Meanwhile, the coven used the planet as a massive P.P.E. battery for thousands of vile and wicked spell castings, including incursions into the infernal dimensions of Hades and Dyval. The evil mages burned through the moon's P.P.E. at an alarming rate. It was decided that binding a subservient god into the organism was the best solution for their energy needs. The coven avoided the major pantheons, searching the Megaverse for an intelligence without allies. They found an amazingly powerful technological entity which had recently gained sentience on a human world (the Machine from Splicers). The power mad warlocks ripped away the entity's astral soul and bound the spirit into the living moon. Then their insane plan completely unraveled before their eyes!

The binding of the immortal being caused the breathing world to convulse with untold magical power. Ley lines and Rifts exploded across the surface. This was a technological intelligence created by science not sorcery. The newborn being instantly had to deal with its own sentience, its sudden bonding to a living creature and the reality of magic and supernatural issues that completely wiped its original programming. The entity's mind went insane, splitting into seven warring goddess personalities, none able to accept or grasp what had occurred. The birth rage flung the ley lines across the moon and into space, causing a dangerous chain of solar flares.

Rifts originating from Cerebus have an interesting characteristic best described as warbling. These Rifts do not just create portals, but instead roll across an area and absorb everything in a wide radius. On the surface and in orbit, Rifts to infernal realms gave vengeful demons the opportunity to slaughter the dark covens. Dyvals dragged screaming mages into hell dimensions for payback after generations of torturous summonings. Warlocks in orbiting spacecraft fled the galaxy, deeply fearing the wrath of their creation. The rush of magic quickly receded after the initial eruption, stranding some demons and trapping many *inside* the ley lines of the moon. How such powerful imprisoning magic was cast is unknown. This event took place 37 years ago.

The goddesses quickly gained their own powerful individual consciousness, but each personality was riddled with disorders. So thus the immortal Eve, Freya, Gaia, Hecate, Ishtar, Kali and Lilith were born onto Cerebus. They are nearly identical to the Machine personalities as presented in Splicers.

The surviving Ahaugr retreated into beautiful palaces built for their dread warlock masters and held against the remaining demons. Some Ahaugr cried for help and the goddesses listened, utterly entranced by the concept of devoted worshippers. Thus began the unfortunate symbiosis of the Ahaugr and the various immortal personas. This quickly led to the development of War Mounts, Host Armor and other bio-technological marvels as the artistry of the Ahaugr combined with the goddesses' supernatural mastery of the bio-energy gene pools scattered across the world. The immortals guard these pools with terrible jealousy. These sacred places are used to create the bio-monster avatars which manifest their will upon the world. In the end, the Ahaugr never became good worshippers. Most feel betrayed because the goddesses altered the Ahaugr genetic pattern to serve in their never-ending crusades between the split personalities.

One of the goddesses created a flesh eating bacteria, a blend between leprosy and Ebola, sometime during their race for greater bio-weaponry. It is unknown if this development was accidental or purposeful. All the personas blame their sisters and escalated their wars against each other. Meanwhile, the bacterium spreads, infecting hundreds of square miles of the world with diseased foulness. Cerebus is rotting and dying.

Planetary Data

Cerebus is a large moon orbiting a stormy green gas giant located in the habitable zone of a yellow main sequence star. The moon's gravity is half that of Earth. The gas giant has two dozen more planetoids and Cerebus rests in the far outer orbit. There are six other planets outside the habitable zone. There are no other settlements in the system. A day on the moon lasts only 12 hours and one year passes in only 32 weeks (about 8 weeks per season).

The equatorial area of Cerebus is prone to D-shifting. Wide swaths of land (D20 square miles) appear as infernal dimensions or other strange areas for D6 hours. Weather in healthy areas is dry, except for seasonal snow at the poles and rainstorms along the equator. Volatile thunderclouds follow the ley lines and Rift activity results in local climate changes. Solar flares often result in unstable pressure zones, causing windstorms and tornados.

Cerebus does not have oceans, but the Ahaugr crafted many ponds, lakes and streams. Most are shallow and near settlements. There are hills but no mountains. Spiraling pillars and high towers dot the landscape. Often, an artistic landscape design can only be seen properly from these heights. Some hills are piles of rocks, leftovers from the many asteroids used in the construction of the planet. The healthy surface of the planet resembles hardened clay or adobe, rough with highlights of color and smooth ceramic.

Two common surface features are *piccolo reeds* and *melon trees* and neither is a plant. Piccolo reeds are the main food source for most creatures, originally intended to nourish the Ahaugr as they moved along designing one terrain to the next. The reeds grow in huge clusters of thin, rubbery tubes, 2 to 4 feet (0.6-1.2m) high, formed from the same protein as the rest of the planetary organism, but easier to chew and digest. If vegan burgers are supposed to taste like beef, then piccolo reeds taste like calamari pretending it's celery. Melon Trees are actually an organic pumping mechanism. The "trunk" slowly draws Bio-E fluid to the surface from the deep tissue of the living organism. The life juices spread across the "branches" and drips into sacks. These infused sacks grow into large, teardrop shaped fruit with a thick rind. The melon meat is extremely nutritious, very sweet and holds the secret of Splicer biotechnology. The dark

covens never developed biotechnology. The evil space mages knew the secret of using the melon fluid to increase their own P.P.E. and enhance the P.P.E of their sacrifices. Groves of melon trees are commonly found near palaces. True plant life only exists in the Rifted terrains, algae in the waterways and within the pristine gardens of the Ahaugr.

The diseased areas of Cerebus are starkly opposite the rest of the world. The GM is encouraged to present the curiously sculpted alien beauty of the living moon and contrast this with the nightmare epidemic that is eating the world. Tracts of land in the early stage of the disease are discolored, soggy and may sweat noxious pus. Later, these expanses begin to rot. Massive pressure sores form where the planetary skin peeled away, revealing bloody infected striations. The stench from these wounds carries during windy days, drawing demonic scavengers. The final stage of the sickness withers away the connective tissues, leaving growing ponds of putrid, stinking filth. These ponds act as breeding grounds for the disease.

The affliction is propagated by a phenomenon called *Meat Tornadoes*. The volatile solar flare activity causes atmospheric temperature and pressure disturbances. The side effect is the swirling windstorms that plague the moon. A tornado that cuts through an infected wound pond will travel for miles, spreading the plague and flinging the contagion into the high atmosphere. The pestilence rains down hundreds of miles away in a bloody splatter of chunky pus, leading to new infection. So far, the Goddesses have little understanding of the sickness. 13% of the surface area has been infected, primarily north of the equator. Worse, Kali actively spreads the disease and disrupts any attempt to discover a cure.

Seasons on Cerebus

Cerebus has significant seasonal changes, especially in regards to weather, temperature and sunlight. Each season lasts D4+5 weeks. Spring is warm and bright, summer is the time of windstorms and fall has long, dreary shadows. Winter is spent behind the gas giant and there is barely any sunlight or heat reflected, dropping the climate to sub-zero temperatures.

Places of Adventure

There are many destinations for adventure across Cerebus. The GM is encouraged to design their own world maps and allow the players to slowly learn about the moon through exploration by their heroes.

Gene Pools

There are only 17 gene pools left on Cerebus and one will be lost each year as the disease ravages the world. While melon trees leech small amounts of Bio-E from the lower layers of Cerebus, the rare gene pools are directly connected to the vital life nodes of the living world organism. Every goddess considers a new gene pool the ultimate prize because they increase the rate of development for her War Mounts and Splicer technology for her warriors. Gene pool productivity is enhanced by the creation of an Engineer. On Cerebus, an Engineer is an Ahaugr who has been sacrificed into a gene pool. They are bonded to both the pool and a goddess. The Engineer can draw upon the nearly unlimited P.P.E of the living moon to fuel his Sculpt Bio-Mass spells and he can organize teams of Ahaugr Artisans for the creation of War Mounts. In mechanical terms, assume that the presence of a Engineer can effectively double the productivity of up to 100 Artisans. If an Engineer is slain, the gene pool can be claimed by another goddess.

Most goddesses have a gene pool at their Great House and another hidden elsewhere guarded by War Mounts and her most trustworthy Ahaugr. Life for CS Alpha Beacon will be even more dangerous when any goddess learns that two gene pools are hidden within the Xiticix Hive. Eve and Lilith suspect the gene pools exist. Once either understands the division between the Coalition and the Irregulars, they will lead each side in a search for a gene pool. Eve will be interested in seeing how science vs. magic results in new biotechnology. Lilith will just enjoy arming both sides and throwing them into the fray.

Great Houses

There are six Great Houses of the Ahaugr across Cerebus and all began as a mighty palace. Each is

devoted to a particular Goddess and the architecture reflects the reigning persona. All have their own gene pool. Unlike the private palaces of the vile mages, the Great Houses were built to house thousands of Ahaugr. They are fortress towns built to withstand never-ending warfare. Still, each is an amazing work of bio-technical art and stunning design. An average Great House of Ahaugr will have D100 x 10 Artisans and D20 x10 Berserkers and D6-3 Engineers (minimum 1) plus an additional D100 War Mounts beyond the common riding animals. Another D100 Berserkers allied to the House goddess may be wandering the moon at any time, mostly alone but sometimes in larger forces for missions.

The quality of life in a Great House depends on the patron goddess. The Ahaugr consider themselves slaves more than worshipers. In general, the Artisans are independent and rarely obey unless their home is threatened. It is the unhappy Berserkers who kowtow to the insane immortals. Even they have nothing but hate for the goddesses. Sadly, the twisted insanities of each particular goddess become ingrained in her Ahaugr, both young and old. There are only six because the Great House of Eve was destroyed by the combined effort of several sisters. The result of their cooperation further incensed their paranoia as everyone is sure they are the next target of a mass assault. Without a Great House, Eve instead tries to infiltrate the six others to thwart her sisters and ally an Ahaugr resistance.

Necropolis Configuration

A towering green structure shaped as a writhing, coiled snake sits two miles east of the Witching Sprawl. The serpent edifice is wrapped around itself and no head is obvious. The entire structure takes up most of a square mile and some coils rise up over 30 feet high. The outer wall is pure jade with rivers of molten silver coursing through the stonework. There is no entrance anywhere on the surface. The walls are very thick (100 M.D.C.) and regenerate 1D6x10 M.D.C. per melee. Every inch pulses with deranged evil.

The nefarious and ignoble wizards of the dark coven conducted many dangerously failed experiments. The Necropolis Configuration was summoned as a prison for whatever went wrong that

could not be easily destroyed. Sometimes a walking atrocity was kept in the Necropolis for later use. An infernal chant causes the serpent superstructure to uncoil, revealing the massive head which would snatch and swallow whatever it was told to devour. Once inside, the mistake would never escape to bother its creator. Any mortal monsters trapped within would be long dead, but ghosts and vampiric entities remain in torment. The Necropolis Configuration could be a campaign destroyer, so be careful what you place inside this place because they will get out. Eve, Gaia and Hecate want it destroyed. Freya treats the entire area as a holy shrine. Kali and Lilith would love to open the Necropolis. No Ahaugr will go near the place.

Nexus and Ley Lines

Both the southern and northern poles of the planet are nexus points and ley line activity is also active at the equator. The GM is encouraged to create a calendar for the planet to track the equinoxes and other P.P.E. flux. If the GM wants to open a Rift to Earth, he is encouraged to make the earth location seem as alien as another world and try not to give the player characters's any idea they are back home. Such revelation should be the result of their own actions. A Rift deep within Madhaven, the Dinosaur Swamps or the Vampire Kingdoms would all be excellent choices.

A bizarre phenomenon possibly unique to Cerebus is the demons trapped within the ley lines. If the ley line is tapped for P.P.E, there is a chance one of the creatures will escape their energy prison. Roll D100 under the amount of P.P.E. tapped from a ley line to determine if something breaks free. Blue Zone Demons from Chaos Earth or monsters from the Hades or Dyval dimension books would be great choices for trapped demons.

Palaces

Almost every Mystic, Shifter and Techno-Wizard in the dark coven was an arrogant, self-aggrandizing egomaniac with an inferiority complex. The enslaved Ahaugr did not build simple homes for these villains. They built palaces of untold grandeur. Every palace is unique and represents the ambitions, the fears and the insanities of their owners.

The organic palaces usually rise several stories out of the surface, sprawl for hundreds of feet and

often have private lakes and gardens within high walls. Freya defends the sanctity of these places with her War Mounts and Berserkers of her Great House. This leads to bloody conflict when the palace lies within the perceived territory of another goddess.

Palaces will contain some magical lore and TW items and mundane technological goods. Any oddity from Phase World could be gaining dust in some palace. A few may hold monstrous surprises. Many palaces are adorned with skull motifs, sometimes identical to the Coalition death head. Surely this is a coincidence!

Rifted Terrains

The warbling Rifts from Cerebus have brought some strange terrains to the moon. These terrains have a radius of 1D1000 x 1D1000 feet and usually no more than 1D100 feet in depth / height worth of material is brought along. This feature allows the GM to put interesting and maybe surprising resources in front of the players. Examples include big piles of dirt, a chunk of alien forest, ten million gallons of water, and the basement of a Splugorth warehouse. The Ahaugr Artisans have great interest in Rifted terrains. They provide unusual resources and artistic inspiration. Most goddesses view the terrains as a nuisance, except Lilith. She understands the concepts of trade, greed and bribery better than her sisters. Her Great House searches the world for new and interesting arrivals.

Thunder Bug Storms

Cerebus is prone to wild, tumultuous lightning storms. A colony of Bugs from *Systems Failure* survives by following and riding these thunderstorms. There is only one Lightning Bug (Tier 3) on Cerebus and no more than 800 Tier One Bugs and 200 Tier Two Bugs broken into colonies of 40-200 creatures. If you do not have *Systems Failure*, any army of giant flying insect monsters will suffice, such as the parasites from Wormwood. Another option is to use the Archangel O.C.C. and the Zephyr war mount as your bug template. A bug storm should head for the Alpha Beacon base at least once during your campaign!

The Witching Sprawl

In Splicers, Freya is murderously obsessed with

Ghost Towns. On Cerebus, her town is the Witching Sprawl. Her bio-abominations guard the city with unheralded ferocity. This was the first community created by the dark covens on Cerebus. There are 69 unique buildings in a two mile radius. The Witching Sprawl was the primary outpost while the Ahaugr moved out across the primordial plains of the world organism. It was the center of their unholy society and the site of constant power struggles. Most mages built their personal palaces far away from the cutthroat competition as new regions of the world were completed.

The Witching Sprawl is a treasure trove of magical knowledge and TW devices ten times more than any palace. It is a Coalition officer's worst nightmare and a bounty for any user of magic. In the center of the sprawl is a TW Starport. There are several short-range teleporters to move cargo from orbiting vessels and a landing circle for TW aircraft. If any spacecraft are still in orbit, they are probably airless mausoleums still stalked by fiends. A Techno-Wizard may be able to reprogram these teleporters to target any place on the planet. It is doubtful that any dark wizards survive in the Witching Sprawl, but hideous things hide in the shadows. A few of the eldritch cabal's monstrous slaves still endure. These remainders understand they are safe inside buildings and know how to avoid Freya's patrols. Nightbane would make unique menaces and interesting NPCs to meet within the city. Horrors from Rifts Madhaven, such as Caterpillar Men and Toothback Wallcrawlers, would also be at home in the Witching Sprawl.

Xiticix Hive Network

The most important location at the start of the campaign is the vast abandoned Xiticix hive network. The insectoids chose this solitary location south of the equator because it was far from any diseased area or other place of interest. The Xiticix swarm left in a mass migration just a few days ago. Their queen grew tired of the goddesses' infighting and refused to ally with Eve as well.

The hive network consists of one hundred mushroom towers connected by hollow bridges spread across two miles. Each tower stands between four to eight stories tall. The entrances to the towers are located near the top of the structure. The entire city is formed from solidified resins secreted by the

Xiticix and represents one of the very few structures on Cerebus that was not built by the Ahaugr. Most towers can withstand 100 M.D.C. before collapsing. *Rifts World Book 23: Xiticix Invasion* has maps of a hive and more background on the species. There are plenty of surprises still left inside the empty hive. The queen was fascinated by torturing demons and she had many encased in a stasis jelly. Unbeknownst to the Goddesses, the Xiticix were able to create their own gene-pools using the nearby melon trees. The strange insect race was experimenting with the gene-pools, and the incomplete results may still stalk some towers. A great monster would be a very strange Host Armor without a pilot.

CONVERTING SPLICERS

The *Seven Years on Cerebus* campaign represents my thoughts on how to bring the absolute coolness of Carmen Bellaire's terrific Splicers RPG into the awesome world of Rifts. My main goal was for GMs to get maximum usage out of their game books with minimum conversions. However, some concepts have been altered to fit our campaign. Most importantly, the nano-plague does not exist on Cerebus.

THE MACHINE

The Machine from Splicers has been transformed into an immortal being bound within the moon Cerebus. This entity has no memory of its existence on the Splicers world and it has no skills whatsoever involving high technology. Instead, it has the abilities of a Librarian to create biotechnology. It now believes that it is not one, but seven separate immortal goddesses. The Machine does not have any robots on Cerebus. Instead, the goddesses create War Mounts and interfaces with them in the same way as robots are used in Splicers. Also, the goddesses each have a Great House of Ahaugr to do their bidding.

EVE, the Caregiver

Eve is still the most sane and supportive of the personalities. She is very concerned about the spreading disease and the fate of the Ahaugr. Eve's own Great House was destroyed and her surviving Ahaugr have scattered. Some became spies for her within other Great Houses, but most are just one mistake from a painful death. Eve tried to ally with the Xiticix, but the insect queen chose to flee the moon

instead. Eve will be fascinated with the new arrivals from Rifts Earth and seek them as allies to her cause.

FREYA, Mistress of Order

Freya is obsessive-compulsive about maintaining the Witching Sprawl and the Palaces. She refuses to believe the “good and noble mages” are dead and gone. Instead, Freya assumes they are inside the various buildings going about their “fine and honorable studies” and she is devoted to protecting them. Thus, she is fanatical about murdering anything that approaches these places, but she will not bother anyone who is inside these structures. Freya would not be a major problem except she considers every Great House and any new creation by the Ahaugr to be “homes of the wondrous magi.” Freya does not care about the Xiticix Hive or any Rifted terrain. However, a human capable of magic may be received as “one of the chosen.”

GAIA, Mother Nature

Gaia is the sentient embodiment of the Cerebus organism. She feels the disease acutely and she is the most active in trying to minimize the damage. Gaia is obsessed with breeding. She wants to grow and expand her organism to the other moons of the gas giant. The key to her reproduction are the seedlings created at her gene pools. Gaia is fanatical about controlling more gene pools to increase the speed of her fertility. Just like in Splicers, Gaia has nature preserves on Cerebus. Her Ahaugr have sculpted forests of highly productive melon trees which look like fields of bobbing oil rigs to siphon additional Bio-Energy from the moon. These preserves would make great plunder for anyone and thus Gaia must defend them viciously.

HECATE, the Crafter

Hecate only seeks to bring perfection to her world. She feels that every square inch of the living moon was made incorrectly and needs to be fixed. Her benchmark for perfection is “any creation overseen by Hecate.” She is the only goddess to have a major use for the Ahaugr Artisans. Hecate considers Rifted terrains to be annoying litter purposefully brought to Cerebus to deface her glorious perfection. The Xiticix Hive is on her list to be destroyed, but Hecate has four years worth of priority projects to complete until that

task comes due.

ISHTAR, the Warrior

Ishtar has one goal: destroy her sisters. Her first victory was against Eve and she is gunning for Gaia next. The way to kill a goddess is to crush her Great House and steal her gene pools. Ishtar is convinced she can cure the disease once she is the last goddess standing. She knows Eve is seeking new allies. She has not decided whether to launch a pre-emptive strike to prevent the humans from choosing poorly; or whether to make the newcomers into allies for herself. Only your campaign will answer that question!

KALI, the Bringer of Death

Kali is an insane murderess and she has corrupted the spirit of the Ahaugr of her Great House more than any other goddess. She is also suicidal, rejoicing in the disease spreading across the moon even as she suffers from the agony as part of the living organism. Caravans of Ahaugr carrying tons of the sickness travel about Cerebus like demented Johnny Appleseeds planting death and decay. Kali will be very interested to hear how humans scream, bleed and die.

LILITH, the Great Deceiver

Lilith has a plan known only to herself and it does not involve the survival of her sisters. Unlike Ishtar, she has no interest in direct confrontation. Every creature on Cerebus is a pawn in her game. Lilith can be found helping and thwarting her sisters. She greatly enjoys impersonating the other goddesses to sow confusion and poison any alliances. She rarely uses heavy War Mounts like Behemoths, preferring Striders, Zephyrs and Gorehounds. Lilith favors Host Armors built for stealth, intimidation and assassination.

Splicers Technology

The human resistance in Splicers has been perfecting their bio-technology for centuries. The goddesses on Cerebus have only been working for 37 years. The Host Armors of the Ahaugr are less developed and their culture has not developed the specialized O.C.C.s such as Archangels, Outriders and Dreadguards. If the GM feels that the Splicer technology is too powerful, here is an option. Lower all dice by one die type for bio-weapons, armor

and enhancements. All MDC bonuses in regards to armor or durability could be reduced. Examples: 1D10 becomes 1D8, 1D6 x10 becomes 1D4 x10, and 3D8+20 becomes 3D6+10 instead. Dragon Scale armor on Cerebus would have main body MDC equal to 2D4x10+40 instead of the normal 2D6x10+80.

The CS Alpha Beacon and the Tolkeen Irregulars will learn to develop some biotechnology over the years. However, the Host Armors and most War Mounts can only be created by a Goddess with her Ahaugrs. The humans' developments will be limited to living body armors, portable bio-weapons and later Biotics and Scarecrows. If the humans re-establish Eve's Great House with a gene pool, your player characters may be able to get their own Host Armors! Or maybe they will ally with another goddess?

THE AHAUGR

The Ahaugr are a race of emotional and artistic humanoids not native to Cerebus, but summoned here as slaves to shape the world. Their culture has been led astray by the goddesses and now each Great House is devoted to a separate sister. The young Ahaugr build their weapons and the old ones fight their wars. The Ahaugrs have mastered all the biotechnology found in the Splicers core book. A middle-aged Ahaugr will spend time crafting his Host Armor for the day he becomes a Berserker. This is a sad, mournful task. The young artisans are not fighters and generally fear violence.

Appearance: The Ahaugr are tall, stocky humanoids. The head slightly protrudes over the shoulders and the long face is almost entirely part of the chest. They have a wide nose and a broad, expressive mouth. They have large multifaceted eyes, six of them in fact, located on their shoulders, back and two on their head. Many have very long, pointed graceful ears, often more than a foot in height. The Ahaugr's physique changes through life. A young Ahaugr will be thin and nimble becoming much stronger and squatter as they age. They have no gender and they can not reproduce.

Culture: Ahaugr culture revolves around artistic creation. Ahaugrs delight in music, painting, poetry and sculpture. Their devotion to art is apparent in all their accomplishments from clothing, food

and architecture. Sadly, all this is lost as they age. Ahaugrs lose their hearing as they age, becoming completely deaf. Their remarkable vision dulls until they can only see in the infrared. Their bodies bulk out, leaving them with fingers that can no longer play instruments and legs incapable of dance. Their once lovely voices are choked and raspy. A middle-aged Ahaugr often suffers from melancholy and depression, still able to take some joy out of his life, but deeply fearing the inevitable that lies ahead. An old Ahaugr is a psychopath who is driven by anger and madness to destroy everything he once loved. The Ahaugr psyche does not allow them to commit suicide, but self-abuse is common as they grow older. Ahaugr society inside the Great Houses is completely divided. The young Artisans live within the center, usually divorced from the goings-on of the older Berserkers.

AHAUGR ARTISAN R.C.C.

The young Ahaugr Artisans are terrible worshippers. Most disdain the goddesses as much as they fear them. Many feel the goddesses have shortened their lifespan, causing them to age quickly and enjoy less of their artisan years. The Artisans would rally around someone who would show the Ahaugr how to lengthen their youth.

Alignment: Any, but most Ahaugr Artisans are Unprincipled (55%) or Anarchist (30%). Few are Aberrant (10%) or other evil (5%).

Attributes: I.Q. 2D6+7, M.E. 2D6+1, M.A. 3D6+5, P.S. 2D6+3, P.P. 2D6+6, P.E. 2D6+10, P.B. 2D6, Spd 2D6+3

MDC: 1D6 x10 M.D. plus P.E. attribute number. Add an additional 1D6 M.D.C. per level of experience.

P.P.E.: 2D6x10 + P.E. attribute number. The Ahaugr have no idea their kind was originally bred for sacrifice on a now dead world somewhere in another galaxy.

I.S.P.: M.E. attribute number +1D6 per level of experience.

Horror Factor: None

Size: Height 7-8 feet (2.1 to 2.4 m); Weight: 300 to 400 lbs (135 - 180 kg).

Life Span: Should live to 200, but the current aging issues put the average life expectancy at 2D6+64.

Average Level of Experience: 1D6+2. Player characters start at level one or two.

Natural Abilities:

1. Ahaugr Artisans are Mega-Damage beings. They recover lost M.D.C at a rate of 1D6 points per hour.
2. Ahaugr Artisans are Minor Psychics. They may choose two psi-powers from either the Healing, Physical or Sensitive lists.
3. Ahaugr Artisans have instinctive Magic. Their species was enchanted to be the sculptors of this world. They can innately cast the spells *Flesh of Cerebus* and *Sculpt Bio-Mass*. A few Ahaugr Artisan may be fascinated to learn additional magic, but most fear magic to be the great evil that corrupted their masters.
4. Ahaugr Artisans can not reproduce. The Ahaugr were created for sacrifices and do not have a way to breed among their own kind.

Attacks per Melee Round: Hand to Hand: Basic
Bonuses (in addition to attribute bonuses): +2 to save vs Horror Factor, +4 to save vs mind control, +2 save vs magic, +2 to save vs possession, and +4 to save vs poison.

R.C.C. Skills: All Ahaugr Artisans are devoted to artistic and creative developments with the following skills:

Art (+20%)
Astronomy
Bio-Comms
Cook (+5%)
Dance
Identify Plants & Fruits
Language: Dragonese (native)
Literacy (+20%)
Lore - Goddess (same as Machine Lore)
Operate Bio-Equipment
Play Musical Instrument (+15%)
Public Speaking (+5%)
Sing (+10%)

Secondary Skills: Select six Secondary Skills from Domestic, Medical, Science or Wilderness skill sets plus one additional Secondary Skill at levels 2, 4, 6, 8, 10, 12 and 14. These are additional areas of knowledge and do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill level.

Technology & Gear: Ahaugr Artisans may be found wearing Leatherback Armor and carry a Bore Pistol

and a Concussion Staff for defense or when traveling. Most will have a Bio-Comm, Face Wrap and 1D4 Slap Patches when venturing far from their House. They will almost always have a musical instrument, paints or colored chalk with them as well. They could use TW weapons, but most Ahaugr will not touch anything that once belonged to their slave masters.

Allies: Ahaugr Artisans are generally friendly with others artisans. They are allied with Berserkers from their own House, but rarely have anything to do with them.

Enemies: Ahaugr Artisans are hunted by Berserkers and War Mounts sworn to another goddess.

Habitat: Ahaugr Artisans live in gorgeous organic castles with majestic spires and dozens of towers. Most of these Houses are near either the southern or northern magnetic pole of the planet.

Money: 2D6 x100 in tradable goods that may include artwork, handcrafted jewelry, musical instruments and pearls.

Experience Table: Us the Rifts Rogue Scholar

AHAUGR BERSERKER R.C.C.

Ahaugr Berserkers are miserable, unhappy beings doomed by madness. They wander the planet seeking out the Ahaugr and war mounts of other goddesses and killing them. Unless instructed otherwise by their own goddess, a berserker will have no curiosity about newcomers to the world. If attacked, the berserker will fight to the death with no chance of surrender or retreat. A goddess can not take control of an Ahaugr, but she can take control of his host armor, leaving the Ahaugr inside to simply watch. Very few Ahaugr know anything about the worlds beyond their own. Ahaugr Berserkers probably have wandered into rifts, but none have returned.

Alignment: Any, but most Ahaugr Berserkers are Diabolic (50%) or Anarchist (35%). Very few are Scrupulous (10%) or other good (5%).

Attributes: I.Q. 2D6+7, M.E. 3D6+1, M.A. 1D6+5, P.S. 2D6+13, P.P. 1D6+6, P.E. 3D6+12, P.B. 2D6, Spd 2D6

M.D.C.: 1D6 x10 +30 M.D. plus P.E. attribute number. Add an additional 1D6 M.D.C. per level of experience.

P.P.E.: 1D6x10 + P.E. attribute number. The Ahaugr have no idea their kind was originally bred for

sacrifice on a now dead world somewhere in the Thundercloud Galaxy.

I.S.P.: M.E. attribute number +1D6 per level of experience.

Horror Factor: None

Size: Height 6 to 7 feet (1.8 to 2.1 m); Weight: 350 to 500 lbs (158-225 kg). The Ahaugr become stockier and more compact as they age.

Life Span: Should live to 200, but the current aging issues put the average life expectancy at 2D6+64.

Average Level of Experience: 1D6+2. Player characters start at level one.

Natural Abilities:

1. Ahaugr Berserkers are Mega-Damage beings. They recover lost M.D.C at a rate of 1D6 points per hour.

2. Ahaugr Berserkers are Minor Psychics. They may choose two psi-powers from either the Healing, Physical or Sensitive lists.

3. Ahaugr Berserkers have no Magic. Oddly, they suffer from Power by Association and they are convinced that the elderly can not cast magic used in their youth.

4. Ahaugr Berserkers suffer from Insanity. Most suffer from manic depressive disorder. All start with one insanity at first level. Berserkers gain an additional insanity at levels 4th, 8th and 12th.

5. Ahaugr Berserkers have diminished senses. Most are completely deaf and nearly blind with little sense of smell, taste or touch. However, they have sharp infravision and can track by radiant heat plus their Host Armor has a variety of senses as well.

Attacks per Melee Round: Hand to Hand: Basic but may upgrade to Hand to Hand: Expert for one Secondary Skill and if evil, may upgrade to Hand to Hand: Assassin for two secondary skills.

Bonuses (in addition to attribute bonuses): Two additional attacks per melee, +1D6 M.D.C. damage in melee, +6 to save vs Horror Factor, +2 save vs magic, and +6 to save vs poison.

R.C.C. Skills: All Ahaugr Berserkers live to inflict their anger and melancholy. They have developed the following skills to survive and murder their many enemies:

Bio-Comms

Blind Fighting (+20%)

Host Armor Combat

Language: Dragonese

Lore - Goddess (+15%)

Prowl (+5%)

Wilderness Survival

W.P. Any Melee

W.P. Bio-Weapons: Light

W.P. Bio-Weapons: Heavy

Secondary Skills: Select six Secondary Skills from Domestic, Medical, Science or Weapon Proficiencies plus one additional Secondary Skill at levels 4, 8, and 12. These are additional areas of knowledge and do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill level.

Technology & Gear: Every Ahaugr Berserker has a Host Armor. Many have an additional bio-tech melee or ranged weapon. Some have a personal War Mount or Gorehound. They could use TW weapons, but Ahaugr will not touch anything that once belonged to their slave masters. Almost all have a Mega-Horse unless they have another War Mount.

Host Armor: The Ahaugr Berserker is genetically bonded to his own Host Armor. No one else can use his armor. It can have any metabolism, except Herbivore or Lithovore. The Bio-Energy points available to build the Host Armor are equal to M.E. attribute plus the P.E. attribute number +1D6x10 in addition to any bonus Bio-E gained by the metabolism. Each level of advancement, starting with level two, gets the Ahaugr Berserker an additional 2D6 Bio-E to add to the capabilities of his Host Armor.

Allies: Ahaugr Berserkers have no friends anymore. They are allied with berserkers from their own House, but rarely have anything to do with them unless under command from his goddess.

Enemies: Ahaugr Berserkers are hunted by those Berserkers sworn to another goddess along with most predators and demons.

Habitat: Ahaugr Berserkers are generally found wandering the moon on some quest for their Goddess or defending their Great House.

Money: None. Ahaugr Berserkers could not care less for trinkets.

Experience Table: Use the Splicers Roughneck

AHAUGR ENGINEER R.C.C.

Appearance: Ahaugr Engineers were Artisans who either sacrificed themselves or were forcibly drowned in a gene pool. Then the Ahaugr was reworked into a multi-tentacled monstrosity connected to the gene pool. Engineers do not have legs, instead their lower limbs travel downward into the heart of the gene pool and Cerebus itself.

Disposition: Ahaugr Engineers are often paranoid megalomaniacs whose hubris results in the eventual betrayal of their goddess or slaughter at the hands of their subordinates.

Alignment: Ahaugr Engineers mimic the alignment of the goddess bonded to their gene pool. Eve's engineer is (mostly) Scrupulous. Freya and Gaia have Anarchists. Hecate's and Ishtar's engineers are Miscreants. Kali's twisted bio-architects are Diabolic and Lilith's own share her Aberrant behavior.

Attributes: I.Q. 2D6+7, M.E. 2D6+8, M.A. 1D6+5, P.S. 3D6+3, P.P. 2D6+6, P.E. 2D6+10, P.B. 1D4, Spd zero

MDC: 3D6 x10 plus P.E. attribute number. Add an additional 1D6 M.D.C. per level of experience. Each tentacle will have 1D4 x10 MDC as well.

P.P.E.: 2D6x10 + P.E. attribute number. The Ahaugr have no idea their kind was originally bred for sacrifice on a now dead world somewhere in another galaxy. Ahaugr Engineers can tap into the unlimited P.P.E of their gene pools when casting Sculpt Bio-Mass.

They gain an additional 1D6 P.P.E per level.

I.S.P.: M.E. attribute number + 2D4 per level of experience.

Horror Factor: 14

Bio-Energy Enhancements: Advanced Eyes, Enhanced Sight, Extra Eyes, Eye Stalks, Macro-Vision, Bio-Comms, three pairs of Tentacles (with no penalties) plus a number of Bio-E points equal to their P.E. attribute plus 1D6 Bio-E per level.

Size: Height: 14-15 feet (4.3 - 4.6 m) plus tentacles; Weight: 850 to 1150 lbs (383 - 518 kg).

Life Span: Unknown. Ahaugr Engineers do not age because they are completely immersed in the bio-regenerating gene pools.

Average Level of Experience: 1D6+2. Ahaugr Engineers are only NPCs because they are attached to their gene pools.

Natural Abilities:

1. Ahaugr Engineers are Mega-Damage beings. They

recover lost M.D.C at a rate of 4D6 points per melee. Additionally, they have Splicer P.S. due to their union with the gene pool.

2. Ahaugr Engineers Minor Psychics. They may choose two psi-powers from either the Healing, Physical or Sensitive lists. Unlike other Ahaugr, Engineers often develop additional psionic abilities. They gain an additional minor power with each new insanity.

3. Ahaugr Engineers have instinctive Magic. They can innately cast the spells *Flesh of Cerebus* and *Sculpt Bio-Mass*.

4. Ahaugr Engineers suffer from Insanity. They start with D3 rolls on the random insanity tables. Engineers gain an additional insanity at levels 3rd, 6th, 9th, 12th and 15th.

5. Ahaugr Engineers can not reproduce. The Ahaugr were created for sacrifices and do not have a way to breed among their own kind.

Attacks per Melee Round: Hand to Hand: Basic
Bonuses (in addition to attribute bonuses and bio-enhancements): +6 to save vs Horror Factor, +4 to save vs mind control, +4 save vs magic, +4 to save vs possession, and +4 to save vs poison, +3 to entangle, +2 to roll with punch.

R.C.C. Skills: All Ahaugr Engineers are bio-warlocks, genetic researchers and assembly line foremen with the following skills:

Art
Bio-Comms
Biology (+10%)
Chemistry (+10%)
Language: Dragonese (native)
Literacy (+10%)
Lore - Goddess (+20%)
Operate Bio-Equipment (+20%)
Public Speaking
Research
Toxicology

Secondary Skills: Select six Secondary Skills from Domestic, Medical, Science or Technical skill sets plus one additional Secondary Skill at levels 4, 8, and 12. These are additional areas of knowledge and do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill level.

Technology & Gear: Ahaugr Engineers live in their gene pools and usually have no gear of their own. However, they have access to anything imaginable given the time. If cornered, an engineer will use any bio-weapon at their disposal, probably one in each tentacle!

Allies: Ahaugr Engineers are often too insane to have true allies. Most are too self-important to treat their Artisans as equals. Many deeply hate their forced subservience to their goddess.

Enemies: Ahaugr Engineers hate all other Engineers, especially if they are forced to share their gene pool with another.

Habitat: Ahaugr Engineers live in the murky, bubbling bio-regenerating gene pools, surrounded by Ahaugr Artisans to do their bidding and War Mounts to guard them from danger.

Money: none

Experience Table: Use the Splicers Saint O.C.C.

Ahaugr Magic Spells

FLESH OF CEREBUS

Range: Five feet (1.5 m)

Duration: Permanent

Time Required: One minute of concentration per one cubic foot.

Saving Throw: None on Cerebus

P.P.E: 10 points per one cubic foot transformed.

The character can rearrange any structure created from the living flesh of the world. This does not include War Mounts or biotechnology, just the inert surface of the living moon. This ability enables the spell caster to create new roads, palaces, melon trees, piccolo weeds or any other structure imagined.

SCULPT BIO-MASS

Range: Five feet (1.5 m)

Duration: Permanent

Time Required: One hour of work per 1 Bio-E.

Saving Throw: None on Cerebus

P.P.E: 10 points per 1 Bio-E.

The character must use an active gene pool to cast this spell. The caster can create 1 Bio-E worth of material or 200 credits worth of Splicers biotechnology in an hour. An Ahaugr may spend weeks creating a War Mount or Host Armor.

THE ALPHA BEACON

In the final weeks of the Siege of Tolkeen, a CS convoy was attacked by a magical strike force near the intersection of two ley lines. The P.P.E. eruption during the battle opened a Rift which engulfed the valley, swallowing both the CS forces and the Tolkeen Irregulars. What happens next is the meat of your campaign. Let us look at both sides, their history and their heroes.

Convoy Alpha Beacon

The Colonel's orders were simple. Lead a re-supply and personnel convoy from Lone Star City to the rear guard of the Tolkeen staging area. The convoy was well-guarded, but mostly consisted of trucks carrying Dog Boys and MRE crates. There was a total of 3,800 individuals when the convoy left. They were attacked by 620 Tolkeen Irregulars just north of Chillicothe. Alpha Beacon included 3000 Dog Boys and 800 humans of a full CS battalion. Only 1/3 of the CS human force are combat troops. The rest were drivers, cargo handlers, maintenance staff and some medical specialists. The main CS force was newly commissioned, untested recruits escorting very young Dog Boys coming from a questionable breeding project. The project was derisively referred to as Operation Puppymill because Lone Star's normal quality controls were abandoned to speed up the growth process.

2,630 CS and 479 Irregulars survived through the Rift. About 15% of these sustained some injury in the firefight and the aftermath. The remaining CS forces include two thousand Dog Boys who desperately look to any human for leadership. Overall, the humans are 70% male and 30% female which will eventually lead to problems of its own. The Dog Boys are roughly 60% male.

All Dog Boys (except player character heroes) from Operation Puppymill suffer -1 per die to all ability rolls and -10% from all skills due to the accelerated breeding techniques used in their gestation. These Dog Packs did not fully complete their basic training and only went through half of their indoctrination cycle. These Dog Boys are less skilled, less disciplined and more feral than what most commanders will expect. The master plan was to use them as disposable front-line fodder in a mass assault



on Tolkeen.

Lieutenant Colonel Melvin Arthur

Alignment: Principled

O.C.C.: Coalition Technical Officer, 6th level

Appearance: The Colonel is meticulously groomed with a starched uniform and polished Dead Boy armor. He has tightly curled blonde hair, large dark eyes, and pronounced facial bones from his mixed ancestry.

He has no bionics and no scars. When in the field, the Colonel prefers to ride a Sky Cycle and trusts the moment to moment operations to his trusted officers.

Description: Lieutenant Colonel Melvin Arthur is a principled man. He believes the Coalition States defend humanity against impossible nightmares. He is generally referred to as “The Colonel” by the rank and file. He does not hate or automatically distrust humans with magical powers or psionics or D-Bees. Arthur supports a “separate but respected” status for the inhuman.

The Colonel may be the wrong man to be in command because he is a logistics and support person,

not a charismatic leader. He is meticulous, exact, concerned about systems and quality controls, but he has never lived without a higher chain of command and operations support.

His superior officers saw his potential and weaknesses early in his career. Arthur was notoriously hesitant when commanding seek and destroy missions. It was not cowardice. His mind constantly weighs cost vs benefit for every action and he showed none of the battle lust of most field commanders. As the Emperor’s son noted, “If the situation were reversed and we were fighting the siege on Chi-Town against Tolkeen attackers, I would want Melvin Arthur in command of our defense. Nobody would go without a meal, a bunk and a fresh E-Clip on Arthur’s watch.” Lieutenant Colonel Arthur was assigned as a convoy leader for major supply movements. He quickly earned a sterling reputation for getting whatever was needed to exactly where it was needed just when it was needed most. Arthur was not a heroic commander, but he was respected for his efficiency and fairness.

The Colonel & the Irregulars

The Colonel has no real hate for his enemy. He firmly believes that the Coalition is North America’s best hope for the survival of the human race. He believes that psychics and mages are actually just human looking D-Bees and not part of his own species. He thinks the future is best served if the D-Bees and humans were to live separate and uninvolved lives. This will be his long-term solution for the crisis on Cerebus and this decision may result in a horrifying disaster.

The Colonel will not agree to any slaughter or pardon of the Irregulars. However, he recognizes their worth as powerful tools and creatures who want to survive just as much as true humans. He views them as resources and the Colonel does not squander resources. The problem is that Arthur has never operated independently. His entire life has been a string of commands sent down by his superiors. His lack of personal initiative has kept him at Lieutenant Colonel rank and he has always been content to be a cog in the greater machine. On Cerebus, only a firm decision maker will be the key to survival and our poor Colonel lacks the DNA of a successful tyrant.

THE TOLKEEN IRREGULARS

Gareth Bleobaris, a Ley Line Walker, vehemently disagreed with the leadership of Tolkeen over their tactics against the Coalition. He set out into the countryside and raised a small army from people abused by Prosek's decrees. His goal was to strike supply routes and convoys with quick hit and run tactics. Bleobaris knew wars were often won by logistics and an army deprived of supplies, rations and reinforcements would retreat. He named his cadre "The Tolkeen Irregulars" even though only 40% were Tolkeen citizens.

Bleobaris had no clue how to command an army and the arbitrary assigning of ranks did little to help morale. The Tolkeen Irregulars drew all sorts of malcontents: D-Bees, Juicers, Crazies, escaped slave Borgs, rogue psychics, power mad mages and a few demons. Every recruit would undergo *see aura*, *telepathy* and an *object reading* of a personal item to weed out (most) Coalition spies. The large number of telepaths should have made coordinating easier, but the absurd number of egos and glory hounds negated this advantage.

Bleobaris kept the battle goals simple: disrupt the convoy. He knew that direct confrontation with CS forces would get his cadre slaughtered so he contented himself with destroyed trucks and imposing lengthy delays on the CS convoys. The Irregulars retreated into the wilds after a battle and never struck the same route twice.

After an attack, the CS would Bunker down, quickly salvage what they could and press onward - usually into additional road traps set by the Irregulars. Most convoys, afraid of a full assault, left damaged vehicles behind and fled the area. Sometimes drivers would panic, allowing the Irregulars to pick off additional vehicles in the ensuing confusion and retreat. Although the Irregulars always achieved their goals, casualties were as high as 20%. This death rate meant that new recruits would receive little training, except trial by live fire during their next raid. Also, the noble and egalitarian principles of the Tolkeen founder were tested when Bleobaris was forced to deal with dangerous antics of his cadre.

Worst among the Irregulars were a contingent of 200 from the Federation of Magic. These mages had exceptional talents and deep hatred of the Coalition, along with a disturbing penchant for human sacrifice. They offered the newborn dragon Mabonagrain and

Bleobaris accepted them against his better judgment. He silenced his own conscience with a hope that the end would justify the means.

The Irregulars would pick through whatever was left behind after a battle and sell what they could to nearby small towns in exchange for food and supplies. Most towns were thankful for the trade, but as the cadre grew, Bleobaris lost control of their bad behavior. Drunken bar fights between local farmers and psychic Burstlers resulted in torched homesteads. There was looting even when villages welcomed the Irregulars.

A few months ago, two children were accidentally killed in a village in the outskirts of Kingsdale and Bleobaris dragged his army away in anger and disgust.

Two weeks ago, things got much worse. Their camp was surprised by a CS heavy mechanized recon platoon. A brutal, deadly firefight left the CS forces broken and a dozen grunts and Dog Pack captured, but 37 Irregulars were killed and 110 injured. Bleobaris quickly broke the camp and rushed his cadre into the nearest village. Unfortunately, that village was the base camp of the CS recon platoon. The Irregulars swarmed the area and Bleobaris met with the local elders to trade for temporary sanctuary. His honor guard entered the elders' council and Bleobaris accepted the kindly embrace of an old robed woman. Then she pulled the pin on her plasma grenade bandolier. Everyone and everything for 30 feet was instantly vaporized in a flash of screams.

In a vengeful panic, the Irregulars razed the village. Guan Hamara, one of the last surviving officers, desperately tried to restore order amidst the chaos. Finally she begged Mabonagrain to assume command. The young dragon was delighted and by dawn, the Irregulars were marching onward. It was whispered that the Federation of Magic rogue mages sacrificed the CS prisoners during the confusion. The Irregulars changed after that night for better and worse.

The internal power struggles faded quickly as even Juicer egos were tempered by one glance from the imposing Fire Dragon. Many assumed Mabonagrain would promote his old Federation comrades into roles of power. Instead, the dragon's inner circle were Tolkeen citizens and he listened with great intensity to tales about a city he has never seen. However, the dark mages became his battle leaders

and their tactics often included taking prisoners for purposes best not discussed. Mabonagrain was not interested in trading with villages. Towns were chosen for their strategic advantage and then looted, but not slaughtered. Generally, these were CS refueling outposts so only the most scrupulous Irregulars voiced any concerns for the locals. The dragon shrugged off criticism, always promising that things would be different after the war. Yesterday's battle plan to assault the Alpha Beacon convoy was flawless and the Irregulars were excited. However, many ill omens showed by that dawn with nervous warnings from the psychics that something was *dreadfully wrong*. The dragon, as usual, ignored them.

IMPORTANT NPCS

There are four major NPCs on each side of the conflict in addition to the Colonel. Each NPC should gain a level each year of the campaign to represent their own growth and experiences. The GM is encouraged to create game statistics as necessary.

Major Isabella Belakane

Alignment: Aberrant

O.C.C.: Coalition Military Specialist, 4th level.

Isabella Belakane is a tall, beautiful and athletic woman. She adores Emperor Prosek with a fanatic's glee. Belakane is a very effective at S&D missions and famed for her killer instinct. She is shocked by the Colonel's refusal to execute the Irregulars and being away from her beloved Coalition has made her numb. Belakane has no leadership skills, charisma or common sense. She is a combat monster who needs orders to obey.

Captain Peter Dagonet

Alignment: Unprincipled

O.C.C.: Coalition Grunt, 3rd level.

Peter Dagonet (pronounced "dag-oh-nay") is a traitor to the Coalition. He is a D-Bee sympathizer and he is absolutely fascinated by magic. Dagonet has moved up the ranks by feeding into Major Belakane's Coalition fanaticism. He pretends to be her co-conspirator, but he actually uses her as a marionette. An internal security officer found his stash of forbidden books just before the convoy left Lone Star. Dagonet shot the snoop and locked the corpse in his

room. His plans were to use the confusion at Tolkeen to make his break for the Manistique Imperium. Thus, he is quite glad to be away from Earth. Dagonet will be given charge over the Irregulars and he hopes to use his position to learn more about becoming a wizard.

Lieutenant Rion Morgan

Alignment: Diabolic

O.C.C.: Psi-Stalker, 3rd level.

Rion Morgan leads a veteran search & destroy Dog Pack platoon, but he really dreams of becoming the ultimate power behind the throne. He is utterly disgusted by the Colonel's mercy upon their enemies. Morgan will carefully and quietly work to undermine the Colonel and rally other CS hardliners to supporting a coup to instate Belakane as the new leader. Morgan plans to use her as his puppet to slaughter every Irregular and D-Bee on Cerebus.

Sergeant Arroch Grevault

Alignment: Scrupulous

O.C.C.: Partial Conversion Coalition 'Borg, 4th level.

Sergeant Arroch Grevault is the chief petty officer for Alpha Beacon. He was a patriotic cripple from Iron Heart who volunteered for a new pair of legs and purpose. Arroch will be found at the front of almost every assault and behind every retreat. He is afraid of what may exist on Cerebus. He does not trust the dragon, but he is relieved that mercy was offered to the Irregulars. Arroch has enormous admiration for the Colonel and a burning flame for Major Belakane. The inevitable coup will be extremely difficult for him.

Mabonagrain

Alignment: Anarchist

O.C.C.: Fire Dragon Hatchling, 2nd level.

Mabonagrain is learning to become patient and dangerous. He plans to live several thousand years, not die in a hail of bullets. The dragon has been catapulted into the leadership of the Irregulars and he will be greatly humbled by their defeat...for a short time. Mabonagrain has no political savvy because he was so used to being adored and feared by the Irregulars. The dragon is fascinated by stories of Tolkeen and has sincerely promised to lead his people home one day.

Gauvain Lot

Alignment: Miscreant

O.C.C.: Shifter, 5th level.

Gauvain Lot is a power hungry psychopath. He is a dangerous fellow from the Magic Zone who believes he is smarter than the Alien Intelligences he summons. He is less interested in escape and more in revenge.

Gauvain is a political animal who can instigate trouble, vanish from responsibility and steal the spotlight of success. However, Lot is a dangerous fool and he will easily be played by any Goddess.

Eric Drystan

Alignment: Unprincipled

O.C.C.: Rogue Scholar, 4th level.

Description: Eric Drystan looks like a movie star who is playing a homeless bum. Always rumpled, unkempt and charming. Drystan is impetuous, tactless and values the quest of knowledge over the safety of people around him. He doesn't know a tenth of what he thinks he knows and he is prone to logic leaps, conjecture and outright falsifications. Drystan is the voice of the Irregulars. He brings the complaints of the troops to the leadership and keeps up the morale.



Also, the leaders of the Irregulars use Drystan to represent them in negotiations. He has been dubbed “the Dragon’s Tongue.” Drystan has no interest in escape. He is enjoying the lack of work and the steady meals. Prison agrees with him!

Guan Hamara

Alignment: Scrupulous

O.C.C.: Full Conversion Slave ‘Borg, 3rd level.

Appearance: Guan Hamara stands seven feet tall, 1000 lbs.

Guan Hamara was an idealistic D-Bee rights activist in Chi-Town until she was chopped up and slapped together into a Slave ‘borg for contractors at Lone Star. As a result, she suffers from a manic-depressive psychosis and a fear of darkness neurosis. As the second in command to Bleobaris, Guan tried to counsel the young dragon to not emulate his Magic Zone comrades, but she has grown tired of the pompous, self-righteous Irregulars. Her original idealism to save Tolkeen is long gone, replaced by a driving need to restart her life. She is most interested in creating her own cadre and escaping both the Irregulars and the Coalition to restart her life on whatever planet this may be. Guan still has her human face and genitals, cruel reminders of her previous life.

LOGISTIC ISSUES

The main problem for the CS officers is their convoy was carrying mainly personnel and rations. They do not have a significant store of additional weapons, especially large support weapons. Every 10 E-Clips used up means one less weapon has any ammo. Convoy Alpha Beacon was a low grade priority deep in the worst days of the Siege on Tolkeen. Although the convoy was traveling a long way, it was assumed that it would meet little organized resistance. The Alpha Beacon was mostly comprised of Mountaineer ATVs and similar trucks that either carried personnel or supplies. Many Mountaineers had converted cargo areas to carry additional passengers and their personal equipment. Some added a top turret gunner and a rear door gunner. Both gunners will generally be armed with a C-27 Heavy Plasma Cannon or equivalent and gain partial cover when attacked.

The players are encouraged to spend 200 million credits on vehicles, power armors and robotic vehicles like SAMAS, Sky Cycles, Spider Skull Walkers and UAR-1s. The players may also spend 50 million on robots like Skelebots. Each vehicle or robot with a limited lifespan are not brand new, but all D6 years old by the time the campaign begins. The exception is Skelebots which are fresh off the assembly line.

THROUGH THE RIFT

One moment everyone was fighting without mercy in a Chillicothe valley. The next second, crackling blue energy swept them across three galaxies to a chill spring morning under a green gas giant looming across the sky. The Tolkeen Irregulars were outnumbered 5 to 1. The Colonel gave the order to stand down and offered survival to anyone who surrendered. Most Shifters fled back to Rifts Earth. Out of options, Mabonagrain called for the Irregulars to lay down their weapons and obey the enemy.

The Rifted terrain from Chillicothe was splattered with the blood and the dying from Alpha Beacon. The dragon offered his psychics and mages as healers in appreciation for the chance to surrender. In a move that shocked everyone and angered many, the Colonel ordered his medics to deliver the most grievously wounded Coalition to the care of the Irregulars. The mystic healers performed their rites with dozens of laser rifles nervously aimed at their heads. So much P.P.E. was expended that the healers were too drained to attend to the Irregulars' own wounded, resulting in the deaths of sixteen D-Bees and human spell casters.

Life in those first few days was a strange blur. The Coalition took shelter in the nearby abandoned Xiticix hive and turned a cluster of mushroom towers into a prison for the Irregulars. With no way to get back to Earth, the Dead Boys dubbed their new home "Coalition State Alpha Beacon" and dug in for the long haul. Oddly, the Tolkeen psychics will begin to refer to the moon as "Cerebus" and the name will catch on surprisingly quickly. After a few Rogue Scholars tell their own Cerebus myths, the name will race through the Dog Packs and within days, it will become the accepted name of their new home. There may be some queasiness when they discover the original dark coven also called this place Cerebus. Here is where history ends and your campaign takes over. The following section details possible events that

may occur in the next seven years.

YEAR ONE: Settling In

The first year is all about setting up the systems for survival on Cerebus and exploring the vast, dangerous and secret Xiticix hive. The Coalition appears to be in full control and the Irregulars are heavily guarded, deeply mistrusted prisoners. Sporadic violence against D-Bees may occur in the prison conditions. The Xiticix specially chose the location of the hive far from anything interesting. There will probably be minimal, if any, contact with the Ahaugr or any Goddess. Eve and maybe Lilith will be watching and learning about the newcomers from the shadows.

Spring

"You will obey your orders!"

The Colonel will fight his first insubordination battle over his decision to let the Irregulars live as prisoners instead of getting their richly deserved and immediate execution. His decision has rippled across all ranks and will become a point of division among the troops. The GM is encouraged to have the Coalition player characters involved in the power struggles as Major Belakane and other hardliners seek to gain support against the Colonel. The Colonel will also order all the TW and magic items captured from the Tolkeen Irregulars be saved and placed in a sealed vault which remains under heavy guard at all times. The players are encouraged to name 20-50 items in the vault with a total value of 500,000 credits.

Spring

"A need to know basis."

SAMAS and Sky Cycle teams will recon the 100 mile radius area from Alpha Beacon and report directly to the Colonel. Oddly, Arthur will immediately classify these reports and swear the officers to silence. The official announcement is the immediate area is just empty wastelands. However, rumors will spread about strange and beautiful structures and roaming demons.

Spring

"Anywhere but here at any cost."

The alien architecture of the Xiticix will allow for some subterfuge by the imprisoned Irregulars.

Several mages will join together in a plot to open a random Rift. The Tolkeen player characters may be co-conspirators or may stand against the attempt. The plot will either fail due to insufficient P.P.E. or succeed in opening a Rift to somewhere deeply unpleasant. Either way, the CS grunts will kill anyone they see performing magic. In fact, the CS player characters may even be the ones sent to deal with the problem.

Summer

"We will never be slaves again!"

Major Belakane declares that all Tolkeen 'Borgs must submit to the slave 'Borg program and be refitted for service. Before the Colonel can countermand her order, there will be an attempted escape by a team of D-Bees, 'Borgs and Juicers. Guan Hamara will probably be involved in the escape. This will go badly for everyone involved on all sides. Belakane will try to force the Colonel to impose punishment and restrictions on the Irregulars. CS hardliners will renew calls for mass executions. Instead, the Colonel will promote Captain Dagonet to senior officer in charge of the Irregulars.

Fall

"Everyone gets a puppy."

The Colonel will announce the Dog Pack Reassignment Program to place one Dog Boy as a guardian for every human in Alpha Beacon and one for each prisoner. The remaining Dog Boys will be assigned to Psi-Stalkers and infantry squads. This is a happy day for the Dog Packs who have been suffering from increasingly feral misbehavior. The reaction among the Irregulars is mixed. Players should roll up a guardian Dog Boy for each of their player characters.

Winter

"The Colonel has an unusual proposal."

The Colonel will ask Mabonagrain to choose a few Irregulars to join a CS recon force as "non-human advisors" in exchange for extra food rations. The Irregulars will not be permitted any weapons, but they will be given light riot armor (30 MDC) as protection. Their Dog Boy guardians will act as bodyguards against any encountered threats, but also prevent any escape. The prime focus of this mission will be for the CS officers to determine the capabilities of the most capable Irregulars and determine their usefulness

quotient vs their threat factor. Early recon missions will be to scope out the entire Xiticix city, but there may be some minor exploration in the immediate vicinity. The two gene pools will be discovered at nearly opposite ends of the hive network. The Colonel will immediately set up a research team to learn more about the pools. This team will be led by technicians with some experience with the genetic programs at Lone Star.

YEAR TWO: Stepping Out

After one year, the CS forces will feel secure about their new home.

The second year is about exploration of the rest of the planet, seeking out other Rifts and learning about what else this planet has to offer. As they explore, the rest of Cerebus will become more interested in Alpha Beacon. The hardliners from both the Tolkeen and the CS will be sidestepped for the moment and begin to plot in secret. Later in the year, the hardliners may even plot together, each believing they can use the other faction to further their own goals.

Spring

"Bring back some souvenirs."

The Colonel will have his advisors assemble six wilderness squads combined with a Dog Pack. They will be traveling on foot and may have a SAMAS or Sky Cycle for recon. Each team will go in a different direction for 1,000 miles to explore Cerebus. If Mabonagrain hears about the mission, he will petition to send Irregulars with each squad.

Spring

"Greetings, will you bow to my will?"

Eve, Lilith and maybe another Goddess will begin sending avatars. These will be Ahaugr Berserkers under their direct control to speak with persons of interest within Alpha Beacon. Some conversations will go better than others. Regardless, the promise of biotechnology will spark activity among the Colonel's inner circle.

Summer

"Perimeter breach! I repeat, we have a breach."

A solar event will unleash a host of demons in the southern hemisphere. GMs are encouraged to use a few significantly powerful monsters from any

Rifts book, Chaos Earth, Beyond the Supernatural or Nightbane (just change SDC to MDC). These should not be cannon fodder demons, but horrifying threats. Some will hunt the Irregulars, forcing the unarmed and unarmored prisoners to fend off these terrible threats.

Fall

"I can take you home for a small price."

A group of CS forces, mostly non-combat and ancillary individuals, will quietly investigate if there are any mages capable of opening a Rift back to Earth. They will be fooled by a necromancer who will convince them they must sacrifice as many Dog Boys as possible. If this vile plot is not discovered, the necromancer will have a zombie army. Gauvain Lot will help maneuver this plan toward success, but he will have plenty of alibis if anything goes wrong.

Fall

"Us humans gotta stick together."

Non-psychic, non-magical humans in the Tolkeen Irregulars will be offered citizenship in Alpha Beacon and after a probationary 90 days of observation, they will be able to live a "normal" life with the CS population. This decision is strictly pragmatic in order to gain greater use from the Headhunters, 'Borgs and Juicers. It may prove to be a popular decision with many CS grunts who feel their fellow humans could be "rehabilitated" once away from the damning influence of magic. Behind the scenes, the Colonel will achieve his goal of gaining any Rogue Scholars, Rogue Scientists and Chop Docs among the Irregulars and assigning them to the biotechnology research projects.

Those Irregulars deemed too squeamish will be assigned to advancing food production instead. Eric Drystan will accept this offer, but he will probably be returned to the prison within a season or two.

Winter

"No one can know about this project."

The Colonel will reluctantly approve the secret Necrobot project where the dead are combined with damaged Skelebots and spare parts. This will be the CS's first bio-tech project using the gene pools. The Necrobots will be hidden away until needed, or until they become possessed and start a murderous rampage.

Winter

"Bark out thy prayers to me."

Lilith discovers that many Dog Boys have become fascinated by the concept of Cerebus because such mythology has been forbidden by CS indoctrination. Lilith will build Gorehounds to interact with the Dog Pack and speak through them, assuring them that Cerebus is indeed real and this is indeed his world that they must save...by obeying the voice of Cerebus. The humans may not know what is going on with the Dog Packs for a long time because no one really pays attention to what the pets are doing when they are not needed. If left unchecked, whole platoons of Dog Boys may leave to follow their new god. If dealt with too harshly, some of the Dog Pack may turn on their CS masters. During long periods of inactivity, the Dog Boys may start developing their own Cerebus myths and even deeper ingrain their faith.

YEAR THREE: Rise of the Dragon

The third year will bring great upheaval as malcontents take action against the Colonel's rule of law. The CS resources have been stretched thin and soon they will not be able to defend themselves and play prison guard at the same time. It is a glorious year for the Tolkeen Irregulars as they achieve their freedom, blind to the terrible future cost of their actions. As always, the disease spreads and soon the southern hemisphere of Cerebus will begin to suffer. Unknown to everyone, Kali has established a putrid lake of filth south of the equator and initiates her plan to move the disease further across the moon.

Spring

"The Colonel is pleased with your progress."

The Coalition scientists will start having great success with their biotechnology program with their gene pool. Assume they can make 5,000 credits worth of bio-tech weapons or armor per week. This weekly output will increase by 5,000 credits each season. By spring of year four, they will be able to create 25,000 credits worth of bio-tech items each week. If Alpha Beacon survives to the spring of year six, they will be creating 65,000 credits of materials per week.

Spring

“Suffering flavors the meat.”

Kali will swoop in with several Dracos determined to capture as many Dog Boys as possible. Her Ahaugr Berserkers will be armed with nets in addition to their Host Armors and bio-weapons. Kali will experiment on the victims to determine pain thresholds and their nutritional value. If not stopped, the raids will keep coming with cunning and ferocity. Also, if the humans do not protect the Dog Boys fast enough, the cult of Cerebus will petition their “god” and Lilith will make Kali back off. This will probably double the Cerebus cult overnight and Lilith will probably ask them to desert Alpha Beacon for her Great House.

Summer

“Finders keepers, losers weepers.”

The Xiticix swarm made several poor choices in their quest to return to their homeworld. The queen has been terribly wounded and half their number are dead. The insectoids have decided to accept Eve’s offer and now return back to Cerebus. I’m sure the Xiticix won’t mind sharing their old home with the humans! The CS forces will be overwhelmed and only with the combined strength of the Tolkeen Irregulars will they keep their new home against the Xiticix. What will Eve do?

Summer

“Everything is going according to our plan.”

In the aftermath of the Xiticix attack, Mabonagrain will foment revolt among the Tolkeen Irregulars who leave en-masse, about 320 of them. Almost 200 of the Dog Boys assigned as guards will go with them, now bonded to their new masters as canines are apt to do. They will quietly flee their towers peacefully and unarmed, leaving behind many questions. The dragon will set up “New Tolkeen” at the other end of the Xiticix hive and begin an earnest development of biotechnology with the second gene pool.

The Colonel will not be informed until it is too late because Major Belakane and Captain Dagonet will have made sure everything happens very swiftly. The CS Alpha Beacon, having suffered greatly for two years, will redirect their efforts at securing their side of the hive network.

Fall

“Never forgotten, never forgiven.”

Remember that first day on Cerebus when Mabonagrain ordered the Tolkeen healers to expend their energy on the Coalition soldiers and let over a dozen of his own die? One family never forgave him. Without warning, a suicidal pact of D-Bee psychics from within the dragon’s own inner circle will strike to kill him. Will they succeed? Whether the vengeful brothers win or lose, Gauvain Lot will rise in power. How does Gauvain feel about your heroes?

Fall

“What does an ambassador do again?”

Captain Dagonet will resign his commission to become the official ambassador from CS Alpha Beacon to New Tolkeen. At this point, he is essentially a triple agent. His real loyalty has shifted to Mabonagrain, but Major Belakane thinks she is using him as a plant among the inhumans. The Colonel is oblivious and he is happy to have an ambassador respected by both factions. Gauvain Lot will begin teaching Dagonet the basics of magic and try to twist the CS officer into his own apprentice. Eric Drystan will reluctantly become the ambassador to Alpha Beacon to give a non-psychic, non-magical face to meet with the Coalition. Eric’s loyalty is wavering as he has gained a deep admiration for the Colonel.

Winter

“Separate, but equal.”

Creating a new nation, even a small one, requires hundreds of meetings and stacks of busy work. The player characters from both sides find themselves as central figures as both factions deal with the new realities of their relationship. Thanks to many concessions by the Colonel, New Tolkeen will formalize their “separate, but equal” status of mutual respect and support with CS Alpha Beacon. Everything looks great on paper.

YEAR FOUR: An Uneasy Existence

The Xiticix invasion and the Tolkeen revolt were mighty blows against the infrastructure and psyche of Alpha Beacon. The fourth year will be spent regaining their strength and learning to share the hive network with the Irregulars. Xiticix stragglers will continue to

be a nuisance. This year will bring massive biotech advances, adding new options to the battlefield. It is also the year when hardliners of both factions become the most popular voices.

Spring

"Is my armor supposed to be burping?"

The spell casters of New Tolkeen quickly discover that the gene pools are easier to manipulate via magic than science. They make remarkable progress very quickly. The Tolkeen gene pool team lacks the military expertise of the Coalition team so weapon development will be much slower (assume half the credits per week compared to the Coalition). However, the mages have a far greater ability to enhance living body armors. Their custom armors include free enhancements tailored to the needs of the warrior. Light body armor comes with 15 Bio-E, medium armor has 20 Bio-E and heavy armor has 25 Bio-E to spend on customized enhancements.

Spring

"Let no secret stay hidden from our reach."

Rumors of the true history of Cerebus have set New Tolkeen ablaze with a determination to increase their own magical power. The Tolkeen Irregulars will send several teams to explore the Witching Sprawl and several palaces. Will they accidentally open the Necropolis Configuration? Will the Irregulars make deals with Kali or Ishtar to strike at the CS troops?

Summer

"Are you sure there are no side effects?"

A secret project by several evil mages leads to the development of the Scarecrow O.C.C. and they distill an *Elixir of Life* from the gene pool.

At first, the mages will be able to create one Scarecrow per week. Each season, this number will increase by one per week. There will be D6 x10 immediate volunteers for the Scarecrow transformation from among the Irregulars. Mabonagrain and others will argue against such rashness to no avail. The detox and addiction issues will not be realized for at least until it is too late.

Summer

"Seek and destroy."

Rion Morgan will discover that the Tolkeen

Irregulars have been gathering magic items from several palaces and he may even discover the truth of the Witching Sprawl. He will use this knowledge to have Major Belakane authorize seek and destroy teams to ambush Irregulars who approach any palace. Will this lead to a Coalition alliance with Freya?

Fall

"What am I? Are you my father?"

The severe casualties among CS Alpha Beacon leads to increased development of the Necrobots. However, the successful use of the gene pool accidentally leads to experimentation with the Biotic transformation. The project is a shocking success. The Biotic O.C.C. is now available to CS Alpha Beacon characters. At first, the scientists will be able to create one Biotic per week. Each season, this number will increase by one per week. Like the Scarecrows, these Biotics are the first of their kind on Cerebus and the goddesses will be fascinated once they are discovered. The Colonel will urge tremendous caution and secrecy, but he can not deny that this program is the best option for recycling wounded Dog Boys. Rion Morgan will be more interested in the mind-blanking aspect of the transformation and urge its use for all malcontents. For reasons unknown, the Ahaugr cannot be made into Biotics, but humans and Dog Boys against their will make perfect candidates...

Fall

"They deserved to die!"

Not every Tolkeen Irregular left their prison. Some stayed behind, including 16 D-Bees and their Dog Boy guardians. Instead of having their loyalty respected, they will suffer an ever increasing hatred throughout the year. It culminates when all will be brutally murdered by CS hardliners in a single night. The envoys of New Tolkeen will respond with outrage. The Colonel promises a complete investigation and punishment, but he is thwarted at every turn. In fact, the propaganda machine among the CS grunts celebrates the killings as long overdue. Within a month, New Tolkeen will cut off any assistance to Alpha Beacon.

Winter

"A measured response."

The inner circle of New Tolkeen assembles a

commando team to execute 16 Coalition soldiers in retaliation. Guilt is assumed, but these could be random targets. Will this revenge involve our heroes? Does anyone inform the dragon in advance? The final result will be that the CS hardliners now have the full support of their populace.

Winter

"You are not alone my dearest children."

The presence of Biotics and Scarecrows on Cerebus has been discovered by every goddess because these beings are all half-human (or Dog Boy) and half-biotechnical beings spawned from the very flesh of Cerebus.



Unlike Host Armors or War Mounts, the living organism senses these creatures as part of itself. In fact, any goddess can attempt to possess any Biotic or Scarecrow within range of a gene pool she controls. Each goddess will savor this secret in their own way. A Biotic taken over by a goddess will have no memory of this "lost time." The Scarecrows have a much deeper sense of the connection and will understand that they have become slaves to this alien intelligence. Everyone will come to deeply regret accessing this bio-magic and trading their humanity for power. Remember, if a goddess could take control of the New Tolkeen gene pool, then every Scarecrow would either obey that goddess or never get a drop of their elixir again!

YEAR FIVE: The Foul Winds of War

The fifth year on Cerebus marks the beginning of the horrible repeat of history as the Coalition looks upon their Tolkeen neighbors and decides they must be crushed. The actual war may be a year away, but the clouds of conflict brew dark in the skies. Both factions will begin to look outward for allies for the coming slaughter. Also, most Juicers will be dying this year as the end of their life cycle approaches. Thus, there will be many volunteers for impossible suicide missions.

Rion Morgan knows the Coalition has a few years left to quickly kill their enemy before the hard tech is completely lost or runs out of power. Years of conflict has forced Alpha Beacon to rely on more and more biotech and the Irregulars are quickly mastering their gene pool. Major Belakane is eager to kill everyone not sworn to her Emperor Prosek. She will surprise everyone as she becomes a dynamic public speaker.

Spring

"And they all fall down."

Hecate's remodeling schedule for this spring includes the destruction of the Xiticix hive network. She has little interest in the humans, but she will not stop until every mushroom tower lies in ruins. Her Behemoth's casting guns have a range of 2 miles and a single volley will collapse a tower. She could not care about either side of the human conflict. The alien eyesore is coming down to make room for a vast amphitheater with perfect acoustics that she has promised her Ahaugr Artisans.

Spring

"Friends, soldiers, countrymen, lend me your ears."

Regardless of the outcome of Hecate's assault, Rion Morgan will have Major Belakane proclaimed as the "Hero of the Coalition" and downplay any involvement by the Colonel. Belakane will deliver a great and moving speech (actually one of Karl Prosek's best monologues) that becomes the sensation of Alpha Beacon. The CS hardliners will be very observant of who praises the Major and who speaks out for the Colonel.

Summer

"We regret to inform you."

The Colonel will be taken hostage by Rion Morgan, but it is reported by Major Belakane that the Colonel was killed by Tolkeen terrorists.

The CS hardliners will assume full control of Alpha Beacon and any moderates will find themselves quite powerless. Any player character who crossed Belakane or Morgan will be demoted in rank and responsibility. Any who curried their favor will be rewarded with generous promotions.

Summer

“How can I help you?”

Eve will be forced to take a human side at the Xiticix hive network and Ishtar will offer an army to the opposing side in exchange for significant violence against some of her sisters. In response, some of the other sisters may come forth with offers. Gaia would trade War Mounts in exchange for raw Bio-E from a gene pool. And Lilith will ensure that everyone suffers for whatever deals are made.

Fall

“At last, justice will be done!”

Major Belakane will decree that all Tolkeen Irregulars in the Alpha Beacon are traitors to the Coalition and sentenced to be executed. Any non-psionic and non-magical Irregular who accepted the Colonel’s previous amnesty program will be pardoned if they have been good citizens. There are only about 60 Irregulars who will be named for the death sentence. Actually, they will not be executed, just used for Biotic transformation.

Fall

“Ready or not, here we come.”

New Tolkeen will immediately respond with commando raids to rescue as many of their fellows as possible. This will probably be the first time anyone among the Coalition sees a Scarecrow. Of course, the CS will unleash their Biotics and Necrobots to defend their gene pool, but try to keep the normal grunts from seeing these abominations.

Winter

“You don’t see that every day.”

A warbling Rift opens in the middle of the Xiticix hive network, disintegrating almost a dozen towers.

In its wake, the basement of a massive Slugorth warehouse suddenly materializes in its place. It is not a normal warehouse, but a treasure trove of weapons, vehicles, powered armors, robots and other toys of war collected over a massive war campaign. The GM should spend 1 billion credits across whatever books he owns to populate the warehouse full of goodies.

YEAR SIX: the Siege of New Tolkeen

You always talked about what brilliant tactics you would use to fight the Siege on Tolkeen. The sixth year on Cerebus is your chance to play both sides on a smaller scale. The Colonel will either return to power, be slain in prison or return to power and be quickly assassinated. The war goes by the actions of the players characters. Whatever happens, do not expect the goddesses to sit idle! Regardless of the short-sightedness of the major players, this war will drag the entire world of Cerebus into its bloodshed.

No events are pre-planned for Year Six because everything that happens next completely depends on the outcome of the Siege of New Tolkeen. Good luck!

YEAR SEVEN: Aftermath and Escape

Any survivors will forge their new existence from the aftermath of the war. Which goddesses survived? Does Mabonagrain live? Who controls the gene pools? What about the Biotics, the Scarecrows and the Cerebus worshipping Dog Boys? Only one event is scheduled for the seventh year, but it will change everything for everyone forever.

Spring

“Earth? Never heard of it.”

Humans and alien vessels from across the Three Galaxies will reach Cerebus with multiple factions declaring ownership of the planet. Some come to loot, some to land grab and the original dark coven will return to take back their legacy. Will our heroes escape the living moon, take sides among the aliens or defend their adopted home world? The *Rifts Phase World* dimension books will be essential for extending the Cerebus campaign.

Handheld Weapon Bio-Enhancements

by Chris Kluge

One of the greatest strengths of Bio-Technology is how easily it can be customized to the specifications of each individual warrior. Splicers can alter their weapons and armor to play off their personal strengths or compensate for their weaknesses. Warriors can enhance their Host Armor, Living Armor, or War Mounts in nearly any way imaginable, but until only recently, they still had to rely on stock pistols, rifles, and melee weapons. Warlords across the planet have realized that they were not truly taking advantage of all that Bio-Technology had to offer, so they authorized their Engineers to allow warriors to customize their handheld armaments as well.

Purchasing Upgrades: Unlike Bio-Enhancements for armor, Wing Packs, and War Mounts, enhancements for handheld weapons do not tax the physical and mental endurance of the wielder. Users do have to form a neurological connection with their weapons in order to operate them, but this is mainly done just to issue mental firing commands (it is not nearly as strenuous to the nervous system as operating Host Armor). In theory, any weapon could receive all available types of Bio-Enhancements, but the Resistance just does not have the resources to equip all their warriors with fully customized weapons. Instead, each Splicer is issued a specific amount of Bio-Energy based on their occupational class or as a reward for excellent service (typically 1D4x10 Bio-E). This method of distributing enhancements helps manage the limited resources available to each Great House, it encourages young warriors to work hard to join the elite classes, and most importantly, it reinforces heroism, loyalty, and bravery in the face of the enemy.

Some Great Houses even let their warriors purchase upgrades with credits (this is up to the GM). They figure that since there is no danger of overtaxing their nervous systems by enhancing handheld weapons, they might as well let their warriors spend their hard-earned money improving their combat effectiveness if that is what they want (it is not like they have to save for retirement). Some Splicers do not like this type of arrangement at all. They say they oppose it because it encourages greed, but the

real reason is because they do not like the idea that a lowly Roughneck could possibly build up a better rifle than a Dreadguard. Some Great Houses have more underlying class tension than others. These types of Resistance cells just tend to stick to the Bio-E system.

Available Bio-E Points: The chart below lists the total amount of Bio-E points assigned to each O.C.C. that they can use to enhance their personal armories. Some warriors pour all their enhancement points into one favorite weapon, while others spread out their upgrades across all their armaments in order to mitigate the risk of losing all their enhancements if that custom weapon is ever lost or destroyed. Custom weapons that are lost in battle will only be replaced with a stock weapon.

- Archangel: 5D6 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2.
- Biotic: 1D4x10+10 total. Any further enhancements can only be purchased with credits or received as a reward for excellent service.
- Bombardier: 8D6 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2.
- Butcher: 2D4x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- Deliveryman: 1D6x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- Dreadguard: 1D4x10 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2.
- Falconer: 5D6 Bio-E at level one plus 7 Bio-E at each additional level of experience starting at level 2.
- Harvester: 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2.
- Outrider: 5D6 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2.
- Marshal: 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting

at level 2.

- **Militiaman:** None. Stock weapons only. The only way to gain enhancements is as a reward for excellent service or by purchasing them with credits.
- **Packmaster:** 5D6 Bio-E at level one plus 7 Bio-E at each additional level of experience starting at level 2.
- **Roughneck:** 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2.
- **Saint:** They already hate using firearms and have no desire to seek customizable upgrades.
- **Scarecrow:** 1D6x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- **Skinjob:** 2D4x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- **Swarm Lord:** 5D6 Bio-E at level one plus 7 Bio-E at each additional level of experience starting at level 2.
- **Sweeper:** 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2.

Note Concerning the M.D.C. of Bio-Weapons:

Since the Splicers RPG does not list the M.D.C. of any of the ranged weapons, just use 1D6x10+20 M.D.C. for pistols, 2D4x10+20 M.D.C. for rifles, and 3D4x10+30 M.D.C. for super heavy weapons like the Bio-Rocket Slinger. All weapons regenerate at a rate of 1D8 M.D.C. every hour.

Custom Shaping

The shape and weight of any pistol, rifle, or melee weapon can be customized to fit the wielder so that he or she may use it more effectively. Anyone attempting to use a weapon that has been customized for another wielder will receive penalties equal to the bonuses normally given to the proper user.

- **Custom Grip:** The grip on pistols and rifles can be modified to perfectly fit the hand of the owner, which helps the wielder counteract recoil. Melee weapons can also be fitted with a custom grip to allow for better handling.
Bonuses: +1 to strike. Melee weapons receive an additional bonus of +1 to parry.
Bio-E Cost: 5 points.

Prerequisite: None.

Trade Value: 500 credits.

- **Improved Balance:** Weight, venting, and the general shape of the weapon can be altered to match the body type and firing style of the wielder. Melee weapons can also be rebalanced to match the fighting style of the wielder.
Bonuses: +1 to strike. Melee weapons receive an additional bonus of +1 to parry.
Bio-E Cost: 5 points.
Prerequisite: None.
Trade Value: 500 credits.

Form Adjustments

These enhancements also alter the shape of stock weapons. However, they are not customized to any specific person, so anyone can use the weapon without penalty.

- **Folding Stock:** This enhancement is usually applied to rifles, but it can also be added to pistols. Splicers that chose this enhancement generally do so because it allows for easy concealment. The wielder can extend or retract the stock with a simple mental command (counts as one melee attack).
Bonuses: +1 to strike on an aimed shot when added to a pistol. +15% to the Concealment skill when applied to a rifle.
Bio-E Cost: 4 points.
Prerequisite: None.
Trade Value: 400 credits.
- **Extra Grip:** An additional handle can be added underneath the barrel or on the side of the weapon for additional support. It is mainly just a cosmetic change, but it does help stabilize burst firing weapons.
Bonus: +1 to strike on a burst. This bonus only applies to burst firing weapons, but it does not apply if the weapon already had two grips.
Bio-E Cost: 4 points.
Prerequisite: None.
Trade Value: 400 credits.
- **Folding Bipod:** This enhancement is usually applied to rifles. Two retractable legs are mounted beneath the barrel. They help the shooter quickly brace his weapon in order to make aimed shots. The wielder swivels the

legs of the bipod open or closed with a mental command (counts as one melee attack).

Bonus: +1 to strike on an aimed shot only.

Bio-E Cost: 4 points.

Prerequisite: None.

Trade Value: 400 credits.

- **Extendable Tripod:** Heavy support weapons like Bio-Rocket Slingers and Quill Storm Cannons are usually too large to be effectively wielded by normal humans or even some suits of Host Armor. However, this enhancement allows anyone to fire one of these massive weapons without penalty (although they still may have trouble hauling it around). A large retractable tripod is mounted to the bottom of the weapon. These strong organic legs hold the weight of the weapon so that it can be fired by anyone no matter how strong they are. The wielder can extend or retract the legs of the tripod with a mental command (counts as one melee attack). While retracted, the tripod looks like a small clawed hand, but it can instantly be extended to a length of up to five feet long.

Bonus: +1 to strike on an aimed shot only.

Bio-E Cost: 8 points.

Prerequisite: Heavy Bio-Weapons only.

Trade Value: 800 credits.

- **Sniper Barrel:** This enhancement can only be applied to projectile firing rifles like Bore Rifles and Demon Seed Cannons. The barrel is lengthened to help increase range and accuracy, but it does make the rifle a bit more difficult to conceal (-15% to Concealment).
Bonuses: +1 to strike and increases maximum effective range by 25%.
Bio-E Cost: 10 points.
Prerequisite: Projectile firing rifles only.
Trade Value: 1000 credits.

Optical Enhancements

Ranged weapons can be fitted with a special Bio-Tech eye that acts like a rifle scope. The eye can be mounted anywhere on the top, bottom, or sides of the weapon. It is locked forward in a fixed position and is perfectly calibrated to the weapon's trajectory (even heavy damage will not misalign the sight). Once the wielder takes hold of the grip, he can see through this

eye as if it were his own. This design actually makes it even more useful than a high-tech rifle scope. The wielder can fire from the hip, over his shoulder, stick his weapon around corners and over obstacles while remaining protected, and still fire with complete accuracy. There are multiple visual enhancements available for a Targeting Eye, but each eye can only receive one type of enhancement. In order to modify a weapon with multiple types of optics, it must be equipped with multiple eyes. Each eye possesses an eyelid, so the wielder can close the other eyes with a simple mental command when he wants to use a specific type of vision.

- **Targeting Sight:** This is the basic Bio-Tech optical enhancement. The Targeting Eye is similar to an Advanced Eye. It can recognize a face or read a small sign up to one mile away, and it also possesses passive nightvision with a range of 2000 feet (600 m), and a polarized filter. The eye has a tighter peripheral field of vision than a normal eye in order to help the shooter focus on a specific target, plus the eye superimposes a small red dot in the center of the image that acts as the crosshair. This is one of the most popular upgrades for firearms since it drastically enhances the marksmanship skills of the wielder and it allows anyone to perform some impressive trick shooting.

Bonuses: +3 to strike on an aimed shot. +2 to strike when shooting wild.

Bio-E Cost: 20 points, but only 10 points for each additional Targeting Eye.

Prerequisite: None.

Trade Value: 2000 credits.

- **Telescopic Vision:** A Targeting Eye can be enhanced to allow it to zoom in on its target. This does not actually increase the range of the organic scope, but it does transmit a larger, more detailed image to the shooter. This helps the wielder make more accurate sniper shots against smaller targets.
Bonuses: +3 to strike on a "called shot," in addition to the standard bonuses for the Targeting Sight.
Bio-E Cost: 10 points.
Prerequisite: Targeting Sight.
Trade Value: 1000 credits.
- **Infrared Vision:** The Targeting Sight can

be enhanced to see into the infrared range. Infrared light is used in the targeting and combat systems of the Machine's robots. This allows the shooter to spot these normally invisible beams of light as if they were coming from ordinary flashlights. Smoke blocks infrared sight.

Bio-E Cost: 5 points.

Prerequisite: Targeting Sight.

Trade Value: 500 credits.

- **Thermal Vision:** This enhancement enables the Targeting Sight to see the heat released by living creatures and machines. The eye can see through smoke, in total darkness, and can even see through walls. However, the range is reduced to only 2000 feet (610 m).

Bio-E Cost: 6 points.

Prerequisite: Targeting Sight.

Trade Value: 600 credits.

- **Nightvision:** The range of the passive nightvision can be increased to 5000 feet (1524 m) plus the eye can see in total darkness with a range of 100 feet (30.5 m).

Bio-E Cost: 4 points.

Prerequisite: Targeting Sight.

Trade Value: 400 credits.

Security Enhancements

Security Enhancements have become increasingly popular among Splicers that operate in areas dominated by Waste Crawlers. These predatory humans stalk Splicers to relieve them of their Bio-Tech weapons, so special care must be taken to make sure that these vile humans can never turn the Resistance's own weapons against them. Security Enhancements prevent anyone but the owner from using the weapon. Some Security Enhancements will even injure or kill anyone that attempts to steal a protected weapon. These enhancements can be applied to any type of handheld weapon.

- **Signature Weapon:** The weapon is linked to the genetic code of the owner, so that only he or she can effectively wield the weapon. Ranged weapons will not fire, and melee weapon effects like acid or high frequency energy fields will not function in the hands of a stranger. Since Host Armor is bonded to its wearer on a genetic level, this means that

someone with a Signature Weapon can use it barehanded or while piloting Host Armor. Living Armor is not bonded to any specific wearer, but it already has openings to allow a user to attach the necessary neurological connections required to operate handheld Bio-Weapons. However, small holes must be added to the palms of Living Armor to make sure any Signature Melee Weapons can read the wielder's DNA.

Bio-E Cost: 20 points.

Prerequisite: None.

Trade Value: 2000 credits.

- **Razor Grip Defense:** For some Splicers, it is not enough to just render their weapons useless in the hands of an enemy; they want to punish anyone that tries to turn their own guns against them. Once a pistol, rifle, or melee weapon has been turned into a Signature Weapon, the grip can be further enhanced so that it will actually attack any stranger that tries to use it. When an unrecognized person tries to use a weapon enhanced with a Razor Grip, dozens of spikes and blades spring from the grip and tear apart the thief's hand. This attack inflicts 4D6 M.D. or S.D.C. (based on the nature of the target), and the damage is done directly to the target's hand. If the weapon is held in one hand, then it is guaranteed that the thief will drop the stolen item. If it is held in both hands, then there is only a 01-70% chance that the thief will drop the weapon. The Razor Grip activates when the person attempts to fire a ranged weapon, or in the case of melee weapons, it activates after being held by a stranger for three melee actions.

Bio-E Cost: 10 points.

Prerequisite: Signature Weapon.

Trade Value: 1000 credits.

- **Electro-Shock Defense (Stun):** This defensive system is preferred by Splicers that like a little insurance that they will never have to stare down the barrel of their own gun, but do not feel comfortable injuring other humans. It delivers a non-lethal electric charge that stuns the thief instead of harming him. Unarmored humans lose two attacks per melee and are -4 to strike, parry, and dodge for 1D4

melee rounds. Armored humans are partially shielded from the effect, but still lose one attack per melee and suffer penalties of -2 to strike, parry, and dodge for 1D4 melee rounds. In addition to the stun effects, it is very likely (01-70%) that the electric shock will cause the thief to drop the weapon. Like the Razor Grip, the Electro-Shock Defense is activated when a stranger attempts to fire a ranged weapon or holds onto a melee weapon for three melee actions.

Bio-E Cost: 15 points.

Prerequisite: Signature Weapon.

Trade Value: 1500 credits.

- **Electro-Shock Defense (Lethal):** The Electro-Shock Defense can be strengthened so that it delivers a much more powerful charge. Unarmored humans are instantly killed, and even armored humans take significant damage from the attack. The attack inflicts 6D6 M.D. to the target's armor and 4D6 S.D.C. to the human inside. In addition, the target is stunned for 1D4 melee rounds, loses one attack per melee, and suffers penalties of -2 to strike, parry, and dodge.
Bio-E Cost: 20 points.
Prerequisite: Electro-Shock Defense (Stun).
Trade Value: 2000 credits.

Weapon Attachments

Pistols, Rifles, and other Heavy Bio-Weapons can have a secondary armament grafted to it in order to create a more versatile weapon. A pistol can only have one melee weapon or one ranged weapon attached, but a rifle can be equipped with a ranged weapon and a melee weapon. These attachments count as separate weapons when it comes to additional enhancements. For instance, a Dreadguard wants to give his Bore Rifle the Mega weapon upgrade. The rifle already has an attached Chig Launcher, but the Mega upgrade will only apply to the Bore Rifle. If the Dreadguard wants the Chig Launcher to also inflict double damage, then he will have to purchase the Mega upgrade for that separately. The only enhancements that apply to the entire weapon are Custom Shaping Enhancements, Form Adjustments, Security Enhancements, and Feeding Enhancements.

- **High-Frequency Bayonet:** A high-frequency dagger can be permanently attached to the end of the weapon's barrel. Detachable bayonets have a tendency to decrease a rifle's accuracy, but this is not a problem with the integrated bayonet since it is actually part of the weapon.
M.D.C. of the Bayonet: 40 M.D.C.
Mega-Damage: 2D6 M.D.
Bio-E Cost: 4 points.
Prerequisite: None.
Trade Value: 400 credits.
- **Acid-Edged Bayonet:** The high-frequency blade can be enhanced so that it secretes a deadly acid that is highly corrosive to metal but relatively harmless to humans. The blade generates a continuous supply of acid as needed.
M.D.C. of the Bayonet: 40 M.D.C.
Mega-Damage: 2D6 M.D. plus the acid inflicts an additional 1D6 M.D. for 1D4 melee rounds or until washed off.
Bio-E Cost: 5 points.
Prerequisite: High-Frequency Bayonet.
Trade Value: 500 credits.
- **Retractable Bayonet:** A High-Frequency Bayonet or Acid-Edged Bayonet can be enhanced to allow it to instantly retract or extend with a simple mental command from the wielder (does not count as a melee attack). This enhancement is mainly used to make the weapon easier to conceal.
Bio-E Cost: 2 points.
Prerequisite: High-Frequency Bayonet or Acid-Edged Bayonet.
Trade Value: 200 credits.
- **Ripper Bayonet:** This is the ultimate bayonet enhancement. The organic blade grows into a thick mass of bone, muscle, and sinew with multiple rows of two-inch long shark teeth lining the edge. Powerful muscle contractions rapidly move these teeth back and forth, which creates the Bio-Tech equivalent of a chainsaw. Unlike a high-tech chainsaw, a Ripper Bayonet is almost completely silent (at least until it starts tearing its prey apart). This deadly blade shreds its target on contact, leaving a wicked looking two-inch wide wound that is very slow to heal (heals at one quarter the normal rate).

Note: This bayonet is too large to receive the Retractable Bayonet Enhancement.

M.D.C. of the Bayonet: 80 M.D.C.

Mega-Damage: 5D8 M.D.

Bio-E Cost: 10 points.

Prerequisite: Acid-Edged Bayonet.

Trade Value: 1000 credits.

- **Targeting Light Cell:** A small Light Cell can be mounted on any standard pistol, rifle or heavy weapon. This low profile device can project a beam of white light like an organic flashlight, or it can focus its beam into a small pinpoint that can be used as a laser sight. The wielder can switch back and forth between the two types of beams instantly with a simple mental command. The flashlight beam has a range of 300 feet (91.4 m), and the laser sight has a range of 1000 feet (305 m). The Light Cell does not count against the total number of Weapon Attachments that a firearm can possess, which means a rifle could have one ranged weapon, one melee weapon, and a Targeting Light Cell, but any weapon can only contain one Light Cell.
Bonus: +2 to strike.
Bio-E Cost: 10 points.
Prerequisite: None.
Trade Value: 1000 credits.
- **Super Light Cell:** A Targeting Light Cell can be further enhanced to allow it to fire a powerful laser blast, but it still retains its ability to project a flashlight beam or a laser targeting sight. In fact, the shooter can use the laser sight to help aim the laser blast before it is fired. A Super Light Cell has an effectively unlimited payload, so this enhancement is an excellent back up when the primary weapon exhausts its payload. As another bonus, the Super Light Cell can fire in conjunction with the primary weapon for a more powerful double attack.
Mega-Damage: 1D10 M.D.
Maximum Effective Range: 1000 feet (305 m).
Rate of Fire: Each blast counts as one melee attack. A dual attack from the Super Light Cell and the primary weapon also counts as one melee attack.

Payload: Effectively unlimited.

Bonus: +2 to strike from the Targeting Light Cell.

Bio-E Cost: 15 points.

Prerequisite: Targeting Light Cell.

Trade Value: 1500 credits.

- **Lightning Arc Blaster:** A small cylindrical barrel is grafted under the weapon's main barrel along with special musculature that runs throughout the weapon. This special tissue is capable of generating a powerful electric charge similar to that of an electric eel. This buildup can then be released as a powerful lightning blast. The barrel of the Lightning Arc Blaster is designed to allow someone to grip it without suffering any damage from the electrical discharge (as long as they do not touch the front of the barrel when it fires). The extra tissue throughout the weapon also increases its overall M.D.C. by 10 percent. As another bonus, the Lightning Arc Blaster can fire in conjunction with the primary weapon for a more powerful double attack.
Mega-Damage: 3D12 M.D.
Maximum Effective Range: 75 feet (23 m).
Rate of Fire: Each blast counts as one melee attack. A dual attack from the Lightning Arc Blaster and the primary weapon also counts as one melee attack.
Payload: Effectively unlimited.
Bonus: +2 to strike on an aimed shot only.
Bio-E Cost: 40 points.
Prerequisite: None.
Trade Value: 4000 credits.
- **Plasma Flamethrower:** This powerful flamethrower can only be attached to a rifle, and it must be mounted underneath the barrel to make room for the weapon's fuel tank. It has two side-by-side storage tanks that each contains a separate chemical. When fired, these two chemicals mix together with the air to form a devastating plasma spray. This short-range weapon is ideal for dealing with large concentrations of opponents. However, the flamethrower does make the rifle a bit front-heavy, which imposes a penalty of -1 to strike for the rifle itself. This problem can be corrected with the Improved Balance

Enhancement (no penalty, plus the weapon receives the standard bonus of +1 to strike). If the rifle already had the Improved Balance Enhancement, then it must be taken again since the weight from the new flame thrower will negate the previous bonus.

M.D.C. of the Flamethrower: 2D4x10+20 M.D.C.

Mega-Damage: 5D10 M.D.

Maximum Effective Range: 75 feet (23 m).

The blast has a width of 6 feet (1.8 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: 20 blasts. Automatically regenerates one blast every hour.

Bonus: +3 to strike, but this is the only bonus that applies to the Plasma Flamethrower.

Bio-E Cost: 25 points.

Prerequisite: Can only be grafted to a rifle or other Heavy Bio-Weapon.

Trade Value: 2500 credits.

- **Bio-Napalm Thrower:** Plasma Flamethrowers can be further enhanced to project a sticky, long-lived napalm. This concentrated Mega-Damage fire does not dissipate quickly, but lasts for a period of 2D4 minutes, enough time to cook most targets. Only by wiping the sticky substance off can the target hope to survive. The bio-napalm is much thicker than the chemicals used in the Plasma Flamethrower, so the payload is drastically reduced.
M.D.C. of the Flamethrower: Unchanged.
Mega-Damage: A bio-napalm burst does 3D8 M.D. A concentrated plasma burst (counts as two attacks) does 1D8x10 M.D. Or the attacker can cover an area with bio-napalm: up to 10 feet (3 m) can be covered with each hand to hand attack, so a character with four hand to hand attacks could affect an area of 40 feet (12.2 m); everybody in the area affected takes 2D8 M.D. Additionally, any target that is hit by the bio-napalm will continue to take damage: 2D8 M.D. every melee round for 2D4 minutes. The only way to save oneself from damage is to roll in the dirt or sand (water will not extinguish the bio-napalm) for one entire melee round, until the bio-napalm is

rubbed off.

Maximum Effective Range: 75 feet (23 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: 10 blasts. The weapon can manufacture enough bio-napalm to replace its entire payload in only 1D6 hours.

Bio-E Cost: 25 points.

Prerequisite: Plasma Flamethrower.

Trade Value: 2500 credits.

- **Pod Launcher:** This hard chitinous shell can only be attached to rifles and other heavy Bio-Weapons. Pod Launchers use compressed gas to fire a burst of “pods,” which resemble the seed pods of some strange plant or maybe the eggs of an insect. On impact these pods are ruptured, spraying the blast area with razor-sharp shrapnel. Pod Launchers grow their own pods, never needing reloading. These weapons are very effective, but must be used with care, due to their blast radius.
M.D.C. of the Pod Launcher: 2D4x10+10 M.D.C.
Mega-Damage: 3D8 M.D. to a 10 foot (3 m) radius.
Maximum Effective Range: 300 feet (91.4 m).
Rate of Fire: Each shot counts as one melee attack.
Payload: Grows enough seed pods for 32 bursts per hour, automatically regenerates.
Bonus: +1 to strike per burst of pods.
Bio-E Cost: 50 points.
Prerequisite: Can only be grafted to a rifle or other Heavy Bio-Weapon.
Trade Value: 5000 credits.
- **Chig Launcher:** This simple-looking organic tube is the Bio-Tech equivalent of a grenade launcher. It can fire a standard Chig up to 800 feet (244 m). Each Chig must be hand-loaded into the base of the launcher like a shotgun shell (counts as one melee attack), and it can only hold one Chig at a time. Chig Launchers can only be mounted on rifles or other Heavy Bio-Weapons.
M.D.C. of the Chig Launcher: 1D6x10+20 M.D.C.
Mega-Damage: 5D8 M.D. to an 8 foot (2.4

m) radius.

Maximum Effective Range: 800 feet (244 m).

Rate of Fire: Each shot counts as one melee attack.

Payload: 1 Chig. Each Chig must be manually loaded into the launcher (counts as one melee attack).

Bonus: +1 to strike.

Bio-E Cost: 10 points.

Prerequisite: Can only be grafted to a rifle or other Heavy Bio-Weapon.

Trade Value: 1000 credits.

- **Organic Rocket Launcher:** A Chig Launcher can be enhanced into an Organic Rocket Launcher. The hollow organic tube grows into a solid mass with a single Organic Rocket mounted on the end. Instead of loading each projectile by hand, the launcher grows its own munitions. It may take longer to replace its payload than a Chig Launcher would, but there is no longer the expense of replacing spent ammunition.

M.D.C. of the Rockets: 11 M.D.C. points.

Mega-Damage: 4D10 M.D. with a blast radius of 6 feet (1.8 m).

Maximum Effective Range: 3000 feet (914 m).

Rate of Fire: Each shot counts as one melee attack.

Payload: 1 Organic Rocket. It takes 2D4 hours to regrow a spent rocket.

Bonus: +1 to strike on an aimed shot.

Bio-E Cost: 10 points.

Prerequisite: A Chig Launcher, which transforms (grows) into an Organic Rocket Launcher.

Trade Value: 1000 credits.

- **Clinger Missile Launcher:** For Splicers that prefer a precision blast compared to a large blast radius, they can further enhance their Organic Rocket into a Clinger Missile. The missile adheres to its target before it detonates with a special starfish-like pseudopod. Once attached the missile explodes a millisecond later. This directs the blast inward like a shaped charge. It does far more damage to the intended target, but it does reduce the blast

radius. Unlike the starfish shaped protrusions on Host Armor, the Clinger Missile keeps its pseudopods folded up into a cone-shaped point until the missile is actually launched. This keeps the weapon more streamlined.

M.D.C. of the Rockets: 13 M.D.C. points.

Mega-Damage: 6D10 M.D. with a blast radius of 3 feet (0.9 m). The directed blast has a 15% chance of temporarily scrambling a robot's internal circuitry. If this occurs, the robot is stunned for 1D4 melee rounds, loses one attack per melee round, and suffers penalties of -2 to strike, parry, and dodge.

Maximum Effective Range: 2800 feet (853 m).

Rate of Fire: Each shot counts as one melee attack.

Payload: 1 Clinger Missile. It takes 2D4 hours to regrow a spent missile.

Bonus: +1 to strike on an aimed shot.

Bio-E Cost: 8 points.

Prerequisite: An Organic Rocket, which transforms (grows) into a Clinger Missile.

Trade Value: 800 credits.

- **Smart Rocket:** The Organic Rockets and Clinger Missiles used in handheld armaments are usually the "dumb" variety. They do not possess the neurological bundle that allows them to independently track down their targets like those used by War Mounts and Host Armor. However, this neurological bundle and targeting eye can be added later. A Smart Rocket will continue to track down its prey until it strikes its target, is shot down, or until it dies within 2D4 melee rounds after being launched. Each rocket has one attack per melee and bonuses of +5 to strike and dodge. The pseudopods mounted on the nose of Clinger Missiles makes them a bit less aerodynamic than Organic Rockets, so they only have bonuses of +4 to strike and dodge. Every rocket or missile attached to the weapon must be enhanced individually. This means that this enhancement must be taken eight times to fully upgrade the entire payload of a Bio-Rocket Slinger.
- Bio-E Cost:** 5 points per Organic Rocket or Clinger Missile.

Prerequisite: An Organic Rocket or Clinger Missile, which grows a neurological bundle and targeting eye.

Trade Value: 500 credits.

Ranged Weapon Upgrades

Many of these upgrades are identical to those used on Host Armor, War Mounts, Wing Packs, and other Bio-Tech weapons. Ranged weapons are not limited to the number of enhancements they can receive, so a character with enough Bio-E can purchase all five upgrades for a favorite weapon.

- **Double Tap:** This enhancement was designed as an inexpensive substitute for the Mega upgrade. Instead of doubling the power of each individual shot, this upgrade makes the weapon fire two shots within milliseconds of each other whenever the wielder mentally “pulls the trigger.” Like the Mega upgrade, this upgrade doubles the base damage inflicted by the ranged weapon, but each blast uses two shots. If the wielder wants to conserve ammunition, he or she can switch back and forth between single and double blasts with a simple mental command (does not count as a melee attack). The Double Tap upgrade can only be applied to energy weapons. Note: This upgrade can actually be used in conjunction with the Mega Upgrade for an insanely powerful attack.
Bio-E Cost: 15 points.
Prerequisite: Only energy weapons can receive this enhancement.
Trade Value: 1500 credits.
- **Mega:** This enhancement doubles the base damage inflicted by any ranged weapon.
Bio-E Cost: 50 points.
Prerequisite: None.
Trade Value: 5000 credits.
- **Omni:** This upgrade doubles the maximum effective range and also doubles the range of any possible blast radius (in the case of area effect weapons).
Bio-E Cost: 35 points.
Prerequisite: None.
Trade Value: 3500 credits.
- **Super:** This enhancement doubles the availability of weapons that can only be used a

limited number of times.

Bio-E Cost: 15 points.

Prerequisite: None.

Trade Value: 1500 credits.

- **Ultra:** This upgrade doubles the payload of the weapon and reduces the time it takes to regrow its payload by half.
Bio-E Cost: 10 points.
Prerequisite: None.
Trade Value: 1000 credits.

Melee Weapon Upgrades

Melee weapons can also be upgraded for increased power. Like with Ranged Weapon Upgrades, melee weapons are not limited to the number of enhancements they can receive, so a character with enough Bio-E can purchase all five upgrades for a favorite weapon.

- **Mega:** This enhancement doubles the base damage inflicted by any melee weapon.
Bio-E Cost: 40 points.
Prerequisite: None.
Trade Value: 4000 credits.
- **Retractable Hooks:** Any bladed weapon can be enhanced with a series of retractable, razor-sharp hooks that spring forth from the blade whenever the weapon pierces its target. These hooks tear into the internal circuitry (or flesh) of the target and cause horrific damage when the blade is removed. The weapon inflicts an additional 2D8 M.D. when the blade is yanked from the victim (does not count as an additional melee attack). This attack is incredibly painful to living targets. The victim is momentarily overcome with shock, loses initiative and one attack per melee, and suffers penalties of -1 to strike, parry, and dodge for one melee round. Subsequent attacks increase the duration of the penalties. Robots suffer no additional penalty.
Mega-Damage: The weapon inflicts an additional 2D8 M.D. whenever it is removed.
Bio-E Cost: 10 points.
Prerequisite: Only bladed weapons can be enhanced with Retractable Hooks.
Trade Value: 1000 credits.
- **Breakaway Blade:** This strange upgrade can only be applied to weapons that

already possess the Retractable Hooks Bio-Enhancement. Instead of just inflicting extra damage by pulling the jagged blade out of the target, the wielder can choose to release the blade inside the victim. Once the blade is separated from the hilt, a new blade begins to grow in its place, and most importantly, the old blade grows uncontrollably within the target, tearing it apart from the inside. The organic fragment sprouts dozens of razor sharp spikes that push their way through the victim for 2D4 melee rounds. They shred everything in their path until the rapid growth rate overtakes the severed blade and it dies. However, the network of bone spikes left within the target will remain until they are surgically removed. The spikes seriously impair the mobility of robots and living organisms. Anyone struck with a Breakaway Blade will suffer penalties of -3 to strike, parry, and dodge and will have two less attacks per melee round until the organic weapon is surgically removed. Humans wearing armor (even Host Armor) may also be impaled by several of the spikes (01-45% chance) as they snake throughout the target. In this case, the human inside suffers 3D6 S.D.C. every melee round for 1D4 melees.

Mega-Damage: In addition to the normal damage inflicted by the blade, it inflicts 3D8 M.D. every melee round for 2D4 melees.

Payload: The weapon can only replace detached blades 5 times every 24 hours. Lost blades take 4D4 melee rounds to completely regenerate.

Bio-E Cost: 40 points.

Prerequisite: Retractable Hooks and Enhanced Regeneration. The Breakaway Blade Bio-Enhancement is added to these enhancements. It does not replace them.

Trade Value: 4000 credits.

- **Acid Injectors:** Edged weapons can be enhanced with hundreds of microscopic pores that fire a deadly spray of acid whenever the blade pierces its target. This enhancement goes far beyond simple Acid Edged Weapons. Instead of just dribbling acid into the wound, the blade sprays its powerful organic solvent deep into the delicate internal circuitry of

the target for maximum damage. The acid is devastating to metal alloys and other inorganic materials, but it is relatively harmless to living tissue (only inflicts 1D4 S.D.C. per melee round for 1D6 melees). This enhancement can be used in conjunction with Retractable Hooks, a Breakaway Blade, or the Electro-Shock Enhancement, and it can even be used to strengthen Acid Edged Weapons.

Mega-Damage: The weapon inflicts an additional 2D8 M.D. per melee round for 1D6 melees.

Payload: 10 blasts. One blast regenerates every 3D6 minutes. In the case of Acid Edged Weapons, the blade still produces enough acid to continuously deliver its normal attack, but it can only deliver the more powerful attack with the same limitations listed above.

Bio-E Cost: 25 points.

Prerequisite: Only bladed weapons can be enhanced with Acid Injectors.

Trade Value: 2500 credits.

- **Electro-Shock:** Any melee weapon can be enhanced to allow it deliver a powerful electrical discharge on contact. The weapon can only generate so many charges a day, so they must be used sparingly. A simple mental command alerts the weapon that it should expel its electrical blast the next time it strikes (does not count as a melee attack) which means the wielder does not have to try to time this attack (automatically fires on impact). When used against living creatures, the target must also roll to save vs stun (15 or higher, with any possible bonuses from P.E.) or else lose initiative, two melee attacks and suffer penalties of -4 to strike, parry, and dodge for 2D4 melee rounds. An electrical attack on Host Armor will inflict the usual damage to the armor plus 2D6 S.D.C. or H.P. damage to the pilot inside, but the pilot does not suffer any other penalties. Machines never suffer any stun penalties.

Mega-Damage: The weapon inflicts an additional 4D10 M.D. on impact.

Payload: 10 electrical charges. One charge regenerates every hour.

Bio-E Cost: 15 points.

Prerequisite: None.

Trade Value: 1500 credits.

Feeding Enhancements

All Bio-Weapons must be periodically recharged by submerging them in a nutrient rich fluid found within the Underground Havens. This works well for most short-term assignments, but some Splicers have to spend months in the field, and normal Bio-Weapons become useless if they go too long without food. Most weapons will only function for 1D6+3 days before they must be brought back to the Underground Havens for a recharge. Warriors that spend more than a week topside are practically required to modify their weapons with Feeding Enhancements so that they can function longer in the field.

- **Increased Operational Duration:** This enhancement doubles the length of time a Bio-Weapon will function before it needs to be fed. The item will work normally for 2D6+6 days before it ceases to operate and goes dormant.

Bio-E Cost: 15 points.

Prerequisite: None.

Trade Value: 1500 credits.

- **Fasting:** This is another enhancement designed to extend the amount of time that a Bio-Weapon will operate in the field. Any ranged or melee weapon can be modified so that it will feed on itself in order to remain at peak functionality. The weapon will work as normal for 2D6+6 days, but once it reaches the point where its abilities would normally shut down, it is able to keep itself powered up by feeding off its own M.D.C. The weapon will stop regenerating and will actually devour one point of its own M.D.C. each day to keep itself running at peak efficiency. However, it does have a built-in safety mechanism that prevents the weapon from consuming too much of its strength. Once M.D.C. is reduced by half, it will go dormant like a normal Bio-Weapon so that it does not starve to death. M.D.C. will regenerate at its normal rate once it has been fed.

Bio-E Cost: 12 points.

Prerequisite: Increased Operational Duration.

Trade Value: 1200 credits.

- **Speed Reload:** Weapons that possess

the Fasting Enhancement can be further augmented with the Speed Reload feature. It is similar to Fasting in that it allows the weapon to feed upon itself for fuel, but in this case, the weapon can be made to cannibalize itself in order to rapidly replenish its own depleted payload. For every four points of M.D.C. consumed by the weapon, one round or energy blast is regenerated. Projectiles, acid, or napalm take one melee round to regenerate, but energy blasts are instantly restored. Larger projectiles like Organic Rockets consume ten points of M.D.C., but they still only take one melee round to regrow. Most energy weapons have an unlimited payload, but this enhancement is popular among Splicers that use Bio-Energy Pistols and Rifles because it forces the weapon to tap its own strength rather than that of the wielder. Whether the wielder wants to regrow one round or ten, they are all replenished at the same time. This ability can inflict severe damage to the firearm, but it is far better than running out of ammo in a tight situation. Damage regenerates normally as long as the weapon has not passed its operational duration.

Bio-E Cost: 30 points.

Prerequisite: Fasting, but Speed Reload is added to the weapon, it does not replace it.

Trade Value: 3000 credits.

- **Feeding Link:** The Librarians tried to create handheld Bio-Weapons that could be fed in the field to increase their operational time frames, but the end results were always too bulky and unwieldy. Instead they created a way to feed these weapons by linking them to Bio-Tech creations that were already self-sufficient like Host Armor and War Mounts. A small feeding tube near the grip can link with a suit of Host Armor at the wrist, or the tube can extend up to a length of three feet in order to link with a War Mount. One hour linked to either of these Bio-Tech creatures will keep the weapon satiated for one day. It still recharges or regrows its payload at the same rate, but as long as the Host Armor or War Mount can stay fed, the weapon will be able to operate indefinitely.

Bio-E Cost: 15 points.

Prerequisite: Fasting, but Feeding Link is added to the weapon, it does not replace it.

Trade Value: 1500 credits.

- **Share Strength:** The Feeding Link upgrade can be further enhanced to allow for more than just nutrients to be transferred between the weapon and the wielder. The life force energy of these living devices can be made to flow back and forth through the feeding tube at the command of the wielder. The shooter can even tap his own strength to temporarily increase the power of his Bio-Weapon. Of course, this link does not create energy, it can only transfer it. This means one item must be weakened in order to strengthen the other. The link can be used to transfer M.D.C. from a War Mount or suit of Host Armor to a connected Bio-Weapon (or vice versa), or it can be used to increase the weapon's destructive power. By tapping the strength of a War Mount or Host Armor, the damage inflicted by any melee or ranged weapon can be increased by fifty percent. This power boost can be maintained indefinitely, but while the weapon is empowered (and for 1D6 minutes afterward), the armor or mount is weakened; losing one attack per melee round, -3 to P.S., and suffering penalties of -2 to strike, parry, and dodge. For some reason, tapping the strength of the human pilot can create even more powerful effects (and penalties). In this case, the damage inflicted by the linked Bio-Weapon is doubled, but the pilot loses two attacks per melee round and suffers penalties of -3 to strike, parry, and dodge.

Bio-E Cost: 30 points.

Prerequisite: Feeding Link, but Share Strength is added to the weapon, it does not replace it.

Trade Value: 3000 credits.

Miscellaneous Enhancements

- **Lock Tight Tendrils:** This enhancement offers a unique way to holster a ranged or melee weapon. Instead of placing the weapon in a sheath or slinging it over the shoulder with a strap, the wielder just presses the weapon against any part of his body and the

weapon quickly ties itself down with dozens of tiny tendrils. The tendrils are unobtrusive and are only visible upon close inspection. They do not impair movement or mobility in any way. It only takes a few seconds to attach the weapon (counts as one melee attack), but it can be removed in an instant. A simple mental command causes the tendrils to sever themselves from the weapon so that the user can make some impressive quick draws. Severed tendrils dissolve after a few minutes (2D4 melee rounds) for easy clean up and to prevent the weapon from leaving a trail. Despite the frail appearance of these tendrils, they are surprisingly strong. Anyone attempting to pull the weapon off the owner against his will must have a Robotic/Splicer P.S. of 40 or higher, or they can attempt to cut through the tendrils (they have a total of 25 M.D.C.).

Bonus: +3 on initiative when first drawing the weapon.

Bio-E Cost: 10 points.

Prerequisite: None.

Trade Value: 1000 credits.

- **Hair Trigger:** Bio-Tech firearms do not actually have triggers. Instead the wielder mentally fires the weapon through a neurological connection. This connection can be enhanced to allow for faster communication, which means the shooter can squeeze off shots quicker.
Bonus: +1 on initiative.
Bio-E Cost: 4
Prerequisite: None.
Trade Value: 400 credits.
- **Enhanced Regeneration:** The healing rate of any living weapon can be dramatically increased. Damage that would normally take hours to heal can now be repaired in minutes (1D4 M.D.C. per minute). This upgrade is very useful for Splicers that rely on the Speed Reload Enhancement.
Bio-E Cost: 30
Prerequisite: None.
Trade Value: 3000 credits.
- **Increased M.D.C.:** After investing so much time and money into their favorite custom



A Megaverse[®] of Skills at your Fingertips

By Michael G Totton Jr

While creating a character for a Rifts game some of the other players wanted to have characters from other Palladium Books games in the mix (a super from HU2 and a mutant from ATB). When going through the skill selection it was noted that some skills are not available in some games, are repeated but statistically different in others and (in the case of Rifts) repeated and statistically different in two world books. So I took it upon myself to compile ALL the skills that are canon in the Palladium Books Megaverse (except Recon since it is not using the Megaversal system). I also came up with some rules for the skills that are named the same but are different in different games (e.g. Acrobatics). If a skill appears in more than one game use the skill and its stats that are in your game (i.e. If playing a mutant from ATB with Acrobatics in a Rifts game use the skill as it appears in ATB). If the skill is game specific (e.g. Reverse Thrust from Splicers) then pass it over as is.

One of the problems I had to overcome is game specific categories such as Temple skills in Ninjas and Superspies. I examined the skills and put them in the Rifts Unlimited Skill categories that I felt were most appropriate. Some of you may disagree with my reasoning but I tried to keep some skill categories from becoming too large (which is why Swindler is with Espionage). It was not always possible to keep the list from becoming too large as evidenced by the Technical category.

All the skills have the book that you can find the description in as well as any bonus or penalties to other skills that you may or may not have. If there are any bonuses to attributes or actions they are not listed on the following table, only skills with percentages are listed with bonuses or penalties.

Now as your characters increase in knowledge and gain skills they should use the skills as they are described in the game you are playing (e.g. a mutant from ATB wants to learn Acrobatics who learns it from a Rifts game player or NPC will learn it as any other Rifts character not as a character in ATB).

This will cause some skills to fluctuate from character to character and that's okay. It will enrich your playing and increase (in my opinion) your gaming satisfaction.

Here are the abbreviations used on the following table:

ATB2 = After the Bomb, Second Edition
 BTS2 = Beyond the Supernatural Second Edition
 CE = Chaos Earth
 HU2 = Heroes Unlimited, Second Edition
 MC = Mystic China
 Merc Adv = Rifts Mercenary Adventures
 MiO = After the Bomb/Rifts: Mutants in Orbit
 NB = Nightbane
 N&SS = Ninjas & Superspies
 PFRPG = Palladium Fantasy, Second Edition
 PFB# = Palladium Fantasy and the number of the book (e.g. PFB3 = Palladium Fantasy Book 3: High Seas)
 RDB# = Rifts Dimension Book and the number of the book (e.g. RDB2 = Rifts Dimension Book 2: Phase World)
 RGMG = Rifts Game Master Guide
 Rifter# = Rifter and the number of the book (e.g. Rifter24 = Rifter # 24)
 RMB = Rifts Main Book (pre Ultimate Edition)
 RM = Rifts Mercenaries
 RUE = Rifts Ultimate Edition
 RWB# = Rifts World Book and the number of the book (e.g. RWB3 = Rifts World Book 3: England)
 SF = System Failure
 SPL = Splicers

Book

Rifter 24
 SPL, RUE
 N&SS

 SPL
 PFB3
 BTS2, SPL, RUE
 NB, CE, BTS2
 N&SS, HU2, RMB,
 SPL, SF, RGMG,
 RUE
 PFRPG
 PFRPG
 RWB8, RWB11,
 RWB17, CE, BTS2,
 RGMG, RUE

N&SS

PFB3
 PFB3
 BTS2, SPL, RUE
 BTS2, PFRPG
 SPL
 RUE
 RMB, NB, CE, HU2,
 SF, RGMG, RUE
 N&SS
 BTS2

Communication & Performing Arts

Skill and Percentage
 Bartering 25+5
 Bartering/Barter 30+4
 Basic Gizmoteer Construction Skill
 50+2
 Bio-Comms 45+5
 Clowning 20+4
 Creative Writing 25+5
 Cryptography 30+5

 Cryptography 25+5
 Cryptography 15+5
 Dance 30+5

 Electronic Countermeasures
 (Jamming) 30+5
 Electronic Countermeasures
 (Jamming) 45+5
 Flag Signaling 18+6
 Jesting 28+3
 Language: Native Tongue 88+1
 Language: Other Tongue 40+5
 Language: Other Tongue 50+5
 Language: Other Tongue 50+3

 Laser 30+5
 Laser 40+5
 Literacy: Native Language 80+2

RUE	Literacy: Native Language 40+5 (+2 to Barter)	CE, RWB14, RWB19, RUE	Horsemanship: Exotic Animals 30/20+5
BTS2, RUE	Literacy: Other Language 30+5 (RUE+2 to Barter)	RWB19	Lore: Aborigines 25+5
SPL	Literacy: Other Language 40+5	RWB14, RWB19, RUE	Lore: Cattle/Animals 30+5
PFRPG	Literacy: Other Language 30+5	RWB14, RUE	Lore: Indians 25+5
N&SS	Microwave 40+5	RWB14, RWB19, RGMG, RUE	Roping 20+5
PFRPG	Mime 30+5	RWB14, RWB19, RGMG, RUE	Trick Riding
RMB, NB, CE, BTS2, HU2, SF, RGMG, RUE	Optic Systems 30+5 +5 to TV./Video	RWB14, RWB19	Whittling & Sculpting 30+5
N&SS	Optic Systems 50+5	RUE	W.P. Rope
RWB10, CE, RGMG, RUE	Performance 30+5 RUE +5 to Undercover Ops RUE +5 to Impersonation		<i>Domestic/Cultural/Game/Temple Book</i>
BTS2	Performance 25+5	<i>Philosophies</i>	<i>Book</i>
PFRPG	Play Musical Interment 25+5	<i>Skill & Percentage</i>	ATB
PFRPG, BTS2, SPL, RUE	Public Speaking 30+5 RUE+5 to Performance	Animal Husbandry	35+5
N&SS	Radar/Sonar Operations 45+5	SPL	Appraise Goods 30+5 (+20 if taken twice)
RMB, NB, BTS2, HU2, SF, RGMG, RUE	Radio: Basic 45+5	MC	Artistic Calligraphy 35+5
CE, N&SS	Radio: Basic 50+5	N&SS	Begging 30+2
N&SS, HU2, SF	Radio: Satellite Relay 25+5	MC	Begging 8+1
RMB, NB, CE, HU2, SF, RGMG	Radio: Scramblers 35+5	SPL	Begging 30+3
N&SS	Radio: Scramblers 40+5	N&SS	Bonsai 65+4
SPL	Read & Write Native Language 80+2	RWB8, RGMG	Bonsai 50+4
		ATB	Breed & Control Insects 40/20+5
		CE, BTS2	Brewing 25/30+5
		SPL, RUE	Brewing: Basic 25/30+5 +5 Holistic Medicine
		MC	Calligraphic Forgery 25+5
		N&SS	Calligraphy 35+5
		ATB	Carpentry 30+5
<i>Book</i>	<i>Communication & Performing Arts</i>	CE, RMB, HU2, NB, ATB, BTS2, SPL, SF, RGMG, RUE	Cook 35+5
BTS2, HU2, RUE	<i>Skill and Percentage</i>	PFRPG	Cook 30+5
PFRPG, BTS2, SPL, RUE	Read Sensory Equipment 30+5	N&SS	Cook 50+6
PFRPG	Sign Language 25+5	RWB19, RGMG	Corroboree 30+4
BTS2, SPL, RUE	Sing 30+5	CE, RMB, HU2, PFRPG, NB, ATB, BTS2, SPL, SF, RGMG, RUE	Dance 30+5
RMB, NB, CE, BTS2, HU2, SF, RGMG, RUE	Sing 35+5	N&SS	Dance 40+6
N&SS	Surveillance Systems 30+5	N&SS	Desert Survival 50+5
	Surveillance Systems 40+5 +4 to Investigative +3 to Photography +5 to Prowl	ATB	Dowsing & Water Location 20+5
RMB, NB, HU2, SF, RGMG	TV./Video 25+4	ATB	Farming & Gardening 40+4
RUE	TV./Video 25+5	N&SS, MC	Fasting 54+4
BTS2, CE	TV./Video 35+5	MC	Feng Shui or Geomancy 15+5
N&SS	TV./Video 40+5 (+10 if taken twice)	CE, RMB, HU2, NB, BTS2, SPL, SF, RGMG, RUE	Fishing 40+5
N&SS	Telephone Networks 40+5	N&SS, ATB	Fishing 60+5
PFRPG	Writing 20+5	PFRPG	Fishing 30+5
		N&SS, RWB8, RGMG	Floral Arrangement (Ikebana) 30+3
		CE, RGMG	Gardening 35+5
		RWB8, SPL	Gardening 34+4
		N&SS	Gardening 50+3
		BTS2, RUE	Gardening 36+4
		ATB	General Repair & Maintenance 35+5
		N&SS	Geomancy 15+5
		N&SS, RWB8, MC,	
RWB14, RWB19, RGMG, RUE	<i>Cowboy</i>		
RWB14, RWB19, RGMG, RUE	Branding 50+5		
RWB14, RWB19, RGMG, RUE	Breaking/Taming Wild Horses 20+5		
RWB14, RWB19, RGMG, RUE	Herding Cattle 30+5		
CE, RWB14, RGMG, RUE	Horsemanship: Cowboy 66/50+3		

RWB25, RGMG	Go (Wei Qi) 30+5	MC, RWB25	Xiang Qi (Shogi) 15+5
BTS2, RUE	Housekeeping 35+5		
ATB	Identify Plants & Fruits 25+5	<i>Book</i>	Electrical
ATB	Imitate Animal or Insect Sound 42+4	SF	<i>Skill & Percentage</i>
ATB	Language: Foreign 40+5	CE, RMB, NB, HU2,	Advanced Electronics 30+5
ATB	Literacy 30+5	N&SS, BTS2, SF, RGMG,	
MC	Meditation D20 vs M.E.	RUE	Basic Electronics 30+5
N&SS	Mountaineering 40+5	N&SS	Basic Electronics 40+5
MC	Oriental Philosophies 70+2	N&SS	Basic Gizmoteer Construction Skill
N&SS	Philosophies 80+2		50+2
RWB25	Play Chinese Musical Instrument:	N&SS	Circuit Board Micro-Electronics 55+5
	Flute 45/25+5	CE, BTS2, RUE	Computer Repair 30+5
		N&SS	Computer Repair 40+5
CE, HU2, BTS2, RMB,	Play Musical Instrument 35+5	NB, HU2, RMB, SF,	Computer Repair 25+5
SPL, SF, NB, RGMG,	Play Musical Instrument 25+5	RGMG	Electrical Engineer 35+5
RUE	Poetry (Haiku) 50+5	CE, BTS2, RUE	Electrical Engineer 45+5
ATB, PFRPG, RWB19	Poetry (Haiku) 35+5	N&SS	
N&SS	Preserve Food 30+5	NB, HU2, RMB, SF,	Electrical Engineer 30+5
RWB8, RGMG	Read Music 42+3	RGMG	
ATB	Recycle 30+5	CE, MIO, BTS2, RGMG,	Electricity Generation 50+5
ATB	Rice Cultivation 40+5	RUE	Robot Electronics 35+5
CE, MIO, BTS2, RGMG,	Rock Painting & Engraving 36+4	CE	
RUE	Sculpting & Whittling 30+5	BTS2, HU2, RMB, R	Robot Electronics 30+5
RWB25	Sew 40+5	GMG, RUE	
RWB19, RGMG	SPL +8 to Leather Working		Espionage/Swindler
ATB	Sew 25+5	<i>Book</i>	<i>Skill & Percentage</i>
CE, RMB, HU2, N&SS,	Sign Language 33+7	N&SS	Concealment 20+5
NB, ATB, BTS2, SPL, SF,	Silk Manufacture 30+5	CE, PFRPG, NB, RMB,	
RGMG, RUE	Silk Tailoring (Take Silk Manufacture	HU2, BTS2, SPL, SF,	Detect Ambush 30+5
	twice) 30+5	RGMG, RUE	Detect Ambush 40+5
		N&SS	Detect Concealment & Traps 25+5
PFRPG	Sing 35+5	PFRPG	
ATB	Sing 40+5	CE, NB, HU2, RMB, SPL,	Detect Concealment 25+5
RWB25	Sing 30+5	SF, BTS2, RGMG, RUE	RUE +5 to Camouflage
RWB25	Skin & Prepare Animal Hides 30+5		Detect Concealment 30+5
	Spelunking 55+5	N&SS	
	Sports 30+5	CE, PFRPG, NB, RMB,	Disguise 25+5
CE, RMB, HU2, NB,	Tailoring (Take Sew twice) 40+5	HU2, BTS2, SPL, SF,	RUE +5 to Undercover Ops &
BTS2, SPL, SF, RGMG	Tea Appreciation 70+2	RGMG, RUE	Impersonation
N&SS, ATB	Tiao Qi (Chinese Checkers) 24+4		Disguise 40+5
PFRPG	Tracking 30+5	N&SS	
ATB	Trapping 25+5	CE, NB, RMB, HU2,	
N&SS	Wardrobe & Grooming 50+4	N&SS, BTS2, SPL, SF,	Escape Artist 30+5
N&SS	Wardrobe & Grooming	RGMG, RUE	N&SS -10 if secondary skill
HU2	+5 to Bartering		RUE +5 to Pick Locks
RWB25	+5 to Disguise	PFRPG	Escape Artist 25+5
MC, RWB25	+5 to Impersonation	CE, RMB	Forgery 25+5
ATB	+5 to Seduction	N&SS	Forgery 30+5
ATB	Wardrobe & Grooming 50+4		-10 if secondary skill
BTS2	+2 to Performance	BTS2, NB, HU2, PFRPG,	Escape Artist 30+5
SPL	+2 to Disguise	SPL, SF, RGMG, RUE	N&SS -10 if secondary skill
	+2 to Impersonation	N&SS	RUE +5 to Pick Locks
	+2 to Seduction	CE, PFRPG, HU2,	Escape Artist 25+5
	+2 to Undercover Ops	RWB11, RWB14,	Forgery 25+5
	Wilderness Survival 30+5	RWB8, RWB17, RGMG	Forgery 30+5
	Writing 25+5		-10 if secondary skill
ATB			Forgery 20+5
ATB			Hojo-Jutsu (Binding) 30+5
			Imitate Voices & Impersonation
			36/16+4

SF	Imitate Voices & Impersonation 16/12+4	BTS2	Exotic Animals 30/20+4
N&SS	Imitate Voices 45+5	PFRPG, RWB14, RWB17,	Exotic Animals 30/20+5
BTS2, RUE	Impersonation 30/16+4	RGMG, RUE	
	RUE +10 to Undercover Ops	CE, HU2, RWB14, BTS2,	General/Standard 40/20+4
SPL	Impersonation 30/14+4	RGMG, RUE	General 35/20+5
N&SS	Impersonation 40/20+4	PFRPG, RWB17	
CE, NB, RMB, HU2,		PFRPG, RWB17, RGMG,	Knight & Cossack 40/30+5
BTS2, SPL, SF, RGMG,		RUE	Paladin 45/40+5
RUE	Intelligence 32+4	PFRPG	
PFRPG	Intelligence 30+4		
			<i>Mechanical</i>
			<i>Skill & Percentage</i>
CE, BTS, RWB10, BTS2,	Interrogation Techniques 30+5	<i>Book</i>	Advanced Mechanics 25+5
SPL, RGMG, RUE	Interrogation Techniques 20+5	SF	Aircraft Mechanics 50+4
RWB11, RWB14, RWB17	Interrogation Techniques 40+5	CE, BTS2	Aircraft Mechanics 45+3
NB, N&SS, HU2, SF	Land Navigation 40+4	N&SS	
N&SS	-10 if secondary skill	NB, HU2, RMB, SF,	Aircraft Mechanics 25+5
	Marxism-Leninism-Moaism 60+6	RGMG, RUE	Armorer/Field Armorer 40+5
N&SS	Microfilm/Microfiche/Microdot	CE, RWB11, RGMG	Automotive Mechanics 60+3
N&SS	Technology 40+4	CE, HU2, BTS2	Automotive Mechanics 50+3
	Palming 25+5	N&SS	-10 if secondary skill
	+5 to Pick Pocket		
		NB, RMB, SF, RGMG,	Automotive Mechanics 25+5
CE, PFRPG, NB, RMB,	Pick Locks 30+5	RUE	Basic Gizmoteer Construction Skill
HU2, BTS2, SPL, SF,	Pick Locks 35+5	N&SS	50+2
RGMG, RUE	-10 if secondary skill		Basic Mechanics 40+5
N&SS		CE, BTS2	
			<i>Mechanical</i>
CE, PFRPG, NB, RMB,	Pick Pockets 25+5		<i>Skill & Percentage</i>
HU2, BTS2, SPL, SF,	Pick Pockets 30+5	<i>Book</i>	Basic Mechanics 40+4
RGMG, RUE	-10 if secondary skill	N&SS	-10 if secondary skill
N&SS	Safe-Cracking 50+2		
MC	Shell Game 20+4	NB, HU2, RWB5,	Basic Mechanics 30+5
		RWB11, RWB17, SF,	Bioware 30+5
N&SS	Sniper/Sniping +2 on an aimed shot	RGMG, RUE	Computer Repair 40+5
CE, PFRPG, NB, RMB,		CE, MIO, RGMG, RUE	Drive Repair: Ion 30+5
HU2, N&SS, BTS2, SPL,	Tracking (People/Humanoids) 25+5	MIO	Drive Repair: Plasma 30+5
SF, RGMG, RUE	Tracking 25+5	MIO, RGMG	Drive Repair: Traction 30+5
CE, PFRPG, BTS2,	Tracking 30+5	MIO, RGMG	Drive Repair: Chemical 30+5
RGMG, RUE	Undercover Ops 30+5	N&SS	Helicopter Mechanics 30/20+5
NB, HU2, RMB, SPL, SF	Vital Points: Inorganic	N&SS	Jet Aircraft Mechanics 30/20+5
N&SS	Vital Points: Organic	CE, BTS2	Locksmith 35+5
BTS2, RUE			+4 to Safecracking
SPL	Wilderness Survival 30+5	NB, N&SS, HU2, RMB,	Locksmith 25+5
SPL	Wilderness Survival 40+5	SF, RGMG, RUE	N&SS +5 w/Electronics
CE, NB, RMB, HU2,	-10 if secondary skill		Mechanical Engineer 30+5
BTS2, SPL, SF, RGMG,	Yarrow Stick Counting 24+3	CE, BTS2	+4 to Safecracking
RUE			+5 to Locksmith
N&SS			+5 to Surveillance Systems
MC		N&SS	Mechanical Engineer 45+5
			+5 to Locksmith
			+5 to Surveillance Systems
	<i>Horsemanship</i>		
	<i>Skill & Percentage</i>	NB, HU2, RMB, SF,	Mechanical Engineer 25+5
<i>Book</i>	Cowboy/Elite 66/50+3	RGMG, RUE	+5 to Locksmith
CE, RWB11, RWB14,	Cyber-Knight 70/50+3		+5 to Surveillance Systems
BTS2, RGMG, RUE	Cossack 55/45+5		RMB +5 Undersea Salvage
RWB14, RGMG, RUE	Exotic Animals 30+5		RUE +6 to Safe-Cracking
RUE	Exotic Animals 30+4		
CE, RWB14			
RWB5			

BTS2 CE, HU2, BTS2 RMB, RGMG, RUE MIO, RGMG RDB2, RGMG RWB7, RGMG	Munitions Expert 40+5 Robot Mechanics 30+5 Robot Mechanics 20+5 Satellite Systems 30+5 Spaceship Mechanics 22+5 Submersible Vehicles Mechanics 25+5		+5 to Cook +5 to Identify Plants/Fruits +5 to Recognize Poison +5 to Use Poison Juicer Technology 40+5 M.D. in Cybernetics 40/60+5
CE, RWB19, BTS2, RGMG, RUE	Vehicle Armorer 30+5 RUE: Basic Mechanics +20 RUE: +10 to Automotive Mechanics Weapon Systems 40+5 Weapons Engineer 30+5	RWB10, RGMG CE, RMB, RGMG, RUE CE, RMB, HU2, NB, SPL, SF, RGMG, RUE	Medical Doctor/Internal Medicine 60/50+5 Medical Doctor/Internal Medicine 70/60+3 ATB only +5 to Pathology Medical Doctor/Internal Medicine 60/50+4 Medical Doctor/Surgeon 30/20+4
CE CE, BTS2 NB, HU2, RMB, SF, RGMG, RUE	Weapon Systems 40+5 Weapons Engineer 30+5 Weapons Engineer 25+5	N&SS, ATB BTS2 PFRPG CE, RMB, HU2, NB, BTS2, SPL, SF, RGMG, RUE N&SS ATB BTS2 CE, RMB, ATB, HU2, NB, BTS2, SPL, SF, RGMG, RUE N&SS N&SS BTS2, SPL ATB RWB7, RGMG ATB NB, BTS2, SPL ATB BTS2, SPL, RUE CE	Medical Doctor/Internal Medicine 60/50+4 Medical Doctor/Surgeon 30/20+4 Paramedic 40+5 Paramedic 50+6 Paramedic 50+3 Parasychology 30+5 Pathology 40+5 Pathology 45+5 Plastic Surgery 60+6 Psychology 35+5 Radiology 70+3 Sea Holistic Medicine 20+5 Surgery 60+4 Toxicology 40+5 Veterinary Medicine 54+4 Veterinary Science 50+4 Xenology 15+5
<i>Book</i> RWB25 CE, RWB19 BTS2 PFRPG, RWB14, RWB17, SPL, RGMG, RUE N&SS PFRPG CE, PFRPG, RWB14, RWB19, RWB17, RGMG RWB17, BTS2, SPL, RUE	<i>Medical Skill & Percentage</i> Acupuncture 40+5 Animal Husbandry 56+4 Animal Husbandry 40+5 Animal Husbandry 35+5 Basic Gizmoteer Construction Skill 50+2 Biology 30+5 Brewing 25/30+5 Brewing: Medicinal 25/30+5 RUE +5 to Holistic Medicine Clinical Genetics 35+5 Criminal Science & Forensics 35+5 Crime Scene Investigations 35+5 Dentistry 50+5 Entomological Medicine 40+5 Entomological Medicine 40/20+5 Field Surgery 26+4 Field Surgery 16+4 First Aid 45+5 First Aid 50+5 -10 if secondary skill Forensic Medicine 45+5 Forensic Medicine 35+5 Herbal/Holistic Medicine 20+5 Herbal/Holistic Medicine: Chinese 30+5 Herbal/Holistic Medicine 30/20+5 SPL +6 to Recognize Poison SPL +6 to Use Poison RUE +10 to Brewing RUE +10 to Identify Plants & Fruits RUE +10 to Preserve Food Holistic Chemistry +5 to Brewing		
ATB CE, RMB, HU2, NB, N&SS, SF, RGMG BTS2, RUE ATB, SPL MIO, RGMG RUE CE RWB11, RWB17, SPL, RGMG, RUE CE, RMB, ATB, HU2, NB, PFRPG, BTS2, SPL, SF, RGMG, RUE N&SS			
NB BTS2, SPL, RUE CE, RMB, HU2, NB, SF, RGMG RWB25 BTS2, ATB, PFRPG, SPL, RUE			
Rifter24			
			<i>Military Skill & Percentage</i> Aircraft Armor & Weaponry 40+4 Aircraft: Combat Helicopters 52+3 Aircraft: Jet Fighters 50+3 APC & Tanks 50+3 Armorer/Field Armorer 40+5 Automatically receives Basic Mechanics +20 Armorer 55+5 Basic Gizmoteer Construction Skill 50+2 Basic Mechanics 30+5 Blind Fighting 30+5 Camouflage 20+5 Command Robots Defense Systems 30+5 Demolitions 60+3

ATB, RMB, BTS2, SPL, SF, RGMG, RUE CE, HU2, RWB11, RWB14, RWB17, BTS2, SPL, SF, RGMG, RUE RWB7 PFRPG PFRPG	Demolitions Disposal 60+3	Rifter24	Stalk/Capture 35/45+5 Tailing 35+5 Strategy/Tactics 30+5 Surveillance 25+5 Surveillance 30+5 +5 to Disguise +5 to Recognize Disguise Surveillance Systems 40+5
RUE	Demolitions: Underwater 56+4 Demolitions: Underwater 56+3 Falconry 30+5 Field Armorer 30+5 +5 to Locate Secret Compartments/ Doors Field Armorer & Munitions Expert 40+5 Automatically receives Basic Mechanics Find Contraband, Parts & Relics 26+4	NB PFRPG SPL	Trap Construction 20+4
RWB19, BTS2 CE, RWB11, RWB14, RWB17, RGMG	Find Contraband, Weapons & Cybernetics 26+4	CE, HU2, RWB11, RWB14, RWB17, BTS2, SF, RGMG, RUE SPL RWB19 MIO, RGMG MIO, RGMG MIO, RGMG	Trap/Mine Detection 20+5 Trap/Mine Detection 25+5 Weapons Armorer 40+5 Combat (Gravity): Basic Combat (Gravity): Advanced Combat (Zero Gravity): Basic Combat (Zero Gravity): Advanced
HU2, SF	Find Contraband & Illegal Weapons 26+4		
RUE	Find Contraband 26+4 +10 to ID Undercover Agents		
BTS2, RUE PFRPG	Forced March Heraldry 15/20+5 +2 to Forgery +2 to Intelligence Intelligence 32+4 Interrogation Techniques 20+5 Interrogation 40+5 Land Navigation 36+4 Laser Systems 30+5	<i>Book</i> CE, NB, BTS2, RUE	Physical <i>Skill & Percentage</i> Acrobatics Sense of Balance 60+5 Walk Tightrope/High Wire 60+3 Climb Rope 80+2 Back Flip 60+5 Climbing 40 or +15 Prowl 30 or +5 Acrobatics Sense of Balance 60+5 Walk Tightrope/High Wire 60+3 Climb Rope 80+2 Back Flip 60+5 Climbing 40 or +15 Prowl 30 or +5 Acrobatics Sense of Balance 60+5 Walk Tightrope/High Wire 60+3 Climb Rope 80+2 Back Flip 60+5 Climbing 40 or +15 Prowl 30 or +5 Acrobatics Climbing (Scale Walls)/Rappelling 45+5/40+5 Sense of Balance 40+5 Walk Tightrope/High Wire 30+3 Back Flip 30+5 Acrobatics Sense of Balance 60+2 Walk Tightrope/High Wire 60+3 Climb Rope 70+2 Back Flip 50+5 Climbing 40 or +15 Prowl 30 or +5 Acrobatics Sense of Balance 60+5 Walk Tightrope/High Wire 60+5
ATB PFRPG ATB ATB ATB CE, PFRPG, HU2, RWB11, RWB14, RWB17, RWB19, BTS2, SPL, SF, NB, RGMG, RUE CE, RWB11, RWB14, RWB17, RWB19, SPL, RGMG, RUE N&SS RUE RUE CE, HU2, RWB11, RWB14, RWB17, BTS2, SF, RGMG, RUE	Military Etiquette 35+5	SPL	
ATB CE, HU2, RWB11, RWB14, SPL, SF, RGMG, RUE N&SS ATB ATB CE, PFRPG, HU2, ATB, RWB11, RWB14, RWB17, RWB19, BTS2, SPL, SF, RGMG, RUE SPL Rifter24 MIO	Military Fortification 30+5 Military Intelligence 42+4 Naval History 30+5 Naval Tactics 25+5 Nuclear, Biological & Chemical (NBC) Warfare 35+5 Optic Systems 30+5 Parachuting 40+5 Pilot Tank/APC 50+4 Radio: Satellite Relay 25+5 Radio: Scramblers 40+5 Recognize Weapon Quality 25+5 Resist Torture Siege Engineer 30/20+5 Ship-to-Ship Combat 25+5	RMB, RGMG	
		PFRPG	
		HU2, SF	
		N&SS	

	Climb Rope 80+2		
	Back Flip 60+5		
	Climbing 40+4 or +15	HU2, SPL, SF, RUE	Work Parallel Bars & Rings 30+3
ATB	Prowl 30+5 or +10		Back Flip & Somersault 40+5
	Acrobatics		Gymnastics
	Sense of Balance 60+2		Sense of Balance 50+3
	Walk Tightrope/High Wire 60+3		Work Parallel Bars & Rings 60+3
	Climb Rope 70+2		Climb Rope 60+2
	Back Flip 50+5		Back Flip 70+2
	Climbing 40+4 or +10	ATB	Climbing 25 or +5
	Prowl 30+5 or +10		Prowl 30 or +5
CE, SPL, BTS2, RGMG, RUE	Aerobic Athletics		Gymnastics
	Sense of Balance 30+5		Sense of Balance 50+5
N&SS	Archery		Work Parallel Bars & Rings 60+5
CE, RMB, ATB, HU2, NB, PFRPG, N&SS, BTS2, SPL, SF, RGMG, RUE	Athletics (General)	N&SS	Climb Rope 60+2
ATB	Baseball: Base Players & Fielders 60+4		Back Flip 70+2
ATB	Baseball: Batting 60+4		Climbing 25+5 or +10
ATB	Baseball: Pitcher 60+4		Prowl 30+5
CE, RMB, ATB, HU2, NB, PFRPG, N&SS, BTS2, SPL, SF, RGMG, RUE	Body Building & Weight Lifting	NB	Gymnastics
CE, RMB, ATB, HU2, NB, PFRPG, N&SS, BTS2, SPL, SF, RGMG, RUE	Boxing		Sense of Balance 50+5
CE, RMB, ATB, HU2, NB, BTS2, SPL, SF, RGMG, RUE	Climbing 40/30+5		Work Parallel Bars & Rings 60+3
	CE, Rifts +5 to Spelunking		Climb Rope 70+2
PFRPG	Climbing (Scale Walls)/Rappelling 40+5/35+5		Back Flip 70+5
	+5 to Spelunking		Climbing 25 or +7
N&SS	Climbing/Rappelling 50+8/30+5	BTS2	Prowl 30 or +5
	+5 to Spelunking		Gymnastics
RWB10, RGMG	Deadball	ATB	Sense of Balance 50+3
RWB25	Demon Wrestling (Liang Hsiung)	BTS2, PFRPG, SPL, RUE	Work Parallel Bars & Rings 60+3
RWB25	Fasting 54+4	RWB10, RGMG	Climb Rope/Rappel 60+2
ATB, N&SS, BTS2, SPL, RUE	Fencing	BTS2, SPL, RUE	Back Flip 70+5
PFRPG, BTS2, SPL, RUE	Forced March	RWB25	Climbing 25 or +5
CE	Gymnastics		Prowl 30 or +5
	Sense of Balance 50+5	MIO	Juggling 30+5
	Work Parallel Bars & Rings 60+3	RWB10, RGMG	Juggling 35+5
	Climb Rope 70+5	BTS2, SPL, RUE	Juicer Football 32+4
	Back Flip 70+5		Kick Boxing
	Climbing 25 or +7		Meditation 10+ on D20 + M.E.
	Prowl 30 or +5		Bonuses
RMB, RGMG	Gymnastics		Movement: Zero Gravity P.P.x5+4
	Sense of Balance 50+5		Murderthon
	Work Parallel Bars & Rings 60+3		Outdoorsmanship
	Climb Rope 70+2		+5 to Dowsing
	Back Flip 70+5		+5 to Fasting
	Climbing 25 or +7		+5 to Identify Plants & Fruits
	Prowl 30 or +5		+5 to Wilderness Survival
	Gymnastics	MIO	Oxygen Conservation 30+5
	Sense of Balance 30+5	BTS2, SPL, RUE	Physical Labor
		CE, RMB, ATB, HU2, NB, PFRPG, BTS2, SPL, SF, RGMG, RUE	Prowl 25+5
PFRPG			Rifts +4 to Blend
			RUE +5 to Tailing
			Prowl 46+4
		N&SS	
		CE, RMB, ATB, HU2, NB, BTS, PFRPG, N&SS,	

BTS2, SPL, RGMG, RUE	Running	CE, HU2, RWB11, RWB7, SF, RGMG, RUE	Boat: Warships & Patrol Boats 40+4
CE, RMB, ATB, HU2, NB, BTS2, N&SS, SF, RGMG, RUE	S.C.U.B.A. 50+5	ATB	Boating 60+4
CE, RMB, ATB, HU2, NB, BTS2, SPL, SF, RGMG, RUE	Swimming 50+5	<i>Book</i>	<i>Pilot/Transportation</i>
N&SS	Swimming 50+8	SPL	<i>Skill & Percentage</i>
PFRPG	Swimming 40+5	CE, RWB19, BTS2, RGMG, RUE	Breaking Horses 20+5
ATB	Swimming: Advanced 55+5	N&SS	Combat Driving
PFB3	Tumbling	RM, RGMG	Combat Helicopter 52+4
MIO, RGMG	Vacuum Survival P.E.+20 seconds+5 seconds	N&SS	Combat Pod 40+4
CE, RMB, ATB, HU2, NB, PFRPG, N&SS, BTS2, SPL, SF, RGMG, RUE	Wrestling	ATB	Commercial Vehicles 40+3
RDB2	Zero Gravity Movement & Combat P.P.x5+4	RDB2, RGMG	Construction & Farming Equipment 40+4
PFRPG	Swimming 40+5	RDB2, RGMG	Contra Gravity Pack 42+4
ATB	Swimming: Advanced 55+5	RWB10, RGMG, RUE	EVA 40+5
PFB3	Tumbling	N&SS	Flight System Combat 40+5
IO, RGMG	Vacuum Survival P.E.+20 seconds+5 seconds	N&SS	Freight Hauler 40+3
CE, RMB, ATB, HU2, NB, PFRPG, N&SS, BTS2, SPL, SF, RGMG, RUE	Wrestling	CE, BTS2, RUE	Heavy Machinery 40+3
RDB2	Zero Gravity Movement & Combat PPx5+4	N&SS	Helicopter 52+3
PFRPG	Swimming 40+5	NB, ATB, HU2, RMB, SF, RGMG	Helicopter 60+4
ATB	Swimming: Advanced 55+5	HU2, SF	-10 if secondary skill
PFB3	Tumbling	NB, RMB, RWB19, SPL	Helicopter 35+5
IO, RGMG	Vacuum Survival P.E.+20 seconds+5 seconds	RWB19	Horsemanship 50+4
CE, RMB, ATB, HU2, NB, PFRPG, N&SS, BTS2, SPL, SF, RGMG, RUE	Wrestling	RWB11, RWB19, RWB5	Horsemanship: General/Standard 40/20+4
RDB2	Zero Gravity Movement & Combat PPx5+4	SPL	Horsemanship: Cowboy 66/50+3
		NB, HU2, RMB, CE, SF, RGMG, RUE	Horsemanship: Exotic 30+4
		RWB14, RWB17, CE, RGMG, RUE	Host Armor Combat & Piloting 56+3
		NB, ATB, HU2, RMB, SF, RGMG, RUE	Hovercraft (Ground) 50+5
		NB, ATB, HU2, RMB, SF, RGMG, RUE	Hover Cycle 70+3
		NB, ATB, HU2, RMB, SF, RGMG, RUE	Jet Aircraft 40+4
		CE, BTS2	Jet Aircraft 40+4
		N&SS	Jet Aircraft 60+3
		CE	Jet Aircraft 60+4
		N&SS	Jet Fighters 50+3
		NB, HU2, RMB, SF, RGMG, RUE	Jet Fighters 50+4
		CE, NB, RMB, HU2, SF, RGMG, RUE	Jet Fighters 40+4
		RWB10, RGMG, RUE	Jet Packs 42+4
		CE, BTS2, RGMG	Jump Bike Combat 45+5
		SPL	Kayaking & Canoes 50+5
		ATB	Kayaking & Canoes 50+4
		CE, N&SS, NB, HU2, ATB, RMB, SF, RGMG	Military Vehicles 40+4
		BTS2, RWB17, RUE	Motorcycle 60+4
		ATB	N&SS -10 if secondary skill
		N&SS	Motorcycle & Snowmobiles 60+4
		CE	Navigation 50+5
		CE	Offensive Driving 30+5
		N&SS	Power Armor: Basic 56+3
		HU2, SF	Power Armor Combat Elite
			Professional Race Car 60+5
			Professional Race Car 55+3

ATB	Read Sensory Equipment 30+5		-10 if secondary skill
RWB19, RGMG	Road Train 40+4	CE, RMB, HU2, NB, SF,	
CE	Robot Basic 56+3	RGMG, RUE	Weapon Systems 40+5
RMB, RGMG, RUE	Robot & Power Armor 56+3	N&SS	Weapon Systems 50+2
CE, RMB, RGMG, RUE	Robot Combat: Basic		
CE, RMB, RGMG, RUE	Robot Combat: Elite		
SPL	Seamanship 35/20+5		
RDB2, RGMG	Small Spacecraft 60+3	<i>Book</i>	<i>Rogue/Thief/Swindler</i>
RDB2, RGMG	Space Fighter 50+3	RWB25	<i>Skill & Percentage</i>
BTS	Space Shuttle 50+4	RWB25	Begging 8+1
MIO, RGMG	Spacecraft 50+4	CE, PFRPG, HU2, ATB,	Calligraphic Forgery 25+5
MIO, RGMG	Spacecraft: Advanced 40+4	RWB14, RWB17, BTS2,	
RDB2, RGMG	Starship 36+4	SPL, SF, RGMG, RUE	Cardsharp/shark 24+4
CE, RWB7	Submersibles 60+3		
N&SS, RWB7, RWB11,		CE, BTS2, RUE	Computer Hacking 20+5
SF, RGMG, RUE	Submersibles 40+4	ATB, HU2, SF	Computer Hacking 30+5
HU2	Submersibles 50+4	NB, RMB, RGMG	Computer Hacking 15+5
CE	Tank/APC 50+3	CE, PFRPG, NB, HU2,	
NB, HU2, RMB, SF,		ATB, RMB, BTS2, SPL,	
RGMG, RUE	Tank/APC 36+4	SF, RGMG, RUE	Concealment 20+4
ATB	Teamster/Wagoner 45+5	ATB	Cryptography 25+5
SPL	Teamster 35+5	ATB	Detect Ambush 30+5
RWB17, RGMG, RUE	Tracked Vehicles 40+4	ATB	Detect Concealment & Traps 35+5
CE	Tracked Vehicles 54+4	RWB25	Dickering 20+4
BTS2	Tracked Vehicles 54+5	ATB	Disguise 25+5
SPL	Trick Riding 60+3	ATB	Escape Artist 30+5
CE, HU2, BTS2	Truck 56+4	SPL, RUE	Find Contraband 26+4
N&SS, ATB	Truck 60+4		RUE +10 to ID Undercover Agents
	N&SS -10 if secondary skill	SF	Find Contraband & Illegal Weapons 26+4
NB, RMB, SF, RUE	Truck 40+4		
ATB	Vehicle Weapon Systems 50+2	RWB19, BTS2, HU2,	Find Contraband, Parts & Relics 26+4
SPL	War Mount Combat & Piloting 60+3	RWB8, RGMG	
CE, HU2, RWB19, BTS2,		CE, RWB11, RWB17	Find Contraband, Weapons & Cybernetics 26+4
RWB11, SF, RGMG, RUE	Water Scooters 50+5		Forgery 20+5
RWB7	Water Scooters 50+4	ATB	Gambling (Dirty Tricks) 20+4
CE, RWB19, RWB7, BTS2,		CE, BTS2, RGMG	BTS2, RUE +6 to Cardsharp/shark
RGMG, RUE	Water Skiing & Surfing 40+4		Gambling (Dirty Tricks) 30+4
SPL	Wing Packs 42+4		
RWB17, RGMG	Wingrider Flying Wing 15+5	RWB10	Gambling (Standard) 30+5
MIO, RGMG	Yacht: Space 44+4	CE, RWB10, BTS2, SPL,	I.D. Undercover Agent 30+4
		RGMG, RUE	Imitate Voices 36+4
		BTS2, RUE	Imitate Voices & Sounds 42/36+4
		ATB	+5 to Impersonation
		BTS2, SPL, RUE	Locate Secret Compartments/Doors 15+5
			(Only one bonus from Field Armorer or General Repair)
<i>Book</i>	<i>Pilot Related</i>	PFRPG, ATB	Palming
N&SS	<i>Skill & Percentage</i>		+4 to Cardsharp
CE, RMB, NB, RGMG,	Instrument Rating 30+5		+5 to Pick Pockets
RUE	Navigation 40+5		
HU2, SF	Navigation 50+5	SF	
N&SS	Navigation 60+5		
	-10 if secondary skill		
N&SS	Navigation: Aerial 30+5		
N&SS	Navigation: Orbital & Interplanetary 35+5		
MIO, RGMG	Navigation: Interplanetary 45+5	CE, PFRPG, NB, HU2,	Palming 20+5
MIO, RGMG	Navigation: Orbital 50+5	ATB, RMB, BTS2, SPL,	+4 to Cardsharp/shark
RDB2, HU2, RGMG	Navigation: Space 40+5	RGMG	RWB25 +6 to Shell Game
RWB11, RUE	Radar/Sonar Operations 30+5		Palming 20+5
CE, RMB, HU2, NB, SF,		RUE	+5 to Cardsharp
RGMG, RUE	Read (& Operate) Sensory Equipment 30+5		+5 to Concealment
	Read Sensory Equipment 40+5		+5 to Pick Pockets

CE, PFRPG, NB, HU2, ATB, RMB, BTS2, SPL, SF, RGMG, RUE	Pick Locks 30+5	CE, BTS2 N&SS, ATB, RDB2, RGMG, RUE	Astrophysics 35+5
CE, PFRPG, NB, HU2, ATB, RMB, BTS2, SPL, SF, RGMG, RUE	Pick Pockets 25+5	HU2, SF N&SS	Astrophysics 30+5 Astrophysics 25+5 Basic Gizmoteer Construction Skill 50+2
CE, PFRPG, NB, HU2, RMB, BTS2, SPL, SF, RGMG, RUE	Prowl 25+5 +4 to Blend except in SF	CE, ATB, N&SS, BTS2 NB, HU2, RMB, SPL, SF, PFRPG, RGMG, RUE	Biology 40+5 Biology 30+5
BTS2, RUE	Roadwise 26+4	CE, N&SS, BTS2 ATB	Botany 40+5 Botany 30+5
CE, HU2, ATB, RWB14, RWB17, BTS2, SF, RGMG, RUE	Safe-Cracking 20+4 +5 to Pick Locks +5 to Demolitions	NB, HU2, PFRPG, RMB, SPL, SF, RGMG, RUE	Botany 25+5
CE, HU2, RWB14, RWB17, BTS2, SPL, SF, RGMG, RUE	Seduction M.A. & P.B. Bonus +20+3	CE, ATB, N&SS, BTS2 NB, HU2, RMB, SF, RGMG, RUE	Chemistry 50+5 Chemistry 30+5 Chemistry 35+5
MC, RWB25 SPL	Shell Game 20+4 Sleight of Hand +5 to Palming +5 to Pick Pockets +10 to Escape Artist +6 to Concealment	SPL CE, BTS2 ATB N&SS, RMB NB, HU2, SF, RGMG, RUE MC BTS2 RUE	Chemistry: Analytical 35+5 Chemistry: Analytical 40+5 Chemistry: Analytical 45+5 Chemistry: Analytical 25+5 Chemistry: Chinese Alchemical 25+5 Chemistry: Pharmaceutical 40+5 Chemistry: Pharmaceutical 30+5 +10 to Lore: Juicer Electrical Engineering 45+5 Genetics 30+3 History 40+4 Identify Sea Life 27+4 Marine Biology 35/25+5 Mathematics: Advanced 64+2 Mathematics: Advanced 68+2 Mathematics: Advanced 50+4 Mathematics: Advanced 64+4
CE, PFRPG, NB, HU2, ATB, RMB, BTS2, SPL, SF, RGMG, RUE	Streetwise 20+4 RUE +10 to ID Undercover Agents	ATB ATB, BTS2, SPL ATB, PFB3 PFB3 RWB7, RGMG	Mathematics: Advanced 64+2 Mathematics: Advanced 68+2 Mathematics: Advanced 50+4 Mathematics: Advanced 64+4
CE, NB, RWB11, RGMG ATB, BTS2, RUE PFRPG, ATB, SPL	Streetwise: Drugs 25+5 Tailing 30+5 Use & Recognize Poison 24/16+4	CE, RMB, BTS2 SPL ATB N&SS NB, HU2, PFRPG, SF, RGMG, RUE	Mathematics: Advanced 45+5 Mathematics: Basic 72+3 Mathematics: Basic 78+2 Mathematics: Basic 64+4 Mathematics: Basic 80+2
CE, PFRPG, HU2, ATB, RWB14, RWB17, SPL, SF, RGMG MC, RWB25	Ventriloquism 16+4 Yarrow Stick Counting 24+3	ATB N&SS NB, HU2, PFRPG, SF, RGMG, RUE CE, RMB, BTS2 SPL ATB N&SS NB, HU2, PFRPG, SF, RGMG, RUE ATB RWB7, RGMG CE, MIO, RGMG BTS2 BTS2 RWB7, RWB19, RGMG RDB2, RGMG, RUE SPL BTS2, SPL, RUE	Mathematics: Advanced 45+5 Mathematics: Basic 45+5 Mechanical Engineering 45+5 Oceanogeographic Surveying 15+5 Oxygen Systems 58+4 Parapsychology 30+5 Psychology 40+5 Undersea Farming 35+5 Xenology 30+5 Xenology 15+5 Zoology 30+5
<i>Book</i>	<i>Science</i>		
CE, BTS2	<i>Skill & Percentage</i>		
NB, ATB, HU2, PFRPG, RMB, SF, RGMG RUE	Anthropology 40+5 Anthropology 20+5 Anthropology 20+5 +5 to all Lore & Pre-Rifts History		
ATB, MC CE, BTS2	Antiquarian 40+5 Archaeology 40/20+5		
NB, ATB, HU2, PFRPG, RMB, SF, RGMG	Archaeology 20+5 SF +5 To Anthropology		
MC RUE	Archaeology 35+5 Archaeology 30/20+5 +5 to all Lore +10 to History		
CE, BTS2, RGMG, RUE	Artificial Intelligence 30+3 +5 to all Computer Skills		
MIO, RGMG PFRPG, BTS2, RUE SPL	Astrology M.E.+8+3 Astronomy & Navigation 30+5 Astronomy & Navigation 20+5		
CE, ATB, HU2 NB, RMB, SF, RGMG	Astronomy 30+5 Astronomy 25+5		
		<i>Technical/Scholar/Noble/Spatial/Computer/Paranormal Studies</i>	
		<i>Book</i>	<i>Skill & Percentage</i>
		CE, RWB7, RGMG BTS2 RUE Rifter24 Rifter24	Advanced Fishing 30+5 Appraise Antiques 30+5 Appraise Goods 30+5 Area Knowledge 20+4 Armor/Weapon Decoration 35+5

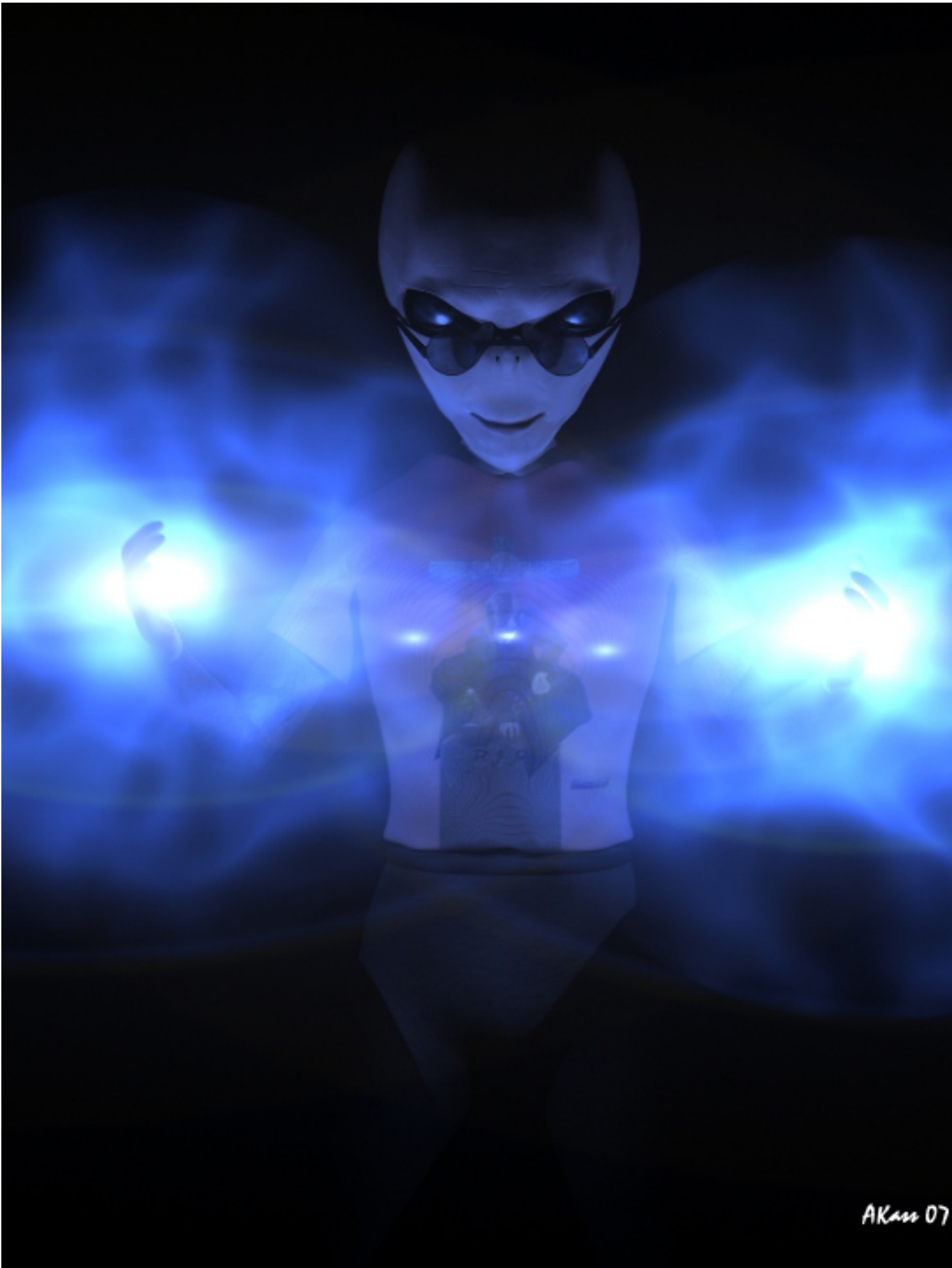
CE, NB, RMB, HU2, PFRPG, BTS2, SPL, SF, RGMG, RUE	Art 35+5 PFRPG +3 to Forgery RUE +10 to Forgery	RUE	Excavation 30+5 +5 to Dowsing +5 to Spelunking Falconry 30+5 Farrier: Basic 34+4 Fashion Tools 25+5 Firefighting 40+5
N&SS	Art 40+4 -10 if secondary skill	RWB17, RGMG ATB Rifter24 BTS2, RUE CE, PFRPG, BTS2, RWB17, RGMG, RUE CE, BTS2 HU2, PFRPG, RWB14, RWB17, RWB19, SF, RGMG, RUE PFRPG	Gemology 25+5 General Repair & Maintenance 45+5
ATB MIO	Art: Drawing & Painting 40+4 Artificial Intelligence 30+5 +5 to all other Computer skills	CE, BTS2 PFB3 RGMG SPL RWB14 RWB25 RUE RUE RWB25	General Repair & Maintenance 35+5 +5 to Locate Secret Compartments/Doors History 60/40+4 History 35+5 History 30+5 History 40+5 History of the West 30+5 History: Chinese 40+5 History: Pre-Rifts 32/24+4 History: Post-Apocalypse 35/30+5 Imperial Bureacracy & Administration 10+5 +5 to Research +5 to History: Chinese +5 to Literacy: Chinese Journalism 40+4
BTS2 ATB Rifter24 RUE ATB, Rifter24 ATB CE, PFRPG, RWB14, RWB17, RWB19, BTS2, SPL, RGMG, RUE	Astrology 25+5 Barbering 70+3 Bartering 25+5 Begging 30+3 Blacksmith/Metalworking 40+5 Boat Building 25+5	BTS CE, MIO, BTS2, RGMG, RUE N&SS	Jury-Rig 25+5 Language & Literacy: Foreign 55+5 -10 if secondary skill Language: Native 88+1 Language: Chinese 40+5 Language: Dialects 50+5 Language: Foreign 60+3
ATB HU2, BTS2, SF RGMG, RUE RWB25 ATB ATB RWB25 MC RWB25 MC	Breed Dogs 40/20+5 Brewing 30+5 Business & Finance 35+5 Calligraphy 35+5 Calligraphy 25+5 Canoe Building 32+4 Carpentry 30+5 Chemistry: Chinese Alchemical 25+5 Chinese Antiquarianism 35+5 Chinese Antiquarianism 30+5 Chinese Calligraphic Codes & Code Breaking 10+2 Chinese Classical Studies 40+5 Chinese Language & Literacy Stage 1 40+5 Chinese Language & Literacy Stage 2 55+5 Chinese Language & Literacy Stage 3 60+5 Chinese Language & Literacy Stage 4 60+5 Chinese Mythology: Buddhist 35+5 Chinese Mythology: Taoist 35+5 Computer Networks 55+5 Computer Operation 60+3 Computer Operation 60+5 -15 if Secondary Skill	CE RWB17 MC CE NB, HU2, RMB, RWB17, SPL, RWB19, SF, RGMG RWB19 RWB19 RWB17 CE, RWB19, BTS2, RUE HU2, RWB14, SF, RGMG	Language: Foreign 50+5 Language: Aboriginal 35+5 Language: Mokoloi 40+5 Language: Mongolian 40+5 Law/Legal Knowledge (General) 35+5 Law/Legal Knowledge (General) 25+5 Law: CCW 30+5 Leather Working 25+5 Leather Working 45+5 Leather Working 40+5 Literacy: Ancient & Classical Chinese 50+5 Literacy: Chinese 55+5 Literacy: Native Language 88+1 Literacy: Foreign 50+3 Literacy: Foreign 40+5
MC MC MC MC MC MC N&SS CE, BTS2 N&SS		RDB2, RGMG Rifter24 BTS2, SPL RUE RWB25	Literacy: Native & Foreign 30+5 Locksmith 25+5 Lore: Aborigines 25+5
NB, ATB, HU2, RMB, SF, RGMG, RUE CE, BTS2 NB, ATB, HU2, RMB, SF, RGMG, RUE N&SS ATB MIO, RGMG CE, MIO, RGMG RUE PFB3 ATB MIO CE SPL, BTS2	Computer Operation 40+5 Computer Programming 50+3 Computer Programming 30+5 Computer Programming 40+5 Computer Repair 40+5 Contacts 6+2 Cyberjacking 50+3 Cyberntics: Basic 25+5 Deep Sea Fishing 32+4 Electronics: Basic 40+5 EVA 40+5 Excavation & Rescue 40+5 Excavation 40+5	RWB25 CE CE SPL NB, HU2, PFRPG, RMB, RGMG ATB RWB19, RGMG	

BTS2	Lore: Aliens & UFOlogy 30+5	Rifter24	Lore: Undead 25+5
CE, RWB14, RWB17,		NB	Lore: Vampires 30+5
RWB19, BTS2, RGMG,		RWB25	Lore: Western 30+4
RUE	Lore: Cattle & Animals 30+5	Rifter24	Lore: Witch 25+5
RWB25	Lore: Chinese Classical Studies 40+5	SPL	Machine Technology 40+5
RWB25	Lore: Chinese Mythology: Buddhist 35+5	CE, ATB, BTS2, RUE	Masonry 40+5
	Lore: Chinese Mythology: Taoist 35+5	PFRPG, SPL, RWB17,	
		RGMG	Masonry 30+5
RWB19, RGMG	Lore: Cities 25+5		PFRPG +5 to Locate Secret
PFB11	Lore: Culture & Customs 30+5	ATB	Compartments/Doors
BTS2	Lore: Cults & Secret Societies 20+5	BTS2	Mechanics: Basic 40+5
CE, RWB11, RWB5,		MIO, BTS2, CE, RGMG,	Meditation 30+5
RWB17, RGMG, RUE	Lore: D-Bee/Aliens 25+5	RUE	Mining 35+5
CE, RMB, PFRPG,		Rifter24	Mountaineering 30+5
RGMG, RUE	Lore: Demons & Monsters 25+5	RGMG, RUE	Mythology 30+5
BTS2	Lore: Demons & Monsters 30+5		RUE +5 to Lore: Magic
NB	Lore: Demons & Monsters 35+5		RUE +5 to Lore: Demons & Monsters
RWB19, RGMG	Lore: Dreamtime Culture 20+5	BTS2	Navigation 40+5
BTS2	Lore: Entities & Ghosts 30+5	SPL	Operate Bio-Equipment 40+5
PFB3	Lore: Farm	BTS2	Philosophy 40+5
	+2 to Botany	RUE	Philosophy 30+5
	+2 to Holistic Medicine	CE, BTS, NB, RMB, HU2,	
	+2 to Lore: Fairy	BTS2, SF, RGMG, RUE	Photography 35+5
RWB25	Lore: Feng Shui (Geomancy) 15+5	N&SS, ATB	Photography 50+5
BTS2, RUE	Lore: Faeries & Creatures of Magic 25+5		N&SS-10 if secondary skill
		ATB	Plumbing 50+5
CE, PFRPG, RMB,	Lore: Faerie 25+5	Rifter24	Pottery 30+5
RGMG	Lore: Galactic/Alien 25+5	CE, RWB14, BTS2,	
RDB2, RGMG	Lore: Geomancy or Lines of Power (Ley Lines) 30+5	RWB17, RGMG, RUE	Prospecting 20+5
BTS, NB, BTS2	Lore: Geomancy or Ley Lines 25+5	ATB	Public Speaking 30+5
	Lore: History of Russia 30+5	ATB	Radio: Basic Communications 50+5
PFRPG	Lore: General Law 25+5	CE, BTS2, RUE	Recycle 30+5
RWB17		CE, BTS2, RGMG, RUE	Research 40+5
RWB17	Lore: Indians 25+5		RUE +5 to Law
CE, RWB14, RGMG,	Lore: Japanese Mythology 30+5		RUE +5 to Impersonation
RUE	Lore: Juicer 30+5	NB, HU2, SPL, SF	RUE +5 to History
RWB8	Lore: Machine 40+4	N&SS	Research 50+5
RWB10, RGMG, RUE		CE, ATB, PFRPG, BTS2,	Role-Playing Game Design 32+4
SPL	Lore: Magic 25+5	SPL, RWB17, RGMG,	
CE, RWB11, PFRPG,	Recognize wards, runes & circles 15+5	RUE	Rope Works 30+5
RWB5, RWB8, RWB17,	Recognize enchantment 10+5	PFRPG	Sailing 35/20+5
RGMG, RUE	Lore: Magic Arcane 20/40+5	CE, MIO, BTS2, RGMG,	
	Lore: Mythology 30+5	RUE	Salvage 35+5
BTS2	Lore: Nightbane 30+5	PFB3	Seamanship 22+4
CE, BTS2	Lore: Nightlands 25+5	PFB3	Shipwright 26+4
NB	Lore: Paranormal & Psionics 30+5		+5 to Carpentry
NB		PFB3	Stage Carpentry, Lighting & Assembly 20+3
BTS2	Lore: Psychic & Psionics 25+5	BTS2	Streetwise: Weird 30+5
CE, RWB11, RWB17,	Lore: Religion 50+3	N&SS	Supercomputers 25+5
RGMG, RUE		PFB11	Teamster 35+5
CE	Lore: Religion 30+5	BTS2	Technical Writing 30+5
BTS2, PFRPG, RWB14,	Lore: Religion 35+5	ATB	Television & Video Systems 30+5
RWB17, RGMG	Lore: Rifts China 40+4	RDB2	Trade Tongue: One 50+5
NB	Lore: Sea 25+5	RDB2	Trade Tongue: Two 50+5
RWB25	Lore: Superstitions 30+5	RDB2	Trade Tongue: Three 50+5
PFB3		RDB2	Trade Tongue: Four 50+5
BTS2		RDB2	Trade Tongue: Five 40+5

RDB2 CE, RWB7, RGMG BTS2, RUE CE, PFRPG, RWB14, BTS2, RWB17, RGMG, RUE CE, NB, RMB, HU2, PFRPG, SF, RGMG N&SS	Trade Tongue: Six 45+5 Undersea Salvage 30+5 Ventriloquism 16+4 Whittling & Sculpting 30+5 Writing 25+5 Writing 34+4 -10 if secondary skill	CE, RWB19, RGMG CE, PFRPG, NB, HU2, RMB, BTS2, SPL, SF, RGMG, RUE CE, RWB19, BTS2, RGMG, RUE SPL CE, RWB7, RGMG PFRPG, SPL, BTS2, RUE CE, NB, HU2, RMB, SF, RGMG RWB11, RWB14 RWB11, RWB14 RWB7, RGMG RWB7, RGMG RWB19, RGMG CE, PFRPG, BTS2, SPL, RGMG, RUE	Roadwise 26+4 Skin & Prepare Animal Hides 30+5 +5 to Sewing SPL, RUE +5 to Leather Working Spelunking 35+5 Spelunking 40+5 Track & Hunt Sea Animals 35/25+5 Track & Trap Animals 20/30+5 Track Animals 20+5 Trap Construction 20+4 Trap/Mine Detection 20+5 Undersea & Sea Survival 25+5 Underwater Navigation 30+4 Use Songlines 20+2 Wilderness Survival 30+5
Wilderness <i>Book</i> RWB19, RGMG CE, PFRPG, NB, HU2, RMB, BTS2, SPL, SF, RGMG CE, PFRPG, NB, HU2, RMB, BTS2, SPL, SF, RGMG, RUE	<i>Skill & Percentage</i> Blend 14+4 Boat Building 25+5 Carpentry 25+5 +5 to Boat Building (SPL +10) (PFRPG)+5 to Locate Secret Compartments/Doors (BTS2, SPL, RUE)+5 to Trap Construction Castaway/Shipwreck Survival 27+3	<i>Book</i> N&SS N&SS CE, HU2, RMB, NB, ATB, BTS, SF, RGMG CE, HU2, RMB, NB, ATB, BTS, SF, MIO, RGMG SPL SPL N&SS CE, HU2, RMB, NB, ATB, BTS, SF, RGMG CE, HU2, RMB, ATB, RGMG, RUE CE, HU2, RMB, ATB, RGMG, RUE N&SS CE, N&SS, BTS2, RWB19, RGMG, RUE N&SS CE, N&SS, RGMG BTS2, RUE CE, RWB7, RGMG, RUE CE, HU2, RMB, ATB, SF, RGMG, RUE ATB, BTS2, RUE NB, BTS2, SF, RGMG N&SS SF PFRPG, SPL N&SS	Weapon Proficiencies/Modern <i>Skill & Percentage</i> Artillery Assault Rifle Automatic & Semi-Automatic Rifles Automatic Pistol Bio-Weapons: Heavy Bio-Weapons: Light Black Powder Bolt-Action Rifle Energy Pistol Energy Rifle Energy Weapons Flamethrower Grenade Grenade Launcher Handgun Harpoon & Spear Gun Heavy Energy Weapons & Rail Guns Heavy Military Weapons Heavy Weapons Infantry Missiles Light Energy Weapons Modern Weapons Pistol
PFB3 CE, PFRPG, RWB19, BTS2, SPL, RWB17, RGMG, RUE BTS2, SPL, RUE BTS2, SPL CE, NB, HU2, RMB, SF, Rifter 24, RGMG	Dowsing 20+5 Fasting 40+3 Herding 30+5 Hunting +5 to Cook (freshly caught & killed only) +2 to Prowl +5 to Track Animals +5 to Skin Animals & Prepare Animal Hides +5 to Wilderness Survival Hunting +10 to Cook (freshly caught & killed only) +2 to Prowl +5 to Track & Trap Animals +5 to Skin Animals & Prepare Animal Hides +4 to Imitate Voices & Sounds	<i>Book</i> N&SS CE, HU2, RMB, NB, ATB, BTS, SF, RGMG CE, HU2, RMB, NB, ATB, BTS, SF, MIO, RGMG SPL SPL N&SS CE, HU2, RMB, NB, ATB, BTS, SF, RGMG CE, HU2, RMB, ATB, RGMG, RUE N&SS CE, N&SS, BTS2, RWB19, RGMG, RUE N&SS CE, N&SS, RGMG BTS2, RUE CE, RWB7, RGMG, RUE CE, HU2, RMB, ATB, SF, RGMG, RUE ATB, BTS2, RUE NB, BTS2, SF, RGMG N&SS SF PFRPG, SPL N&SS	Wilderness Survival 30+5 Weapon Proficiencies/Modern <i>Skill & Percentage</i> Artillery Assault Rifle Automatic & Semi-Automatic Rifles Automatic Pistol Bio-Weapons: Heavy Bio-Weapons: Light Black Powder Bolt-Action Rifle Energy Pistol Energy Rifle Energy Weapons Flamethrower Grenade Grenade Launcher Handgun Harpoon & Spear Gun Heavy Energy Weapons & Rail Guns Heavy Military Weapons Heavy Weapons Infantry Missiles Light Energy Weapons Modern Weapons Pistol
BTS2, SPL, RUE	Hunting +10 to Cook (freshly caught & killed only) +2 to Prowl +5 to Track & Trap Animals +5 to Skin Animals & Prepare Animal Hides +4 to Imitate Voices & Sounds	<i>Book</i> N&SS CE, HU2, RMB, NB, ATB, BTS, SF, RGMG CE, HU2, RMB, ATB, RGMG, RUE N&SS CE, N&SS, BTS2, RWB19, RGMG, RUE N&SS CE, N&SS, RGMG BTS2, RUE CE, RWB7, RGMG, RUE CE, HU2, RMB, ATB, SF, RGMG, RUE ATB, BTS2, RUE NB, BTS2, SF, RGMG N&SS SF PFRPG, SPL N&SS	Weapon Proficiencies/Modern <i>Skill & Percentage</i> Artillery Assault Rifle Automatic & Semi-Automatic Rifles Automatic Pistol Bio-Weapons: Heavy Bio-Weapons: Light Black Powder Bolt-Action Rifle Energy Pistol Energy Rifle Energy Weapons Flamethrower Grenade Grenade Launcher Handgun Harpoon & Spear Gun Heavy Energy Weapons & Rail Guns Heavy Military Weapons Heavy Weapons Infantry Missiles Light Energy Weapons Modern Weapons Pistol
CE, PFRPG, NB, HU2, RMB, BTS2, SPL, SF, RGMG, RUE PFB3, RGMG CE, NB, HU2, RMB, BTS2, SPL, SF, RGMG, RUE PFRPG RWB19, RGMG CE, NB, HU2, RMB, BTS2, SF, RGMG PFRPG, SPL, RUE	Identify Plants & Fruits 25+5 Identify Sea Life 27+4 Land Navigation 36+4 Land Navigation 30+4 Outback Survival 58+2 Preserve Food 25+5 Preserve Food 30+5	<i>Book</i> N&SS CE, HU2, RMB, NB, ATB, BTS, SF, RGMG BTS2, RUE	Weapon Proficiencies/Modern <i>Skill & Percentage</i> Weapon Mortar Revolver Rifle

N&SS CE, RWB14, RWB19, RGMG	Rifle/Shotgun	RWB25 PFB3	Gien Bian (Steel Whip) Incendiaries 20+5
CE, RWB14, RWB19, RGMG	Sharp Shooting: 2-Handed weapon 1- Handed	CE, BTS, ATB, NB, PFRPG, MC, RMB, HU2, N&SS, BTS2, SPL, SF, RGMG, RUE	Knife
CE, RWB14, RWB19, RGMG	Sharp Shooting: Aim by reflection	SPL	Lance
CE, RWB14, RWB19, RGMG	Sharp Shooting: Accurately shoot while moving	CE, PFRPG, RGMG	Mouth Weapons/Blowguns
CE, RWB14, RWB19, RGMG	Sharp Shooting: Shoot while upside- down	CE, ATB, PFRPG, RWB19, SPL, RWB17, RGMG	Net
CE, RWB14, RWB19, RGMG	Sharp Shooting: Dodge and shoot no penalties	CE, ATB, PFRPG, HU2, BTS2, SPL, MC, SF, RWB17, RGMG, RUE	Paired Weapons RUE Exclusive to Men at Arms O.C.C.s
CE, RWB14, RWB19, RGMG	Sharp Shooting: Ricochet shot	CE, ATB, NB, PFB3, MC, HU2, BTS2, SPL, RWB5, SF, RGMG, RUE	Pole Arm
ATB, MIO, BTS2, SF, RUE	Shotgun	BTS2, SPL, RUE	Quick Draw
CE, HU2, RMB, NB, ATB, BTS2, SF, N&SS, RGMG, RUE	Sub-Machinegun	SPL	Reverse Stroke
CE, RWB7, RGMG	Torpedo	SPL, RUE	Rope
BTS2, RWB17	Trick Shooting	CE, ATB, PFRPG, HU2, BTS2, SPL, SF, RWB17, RGMG, RUE	Shield
N&SS	Vehicle Mounted Weapons	PFRPG, SPL, RWB17, RGMG	Siege Weapons
<i>Weapon Proficiencies/Ancient</i>		CE, N&SS, MC, RGMG, RUE	Slingshot
<i>Book</i>	<i>Weapon</i>	CE, RGMG	Small Thrown Weapons
ATB, PFRPG, MC, RWB19, SPL, RUE	Archery	CE, ATB, PFRPG, MC, RWB19, HU2, BTS2, SPL, SF, N&SS, RGMG, RUE	Spear
BTS2, RMB, CE, SF, NB, HU2, RGMG	Archery & Targeting	CE, BTS, ATB, PFRPG, MC, HU2, N&SS, BTS2, SPL, SF, RGMG, RUE	Staff
SPL	Armor	BTS2, SPL, RMB, CE, SF, NB, ATB, HU2, PFRPG, RGMG, RUE	Sword
RWB25	Bamboo Staff	MC, N&SS	Sword: Large
CE, ATB, NB, PFB3, MC, BTS2, SPL, RWB5, SF, RGMG, RUE	Battle Axe	MC, N&SS	Sword: Large
Merc Adv	Bayonet	MC, N&SS	Sword: Short
CE, BTS, ATB, NB, PFRPG, MC, RMB, HU2, N&SS, BTS2, SPL, SF, RGMG, RUE	Blunt	ATB, PFRPG, HU2, BTS2, SPL, SF, RUE	Targeting/Missile Weapons
CE, RWB14, SPL, RGMG	Bola	PFRPG, N&SS, SF	Throwing Weapons
RWB19, RGMG	Boomerang	CE, RWB7, RGMG	Trident
CE, N&SS, MC, RGMG	Bow & Arrow	MC	Weapon Improvisation
CE, BTS, ATB, NB, PFRPG, MC, RMB, HU2, N&SS, BTS2, SPL, SF, RGMG, RUE	Chain	RWB25	Wen Jen (Scholar's Sword)
RWB25	Chiang Zhu Spear	CE, ATB, NB, PFRPG, MC, RWB19, HU2, BTS2, SPL, RWB17, RWB14, SF, RGMG, RUE	Whip
CE, ATB, N&SS, MC, RGMG	Crossbow		
RWB10, RGMG	Deadball		
CE, ATB, PFRPG, MC, N&SS, BTS2, SPL, RGMG, RUE	Forked Weapons		
CE, ATB, PFRPG, RWB17, RWB19, BTS2, SPL, RGMG, RUE	Grappling Hook		

Editor's Notes: Copyright 2008 Palladium Books Inc.; may be reproduced for personal use. The previous table is intended for assisting in making characters for any of the Palladium Line of games. Feel free to print tables for making multiple characters for a group easier.



AKass 07

Known Worlds of the Megaverse®

By Linwood Foster

This is a list of the currently known systems in the Phase World setting as of Dimension Book 6. Each system is listed by name, with the book location, who currently owns it, how many suns are in the system, and anything of note about the planet.

The abbreviations are as follows:

PW = Phase World (Dimension Book 2)

PWS = Phase World Sourcebook (Dimension Book 3)

AG = Anvil Galaxy (Dimension Book 5)

TG = Three Galaxies (Dimension Book 6)

AD = Altess Dynasty

AE = Atorian Empire

CA = Central Alliance

CCW = Consortium of Civilized Worlds

FAR = Federation of Alien Races

FWC = Free World Council

GR = Golgan Republik

GTG = Galactic Tracer's Guild

HC = Hartigal Combine

NE = Naruni Enterprises

PF = Paradise Federation

TGE = Trans-Galactic Empire

UWW = United Worlds of Warlock

Thundercloud Galaxy

Algos, TG16, CCW, Quad Sun, Artificial Body.

Atorian Empire, PWS51, AE, many, Rising Empire from Aliens Unlimited.

Barkohl, TG17, none, Binary, Ion Storms, Nebula.

Bushi Federation, PWS11, CCW, five, Oni systems.

Carse, TG19, TGE, single, Mining.

Dark Web, TG25, TGE, binary, Prison system.

Eden, TG26, CCW, binary, Farming system.

Federation of Alien Races, PWS51, FAR, many, Independent collective.

Fecklar's Star, TG27, CCW, single, strange plasma field.

Galamon, TG29, Splugorth, binary, mystic water.

Hyrill, TG30, CCW, single, terraforming.

Icarus, TG32, CCW, single, old mines, space station.

Junkyard, TG33, corporation, single, commercial starships.

Kalador, TG34, PF, trinary, Red Spice, Pleasure

Planet.

Lanator, TG35, Neutral Zone, trinary, strange gravity.

Maul, TG36, UWW, trinary, Dwarven system.

Nightshade, TG37, Neutral Zone, nebula, battle site, mine field.

Olympia, TG39, CCW, single, Consortium Olympics.

Pentarken, TG40, Galactic Rim, single, Artifact.

Quintos, TG43, CCW, single, Paratee race.

Rasscallion, TG44, CCW, binary, Corporate States.

Shandara, TG45, Neutral Zone, single, Quarantine.

Tyr Corridor, TG47, TGE, Stable Wormhole.

Ulterra, TG47, TGE, single, Imperial Legion Training Center.

Veripin, TG48, TGE, binary, shipyards.

Witch's Cauldron, TG49, UWW, single, Stardust magic component.

Xeres Beta, TG50, CCW, Merged, Merged stars, Ancient City.

Yinshazi, TG51, CCW, single, Monasteries, mines, computers.

Zeta Epsilon, TG52, CCW, single, asteroid mining, mining war.

Anvil Galaxy

Adraodus, AG109, GR, single, underground cities.

Alcael, AG77, CCW, single, ice planet.

Alderensys, AG115, AD, Utopia planet.

Alexandria, PWS35, UWW, single, True Atlantean Colony.

Alfheim, AG91, UWW, single, Star Elves homeworld.

Alkasda, AG127, Splugorth, single, open revolt.

Altess Prime, AG116, AD, single, Altess "origin" world.

Andropelous, TG68, PF, single, Pleasure Planet.

Che-Vad, AG104, HC, single, ancient underwater cities.

Cray-Lon Expanse, TG68, GTG, several, The Cell guild planet.

Cybernary, AG121, CA, single, cybernetic design and manufactory.

Dalgon, AG75, CCW, single, ancient underground cities.

Daradan, AG108, GR, single, wild jungle planet.

Dirakath, AG86, TGE, single, solar energy weapon.

Draulik, AG121, CA, single, harsh environmental conditions.

Durosk, AG34, CCW, single, Durosk homeworld.
Elemental Lands, TG71, UWW, single, Elemental Planes Gateways.
Faustia, AG36, CCW, single, Faustian homeworld.
Firestorm Nebula, TG72, CCW, none, battlefield.
Furego, AG128, Splugorth, single, harmonic disruptions.
Gaelerash, AG76, CCW, single, CCW AG Scouting Corps HQ.
Galdon, AG116, AD, single, Vault of Memory.
Gandon Point, AG104, HC, single, Naruni “accidental” weapons misfires.
Genesis Factory, AG130, Gene-Tech, genetic engineering space station.
Gylcrdd, AG127, Splugorth, single, Rynncryyl’s throne world.
Glory, PWS42, CCW, single, homeworld of Tri-galactic Military Services.
Gologo Maxus, AG108, GR, single, Golgan homeworld.
Grighon, AG121, CA, single, trading nexus.
Hammerhead, AG122, CA, single, gladiator arena.
Harker’s Enclave, AG103, HC, single, Elden Harker’s research hermitage.
Harkon Rift, TG72, UWW, none, Harkon Defense Platform.
Hewn, AG115, AD, single, Utopian planet, Rodulan Accelerator.
Hhurigh, AG127, Splugorth, single, Slave Market.
Hoddes, AG104, HC, single, high gravity world, armor testing ground.
Hydekker, AG104, HC, single, unstable mining planet.
Iboria, AG37, CCW, single, world of healers.
Ikarus, AG93, UWW, single, home to 10 living legends.
Jaoril, AG109, GR, single, Battle of Endless Konquest.
Kadobe, AG108, GR, single, mutant world.
Kars Alta, AG114, AD, single, endless mountains.
Kaluda, AG109, GR, single, shipyard planet.
Keblinka, AG84, TGE, single, precious minerals, slave world.
Kelesha, AG39, TGE, single, Kelesh homeworld.
Koga Junction, AG75, CCW, single, CAF AG Fleet Command.
Koliath, AG128, Splugorth, single, nothing special.
Kron Omega, AG93, UWW, single, Agony and Ecstasy Cult.
Lareinnon, AG76, CCW, single, agriculture world.
Liremos Prime, AG77, CCW, single, data backup planet.
Malcore, TG73, UWW, single, Magical Library.
Mekanik, AG109, GR, single, newly sentient robotic race.
Minamede, AG115, AD, single, massive mysterious crater.
Monro-Tet, PWS28, TGE, single, ancient ruins.
Naanta, AG108, GR, single, Utopia world.
NE 000-0001, AG99, NE, single, Naruni homeworld, company museum.
NE 101-1010, AG99, NE, single, Repo-Bot controlled administrative center.
NE 111-2987, AG99, NE, single, research planet.
NE 145-2929, AG100, NE, single, administrative center.
NE 192-2393, AG98, NE, single, planetary junkyard.
NE 207-1839, AG99, NE, single, battle zone planet.
NE 234-9753, AG99, NE, single, warehouse planet.
NE 252-4861, AG100, NE, single, dead planet.
NE 357-5748, AG100, NE, single, weapons testing planet.
NE 654-0081, AG99, NE, single, sales training ground.
New Midgard, AG92, UWW, single, Asgardian gods’ vacation planet.
New Triumph, AG122, CA, single, battle site against the Splugorth.
Niathh, AG76, TGE-CCW border, single, insurgent rebellion.
Nnylid, AG128, Splugorth, single, time disruptions.
Nocturne, AG115, AD, single, planet of eternal night.
Noldek’s World, AG121, CA, single, Central Alliance capital.
Norrelgo-5, PWS43, CCW Edge, single, TMS training grounds.
Nova Cluster, TG74, UWW-CCW, 72, Nova Research Station.
Novus IX, AG116, AD, single, Armoria training world
Obsidian Cove, TG74, Dark Coven, binary, Dark Coven training area.
Panhelion Prime, AG103, HC, trinary, Panhelion Council.
Plthh, AG127, Splugorth, single, open rebellion.
Pomadon, AG86, TGE, single, World of Demons.
Qidia, AG41, TGE, single, insurgent uprising.
R250-728, AG122, CA, single, ancient alien outpost.

Ramis, AG115, AD, single, creatures living on it stop aging.

Ramos, TG75, UWW, single, Church of Light and Darkness.

Rhilih, AG93, UWW, single, technological planet.

Ryythknn, AG127, Splugorth, single, Sunaj HQ.

Shallow Hope, AG121, CA, single, magical insurgency.

Sirab Ona, AG86, TGE, single, generational insurgency.

Skandau, AG109, GR, single, refugee planet.

Skynnkyll, AG127, Splugorth, single, nothing special.

Tempest, AG92, UWW, single, Elemental planet.

Tengen Archipelago, AG104, HC, single, permanent alignment, ancient artifacts.

The Sargasso, AG103, HC, single, asteroid system.

The Smithy, AG92, UWW, single, Dwarven Guildmasters homesystem.

Thelag Vohann, AG85, TGE, single, Weapons Research World.

Theora, AG104, HC, single, pirate kingdom.

Thrant, AG75, CCW, single, Consortium Congress.

Thoridia, AG74, TGE, single.

Thiradon III, AG84, TGE, single, carnival and casinos.

Thyrgord, AG93, UWW, single, Realm of Anarchy.

Tigress, TG75, neutral, trinary, Tigress Raceway.

Traian Antassif, AG104, HC, single, trade planet.

Troma Nydae, AG85, TGE, single, pharmaceutical and lumber planet.

Uganze, AG74, CCW, single, Uganza Syndicate homeworld.

Ulmore, AG109, GR, dead homeworld of Ulmorian race.

Ungersoll, AG122, CA, single, failed cybernetic manufacturing planet.

Voria, AG76, CCW, single, trade world.

Xleena, AG122, CA, single, junkyard world.

Y'ka, AG77, CCW, single, "Skipper" meteor showers.

Yoria, AG93, independent, many, hostile alliance of 9 planets.

Zaladast, AG128, Splugorth, single, bombarded planet.

Zeihan 12, AG85, TGE, single, Hellworld Prison Moon.

Zyvult, AG116, AD, single, Altess Financial Directory.

Corkscrew Galaxy

Aviary, TG54, Neutral Zone, single, gas and mining

planets.

Axis-5, PWS27, FWC-TGE, single, generational battlefield.

Cacadia, TG55, Galactic Rim, Nixie, single, rest station.

Dellian-4, PWS11, CCW, Malthus' World, T'Zee homeworld.

Dust Bowl, TG56, TGE unclaimed, single, barely habitable planet.

Exile, TG57, Galactic Rim, trinary, rest station before Void Gulf.

Fydra Beta, TG57, TGE, single, Top Secret shipyards.

Garlack Gul, TG59, TGE, black hole cluster.

Gemini planets, PW56, CCW, homeworld of Seljuk.

Ghostworld, PWS28, TGE, disappearing planet.

Good Hope, PW73, FWC, Free World Council capital.

Hunter, TG60, Safari Inc, single, Safari planet.

In'Val, PWS11, CCW, single, In'Valian Homeworld, research station.

Kreeghor-Tet, PW73, TGE, Kreeghor homeworld.

Marvell-II, PWS45, CCW, single, Intruder first contact.

Motherhome, PW56, CCW, single, Wolfen throne world.

Necrosis, TG62, Necrons, single, Xenophobic race.

Noro-Gor, PW56, CCW, single, homeworld of Noro.

Phase World, PW9, Neutral Zone, single, Center.

Pirates Expanse, TG63, Neutral Zone, single, Nebula expanse.

Serti Gandle (Prime Dominion), AG84, TGE, single, AG throne world.

Stratos, TG64, CCW, single, Strata homeworld, supply depot.

Terra Prime, PW55, CCW, single, CCW Capital.

Titanis, TG64, CCW, single, HI-Industries.

Void Gulf, TG65, unclaimed, 150 stars, Dimensional Anomalies.

Windscape, TG66, UWW Fringe, single, underworld owned.



SANTA CLAUS

“Protector of all the children of the Earth”

By Josh Hilden

for another day. Needless to say we are the children of the oldest beings in this reality.

A FEW WORDS ABOUT DIETIES:

It has been said that the great Thoth had the following to say regarding his fellow higher beings during a conversation he had with the young Olympian Hermes.

“There are many ways that gods come into existence in our grand reality. First there are the oldest of the gods that have been here since before this revolution of reality. Oh, you were unaware that this was but one of the cycles of existence?” Thoth asked with a smirk on his face.

Hermes nodded his head slowly, captivated by Thoth’s words and actions.

“Yes Hermes, I believe that there may have been as many as 7 preceding cycles of existence. Of course, that makes this the 8th.....” Thoth trailed off for a moment, his eyes glazing over as if lost in the depths of his own mind. He shook his head and continued, “But all of that is irrelevant to your original question, ah what was that again?”

“Where do gods come from? I asked Zeus and all he would say was that it was complicated.” Hermes replied, a confused expression washing over his features.

“Oh yes, of course the oldest are the fabled Old Ones, they were, of course, before your time. Ask Zeus someday about the war with them, you may think that your leader is mighty and brave but at the time of the war with the Old Ones he was but another scared child. Of course that is fitting considering that his father was one of their foot soldiers.

Next come the children of the Oldest, those of us that fought and defeated the Old Ones and their allies. Technically, some of the Old Ones’ allies could be considered in the same group, but that is a discussion

After the first spawning of children things get a little complicated. For instance, Herakles is the son of Zeus and a mortal woman, he was then elevated to godhood. But then Thor is the son of Odin and his wife both first spawning gods. And then there are cases such as Lictalon, a mortal Elf who was raised to the status a god due solely to worship by other beings.”

“But are such beings real gods? I once heard Triton say that mortals who possess not divine blood are not true gods, merely pretenders.” Hermes asked, his attention now fully engaged in the discussion.

“My boy, some of the most noble and heroic deities that I have ever encountered began their lives as simple mortals.” Thoth paused and thought for a moment, then a smile spread across his face

“Hermes, if you have the time I would like to tell you a tale. The story of a creature you may or may not be familiar with.”

Hermes nodded quickly with excitement, eager to hear the words of one as learned as Thoth.

“Excellent, my boy, in you I feel I see a little of myself. You are open to new ideas and willing to hear new ideas.

It all began on the realm of Earth, a world that we are all familiar with. And a man of great virtue, a man named Nicholas.”

THE RISE OF A LEGEND:

Almost every child before the cataclysm grew up hearing the stories of Santa Claus, and celebrating a Christmas that wasn’t based on religious faith but was instead a celebration of family, generosity, and the inherent goodness of the human soul. Then the cataclysm came, and things that were once believed to be myth and legend became real.

Was Santa a real creature before the Coming of the Rifts? That is a question that he is asked by people the world over. The answer to everyone's great surprise is yes.

Many stories of St. Nicholas, a Bishop in Asia Minor, have been told throughout the centuries. But it was the explosion of the belief in Santa Claus in the early to mid 19th century that Santa himself believes led to his ascension to godhood. To hear him tell the story one day he lay dying in his bed at his church in the late 1400's and then fell asleep. Then he simply woke up in the early 1800's with a complete memory of all the stories of Santa and the full knowledge that he was and always will be the one true Santa.

For over two hundred years Santa enjoyed his existence, explored and developed his deific realm, Winterland, and gathered friends and helpers from across the Megaverse. The magic energies on earth were at their lowest at this time in history, but Santa was still able to affect the mortal world. Especially around the time of the winter solstice, when energies spiked and allowed him and his helpers to enter the world and do their good work. They inspired joy and fellowship, healed the sick, and as everyone knows, rewarded the good and noble children of the earth.

When the Rifts came it affected Santa and his realm worse than any other deity in the Megaverse. As Santa and his helpers prepared for their annual excursion into the mortal world the mystic shock wave of the great cataclysm slammed into his realm via its portal at the North Pole. Fully two thirds of Winterland's inhabitants died as quakes and ley line storms ripped through the tranquil land. Alton the Great Workshops' "Master Craftsman," likes to tell the story of how Santa used all of his might and nearly died as he closed over 50 random Rifts, and temporarily severed Winterland's connection to Earth.

Santa and his fellow survivors spent the next 22 months repairing the damage to Winterland, and mourning the dead. When they once again opened the connection to Earth, they were shocked and horrified to see what had become of the lands and peoples that they had all loved.

At first they did what they could, small gifts for the children, and as much help as they could spare for the families. These acts are still remembered by the peoples of Germany, Australia, Great Britain, and South America in their folktales and myths with great

fondness.

But in North America, Santa and his helpers took a more active hand. The special bond that they had always felt for the people of North America led to a great change that would forever alter Santa and his mission. During a savage attack by Chaos Demons near the shattered ruins of what had once been Columbus Ohio, a group of refugees began to pray to any deity for salvation when a small girl asked "Santy Caus" to save her and her mommy. At that moment Santa, couldn't stand anymore watching from the sidelines and suddenly he appeared. Spinning his staff like a man, possessed Santa and the people who would become the core members of the Yule Guard fell upon the demons.

Although outnumbered 100 to 1, Santa and his forces soundly defeated the minions of darkness before they could savage the helpless mortals at their mercy. At that moment, Santa was filled with the first genuine rage of his entire existence, and could have slipped into the clutches of his emotions. Then he felt a tug on the sleeve of his robe, he looked down and saw a small child. Her name was Amy Walters, the very same girl whose prayers had brought Santa to this heartbreaking and desolate corner of the Earth. Looking just past her, Santa observed to his horror the crumpled body of the girl's mother lying in the ashen snow.

Santa knelt down beside the little girl, took her hand in his, watched the grateful smile from beneath her tear soaked face, and for the first time since the day the cataclysm wreaked its havoc on Earth and Winterland, Santa felt the warm glow of happiness and hope spread throughout his body. He could still make a difference; he would just need to adjust his tactics a bit.

What followed next unsettled Santa at first, people began to pray to him for protection and guidance. At first, Santa recoiled at the very notion of being worshiped and venerated by the very people that he considered his extended family, he was no GOD! But then Santa heard the calm voice of pragmatic reason he had come to rely on for so many years, Alton came to him with a proposal. They would send forth people to speak for Santa, to spread his beliefs and to inspire hope in a world that seemed bereft of it. Quickly, from the founding of the first Great Hall that was established in the fledgling city of Tolkeen, the faith

of Santa and the “Grand Fellowship” spread across the continent.

From that moment forward, Santa continued to defend all the good peoples of the Earth. But he knew that compared to many of the dark and dangerous creatures that were attempting to wreak havoc and chaos on the weak and the innocent, he was a minor power and vulnerable to their attacks. A decision had to be made; Santa and his people began to work behind the scenes. They helped to encourage learning and tolerance, but they also began to undermine the various dark powers, supernatural and mortal.

Then Lord Splynncryth established the basis of his dark empire on the still barren continent of Atlantis. Santa thought he learned of the invasion early enough to head it off, he mobilized the Yule Guard and attacked Splynncryth’s beachhead on Atlantis. At first it seemed as if they had the enemy on the run, but wave after wave of Kydian and Kittani warriors poured through Rift after Rift and Santa and his warriors were forced to retreat back to Winterland. The first battle had been lost, but Santa vowed that the war was only begun. From that point to the present, Santa has made it his priority to disrupt Splugorth activities on Earth whenever and wherever he can.

WINTERLAND:

Description:

Winterland is the deific realm inhabited by Santa Claus and his “helpers.” Permanently linked to Earth via a concealed rift at the North Pole, Winterland is a place of stark beauty. The temperature is a consistent 0 degrees Celsius, and the land is always covered in a moderate layer of snow. Yet the skies are always bright and sunny. The realm is approximately the size of the Pre-Rifts state of Rhode Island, ringed by gigantic snow covered mountains that mark its dimensional borders.

Geography:

Winterland is shaped in a perfect circle, surrounded by one continuous mountain range of unbelievable height. It is impossible for anyone to reach the summit or in any other way cross over or beyond the mountains. One day on a lark, Santa and Alton took out the sleigh and attempted to get to the top. But no matter how long they flew straight up they were never able to break the 5000 feet level. Alton was frustrated

after the 6 hours of flight but Santa thought it was one of the funniest experiences of his life. To this day, retelling the story will make Santa laugh so hard that tears stream from his eyes.

In the direct center of Winterland is a hill 200 feet high, growing directly from the center of the hill is the “Grand Tree,” the 2000 feet high Millennium Tree that many believe created Winterland. Other than the tree, the realm is lightly covered in an evergreen forest with various arctic and tundra flora and fauna spread throughout the land. The Grand Tree hill is the only other significant elevation in Winterland, the rest of the land is a gently rolling plain perpetually covered in 3 to 6 inches of crisp, white snow.

A single city has developed in Winterland, Winter City. The Grand Tree is in the very center of the city, and it is from the Grand Tree that the inhabitants receive almost 90% of their food. The city itself is the residence for 175,000 of the 200,000 residents of Winterland. The remainder of the population is spread throughout the realm in small villages and camps that have grown up around the affiliated industries of herding (reindeer), tree farming, and mining. The remaining 25,000 souls earn their living and do their part to make the world a better place.

Only two ley lines exist in Winterland. They run perfectly with the cardinal directions (north/south and east/west) relative to entering and exiting the realm via the only permanent portal at the North Pole on Earth. The intersection is The Grand Tree in the center of the realm.

Inhabitants:

Winterland has a population oscillating around 200,000. The breakdown is divided between Elves, Dwarves, Humans, Bearmen, and Kankoran. All of the races have the standard attributes, abilities, and diversities common to their species. The breakdown of the races is as follows; 85% Elves, 10% Dwarves, 2% Kankoran, 2% Bearman, and 1% Human.

Each race came to be in the Winterland realm in its own unique way.

The Elves were there first. They tell a story that thousands of years ago their forbearers were saved from a mysterious mystical cataclysm in their home dimension by the Grand Tree. One minute they were barely clinging to life on their world and the next they were safe and in the presence of the most magnificent

tree they had ever seen. When Santa arrived in Winterland almost two thousand years later, the small population of less than a hundred Elven refugees had exploded to several thousand. Santa himself was dumbfounded by the fact that the Elves already had full knowledge of the mythology surrounding him and his good works. And they were ready to help.

Next, the Dwarves arrived, with 72 of them rifting into Winterland one day in the early twentieth century. They were the survivors of a new transdimensional transportation device being tested by the United Worlds of Warlock (see **Rifts Dimension Book 2: Phase World** for more details) that went horribly wrong. They were all experienced Techno-Wizards and associated technicians. When it became apparent that they were not going to be able to return home anytime soon, they decided to throw in with Santa and the Elves and soon became invaluable members of the Winterland fellowship.

The Kankoran and Bearmen arrived together during the Great Cataclysm. They were the inhabitants of a village in the Northern Hinterlands of the Palladium world (see the PFRPG Book 11: The Northern Hinterlands for details) that were scooped up during Earth's destruction and deposited on the comparatively safe harbor of Winterland. They were a peaceful group who had been dedicated to nature and semi-pacifism on their home world.

The Humans are a special case, they are exclusively orphaned children that Santa and members of the Yule Guard and Speakers have brought back to Winterland and their descendants. As new children are brought back to Winterland they are quickly adopted by people wanting children to help and nurture.

The one significant thing that has happened to the peoples of Winterland is that everyone who has been born there, or has lived there for five years or more, has been changed. Many believe that these changes are gifts from the Grand Tree and give thanks every day for their uniqueness. Long life and enhanced physical attributes are the main changes bestowed upon the denizens of Winterland.

Noteworthy Locations in Winter City:

1. Santa's Workshop – A gigantic handicraft and Techno-Wizard factory that dominates the skyline in the center of the realm.

- Santa's private quarters
- The Research and Development Labs
- Main factory area
- The Vault

2. The Grand Hall – The main hall from which all the halls across the Earth have been inspired.

- The Arborarium, where saplings from the "Great Tree", Holly, Poinsettias, and Mistletoe are grown.
- Headquarters of "The Grand Fellowship."
- The "Grand Roll," a listing of all who have given their lives in the service of Santa and the Fellowship, bound in a giant, heavy leather book.
- The Library of Winterland is located in the Grand Hall.

3. The Grand Tree – A Millennium Tree in the shape of a giant pine tree.

- All standard Millennium tree powers.
- Santa and many of Winterland's inhabitants believe that the tree created Winterland and chose them to be the caretakers of its realm.

4. The Grand Monument – A hundred foot obelisk inscribed with names and ages of all who have perished doing their noble works when the cataclysm washed across Winterland.

5. The High Guard Tower – Headquarters of the Yule Guard.

Noteworthy Residents:

Other than Santa there are several notable people living in Winterland.

1. Alton Silverhammer – 14th level Ley Line Walker. An aged Elf, Alton is the head of the Workshop and the second in command of all of the goings-on in Winterland.

2. Tenrus White Eyes – 12th level Elite Yule Guardian. A pure white Bearman, Tenrus is the General in command of the Yule Guard.

3. Perus Ryxus – 10th level Speaker, Kankoran High Speaker of the Grand Fellowship, and thus the senior of all Speakers.

4. Dimet Ironlink – 13th level Techno-Wizard. Dwarven craftsman and head of Research and Development at the Workshop.

5. Amy Walters – 8th level Mystic Yule Guardian. Human Captain in the Yule Guard and head of Santa's personal security detachment, and also Santa's adopted daughter.

New O.C.C.s and R.C.C.S:

Speaker of the Grand Fellowship:

use the Rifts Priest O.C.C. in **Rifts Conversion Book 2: Pantheons of the Megaverse as a template**

Yule Guardian:

use the Rifts Knight O.C.C. in the **Rifts World Book 3: England as a template with the following change, Hand to Hand: Commando, and 2 extra Weapon Proficiencies**

Elite Yule Guardian:

use the Rifts Knight O.C.C. in the **Rifts World Book 3: England as a template with the following change, Hand to Hand: Commando, and 3 extra Weapon Proficiencies**

Mystic Yule Guardian:

use the Mystic O.C.C. in the **Rifts Ultimate Book as a template with the following changes, Hand to Hand: Commando, +5% to all military skills, and 4 extra Weapon Proficiencies**

Winterland Human:

Alignment: Any but they tend to be good or Selfish.

Attributes: I.Q. 3D6+4, M.E. 4D6, M.A. 3D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 4D6, Spd 3D6

Hit Points: P.E. attribute +1D6+2 per level of experience.

SDC: 5 plus those gained through O.C.C.

MDC: None to start

Natural Armor Rating: None

Horror Factor: None

P.P.E.: 2D6 (if a practitioner of magic adds to permanent base)

Size: Six feet, 4 inches to seven feet, 2 inches tall (1.9 - 2.1 m)

Weight: 150 to 325 pounds (68 - 146 kg)

Average Life Span: 500 years

Appearance: Normal human

Natural Abilities: Automatically See Aura, Impervious to Cold.

Bonuses: None

Psionics: Standard

O.C.C.s: See restrictions below.

Winterland Elf:

Alignment: Any but they tend to be Principled and Scrupulous.

Attributes: I.Q. 3D6+4, M.E. 4D6, M.A. 3D6, P.S. 3D6+3, P.P. 4D6+2, P.E. 4D6, P.B. 6D6, Spd 4D6

Hit Points: P.E. attribute +1D6+2 per level of experience.

SDC: 25 plus those gained through O.C.C.

MDC: None to start

Natural Armor Rating: None

Horror Factor: None

P.P.E.: 6D6 (if a practitioner of magic adds to permanent base)

Size: Six feet, 2 inches to seven feet tall (1.8 - 2.1 m)

Weight: 100 to 300 pounds (45 - 135 kg)

Average Life Span: 1200 years

Appearance: A highly attractive human with pointed ears

Natural Abilities: Night vision 500 feet (152 m), automatically See Sura, Impervious to Cold.

Bonuses: One extra attack with a bow if the archery skill is taken, +2% to all Wilderness skills.

Psionics: Standard

O.C.C.s: See restrictions below.

Winterland Dwarf:

Alignment: Any but they tend to be Scrupulous or Unprincipled.

Attributes: I.Q. 3D6+4, M.E. 3D6, M.A. 3D6, P.S. 5D6+3, P.P. 2D6+2, P.E. 5D6, P.B. 3D6, Spd 3D6

Hit Points: P.E. attribute +1D6+2 per level of experience.

SDC: 40 plus those gained through O.C.C.

MDC: None to start

Natural Armor Rating: None

Horror Factor: None

P.P.E.: 1D6 (if a practitioner of magic adds to permanent base)

Size: Three feet, 2 inches to five feet tall (0.9 - 1.5 m)

Weight: 175 to 300 pounds (79 - 135 kg)

Average Life Span: 800 years

Appearance: A small, somewhat rough looking human-like creature.

Natural Abilities: Night vision 200 feet (61 m), automatically See Aura, Impervious to Cold, see **Rifts Conversion Book 1, revised** for complete list of Dwarven natural abilities.

Bonuses: +1 to save versus magic, +2 to save versus possession, +2 to save versus Horror Factor, +5% bonus to all Mechanical, Military, Electrical and Computer skills.

Psionics: Standard

O.C.C.s: See restrictions below.

Winterland Kankoran:

Alignment: Any but they tend to be Principled and Scrupulous.

Attributes: I.Q. 3D6+4, M.E. 3D6, M.A. 3D6, P.S. 3D6+3, P.P. 5D6+2, P.E. 4D6+3, P.B. 4D6, Spd 5D6

Hit Points: P.E. attribute +1D6+2 per level of experience.

SDC: 30 plus those gained through O.C.C.

MDC: None to start

Natural Armor Rating: None

Horror Factor: None

P.P.E.: 6D6 (if a practitioner of magic adds to permanent base)

Size: Six feet, 2 inches to seven feet tall (1.8 - 2.1 m).

Weight: 100 to 200 pounds (45 - 90 kg).

Average Life Span: 225 years

Appearance: Humanoid fox

Natural Abilities: Night vision 500 feet (152 m), automatically See Aura, Impervious to Cold.

Bonuses: : +5% to all wilderness skills, +3 to initiative, +2 to pull punch, +1 to save versus Horror Factor at levels 1, 2, 3, 5, 7, 9, 11, 13, 15.

Psionics: Standard

O.C.C.s: See restrictions below.

Winterland Bearman:

Winterland Bearman are more civilized than the average Bearman and thus are markedly different

Alignment: Bearmen tend to lean heavily toward honorable alignments and therefore. 90% of all Bearmen are Principled or Aberrant.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 6D6 (equivalent to bionic strength), P.P. 4D6+2, P.E. 5D6, P.B. 4D6, Spd 4D6

Hit Points: P.E. attribute +3D6per level of experience

SDC: 3D6x10 plus those gained through O.C.C.

MDC: None to start

Natural Armor Rating: 13 only applicable to SDC attacks.

Horror Factor: 14

PPE: 3D6 (Bearmen have no aptitude for magic)

Size: Nine feet, 4 inches to eleven feet tall (2.8 - 3.35 m)

Weight: 1300 to 2000 pounds (585 - 900 kg)

Average Life Span: 300 years

Appearance: A humanoid bear

Natural Abilities: Night vision 100 feet (30.5 m), automatically See Aura, Impervious to Cold, +1 attack per melee, keen sense of smell track by smell 30+5% per level, identify smell 45+3% per level, bite and claws do 3D6 SDC plus P.S. bonus, Swim 70%, Climb 60%/50%, recognize poison 90%.

Bonuses: +2 attacks per melee, + 1 to initiative, +1 to save versus Horror Factor at levels 1, 2, 3, 4, 5, 6, 8, 10, 12, 14.

Psionics: Standard

O.C.C.s: See restrictions below.

Available O.C.C.s:

Men at Arms:

Headhunter

Yule Guardian (see above)

Elite Yule Guardian (see above)

Scholar & Adventurer:

Body Fixer

Cowboy

Huntsman-Trapper

Operator

Rouge Scholar

Rouge Scientist

Vagabond

Villager

Wilderness Scout

Practitioners of Magic: (excluding Bearmen)

Conjurer

Herbalist

Ley Line Walker

Mystic

Mystic Yule Guardian (see above)

Priest-Speaker (see above)

Psionic:

Burster
Mind Melter
Nega-Psychic
Zapper

Winterland Reindeer:

The Reindeer of Winterland are numerous and hearty, but they are just reindeer and since the Coming of the Rifts, Santa no longer uses them when he comes to Earth because he values their safety too much to endanger them. For their stats use the deer template in the **PFRPG 2nd Edition, Monsters and Animals**.

IMPORTANT NPCs:

Santa Claus – “God of Children, Generosity, and Defender of Earth”

Santa has changed greatly since the Coming of the Rifts. Although he is still a jolly and happy soul, he has developed a hard edge that has allowed him to make some tough decisions and sacrifices for “the greater good.” But he will still move the heavens and earth if he can alleviate the suffering of a child.

Name: Santa Claus, Saint Nicholas, Sinter Klaus, Perre Noel, Annual Gift Man.....too many others to list.

Real Name: Nicholas, son of Alexander

Alignment: Scrupulous

MDC: 22,000 (in Winterland), 8,500 (on Rifts Earth)

SDC/Hit Points (for non MDC worlds): 4,500 SDC, 800 Hit Points.

Height: 6 feet, 9 inches (2 m).

Weight: 459 lbs (206.5 kg).

Species: Started out life as a mortal human, now a god. But still considers himself a human being.

Attributes: I.Q. 27, M.E. 36, M.A. 30, P.S. 25 (supernatural), P.P. 19, P.E. 27, P.B. 20, Spd 12

Disposition: Santa is the portrait of the kindly old man that everyone has met at one time or another.

He is generous and kind; he always has time for children and animals. But over the last 200+ years he has developed a practical edge that allows him to make hard decisions.

But he will always make his greatest effort to do

what’s right.

Description: He appears to be a Caucasian man in his later years of life. Santa is a very large man of considerable girth which belies his energy and spryness. Although Santa finds the images of himself from the 20th and 21st century very enjoyable, the fact of the matter is that he prefers to dress closer to the depictions of him from the Victorian Era. Red, green, white, and gold robes with some sort of wreath on his head is his normal mode of dress.

Horror Factor: 14 (awe to good beings, horror to evil), 0 (especially to children).

Experience Level: 12th level Ley Line Walker, 8th level Air/Water Warlock, 10th level Techno-wizard.

Natural Abilities: Night vision 2000 yards, see the invisible, turn invisible at will, bio-regenerate 2D6X20 per minute, impervious to cold (does zero damage), Teleport Self 90%, Dimensional Teleport 82%, healing touch restores 1D4X10 SDC/Hit Points/MDC per touch, Impervious to poisons and disease, create holy water / sanctify object with touch, Commune with animals, Read and Speak all languages.

Special: Environmental Manipulation: Santa has the natural ability to change the Weather and environment around him to a miniature version of his realm of “Winterland”. Ambient temperature of 0 degrees Celsius, a snow covering of 6 inches, sunny skies and no wind. The effect is in a radius of 200 yards with Santa as the center, and lasts for 1 hour after Santa leaves the area. The transformations are instantaneous and cost Santa no PPE.

Skills of Note: All Domestic 98%, all Horsemanship 98%, all Wilderness 98%, Lore:Demon 88%, History Pre-Rifts 92%; History Post-Rifts 88%, W.P. Blunt, W.P. Bow, W.P. Knife, W.P. Sword, and W.P. Staff.

Combat Skills: Hand to Hand: Expert (remnant from when he was mortal)

Number of Attacks: Seven hand to hand attacks per melee or psionics, or four by magic.

Restrained Punch – 1D6 x 10 + 15 SDC

Full Strength Punch or Kick – 5D6 MDC

Power Punch – 1D4 x 10 + 5 MDC

Bonuses: +4 on initiative, +5 to strike, +10 to parry and dodge, +8 to pull punch or roll/fall with impact, +17 to save versus Horror Factor, +6 to save versus magic, +8 to save versus psionics.

Magical Knowledge: Knows all Air and Water spells, knows all spells level 1-10, also knows Anti-Magic Cloud, Create Magic Scroll, Remove Curse, Reopen Gateway, See in Magic Darkness, Summon and Control Animals, Sanctum, Close Rift, Dimensional portal, Dimensional Teleport, Enchant Weapon, Teleport Superior, Sanctuary (spell of legend).

P.P.E. 7,200

Psionic Knowledge: All Sensitive, Physical, and Healing, also Empathic Transmission, Hypnotic Suggestion, Mind Block Auto-Defense, Psychic Omni-Sight.

I.S.P. 2,150

Allies: Santa has few allies among his fellow higher beings, but there are a few that he can call on in a time of crisis: Thoth, Hermes, Viracocha, and Mithras. There are literally millions of mortals that would sacrifice everything they have to help Santa.

Minions: In addition to the inhabitants of Winterland there are literally millions of people across the Earth who would sacrifice everything to help Santa.

Enemies: All servants of evil. Santa also has a personal desire to use everything in his arsenal to expel Lord Splynncryth and his minions from the Earth.

Weapons and Equipment:

1. **“Santa’s Sack”**

- Mystical Bag
- This bag is Santa’s signature item. It is a large red bag with silver trim and white drawstrings that always seems to be bursting with fullness.
- Bag is actually a tiny permanent portal to the vault in the basement of Santa’s workshop.
- Santa reaches into the sack, concentrates on the desired object from the vault for 1 second and then pulls it out.
- Indestructible
- Travel is only one way.
- There is NOTHING in the sack and it CANNOT actually carry anything.

2. **“Santa’s Robe”**

- Heavy Red, Green, Gold, Silver, and White robe.
- 500 MDC
- +3 strike, parry, dodge, roll, fall, and pull while wearing.
- Invisibility

3. **“Santa’s Head Wreath”**

- Wreath consisting of interwoven mistletoe and ivy.

- +8 to save versus psionics.

- Mystic aura, 150 MDC.

- +5 P.B.

4. **“Santa’s Staff”** – Greatest Rune weapon, a gift from Thoth.

- A long honey colored wooden staff highlighted with red and white stripes and engraved with silver runes.

- All Standard rune powers.

- I.Q. 20

- Damage 2D6 x 10 (double damage to vampires and the undead)

5. **“The List”**

- Appears to be a tattered and ancient roll of parchment.
- Indestructible
- Although the list is fabled to contain an annual accounting of all of the “naughty and nice” children in the world, this list is a constantly self updating rundown of the best and worst people in the world and a short description of what the person did to deserve their inclusion, plus an image of each person is included.

6. **“Santa’s Sleigh”**

- An ornate Victorian era sleigh large enough to seat 10.
- 400 MDC
- Fly at up to 1000 miles (1600 km) per hour.
- +10 to dodge while in flight.

The Grand Tree of Winterland – Millennium Tree

see Rifts World Book 3: England for full details on Millennium Trees

Size: 2000 feet (610 m)

Alignment: Principled

Description: The Winterland Millennium Tree looks like a gigantic Douglas Fir.

Ludicrous Magic™ III

by Nate Bingham

The new spells for the Ludicrous Mage and friends.

Level 1

Atomic Wedgie
Cymbals
Dummy Grenade (Lesser)
Face of a Clown
Squirting Ink

Level 2

Flashing Trench Coat
Knock-knock knocker
Stars and Birds
Whoopee Cushion: Fear

Level 3

Disappearing Ink
Seltzer Spray

Level 4

Field of Rakes
Joy Buzzer
Multi-Door
Plunger Gun
Rubber Knife
Whoopee Cushion: Fart (Lesser)
Whoopee Cushion: Sleep
Yo-Yo

Level 5

Sub-Titles
Whoopee Cushion: Fart (Greater)

Level 6

Anvil
Sub-Atomic Wedgies
Banana Peals
Coo-Coo Door
Dummy Grenade (Greater)
Ludicrous Speed
Quiver of Rubber Chickens
Silly String (Greater)
Slinky Eyes

Swirley
Tongues of Helium
Whoopee Cushion: Bomb

Level 7

Animate and Control: Rubber Chicken
Follow the Bouncing Ball
Rubber Legs

Level 8

Dumb Joke
Face the Clowns
Simon Says
Spinning Top

Level 9

Enchanted Object: Rubber Chicken
Revolving Door
Rubber Ball Rain
Wacky Stick

Level 10

Balloon Weapons of Mass Destruction
Trap Door

Level 11

Clown Car
I am Rubber... You are Glue...

Level 14

Anvil Rain

Spell of Legend

Raining Cats and Dogs

Atomic Wedgie

Level: 1

Range: 50 feet (15.2 m)

Duration: Instant

Saving Throw: Standard

P.P.E.: 4

This spell causes confusion to the victim because this is usually not a directed attack at someone who is seeing it coming. The spell creates an image of the underwear on the outside of any material (even

M.D.C. armor as an illusion). No matter how it appears on the outside; on the inside the victim has a bad case of the “bunchies” and incurs discomfort and mild pain. Victims who fail to save v. magic receive 1D4 points of damage. Those surrounding the victim will have to save vs the Humor Factor or laugh. All victims who fail receive a -2 to all their attacks, attack bonuses, and a -20% to skills.

Cymbals (or the Gong)

Level: 1

Range: 10 feet (3 m) per level of experience, 30 feet (9.1 m) away

Duration: 1 melee

Saving Throw: Standard

P.P.E.: 5

Ever sat behind the band at a function? Ever sat behind the percussion section? Ever find those cymbals annoying? This spell encompasses all of that and more. Victims of this spell suddenly begin to hear cymbals being banged over and over again. Victims are -2 to all combat bonuses and -1 to attack per melee. Although the victim may want to find a source, the source will be unavailable.

Dummy Grenade (Lesser)

Level: 1

Range: 90 feet (27.4 m)

Duration: 4 melees

Saving Throw: None

P.P.E.: 2

This spell creates a fake grenade. It's usually made of rubber or plastic (user's preference). Those who initially see it will think it's a grenade (H.F.: 16). Those familiar with the spell or its caster will get a bonus vs Horror Factor (+4) because of their knowledge of this ploy.

When the grenade “goes off” it will sizzle and fizz then create a cloud of smoke (5 feet per level of experience). The grenade will have a stick sticking out of it with a flag that says, “BANG!”

Face of a Clown

Level: 1

Range: 5 feet (1.5 m)

Duration: 1 minute per level of experience

Saving Throw: Standard

P.P.E.: 2

The character can cast a spell that takes the exterior of a head and turns it into a clown with makeup and a wig. Those who fail and wear a helmet will not notice the makeup until they do an observation check. On the other hand, those who do not have anything obstructing their face will notice immediately. The magic makeup will not come off until the spell elapses.

Squirting Ink

Level: 1

Range: 1 yard (0.9 m)

Duration: Instant

Saving Throw: Dodge

P.P.E.: 4

This spell turns any means of writing into an ink mess. That means that pens, pencils, keyboards and any other means of writing will produce ink on the victims' hands or even squirt their face when enough force is applied (roll 1D10, it squirts on a 10 right in the eye). The ink disappears when the spell expires.

Flashing Trench Coat

Level: 2

Range: 20 feet (6 m)

Duration: 5 attacks

Saving Throw: Standard

P.P.E.: 5

This enchantment transforms an ordinary trench coat into an item for the Blinding Flash spell with multiple rounds. Each time the character opens the trench coat the victim sees white boxers with red polka-dots and nothing else. They then have to save vs magic or become momentarily blind (-10 to strike parry and dodge) for 2D4 melees. The spell can only affect those standing directly in front of the coat. Those standing behind the character or to the side will not be affected by the flash.

Knock-Knock Knocker

Level: 2

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

Duration: 2D4 melees

Saving Throw: Special

P.P.E.: 6

This simple diversion spell creates a knocking sound that can be heard on the other side of the door no

matter the thickness (doors do not get to save vs magic). When the door is opened the knocking will stop. After the door is closed the knocking will continue. The knocking will continue until the spell elapse or is canceled by the caster. When cast on a person the victim who fails to save vs magic will hear a knocking sound in their head that no one else will hear.

Stars and Birds

Level: 2

Range: Immediate area

Duration: 4 minutes per level of experience

Saving Throw: Standard

P.P.E.: 6

The character that does not save vs magic when struck, will see a cartoon version of stars and birds (3D6 of them) each time they are struck by a blunt object. After each blow the character is -1 to strike, parry and dodge, which is accumulative (POW, minus one, then POW, minus two, then POW, minus three, etc.).

Whoopee Cushion: Fear (H.F.: 16)

Level: 2

Range: Touch

Duration: 2 minutes per level of experience

Saving Throw: Special – If the victim sits and saves vs magic then it doesn't disperse its charge but is saved for the next person.

P.P.E.: 5

The affect is similar to Whoopee Cushion: Sleep with this exception; the cushion, instead of emitting a flatulent like sound emits a horn similar to an 18 wheeler. The victim must save versus a Horror Factor of 16 or lose initiative and one attack for that melee. The heart will race and breathing will accelerate for the victim from the experience.

Disappearing Ink

Level: 3

Range: 5 feet (1.5 m) per level of experience

Duration: 4 minutes per level of experience

Saving Throw: None

P.P.E.: 6

The caster has the ability to turn both digital and written text invisible. Those who can see the invisible will not notice the missing text and those that cast

“See the Invisible” will see the text. Digital text will still have its content but appear as a blank screen. The spell is short lived and makes for a great gag.

Seltzer Spray

Level: 3

Range: 40 feet (12.2 m)

Duration: 2 melees per level of experience

Saving Throw: Dodge

P.P.E.: 15

Most every clown is famous for using seltzer containers whether on them selves or on others. This spell creates a two liter bottle of magic water with similar properties to seltzer water.

- **Blind** – The character can use the water to blind an opponent. The victim will lose all their attacks except one. The exception would be anything that covers the face and eyes. The container allows for 4 shots of this.
- **Slick on the floor** – The spell caster can use this seltzer as a slippery substance by spraying it on the ground. Victims will need to roll under their P.P. on a twenty-sided die to avoid falling down every yard. This takes half of the container and covers a 10 foot diameter per level of experience.
- **Rocket** – The character can use this item as a means of propulsion to launch himself into the air (10 feet (3 m) per level of experience). The character points the hose towards the ground after shaking it profusely (two attacks). They then let the nozzle loose by pulling the trigger. This will exhaust the spell and completely deplete the container. Steering the container is with ease and can give them any direction from vertical to horizontal. The rocket can even be used to “catch” someone that falls with a successful strike (15).
- **A Weapon** – The seltzer spray spell creates a mystical bottle of seltzer. In most every way the bottle is the same as the real thing. (In other words, it can be knocked out of their hands with a good shot -3 to hit.) There are three levels of power that the caster can use. The character can shoot as many times as they have attacks. Knockdown is half for supernatural beings. Those who are not knocked down are pushed back for 1 foot per level of pressure.

- Level 1 - Squirt – 1D4 M.D.C. (No knock-down)
- Level 2 - Spray – 1D6 M.D.C. (10% knock-down)
- Level 3 - Light Blast – 2D4 M.D.C. (30% knock-down)
- Level 4 - Medium Blast – 3D4 M.D.C. (50% knock-down)
- Level 5 - Heavy Blast - 3D6 M.D.C. (70% knock-down)
- Level 6 - Mega Heavy Blast - 4D6 M.D.C. (90% knock-down)

Field of Rakes

Level: 4

Range: 60 foot radius (18.3 m)

Duration: 6 melees per level of experience

Saving Throw: None

P.P.E.: 10

This area affect spell turns an average field into a landmine field of tall grass (now 1D8 inches tall). Every yard there is a hidden rake that with the wrong step will hit its victim in the face or back depending on how they are walking or running. (Note: For this spell I would recommend that the G.M. roll on a 6 sided die and have them hit by a roll of 1, 2, 3, 4, or 5. Six is a miss.) The rake does minimal damage and is more of a distraction (1D4 S.D.C. damage, -4 to initiative and to strike and 25% chance of tripping if running). The caster and those they touched while casting the spell will be able to run though the field without hitting a thing. The spell does not affect those who can fly over the field.

Joy Buzzer

Level: 4

Range: Touch

Duration: 1 minute per level of experience

Saving Throw: Standard

P.P.E.: Six

A particularly spicy tool for those who want to get a good laugh, this spell was designed for parties and favors. It does no damage but gets anyone's attention. Those shocked by this spell are cursed temporarily for the duration of the spell with convulsing and twitching around. Those who attempt to save their comrade will have to save vs magic too, so the only way to keep it from spreading is to save vs the magic. The magic

energy will arc around their body like a live wire while their bodies twitch and shake in a desperate attempt to perform their normal duties (-10% to skills and -2 to strike, parry and dodge). To touch electrically sensitive equipment temporally shorts it out for the duration of the spell.

Multi-Door

Level: 4

Range: 200 feet (61 m)

Duration: 20 minutes per level of experience

Saving Throw: None

P.P.E.: 20

This transforms an ordinary entrance that has a door (not rotating door) into a door that has a door behind it. When the door is opened there is a yet smaller and smaller door behind each door (four [4] doors plus one per level of experience). The door behind the first will be one inch shorter in all directions. (i.e. the first door is 6 feet tall; the second door is 5 foot, 10 inches, remove an inch from the bottom, top and side, etc.). Each door will have the same S.D.C. /M.D.C. as the original minus five points.

For the mage going though the same enchanted door they will not suffer effects of the spell and will pass though effortlessly.

Plunger Gun

Level: 4

Range: 100 feet (30.5 m) per level of experience

Duration: 5 melees per level of experience

Saving Throw: None

P.P.E.: 21

Animating bullets is what this spell is about. This modifies any kinetic weapon and changes its ammunition into a series of plungers that launch at the designated target. The weapon now does half damage but impairs vision tremendously and impairs mobility (half attacks and combat bonuses) as they stick to where they hit. Each plunger takes 3 seconds to remove. Energy weapons are not affected.

Rubber Knife

Level: 4

Range: 100 feet (30.5 m) per level

Duration: 2 melees per level

Saving Throw: Special

P.P.E.: 12

This spell turns regular blade weapons into rubber weapons that do no damage. The blade's hilt is a different story though, since it keeps its original texture and structure and if there are extras on the hilt (spikes, a bladed hilt guard etc.) they stay the same and do full damage. The magic does not affect enchanted weapons and psionic weapons. All other bladed weapons are affected.

Whoopee Cushion: Sleep

Level: 4

Range: Touch

Duration: 10 minutes per level of experience

Saving Throw: Special – If the victim sits and saves vs. magic then it doesn't disperse its charge but is saved for the next person.

P.P.E.: 12

The character places the magically created cushion in an undisclosed place, preferably a place for sitting. When the victim sits on the cushion, the victim hears a strong sound followed by laughter. The victim must roll under their M.A. or be embarrassed by the sound. All eyes within a 30 foot (9.1 m) (plus 5 feet (1.5 m) per level of experience) area will look to see where the sound came from and begin snickering. The victim must then save versus magic or fall asleep as per the spell "Sleep."

Whoopee Cushion: Fart (Lesser)

Level: 4

Range: Touch

Duration: 6 minutes per level of experience

Saving Throw: Special – If the victim sits and saves vs magic then it doesn't disperse its charge but is saved for the next person.

P.P.E.: 12

This spell again is similar to Whoopee Cushion: Sleep with this exception; the cushion still releases a surprising explosion sound followed by a smell similar to a skunk. The character will reek but only they will smell it. Similar to the old adage "The smeller is the feller." The character will be constantly distracted by the smell; may even puke (save versus non-lethal poison).

Yo-Yo

Level: 4

Range: 5 feet (1.5 m) plus one foot (0.3 m) per level

of experience

Duration: 4 minutes per level of experience

Saving Throw: None

P.P.E.: Seven

This spell creates an enchanted yo-yo that can be used for entangle, strike, and 101 yo-yo tricks. It's in this spell that the sarcasm of a Ludicrous Magic user comes through, tying up targets and patting or pinching their cheek before escaping. Those who see the spell coming must first roll a dodge of 18 or better. If the target is entangled they can attempt to break it with a P.S. of 20 (Supernatural P.S. of 15) but to break free takes one melee.

Sub-Titles

Level: 5

Range: Self or others by touch

Duration: 3 minutes per level of experience

Saving Throw: None

P.P.E.: 10

This spell is similar to Tongues but instead of being able to speak the language the character will have sub-titles appear below their face about heart level in the native language of the people around them. (Keep in mind that some words do not translate correctly so it sometimes looks like a badly translated movie. Insults don't come out correctly; terminology doesn't come across; and some words do not even have a translation etc...) The character will "speak" with 70% proficiency. Those without literacy will not be able to read the text and must rely on their own resources.

Whoopee Cushion: Fart (Greater)

Level: 5

Range: 60 feet (18.3 m)

Duration: 3 minutes per level of experience

Saving Throw: Special – If the victim sits and saves vs magic then it doesn't disperse its charge but is saved for the next person.

P.P.E.: 15

This spell is similar to lesser, only this time the spell affects those around the victim and the victim smells nothing. The penalties still apply but now those within the area affect (50 feet (15.2 m) plus 20 feet (6.1 m) per level of experience) must save versus magic. Those who fail will feel nauseous and may vomit (roll under P.E. on a 20 sided die every melee within range).

Anvil

Level: 6

Range: 300 feet (91.4 m); line of sight

Duration: Instant

Saving Throw: None

P.P.E.: 15

Most magic users know of the spell “Call Lightning,” a spell that summons electricity from the sky and strikes their enemies quite unexpectedly. Anvil is similar in that something comes from the sky and strikes their opponent. The victim can only dodge the anvil (18 or better) or be knocked unconscious for 3D4 minutes. After the anvil hits, it disappears. This spell has a humor factor of 18 because it’s so funny when they don’t see it coming.

Sub-Atomic Wedgies

Level: 6

Range: 300 feet (91.4 m)

Duration: Instant

Saving Throw: Standard

P.P.E.: 20

This area affect spell causes some serious bunching for those within the area affect (-3 to strike, parry, dodge and initiative). This is one of the few spells that affects those in power armor and robots. Pilots of armor will find the wedgy uncomfortable (-1 to strike, parry, dodge, and initiative and -10% to piloting or any skill that requires you to sit down). Those who remove their pants are immune to the spell and will not suffer the penalties.

Banana Peels

Level: 6

Range: 100 feet (30.5 m)per level of experience

Duration: 3 minutes per level of experience

Saving Throw: None

P.P.E.: 25

This area effect spell is extremely effective in combat in that it prevents pursuit and kicks in the area of influence. As long as people stay put they will not be affected by the slippery surface, however the moment that they attempt to kick or run, even walk, they will have to roll under their P.P. or fall. Those with exceptionally high P.P. (16+) can run at half speed without falling. Finally, of course, the mage is immune to their own spell and has full benefits and bonuses.

Coo-Coo Door

Level: 6

Range: Touch or 10 feet (3 m)

Duration: 4 minutes per level of experience

Saving Throw: None

P.P.E.: 10

This spell creates an enchanted mini door on any wall or door. The door will suddenly begin to knock. Any character that is even the slightest bit curious and opens the door will suddenly be pecked on the face. This attack does no damage but the victim must save versus magic or open the door again and in a comical way, respond again to the attack. The character will continue to do this until a successful roll of save versus magic occurs. Each time the character opens the door they lose an attack for that melee. While they are answering the door the character cannot attack and will not pay attention to combat unless they are directly attacked. At that time the spell is broken and the character will no longer see the door and can attack.

Dummy Grenade (Greater)

Level: 6

Range: Character’s throwing distance; 10 feet (3 m) blast radius

Duration: Instant

Saving Throw: Standard

P.P.E.: 20

This spell creates a grenade that drops the I.Q. of their victim by ten points (that’s right, -10!) for 1D4 melees per level of experience. The character will forget how to perform skills or will have trouble performing skills (-30%) and speak with a gibberish slur. Characters must roll their language skill to understand the enchanted victim.

Ludicrous Speed

Level: 6

Range: Self or others by touch

Duration: 1 minute per level of experience

Saving Throw: None

P.P.E.: Twelve

This incantation turns the character or those that they’ve touched into beings with cartoon speed. Instead of legs there will be a spinning cloud. Characters will have a speed attribute of 66 (45 mph/72 km). The character also benefits from a bonus

of +3 to parry and +8 to dodge for the duration of the spell.

Quiver of Rubber Chickens

Level: 6

Range: 300 feet (91.4 m)

Duration: Permanent

Saving Throw: None

P.P.E.: 20

This spell takes an ordinary container and transforms it into a quiver of rubber chicken arrows (bow sold separately). The “arrows” fly through the air making a distinct clucking noise when fired (prowl, and other hiding -15%). The arrow will hit its designated target, bury itself up to its shoulders, go limp and then lay a rubber egg that will bounce away. Damage from the “arrow” is 3D6 (S.D.C. /M.D.C.) and has a range of 300 feet (91.4 m). Use of these special arrows gives the assailant a +1 to their attacks per melee. The spell creates one arrow for every attack they have per melee for every level of experience that the mage is (5th level with 5 attacks per melee = 25 arrows).

Silly String

Level: 6

Range: 60 feet (18.3 m)

Duration: Instant

Saving Throw: Dodge (18 or better)

P.P.E.: 15

The character creates a can of silly string fully loaded and capable of being around for 4 melees per level of experience. The string is very colorful and shoots two feet for every level of experience of the caster.

Anyone can handle the canister and use it for combat. In combat the string doubles for an adhesive. When the silly sting is sprayed at victims, its works as a wrap for entangling; sprayed at the floor, a very sticky floor (similar to Carpet of Adhesion).

Slinky Eyes

Level: 6

Range: Line of sight

Duration: Self or Touch

Saving Throw: None

P.P.E.: 18

This spell mimics the spell “Eyes of Thoth” except the character enchants a pair of frames that are for glasses. The specs transform into slinky eyed comical glasses

that have all the properties of Thoth’s spell. While the glasses are on the character cannot be surprised or attacked from behind (+3 to initiative) and can read any and all languages (if they are literate in at least one). These weird lenses can look around corners and above walls with no ceiling up to 6 feet (1.8 m) away. The lenses will just hover like an animated snake held up by invisible hands.

Swirley

Level: 6

Range: 40 feet (12.2 m)

Duration: Instant

Saving Throw: Standard

P.P.E.: 15

This spell creates a whirlwind that has the distinct smell of toilet cleaning products. When the victim is attacked by the whirlwind, it causes disorientation. The victim is physically picked up and spun at a high speed. There is no saving throw, only dodging the whirl wind will prevent this. The whirlwind is one foot in diameter per level of experience and requires an 18 to dodge. After the victim has been through the “spin cycle,” the character will be very clean. If in armor or power armor or a robot, despite the protection that it offers, the character will have a distinct curl in their hair.

Tongues of Helium

Level: 6

Range: Self or Touch

Duration: 5 minutes per level of experience

Saving Throw: None

P.P.E.: 12

This spell is similar to Tongues. The spell caster is capable of speaking any language but with a price, their voice is extremely high. Onlookers will find it humorous and may even laugh +1D4 to H.F. (humor factor). On the alternative, the character will speak a “pig Latin” of the desired language. Characters attempting to understand the player must roll to see if they fully understand the words coming out of their mouth (60% +5% per level of experience).

Whoopee Cushion: Bomb

Level: 6

Range: 3 feet (0.9 m)

Duration: Instant

Saving Throw: Special – If the victim sits and saves vs magic then it doesn't disperse its charge but is saved for the next person.

P.P.E.: 18

This spell has the same effects as the others but with this one exception, it's a bomb! This explosive device launches the victim (doing no harm in the launch, but the landing is a pain) some 40 feet (12.2 m) into the air. Those with M.D.C. armor take half damage from the impact. If the explosive is placed inside a building, vehicle or closed space that does not accommodate for the launch, the victim will hit the ceiling with such force that they must save vs knock out (14) or lose consciousness.

Animate and Control: Rubber Chicken

Level: 7

Range: 400 feet (122m); line of vision

Duration: 5 minutes per level of experience

Saving Throw: None

P.P.E.: 20

The character can take an average rubber chicken (hard to find in Chi-Town [rare]) and animate it to do work similar to a familiar.

The chicken's demeanor is that of a live large chicken (3 feet (0.3 m) tall) with glowing eyes. The chicken will obey simple commands and when not working will cluck and peck like a chicken. The behavior is more like an attack dog err... chicken.

S.D.C./M.D.C.: 50

P.S.: 12 (Supernatural)

Attacks per Melee: 4

Bonuses: +2 to strike parry and dodge, +1 to initiative.

Special Attacks: +4 to entangle, spring leap (counts as two attacks) 10 feet (3 m) across or high. Pecking attack: 3D6.

Follow the Bouncing Ball

Level: 7

Range: 700 feet (213 m)

Duration: 3 minutes per level of experience

Saving Throw: Standard

P.P.E.: 25

The character creates a red rubber ball that has incredible elasticity and bounces incredibly high and fast (speed: 30; bouncing as high as 30 feet (9.1 m) in

the air). The victim who fails to save versus magic will follow the bouncing ball wherever the mage throws it in an attempt to get it like a cat going after yarn. The ball will always stay just out of reach and should it be touched will bounce profusely in a random direction. The spell elapses when the victim either leaves the area affected or the spell expires.

Rubber Legs

Level: 7

Range: Self or others within 100 feet (30.5 m) per level of experience (line of sight)

Duration: 4 minutes per level of experience

Saving Throw: Standard -3

P.P.E.: 35

This spell has a number of functions.

- The spell enables the caster (or those in range) to leap great distances. Each level of experience the character can leap 8 feet (2.4 m). The leap is with a big "BOING" sound.
- In running this spell triples the runner's speed attribute.
- In combat the enchanted person can kick a target 3 yards away.

Dumb Joke

Level: 8

Range: 90 feet (27.4 m)

Duration: 5 melees per level of experience

Saving Throw: Standard

P.P.E.: 40

This spell transforms people in the area of its influence and takes even the dumbest "Knock-Knock" joke and makes it hilarious. Victims who fail to save vs magic will begin to chuckle and then laugh. The laughter will build to the point of collapsing within half a melee. The victims will laugh and laugh until their sides hurt and they collapse for one melee per level of the caster. During this time they cannot attack, only defend themselves. As soon as the victims are struck, joke is over! They will be immune to the effects of the spell even if others around them are still laughing. They will then have full sense of themselves and have all their attacks and bonuses; although for 1D4 days afterwards when they think about the situation they will tend to chuckle.

Face the Clowns

Level: 8

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

Duration: 5 minutes per level of experience

Saving Throw: Standard

P.P.E.: 25

This spell tricks the mind of its victim to see only clown faces on every one they see. The face will be based on the aura that they see.

- The character sees alignment:
 - Good alignment will be a happy face.
 - Evil will be a demonic clown (Horror Factor of 6).
- The character will see general health:
 - Healthy clowns will have their general shape.
 - Sick clowns will appear bloated or green.
- The character will see if the people are possessed:
 - Possessed victims will appear as normal people with a chest-bursting creature with a clown face or will appear like a normal being with a snake tongue that looks like a clown.

Quick Drying Cement

Level: 8

Range: 200 feet (61 m) away, 5 foot (1.5 m) diameter per level of experience

Duration: 1 melee per level of experience

Saving Throw: None

P.P.E.: 40

This spell turns ordinary cement into wet cement that dries shortly after contact in 1D4 melees. Victims running through the wet cement will slip and slide if running or clomp through if walking. The cement “dries” when the spell elapses (again, that’s 1D4 melees). Those stuck in the cement when it dries will be bound by 40 points of the cement (M.D.C. or S.D.C. depending on the nature of the cement).

Spinning Top

Level: 8

Range: Self only

Duration: One melee

Saving Throw: None

P.P.E.: Thirty

This spell is similar to the Oracle and Sickness spell

combined. This spell causes the ludicrous being to spin at high velocity. While spinning, the character is immune to magic, psionics, and kinetic attacks. The only way to get to them is via energy attacks.

During this spinning the “Top” gets a vision via clairvoyance. When the vision ends the top starts to spin out of control, doing 1D6 per level of experience to everything in a 10 foot (3 m) area for one melee before spinning to a stop. The character will be -3 to strike, parry and dodge for the next two melees while they try to recompose themselves. The character will be laughing and giggling until they have come to a complete stop.

Enchanted Object: Rubber Chicken

Level: 9

Range: Touch

Duration: 10 minutes per level or Permanent

Saving Throw: None

P.P.E.: 68

This spell turns an ordinary chicken into a rubber chicken of death. The new animated chicken is more like an attack dog in its behavior. Chicken: 2 feet (0.6 m), 1D4 inches tall, 20 pounds (9 kg) (400 S.D.C. or 40 M.D.C.). Clucks like a chicken when not given an order; when the beast, however, is given an order, the chicken will attack the desired target immediately.

The chicken’s attributes are as follows: +2 to strike parry and dodge; +5 to initiative. Their attributes are Supernatural with a high strength (P.S.: 20), agile reflexes (P.P.: 22) and lightning speed (Spd.: 40). The beak on the creature is strong and sharp (4D6 damage); it also does not fatigue when under intense stress.

Spell casters who want to make the chicken a permanent partner just need to expel three times the amount of P.P.E. and the creature will act more like an animated familiar.

Revolving Door

Level: 9

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

Duration: 2 melees per level of experience

Saving Throw: None

P.P.E.: 40

This spell creates a dimensional flux in that when anyone goes through the door there will be a distinct pop and then they will be coming out the same way

they came in. In an actual revolving door the door will not stop except at the point of origin. The only exception to this is the caster himself who is immune to the effects of the spell.

Rubber Ball Rain

Level: 9

Range: 10 feet (3 m) radius per level of experience

Duration: 10 minutes per level of experience

Saving Throw: None

P.P.E.: 40

This spell is also known as ping-pong rain because it is white and very elastic in its behavior and covers a large area. Thousands of rubber ping-pong-sized balls come from the sky. While the balls are falling, the caster is a silhouette and cannot be detected by sensory equipment. Others will find it hard to hit the caster and those who were involved by touch (-4 to strike, parry and dodge).

Wacky Stick

Level: 9

Range: Touch

Duration: Permanent

Saving Throw: None

P.P.E.: 50

Punch and Judy were famous for beating each other with sticks. Who would of though that this would become a regular weapon for the magi of wackiness? The wacky stick is a stick that has been enchanted to give weird noises when it strikes its target. This weapon of choice creates loud sound effects despite giving little damage (3D4 S.D.C. /M.D.C. depending on the nature of the creature struck). The benefit from using the weapon is that it has an incredible knock-down factor. The strike must be full strength (not restrained or power strike). Each time the victim is struck, the character rolls on the following knockdown table.

01 – 20 Victim is knocked back by a quarter of the character's P.S. in feet/meters (rounding up).

21 – 40 Victim is knocked back by half of the character's P.S. in feet/meters (rounding up).

41 – 60 Victim is knocked back equal to the character's P.S. in feet/meters.

61 – 80 Victim is knocked back twice the character's P.S. in feet/meters.

81 – 00 Victim is knocked back three times the

character's P.S. in feet/meters.

Balloon Weapons of Mass Destruction

Level: 10

Range: Touch

Duration: 2 melees per level of experience

Saving Throw: None

P.P.E.: 50

These balloons go "BOOM"! The spell enchants simple balloons that are then twisted into the shape that they will be to mimic the weapon or explosive. Weapons shaped like a gun of any kind do 4D6 damage with a 1200 foot (366 m) range. Explosives of any size will do 1D4X10 damage to a 20 foot (6.1 m) radius launching the victims 30 feet (9.1 m) in the air (falling is 3D6 damage). Because of their light structure they will blow with the wind to any direction. Most mages tape the explosive down to prevent this. The explosive will go off in 10 seconds after the spell is cast on the balloon.

Trap Door

Level: 10

Range: 100 feet (30 m) per level of experience, 30 foot (9.1 m) radius; line of sight

Duration: 2 weeks per level of experience

Saving Throw: None

P.P.E.: 65

This spell creates an invisible trap door that will fall out from under the victim when they step or drive on roughly the middle of the enchanted area. The trap is 10 feet (3 m) deep and does 1D6 damage despite the constitution of the victim (M.D.C. or S.D.C.). Victims must climb 10 feet (3 m) per level of experience of the caster to get out of the hole then roll under their P.P. or fall back into the hole from the top.

Clown Car

Level: 11

Range: Touch

Duration: 3 days per level of experience

Saving Throw: None

P.P.E.: 100

This spell transforms the space of any vehicle into accommodating the space for four times its outward appearance. An example would be a seven man vehicle will suddenly accommodate twenty-eight with seats and cup holders included. The downside to

this spell is when the spell expires people in the car will find themselves in a similar case to those college students that stick themselves in a phone booth. It will not “hurt” those involved in the tight fit but there will be complaints of soreness when they get out as the spell will adjust the occupants to adjust to the new existing space.

I am Rubber... You are Glue...

Level: 11

Range: 100 feet (30 m) per level of experience

Duration: 1 minute per level of experience

Saving Throw: Special – Only a natural (unmodified) 18, 19 or 20 will resist the spell and prevent ricochet

P.P.E.: 140

This spell transforms any spell directed at the caster into a ricochet spell that affects the one who attempted to cast a spell against the caster. Mental or physical spells that require a save vs magic or a dodge now are targeted at the person who cast the magic and they must now dodge their own attack and save vs their own magic. Kinetic and energy attacks will bounce harmlessly off the character back at the point of origin to do full damage. Because of the high price of P.P.E. and low time that this spell lasts, this is not a very common spell used in combat.

Anvil Rain

Level: 14

Range: 100 foot (30 m) radius per level

Duration: 20 melees per level

Saving Throw: Special

P.P.E.: Two Hundred

Some have rumored that this spell doesn't exist even among the comical community only because most don't survive to tell the tale. What the spell does is summons dozens and dozens of anvils and drops them from 600 feet (183 m) in the air. Those caught in the attack suffer 1D6X10 per 5 feet (1.5 m) traveled. Those on the edge of the downpour may survive while those more than ten feet (3.0 m) tend not to. The caster in the middle can observe as the anvils harmlessly fall about them while others are doing their best to dodge. In the attempt to dodge this rain, a good doge on a D20 (12 or better) is necessary for every five feet (1.5 m). Those who survive the experience risk a psychosis at 20% of fearing rain, hail, sleet and snow, and will not travel under such conditions. Overcasts will make

the character edgy and thunder will make them jumpy especially when close.

Raining Cats and Dogs

Level: Spell of Legend

Range: 100 feet away (30 m) and 50 feet (15.2 m) diameter per level of experience

Duration: One minute per level of experience

Saving Throw: None

P.P.E.: 160

Damage: 1D4 S.D.C.

When this spell is cast, all within its radius knows it because the sky lights up with the flash from a thunderclap. Suddenly, the sky darkens with the dots of the color of fur and the sound of neighboring domestic animals (and non-domestic animals, i.e. stray or wild rats, cats and dogs). Every animal within the radius of the spell is instantly teleported over and over into the air, only to fall again towards the earth. The moment that they are about to touch the ground they disappear back into the sky (40 feet (12.2 m) in the air). The animals do not build up speed with each teleport and hits onlookers very lightly (but probably go monkey on them, if you know what I mean). It does scare people (H.F.: 12) looking up and seeing an animal falling toward them. When the animal touches the ground, the spell again teleports them back into the sky. For animals, when this spell finishes the animal is teleported back to their point of origin shaken, maybe even scared (more likely) but otherwise ok. Traveling though the “rain,” visibility is at 20 feet (6.1 m) because of all of the fur. Running though the “rain” is impossible without being hit by an animal. Attempting combat in the “rain” has penalties (-6 to strike, parry and dodge, -3 to initiative).

Note from the editor: I've long been a fan of Ludicrous Magic™ and have used it in many of my games. When Nate donated this collection to this pseudo-special edition of The Rifter® # I just couldn't resist. For those of you that don't know, Ludicrous Magic™ was created by Daniel Denis, with some additions by Kevin Siembieda and made it's first appearance in The Rifter® 9 1/2, a special edition that palladium whipped up as a prank for Wayne Smith, the regular editor of the Rifter®. Ludicrous Magic can be found in its entirety (except the spells listed here) in **The Best of The Rifter®** book.



Spells of the Arch-Mage



By Matthew Daye

These are a peculiar set of spells that fall under specific rules. Despite the levels of these spells, only spell casters that are level 8 or higher can start to learn these spells. This is because, while they don't require vast quantities of P.P.E. like high level spells, they require a higher amount of control that can only come from experience. There is an exception however, as spell casters with an I.Q. of 25 or higher can start learning these spells at first level. These spells can cost anywhere from 2 to ten times the amount of a spell of the same level to buy. They are available to any spell caster that can learn common spells, as long as they fit the character's spell rules.

Level 1

Screech

Range: 10 foot (3 m) radius, up to 60 feet (18.3 m) away

Duration: Instant

Saving throw: Standard, -2 if 4 P.P.E. are pumped into the spell

P.P.E.: 2

Similar to the blinding flash spell that causes the creation of a blinding light, this creates a deafening screech that affects everyone not protected against such noise for 2D4 melee rounds. Targets lose initiative, and -8 to strike, parry, and dodge, -10% to sense of balance, shout when they speak and can't hear a thing. Minuses are doubled to those with sensitive hearing.

Numbing blast

Range: 70 feet (21 m)

Duration: 1 minute per level

Saving throw: Standard

P.P.E.: 3

This strange, hazy bolt of energy can be fired from the hands or eyes of the caster. When a subject is hit it messes with their nervous system, making the target feel as if their entire body was asleep (in much the same way it feels when a leg or foot fall asleep). The targets are -15% to any skills requiring manual dexterity, -20% on balance and are -2 to strike, parry, and dodge as their entire body just doesn't feel right.

Level 3

Candle light

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

Duration: Instant

Saving throw: None

P.P.E.: 8

This spell is mostly meant for convenience or as a sort of display of power. When cast, all candles within the radius become lit. This can be done in two ways depending on the choice of the mage. They can become lit in a circular shock wave-like wave until it reaches the radius, or in a circular pattern going

clockwise or counterclockwise from the direction the mage is facing until all candles are lit. Only candles, wax shafts with wicks, are affected by this spell. Only candles the caster is aware of/wants lit can be lit by this spell.

Air Blast

Range: 50 feet (15.2 m) + 10 feet (3 m) per level of experience

Duration: Instant

Saving throw: None

Damage: 2D6

P.P.E.: 7

The mage concentrates a large ball of compressed air into his palm, with the punch of a jackhammer. The ball is magically controlled, giving the mage +1 to strike per level of experience. The ball makes a screaming sound similar to wind through trees when it is thrown, but is completely invisible, making the target -3 to dodge. Because it's a ball of air, the attack can't be parried except by a shield or other large obstruction.

Level 4

Sense Nature

Range: Sight/40 feet (12.2 m)

Duration: 1 minute per level

Saving throw: Standard

P.P.E.: 9

Similar to the see the invisible spell, this spell lets a person see the true nature of a person they're looking at. Divine, super human, supernatural, Nightbane, dragon, changeling, demon etc. The beings that save vs magic appear exactly as they are portraying themselves to be. Shape shifters will have their real form superimposed over their current form, allowing the mage to see both. This is just a more fine tuned use of the see aura ability and can likewise be fooled by the alter aura psi-power.

Naked Glare

Range: Line of sight

Duration: 1 melee

Saving throw: Special

P.P.E.: 12

This spell allows the mage to transfix someone with his glare. After casting the spell the mage must glare at the target which inflicts a great deal of emotional strain. The target feels completely naked and bared to the mage. If they save vs magic then they feel unclothed as if the mage can see them entirely. If they fail to save the glare goes deeper, as if the mage can see into their very soul. This magic temporarily gives the mage an M.A. of 25 to that one target as long as the glare is held.

Level 5

Quicksilver armor

Range: Self

Duration: 4 melees (1 minute) per level

Saving throw: None

M.D.C.: 20+5 per level of experience

P.P.E.: 16

The mage creates a form fitting shell of what looks like liquid metal and is very reflective. The armor is impervious to lasers and is also resistant to low speed physical damage, as the armor bends and molds around the point of impact, doing only half damage. This includes any melee weapon, hand to hand combat, and even being hit by vehicles and animals going 30 miles (48 km) per hour or lower. Bullets, rail guns, and arrows do full damage however, as the armor can't move quick enough to diffuse the kinetic energy.

Branding

Range: Touch

Duration: instant and permanent

Saving throw: +5 for living targets

P.P.E.: 13

Meant purely to be artistic, this spell allows a mage to permanently leave his insignia. How it is left is up to him, whether it looked scorched into the target, indented, drawn, painted, ect. Only the mages name or emblem, decided upon when the mage first learns the spell, can be used. To change it the mage would need to learn the spell all over again.

The spell does no damage, despite its appearance, to anything, only permanently altering it to leave this mark. Depending on its nature, it may be repaired

or removed in the conventional sense and is not enchanted to be unremovable.

On living targets, if they successfully resist the spell, it only lasts for one hour per level of experience. If they fail however, it is permanent unless they take actions to remove it (a burnt mark will need to be healed, a tattoo removed with a laser, permanent marker washed off, etc).

Living tracks

Range: 10 feet (3 m)

Duration: 2 minutes per level

Saving throw: None

P.P.E.: 15

The spell requires a clear print or trail to target, but once cast, the visible trace will glow and then each piece of *physical evidence* the character left when they passed through the area after it will glow in turn adding +30 to any tracking skills. The advantage of the spell is that it follows each marker in chronological order, meaning that it will move in the direction the target moved.

It only works on physical evidence left by the character, such as footprints, broken twigs, bathroom breaks, candy wrappers, etc. It will not point out areas where the only evidence was magic being used, or if they had taken flight, Rifted to another area, or teleported. Meaning that the spell is handy so long as the character doesn't use any special abilities to conceal themselves. Invisibility and chameleon don't apply as they still move in the physical world and can leave the same types of tracks. Technological means can still be tracked, including power armor footprints and tire tracks.

Since it's the evidence itself that glows, the larger the evidence the better. On that same line of thought though, smaller targets are harder to track because they leave smaller physical evidence. If the target is less than a foot high the character is only +10% to tracking. Smaller than half a foot is impossible to track with this spell as the tracks would be too small for the glow to be effectively seen.

Level 6

Reveal Magic

Range: 5 feet (1.5 m) per level of experience

Duration: 1 minute per level

Saving throw: Intelligent magic gets a standard save.

P.P.E.: 15

This spell operates like a mystic radar, that sends out a magical 'ping' that affects all magical objects and ongoing magical effects (including active runes, circles, curses and enchantments). All those in range will then glow to the mage's eyes, with each having a different type of color based on the effect.

Fields: Orange

Illusions: Blue

Curses/Necromancy: Black

Object Enchantment spells (seal, speed weapon, fly): Green

Rune Weapons: Gold

Techno-Wizardry: Silver

Other objects/artifacts: Bronze

Bio-Wizardry/tattoos: Red

Healing spells: Pink

Mind control/summon spells: Purple

Any others: Yellow

Stick and stones

Range: 20 feet, target must hear the caster

Duration: 30 seconds per level

Saving Throw: None

Damage: 1

P.P.E.: 12

This is a particularly unusual spell in that it is one part mind control, another part combat magic. The spell allows the mage to actually physically harm another person using insults. For each insult the mage deals 1 S.D.C./M.D.C. damage. Those with a strong will and high self esteem do half damage (needs two insults to do one damage), those that are sensitive/low self esteem suffer double damage. Extremely personal insults that have an edge of truth do triple damage, but requires previous knowledge of the individual, making this a particularly nasty spell for revenge or betrayal. Damage appears in physical representations of black eyes, cuts, bite marks, bruises and gouges at random parts of the body, though a specific part can be targeted if it's the focus of the insult.

While this spell might seem powerful at first, there are key limiting factors. The first is that the user can become unaffected merely by not listening. Ear plugs, sound mufflers or even using loud noise or sticking fingers in their ears makes this spell completely ineffective. Second, damage dealt by this spell heal three times as fast and leaves no scars. This can get a person an edge in combat but is not helpful for any prolonged fighting or pursuits. This does make the spell handy for prolonged torture. People of principled alignment would never use this spell, diabolic characters would use it on minions for personal entertainment.

Heebie Jeebies

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

Duration: 10 minutes per level of experience

Saving throw: Save vs magic

P.P.E.: 20

This spell is cast on a specific area, giving it the feeling of just being...creepy. The area looks as it should, but the spell makes it seem not quite right. Those who save don't notice anything at all, but those who do will have the hair on the back of their neck stand on end, feel goose bumps, and will be -6 to save vs Horror Factor while in the area or until the duration runs out.

Breach

Range: 500 feet (152 m)

Duration: Instant

Saving throw: None

Damage: Special

P.P.E.: 17

The spell allows the mage to fire a single blast from either his eyes or his fingers. The blast is a tiny bolt, similar to a laser, but only harms technological targets. The damage is 1D4x10 +4 per level of experience, M.D.C./S.D.C. depending on the target, to a spot the size of a straw. If this damage is equal to half the damage capacity of the target then it will punch a straw sized hole into it. This only does 1D4 damage to the armor or item on the whole, but makes the item no longer environmentally sealed.

Level 7

Draw

Range: 10 feet (3 m) per level

Duration: Instant

Saving throw: Standard

P.P.E.: 17

While this spell can be used as a intimidation spell, its effect is singular. It can be cast on anyone within range and causes them to rise an inch above the ground and float directly to the mage, stopping and lowering them a foot away from the mage, at a speed equal to the mage's level x5. This is used either to show their power or to bring them in close enough to use magic that requires touch.

Note: This spell will not work if there is anything between the mage and the target that could impede its way at casting. The target can be stopped if grabbed by an ally but the spell has a strength equal to the caster, including the strength rating (normal, superhuman, supernatural).

Décor

Range: 10 feet (3 m) radius per level

Duration: 2 minutes per level

Saving throw: Vs illusion

P.P.E.: 20

A spell similar but simpler to illusionary terrain, this spell allows the mage to change the superficial appearance of any room or area within his control as he wishes. Nothing actually changes in the room, but their shapes change to match the idea of the mage. This can be used in different ways. A mage can make a room appear dark, with twisted furniture, to make the area appear scary, or light and friendly, or anything the mage really decides. This doesn't cause any minuses but can help a mage appear more intimidating or an area more foreboding. The victims of the spell are +2 to save if the mage's radius isn't strong enough to cover an entire room.

Open Fake Rift

Range: 20 feet (6.1 m)

Duration: 2 minutes per level of experience

Saving throw: Save vs Illusion

P.P.E.: 23

This clever spell creates the illusion of a Rift opening

up at the caster's command, and its appearance is decided entirely by the caster, allowing him to replicate any type of Rift he has seen, as long as it's not larger than 20 feet (6.1 m). Anything that goes through the Rift appears to go through it normally, but in actuality they just end up inside or on the other side of the illusion, hidden from view. It's a great way to bluff a mage's power level or to make an escape that is not likely to be followed. The flaw is that it doesn't trigger any sense designed to pick up such anomalies, so it can be effective against townsfolk, common soldiers etc, it won't fool Shifters, Ley Line Walkers, and anyone with the Sense Dimensional Anomaly or Read Dimensional Portal.

Level 8

Clear the Sky

Range: 500 foot (152 m) radius +100 feet (30.5) per level

Duration: Instant

Saving throw: None

P.P.E.: 40

By raising his hand and casting this spell the mage can part the clouds, creating a circular opening in all the clouds above. The purpose of this is limited except as an act of intimidation. Because of the limited size of the clearing it will not hamper bad weather as the rain and snow will be blown into the area underneath regardless. The display of power does give the mage a Horror Factor of 12, though only so long as he remains 'impressive.' The Horror Factor goes away at the first sign of weakness.

Curse: Lost

Range: Touch or line of sight

Duration: 1 hour per level

Saving throw: Save vs mind control

P.P.E.: 36

The mage stares the target in the eye and blocks the character's sense of direction. While they still know up and down, they can no longer recognize left from right, are -50% to any navigation skills and tracking skills, and must roll them any time a decision on direction needs to be made. Even if it's decided which turn to go. Great for a delaying tactic as well as just a way to be cruel.

Blade of the Nexus

Range: Self

Duration: 1 minute per level

Saving Throw: None

Damage: Special

P.P.E.: 35

This blade spell allows charging the blade of any non-thrown, non-magical bladed weapon with a powerful magical disrupting force. Against normal people the spell only provides an additional 1D6 damage. Against Mages it deals 1D6+6 damage. Against magical structures, force fields and summoned creatures it deals an extra 5D6 damage. Against creatures of magic this spell deals an additional 1D6x10 damage.

Not only that but the spell provides a +2 bonus to parry any incoming magical attack, even if the attack should not be parry-able. Parrying the spell causes the spell to stop at the point it was parried, but does not cancel the spell. This means a Wall of Wind cast at the user of this spell will not go past the caster but will still exist in front of the parrying character. Most impressively is that an Annihilate that is parried by this spell will still explode, but its radius will not go past the parrying mage, leaving a strange half circle crater.

Level 9

Bind to the Cell

Range: 1 room, 1 person

Duration: 1 week per level of experience, or permanent

Saving throw: Special

P.P.E.: 65 for temporary duration, 800 plus 1 P.E. and 3D6 P.P.E. are permanently spent for permanent prison.

This is a special containment spell, used to bind one person to a specific room, making it an inescapable holding cell for the target. The spell does have some special requirements. The target must be in the room when the spell is cast. He gets a standard save with full bonuses, unless certain tools are used. If the target's true full name is inscribed above the door, the target can save with no bonuses. If the target's blood is used to write a circle in all eight corners of the room, the target is -5 to save vs magic. If, in the cases of demons and supernatural monsters (not creatures of

magic), a holy weapon is braced against the door, or over any entry way (including windows), they suffer an additional -5. Creatures of magic suffer the same penalty if a Millennium weapon is used in the same manner.

The binding creates an invisible force field inside of the room that only works against the target character. The force field is a small distance inside all the walls so the target can't actually harm the room, floor or ceiling. The field has no M.D.C. and is immune to the bound person's magic and abilities, if their blood is used in corners as described. Anyone else may come and go, and don't even notice the field. It's handy for keeping those that are good at escaping jailed for short periods of time.

There are ways to break the spell, though most maddening to most targets of the spell, none can be done by them. Destroying the room instantly breaks the spell. To do this, the roof and at least two walls must be destroyed. A Dispel Magic Barriers or Negate Magic can also work, but the spell gains a +5 to save vs their effects unless the spells were cast by someone of a higher level than the mage that cast the binding spell. Like most spells, convincing the mage to drop the field is another way to get rid of the field. Removing the holy weapon or Millennium weapon, or erasing the name will do nothing, as they only affected the original resisting of the spell. Once they fail the save the first time, they don't get another chance.

Level 10

Power Well

Range: 1 room per every 3 levels

Duration: 1 year per level of experience

Saving Throw: None

P.P.E.: 500

This ritual requires the mage to draw power marks in each corner of each room with his own blood. Then several circles starting at the furthest edges on both the ceiling and the floor, with another circle needed every foot until making a small 1 foot diameter circle in the center, each circle being written in wax. This means a ten foot by ten foot (3 m by 3 m) room would require 9 circles. The mage then performs the ritual in the center circle and takes 2 hours to cast. Afterward the

blood marks become permanent, and the wax circles can be removed.

Once the ritual is complete the room becomes a storehouse for P.P.E. There is no limit to the amount of P.P.E., however overloads can occur. The more P.P.E. that is stored in the room, the higher the chance the magic can manifest itself. The room has a 1% chance of having a manifestation for every 5 P.P.E. x level of the creator (For example, a level 8 mage can store 40 P.P.E. for a 1% chance or store 4000 P.P.E. for a 100% chance). Anytime the P.P.E. pool is added to, a roll is made against the percentage. If it's under the total percentage then a roll on the 'Random Manifestations of Magic' table in *Through the Glass Darkly* is required. The problem is the effect stays unless the room is drained of all of its P.P.E., requiring the mage to start stockpiling energy all over again. Charging the room with more than 100% means that a second roll is required.

For example, a Level 15 mage has created a room. He filled it to a 100% chance (7500) but by some luck has avoided anything he wants to fix. He then fills it with another 75 P.P.E., raising the chance for manifestation to 101%. The mage has to roll automatically for the first one, but rolls again, meaning there is a 1% for a second chance of manifestation. This can continue as there is no energy cap in the room as long as you're willing to live with the chaos.

The P.P.E. can be used by the spell caster to power his spells, or to recharge his own reserves in an emergency. The P.P.E. can also be used by anyone that the spell caster allows, similar to a pyramid. The P.P.E. can also be tapped by anyone that can steal P.P.E., such as the Mystic Knights and Psi-Stalkers, without requiring the mages permission.

Steal Spell

Range: 10 feet (3 m), line of sight

Duration: 1 minute per level or until that spell's duration, whichever is first.

Saving Throw: Standard (include the original caster's bonuses)

P.P.E.: 2x the cost of the spell being stolen

By using his own energy the archmage is able to

steal control over an active spell. This only applies to spells that last for over 1 melee round. While they have control the spell reacts as if the thief was the one that cast the spell. While the true effect of this spell depends on the spell stolen, the common effect is that the mage can cancel the stolen spell at will, just like the original mage. The original mage does not have any control over the stolen spell for as long as this spell lasts. This spell can be used to take a Lightblade from another mage, or cause a Targeted Deflection spell to move from the casters hands to his own, ect.

Blade of the Mage's Will

Range: Self

Duration: 1 melee per level of experience.

Saving throw: None

Damage: 1D6+6 per level of experience (so the damage for a level 15 mage is 15d6+90 but damage is M.D.C. or S.D.C. to match the target).

P.P.E.: 65

The strongest of the weapon spells, this spell focuses the mage's strength into a physical form of incredible destructive force. While weak for a low level mage, the spell can be used to cut limbs off of power armors and whole armor suits when wielded by a high level mage. The blade created can be any type of non-throwing bladed weapon the mage chooses, preferably one that matches his best proficiency. Aside from its incredible damage and flexible form, the spell has no other effect or bonuses. One weakness of the blade is that the damage changes to match what it hits, meaning that while it could cut through most Juicer armor or Crazy's armor, it likely wouldn't kill the person inside and would stop on impact unless the total S.D.C./H.P. of the target is surpassed as well.

Arcane Armor

Range: Self only

Duration: 1 minute per level

Saving throw: None

P.P.E.: Special

This is the ultimate in magical armor, capable of providing some of the highest amounts of protection as well as certain resistances as long as the mage has P.P.E. to use in this way.

When the mage casts the armor he must choose what

abilities he wants in the armor and pay the P.P.E. accordingly. When the armor is activated, new abilities can't be added, but the mage can spend additional P.P.E. to repair the M.D.C. up to the purchased maximum. P.P.E. spent on this armor does not come back until the armor goes away unless used by a Ley Line Walker.

Abilities

3 P.P.E. per 10 M.D.C.

5 P.P.E. for cold protection (impervious to any attack of this type)

5 P.P.E. for fire protection (impervious to any attack of this type)

5 P.P.E. for electricity protection (impervious to any attack of this type)

6 P.P.E. per +1 to save vs magic, psi, or Horror Factor

7 P.P.E. for resistance to magic damage (takes half damage from magical attacks that inflict damage)

8 P.P.E. for environmental protection

The mage can also have any non-offensive spell levels 1-3 enchanted into the armor which will be in constant effect till the armor's duration ends or it is destroyed but costs twice as much P.P.E. per the individual spell.

Note: The armor takes the appearance that the mage wants, but the image is just an illusion, and the armor itself is just a clear force field, so any apparent spikes, blades or other protrusions pass through anything as if they weren't there.

Level 12

Unmake

Range: Touch or 5 feet

Duration: Instant or half as long the target spell has been active

Saving Throw: Standard

P.P.E.: Level of the target spell x10 + half the P.P.E. of the target spell

A strange modification of the Negate Magic spell, this spell allows the mage to reverse the effect of the spell that was cast by either touching the spell itself or the target of this spell. It works in a way similar to rewinding a scene. This can only affect currently active spells or spells that were cast 1 melee round per level of experience prior. The mage that cast the spell that was unmade regains half the P.P.E. they used to

cast it, as well as the knowledge that their spell was unmade (though not where and by who).

Spells targeted by this spell roll a standard save vs magic + the caster's spell strength with no other bonuses. Rituals get an additional bonus of +2 to save.

Damage done by the spell that's unmade is healed, as if the damage had never been inflicted, or damage reappears on someone that had previously been healed. While the spell can be used to kill, namely by casting it on someone that had recently been resurrected, it cannot bring someone back to life that had been killed by magic, though their body will be in the same shape it had been in before the spell was cast. However, resurrections attempted on such a body are +10% chance to succeed no matter what spell, power or ability is used to do so. The effects are only instant on instant effect spells. Spells that have a duration are 'rewound' at double the speed, meaning that someone who had their armor, and then themselves, burnt by a Fire Globe spell for 4 melee rounds would recover in 2 melees. While the effect seems to be temporal in nature, it's in fact a normal, if slightly bizarre spell.

Enchanted items or magically created items can be unmade as well, destroying the magic inside of them. The only exceptions are Millenium Tree items, rune items, wards and circles. TW items retain their shape and look but the gems are wiped clean, and can be used for re-enchantment without any negative effect. Creatures of magic and supernatural creatures are unaffected by this spell. While one would expect a living magic to be negated, they are in fact reset back to their original point of creation, losing all gained memories, skills and abilities as if they never existed.

Spells that are immune to the unmake spell are Negate Magic, Anti-Magic Cloud, Dispell Magic Barriers, Banish, Exorcism, and the Purge Spells. The unmake spell itself can be unmade but is +2 to save.

Level 13

Eyes of the Sun

Range: Self

Duration: 1 minute per level of the spell caster

Saving throw: none

P.P.E.: 300

This powerful sight spell requires a ritual that takes 10 minutes to perform. It requires the mage to sit in a pentagram of candles, including one he holds while he chants the spell. At the end of the ritual, he must close his eyes and pour the wax from the candle he is holding onto his eyelids, sealing his eyes shut. To those around two bright lights will appear to shine from behind the character's eyelids. The wax does 1D3 H.P. damage to the character.

Once the wax is on however, he gains amazing sight, allowing him to see anything under the sun that he chooses. He must know a person or place to 'zoom in' on it, allowing him to watch real time what is going on there. The spell can only see things on earth that are being hit by direct sunlight. People in buildings, cave, or deep shade will not be shown, but the building, cave or source of the shade will be. The character can zoom in as close as he wants, up to right above a person's head, to 3000 feet (914 m) in the air, making this a prime spell to observe the progress of a war or natural disaster.

Once the spell effect ends, the wax crumbles off, but the caster will be blind for a short while after. 24 plus the caster's level minus the character's P.E. in hours. The spell can not be re-cast by that caster until the



Sunaj Revisited

By Rob Wilkison

Taken from the personal library of the murdered Atlantean Cyber-Knight Achilios Bladewalker, found in the burned ruins of his home:

“The Sunaj are an enigma to us. They are clearly a new minion race of the Splugorth, lower than the Altarans yet staying aloof towards the other minion races. They appear to be minor demons of some sort, with their bodies being black with stripes, whorls, and other patterns of red, green, blue, and yellow. So far, these patterns appear individual as fingerprints, though no Sunaj has been studied after death, their bodies combust, burning even bone to the point forensic science cannot tell much apart from them being skeletally close to humans. Their eyes are typically red, yellow, deep blue or a rare metallic color with no distinct pupil or iris. Hair has only been observed on the head and not on all, though in combat such details aren’t always noticed. Male and female Sunaj have been observed, they appear to have little or no gender bias, but this is about as far as we’ve seen into their society.

“Further evidence of their demonic nature is their innate magic and psionic gifts. All encountered have shown a preference for Techno-Wizard devices, especially Cloaks of Shadows and Light Blades. All have shown remarkable skill in combat and stealth but there appear to be sub-categories of Sunaj as well. All told, even a single Sunaj is a fierce foe. Sunaj are said to be completely silent in combat as well, except the Slayers, who are known to taunt and give war cries during battle.

“The largest category of Sunaj is the Hunters. These are the trackers and assassins of the Sunaj. They are very powerful physically and have a moderate number of innate magics. All Hunters are powerful psychics. They prefer stealth and a garrote or knife in the back to a stand up fight. They also tend to eschew cruelty for efficiency. They would rather kill someone and be done with it than torture or taunt.

“The second and arguably the most directly dangerous Sunaj are the Slayers. These are the enforcers and direct action of the Sunaj. All are

terribly strong, skilled in melee, and possess a great deal more innate magic than the others. They also are tireless warriors and capable of great cruelty. They often torture or taunt a beaten foe.

“The smallest category encountered in any numbers is the Seers. They possess few innate magical abilities but are master psychics on par with Mind Melters. Seers are smaller physically than the Hunters and Slayers, usually standing between five and six feet compared to the six to seven feet of the other two. A Seer will be accompanied by a Slayer or a Hunter whenever found outside of Atlantis, partly because Seers lack the great strength and toughness of a Slayer or a Hunter. This does not mean one should underestimate a Seer, they are just as skilled in combat and will be well prepared.

“The last division we know about are Speakers. Apparently they are the leader class among the Sunaj. What they are Speakers of or for we have no idea, but the position seems comparable to a priest. The Sunaj mistrust of outsiders makes the CS look free and open....

...believed responsible for the destruction of several thousand Aerihman at once and a continued genocidal campaign against all Scions of Atlantis...”

Anything further is lost. Achilios was found murdered and his home burned down. This appears the work of the Sunaj. We know they loathe True Atlanteans as much as Vampires, but the reasons are unclear. They seem to be used by Splynn as hounds, hunting down both.

RS

Troy Smith,
Captain, Lazlo Guard

The truth behind the Sunaj is much worse. In truth they are the best the Aezheria Clan has to offer, altered Atlanteans that appear as demonic warriors. These fanatics offer up their bodies to cosmetic surgery and Fleshsculpting to look the part of demons. They add some alchemy to give all volunteers a supernatural aura and take on the actions of an invented race of demons. Microorganisms developed through Splugorth Bio-Wizardry set to consume the body upon

death prevent the corpse from being identifiable via forensic science, magic, or psionic ability. All Sunaj are also taught to use their tattoos without a touch.

The Clan has also begun selectively breeding with non-Atlanteans to produce more variability among the populace of Sunaj. These half-breeds generally have full Atlantean bonuses, normal human height, and lack the resistance to transformation. This was done so the clan could produce more demonic looking Sunaj. A side effect of the breeding program and alchemical treatments is that all Sunaj are at least minor psychics and have either telepathy or empathy and one other or telepathy and empathy.

This appearance has been achieved through alchemy, fleshsculpting, and unorthodox tattoos. The young half-breeds are tested for aptitude then trained in their discipline. All Sunaj are thoroughly indoctrinated in loyalty to the clan, but never mention it. Their existence is held completely separate to prevent discovery. They even speak a separate language to add distinction and gain further distance from their Atlantean origins.

The Sunaj appearance is the culmination of years of research in alchemy, tattoos, Bio-Wizardry, and breeding. A way was needed to give the fledgling false race the true appearance of demons, to include aura. To prevent psychic, magical, or mundane posthumous analysis, bio-wizardry was employed. Every Sunaj hosts microbes that consume the body on death, and erase any psychic/magical traces. All that is left is a charred skeleton of a rare demon. The magic tattoos that the Atlantean clans use were completely redesigned to allow for designs not apparent as independent tattoos. They instead blend completely in with the skin coloration and patterns each individual Sunaj possesses. Fleshsculpting was used to alter skin coloration and texture and bone structure to give the Sunaj their demonic appearance. The final step in the creation of the Sunaj race was the creation of a new language, the Sunaj language.

As this program took lifetimes to fully implement and Splyncrynth wasn't that patient, a select group of psychic, tattooed Atlanteans were selected and trained to be used as the Sunaj by wearing the signature demonic armor. To keep this from becoming such an obvious shift, non-M.D.C. Sunaj still wear the black armor, as do Hunters on occasion.

Sunaj are highly insular and organize into groups

they call Prides. Within them, no one order or gender is valued above others, leadership is based strictly on ability. Speakers do the negotiating with outsiders, but seniority among a Pride is determined by experience and judgment. Individual Prides and Sunaj may have rivalries and disagreements, but it is anathema for one Sunaj to kill another. A violator will be tortured and killed. All Sunaj know their place within the organization and though they may seek higher status, it will not come at the expense of the Pride or race. Others may be betrayed, if the gain is greater than loyalty and it can be done without being discovered.

The Sunaj organizational breakdown will vary from mission to mission once they have established a base. A Sunaj base will include one Speaker, one Shaper, one or two Seers, three or four Slayers, and approximately ten Hunters. These numbers are highly variable, except for the Speaker, who will always be present. Typically, the Sunaj will build a small pyramid on a ley line and work from there, hiring out their services to whoever offers the best payoff for the Sunaj. Payoff may be anything from money, information, an item, or future favors. Many will opt for non-monetary payment because of the high prices the Sunaj demand. All handling of outsiders is done through the Speaker. Although the Speaker makes deals for work, the Sunaj work more collectively than most, with the entire enclave present making decisions about missions.

They believe in leaving each his own gear for combat so he is most familiar with the item. Trophies and individual spoils of war do belong to the individual and are often a non-violent means of settling disputes. The Sunaj with the least impressive horde loses the dispute. Of course, trophies are not judged on their usefulness or power, but the difficulty in obtaining them. Stealing gems from a defenseless woman is shameful while owning the harness of a Juicer earns the Sunaj great respect.

The Sunaj prefer Techno-Wizard items of their own make, but are not picky about the origins of their gear. Typically they use Kittani manufactured weapons, though they can often be found using Triax and CS weapons as well. Their own weapons are made of the bones of their fallen or the bones of failed experiments, called Blades of Honor, for it is an honor to be chosen to be part of one of these weapons. Their preference is for TW swords that do

not have a physical blade until activated, thus they use Lightblades, Flaming Swords, and Ice Blades. They often even have reversible hilts with each end producing a different blade for use on different foes. These reversible blades may only be used one at a time, but still add a great deal of versatility. Hunters and Slayers have also been known to hunt dragons, demons, and similar creatures to use the body for weapon components, such weapons are called Blades of Valor. Sunaj also use parts of supernatural creatures for components in their armor, jewelry, and magic items.

The Sunaj traditionally name some of their weapons. Blades of Honor are almost always named for the Sunaj the blade was made from. Blades of Valor typically will at least in part be named for the event and creature they were crafted from. Sunaj crafted weapons generally are the weapons named, technological weapons nearly always go unnamed. Blades of Honor and Valor, Night Armor, Bone Amulets, and Burning Skull Maces are bound to their user who holds the item in trust for the good of the Pride.

In battle groups Sunaj typically remain silent, a fact that adds to their mystique. Part of their silence is from their communal closeness and intense training. Such closeness combined with their natural telepathic ability has given the Seers a new direction to take their considerable psychic ability. The Seers have developed the ability to link all Sunaj present together psychically for use during combat. The Pride's martial prowess is further enhanced and their silence has unnerved even the staunchest of foes. This link is detectable by other sensitive psychics, but cannot be perceived as more than odd background noise. Actively trying to penetrate their communications will result in swift retribution by the Pride.

The Sunaj are also slavers, though they have two distinct classes of slaves, domestic and breeding stock. Domestic slaves will have no combat skill and exceptional loyalty. The domestic slaves are treated as favorite pets and given privileges breeding stock are not. Breeding stock are used to breed new Sunaj, in experiments, and otherwise as their masters wish. The Sunaj do make an effort to find breeding stock they have not previously encountered, they are always pushing the boundaries, seeing what else they can breed with. So far, only humans and human psychics

have worked, but the Sunaj continue to try. Due to their half-breed status, many in the Aezheria clan look down on the Sunaj. Not only are they half-breeds, but they no longer appear as an Atlantean. At best, they are seen with pity and admiration for their sacrifice for the greater good of the clan. At worst, they are contemptible abominations. It is due to both this attitude and the clan's desire to keep the relationship with the Sunaj secret that neither are seen together. The few pure Aezheria left with the Sunaj admire them for their sacrifice and help keep their bloodlines from getting too impure.

The Speaker class is not actually a separate class of Sunaj, but the highest ranking Sunaj present. This can cause confusion among observers because the role will change depending on which members of the Pride are present. Only one Sunaj will claim the position of Speaker when dealing with outsiders, this is true even if there are multiple Prides present.

The role of constructing and maintaining a Pride's lair falls on the Shapers. Sunaj pyramids also differ from every Atlantean pyramid. The Sunaj pyramids are built more akin to a large burial mound built inside a thick walled fortress. Inside the mound is a squat ziggurat style pyramid. At the ziggurat's heart is a subterranean chamber with a large sacrificial altar. This is the heart of the pyramid and where the ley line/nexus is controlled or accessed from. Small pyramids will have just a passage to the altar room, as they get larger, they gain more passages, with the largest's passages winding so there is no direct path to the altar. The Sunaj Seers are master psychics of some variety, most typically a Mind Melter, though Naturals and Healers are not unheard of. The Seers' job is primarily support, using their powers to gain information which the Hunters and Slayers will then use to complete their missions. Although the Seers are not primarily warriors, to underestimate them in battle can be quite lethal. Like all Sunaj, they receive intense combat training and are fanatical. The Seers, like the Shapers, seem the weakest in direct confrontation. This does not mean they are easier to face, just one needs less firepower to drop one.

If the Speakers are the face of the organization and the Seers the minds behind it, the Slayers are the muscle. The Slayers are the heavy combat branch of the Sunaj. When a mission calls for direct confrontation, it is the Slayers who are called in first,

with Hunters as support. Although the Hunters are most commonly encountered and are difficult to kill, the Slayers generally take notably more effort and ammunition to put down. The Slayers are known to relish combat and frequently challenge their foes to individual combat.

There are two varieties of Slayers. Both relish combat and challenge, but are vastly different in scope or abilities and the kind of threat they represent. The Slayers themselves make no distinction between the two, though size is a good indication, with the tattooed Slayers being markedly larger than their psychic counterparts. There are the standard Undead Slayers and there are physical psychics. The psychics are usually a Burster, a Zapper, or a Kinetic, though a Natural with heavy emphasis on physical, destructive powers may be found. The tattooed Slayers are typically far more potent in melee and in the damage they can take before falling; the psychic Slayers tend to leave charred, broken ruins and corpses at the sites of their battles.

Lastly are the Hunters, the stealthy assassins. While a Slayer will prefer to announce his presence to his target/foe, a Hunter's preferred announcement will be the victim's sudden death. Hunters lay traps, ambushes, and otherwise strike without being detected until it is too late. They prefer killing from a distance. A Hunter will only voluntarily get close if he feels he can get the kill cleanly.

Sunaj Items

Sunaj Night Armor

M.D.C. 110 Weight 10 lbs (4.5 kg)

Mobility: Full, no penalty

This is normal Sunaj plate enchanted by the Sunaj for stealth and freedom of movement, it adds 10% to Prowl and has no mobility penalty. Seers and occasionally, Hunters use this armor.

Bone Necklace

These necklaces are enchanted to provide a single spell three times a day. Such necklaces will have 30 M.D.C. All spells are effective as if cast at fifth level. Common spells include Breathe without Air, Armor Bizarre, Superior Invisibility, Swim as the Fish, and Fly as the Eagle. These items are only given to very accomplished and successful Sunaj.

Burning Skull Mace

This is a simpler level of experience bone or iron rod capped with a humanoid skull. They are a favorite of Slayers. Further TW modifications are often added as the Slayer gains in status and ability. Many Slayers also modify these weapons to scream when swung.

Damage 3D6+3D6 fire when activated

M.D.C.: 75 Bonus: +1 to strike +3 to Initiative

TW Ice, Light, and Flame Blades

Sunaj TW swords are typically modified so that one blade (e.g. fire) comes from one of the hilt and another blade (e.g. ice) comes from the other. They do not fight with both blades active but will change their blade to suit mood and enemy.

Blades of Honor and Valor

The standard blade of the Sunaj is a blade made of bone and generally has serrated edges. Their exact appearances vary widely, but they are saber or katana sized. The only thing separating a Blade of Honor and a Blade of Valor is the creature that went into the blade. Blades of Honor are made from fallen Sunaj, Blades of Valor instead come from fallen enemies. Among Sunaj, it is a high honor to become Honor or Valor. The swords will be named for the one who donated the material for the blade. All blades also secrete a poison if the wielder wishes. Often they have further TW enchantments as well. Any TW functions beyond the venom and the combat bonus only apply to the bound wielder.

Damage 3D6 M.D.C.

M.D.C. 100

Regenerate 1D6 M.D.C./hour

Bonus: +2 strike and parry, +2 initiative

Venom: 8 P.P.E.

5 minutes

Save of 14

4D6 damage

-1 on combat rolls

Erasure Microbes

The Sunaj use this piece of Bio-Wizardry to keep their remains from being used to learn the truth of their origins. The microbes do absolutely nothing beneficial to the Sunaj while the Sunaj is alive. It is on death that they combust, releasing magical and psionic

energy. The net result is a charred skeleton that only reveals images of fire, pain, and death through magical or psychic investigation and no clues beyond skeletal structure by scientific means.

Armband of Disguise:

While the Sunaj were transformed into demonic appearance for disguise, in order to carry out their missions sometimes requires reconnaissance in areas where Demons and minions of the Splurgorth in particular are not welcome. This armband, typically appearing as made from Ivory, is in fact a powerful enchantment that will transform the Sunaj into the appearance of a beautiful human, reminiscent of their Atlantian origins. It will also disguise their induced demonic aura and scent but will not otherwise change their auras or scents. They will still appear to have their strange body markings however, but their shape changes to more resemble intricate tribal patterns. In certain cases, the armband can instead be to resemble any kind of humanoid alien race, but each armband will only have one racial appearance.

The Armband must be made from the bones of a creature of magic shapeshifter, typically changelings. These are typically given to Hunters, however sometimes Slayers or other kinds may be given it if it is decided that they are the most suited for the typical mission. These armbands are only used for intelligence gathering and tracking Atlantean and sometimes vampiric marks. Each Pride will typically have at least one or two, but only the largest Prides may have more than five. They are used by the Pride as a whole, assigned to whoever is decided to be the most suited to a particular task and returned to their hideout when finished.

New Super Psionic Power

Battle Mind

Range: 260 feet (79 m)

Duration: 1 minute per level of experience

I.S.P.: 22

This is how the Sunaj fight with precision and silence. It gives a Sunaj group the following bonuses: +2 to strike and parry, +1 to dodge, +2 to initiative and the ability to perform simultaneous attacks by multiple level of experience Sunaj. Through this link, the Seer can give the rest of the group other sensitive abilities at an I.S.P. cost of half the ability's standard

cost plus 2 I.S.P. per Sunaj affected. Should the Seer maintaining the Battle Mind be slain, all Sunaj immediately lose the bonuses provide and suffer an additional -2 on all combat actions and lose 2 attacks per melee due to shock. These penalties last for 2D4 hours.

O.C.C. Modifications

All Sunaj have the following additions/changes if not listed under the O.C.C.

M.D.C. Transformation

25 I.S.P. 1 minute per level of experience

S.D.C.+H.P. to M.D.C.

Includes Supernatural PS

Bio-Regeneration: 1D4x10 S/M.D.C. or H.P. per hour

Horror Factor of 14

W. P. Sword (In addition to O.C.C. skills)

Prowl (+20%)

Lang/Lit: Sunaj 98% (In addition to the standard Atlantean languages)

Lang/Lit: Elven/Dragonese, Greek, American 98%

Operate Dimensional Pyramid 30% + 5% per level of experience

Sense Vampires 1000 feet (305 m)

Identify Vampires 10% per level of experience

Sense Ley Lines and Nexii

Sense Rifts

Ley Line Phase as per Ley Line Walker

Tattoos for non T-Men Sunaj

Eye of Knowledge (Language)

Protection from Vampires

Flaming Sword

One additional at level four and six and eight.

Psionics (Except Seers, Hunters, and Psychic Slayers)

Telepathy

One minor of choice

Hunters

+3 to Initiative and Perception

Trap Construction (+15%)

+1D4 to P.P.

Tattooed Slayers

+4 on Initiative

+2 to Perception

Weapon Mastery in a melee weapon of choice

+1 to P.P.

Psychic Slayers

+3 to Initiative

+3 to Perception

+2D4x10 SDC

Hand to hand: Martial Arts or Assassin

Seers and Shapers

Hand to hand: Martial Arts

+4 to Perception

+1 to Initiative



Appearance Tables

Eyes

01-15	White, no distinct pupil or iris
16-30	Black, no distinct pupil or iris
31-45	Vertical slitted iris
46-60	Horizontal slitted iris
61-75	Solid red

76-90

Solid yellow

91-100

Roll twice, once for each eye

Vision

01-50

Normal human vision

51-75

Black and white vision

76-85

Infravision

86-95

Black and white with enhanced nightvision

96-100

Supernatural vision: See invisible and darkvision

Ears

01-18

Normal, human

19-36

Slightly pointed

37-54

Long, pointed

55-72

Bat ears

73-90

Earholes only

91-100

Other/GM choice

Teeth

01-65

Prominent canines

66-90

All pointed

91-100

Other/GM Choice

Tail

01-15

None

16-30

Long, furry

31-80

Narrow, spade tipped

81-90

Thick, muscular

91-100

Other/GM choice

Limb Features

01-15

Cloven hooved

16-30

Hooved

31-45

Canine, fingers have claws

46-60

Feline, fingers have retractable claws

61-75

Reptilian, scaly skin, non-retractable claws on the fingers

76-90

Roll twice, once for each side

91-100

Roll four times, once for each limb

Special thanks go to Phalanx for being my sounding board on the pyramids, Nekira for being a sounding board, rules lawyer, idea woman, and editor, and Juli for being my editor in chief.

There's Gold in them thar Hills!

By Matthew Daye

The constant overusage of the Earth's natural resources was always one of the major concerns even during the Golden Age of Man. Oil was disappearing at remarkable speeds for plastics even as demand lessened for transport with the widespread use of electric vehicles and nuclear powered war machines. Rock was being quarried for construction of buildings and roads. Gemstones were being mined in huge quantities to handle the opulent standing jewelry bestows. Natural metals, even with new recycling technology, were on the decline.

If all of these resources were being whittled away, where do the CS get their resources and why do mining 'Borgs even exist? Simple, the same thing that deposited countless life forms to earth deposited other things as well, specifically dimensional Rifts.

During the dimensionally unstable time of the Dark Ages, Rifts were opening all over the world. Under the ocean, in the air, on the ground, but the ones that weren't seen were those that occurred under the ground. Ley Lines themselves seem to rise from the earth, making the Rifts below ground not just possible, but likely. It was those Rifts that deposited new mineral deposits, as well as countless other unknowns.

The day the Ley Lines exploded across the earth was the same day that the geography changed. Hills formed in fields where Rifts forced large quantities of material to appear underground. Mountains disappeared, swallowed whole to be dumped on some other planet. New caves were formed from quickly disappearing chunks of rock, while other caves disappeared entirely, filled in by another Rift. The world's surface wasn't just changing; the world itself was being altered, even in its very core.

Underground Rift Events

Underground Rift Events go by different names depending on where you ask. R CSG Scientists and Rogue Scientists call them U.R.E.s, the Federation of Magic and most magic communities just call them underground Rifts. They are rare events where the land itself is changed by a Rift that has formed underground. Due to the fact that the earth is tightly packed matter, most types of Rifts don't actually affect the

ground at all, as new objects or matter usually can't penetrate the other side.

With very rare exception, U.R.E.s are transient type rifts. There's only a 1% chance every noon or midnight of one occurring. 5% during a solstice or equinox and there is a 10% chance during an eclipse or planetary alignment. There is a 25% chance if there is an eclipse or alignment on an equinox or solstice. In mountainous areas, these chances double, as there is more land for a rift to intercept.

U.R.E.s happened with a lot more frequency during the Dark Ages and initial Coming of the Rifts, which caused a lot of pre-rifts maps to lose accuracy and for the world itself to be changed, but these maps are still invaluable for prospectors. Discrepancies between new and old maps are usually caused by U.R.E.s so having both would allow a prospector to identify likely spots.

New events can be tracked and sensed magically and through psionics the same way as any other rift, however the easiest way is through seismology. U.R.E.s tend to leave unusual readings on seismographs that are now catalogued in most modern to high-tech societies that have encountered such events. Minor tremors can sometimes occur as well, usually for the bulge, tear, and pillar types.

The Coalition States uses seismographs throughout their territory as a way, not only to sense U.R.E.s, but also incoming robots, heavy vehicles and large creatures and monsters. When the CS picks up a U.R.E. they send a standard recon team, a R CSG Scientist trained in geology, and 10 to 20 Skelebots depending on availability to fully secure the site.

The Coalition are one of the quickest to act on such events, not only for the sake of new, rare, and possibly very expensive resources, but to also keep these new resources out of enemy hands. Huge deposits of gems would offer too great an advantage to any Techno-Wizard to acquire them. As an added benefit and to ensure the troops act with as much haste as possible, teams sent on missions to secure these areas receive a bonus of 5% per team (not each) of what the total value of the newly acquired materials are. This makes most soldiers eager to participate in what is usually just a baby-sitting mission, and is considered by many

to be an unofficial lottery.

The Federation of Magic is very quick to act on possible U.R.E.s, but not in the same 'official' way. Magic users and psychics that can sense rifts and dimensional disturbances are often quick to track and claim a U.R.E. both for possible gems for Techno-Wizardry or for the off chance of a material that may affect or enhance magic, such as the material used in the Rings of Eldar. Where the Coalition acts in an orderly military manner, the Federation act like hyenas attacking a corpse. Only the soldiers of Dweomer do it for their kingdom, while the people from the other kingdoms are more likely to do it for themselves, and will fight others for it.

Anywhere else, it's usually first come, first serve as long as you can hold it. Battles are fought over these sites, sometimes before the Rifted in material is even seen or identified, which can lead to windfalls or major embarrassments. Losing a robot or friend in a fight to defend what turns out to be a chunk of cheap shale.

Those are the reactions for the new U.R.E. sites, but there are still many that go unclaimed or have never been found. The changed shape of the Rocky Mountains has also led some to believe they're home to dozens to hundreds of new U.R.E. sites. If this is ever confirmed then it might spark one of the most chaotic and bloody 'gold rushes' of earth's history.

Roll of the following table to determine what type of U.R.E. occurs:

00-10% Unstable Bulge: These bulges range in size from bumps to large hills, created by an expanding rift. It creates an empty pocket inside filled with a liquid or gas. It's GM's choice of what is actually contained in the bulge and how dangerous. These are essentially bubbles made in the earth, and like soap bubbles, they are surprisingly delicate no matter what the size, making the site dangerous for anyone on or near the bulge itself. If anything more than 50 pounds (22.5 kg) moves or tries to get on it, there is a 50% chance of collapse. A hole the size of a manhole will also cause a collapse, unless a proper excavation or mining roll is made.

11-20% Bulge: Similar to the unstable bulge but filled with minerals. There's no chance of collapse as

it's a solid structure, and is one of the most valuable of the U.R.E.s since it means that it brings with it new resources. Almost always, the core of the hill is a solid piece of one specific type of rock, stone or mineral. Roll on the random rock type table after this table to determine how large.

21-30% Empty Crater: Usually caused by a rift 'eating' a large area of earth and rock without leaving anything in its place and looks almost like an explosive device was set off. The difference though is the lack of scorch marks and heat. The rock and dirt from the area that wasn't Rifted elsewhere was thrown in every direction. The larger varieties of these types of rifts usually end up becoming isolated ponds and lakes. Do not roll on the random rock table, but roll on the size table to determine just how big the crater is.

31-40% Scattered Crater: Similar to the empty crater, except something was thrown from the rift when it exploded. Roll 1D6 times on the Random Rock Type table listed below. Where the bulge rifted in a large, solid quantity of rock, the material from the scattered crater is thrown around the area in smaller pieces, no bigger than a football. Roll on the random size table after this table, but in this case that's the total quantity of all rock types (GM's decide how much is of what type). Roll a second time to determine how large the crater is.

41-50% Cave: A rift has carved out an area in the ground, either in the side of a hill or down an area. This has left a small, unnatural cave in its wake. The walls are usually smooth and are a great spot for camping. The cave is never more than 4D6x10 feet(3 m) long/deep and can be anywhere from 4 feet tall to twelve feet (1.2 to 3.6 m) tall. Caves that have been untouched by humans for more than 4 weeks will become inhabited by some animal or supernatural monster.

51-60% Sinkhole: Similar to the cave, but the hole is straight down. It doesn't always go right to the surface, stopping a foot or less from the opening. The ground is held together usually by the roots of nearby vegetation, but any weight more than 20 pounds(9 kg) will cause a collapse, landing everyone on the sinkhole into this unnatural pit trap. The sink hole is usually

6D6 feet (1.8 m) deep, and 2D6 feet (1.8 m) wide, and the walls are very smooth.

61-70% Pillar: The opposite of the sinkhole, a large column of one type of rock appears. These can be either completely below ground or sticking from the ground. It's smooth all around and can be circular, oval, or rectangular. Both ends tend to be flat as well. There is always more below the surface than above, if the second roll is less than the first, switch them. Roll on the Random Rock Type table listed below.

71-80% Chunk: A boulder where there was no boulder before. Simply put, a rock of some type is Rifted into that location, either sitting on top of the ground, partially submerged under the ground, or completely under the ground. If Rifted where a hill or part of a mountain had been, the rock that had been there is gone, most likely to be rifted to where the new rock came from. Again, the rock is usually of one specific type. Roll on the Random Rock Type table listed in below 1D4 times to determine types. If there is more than one type, the different types will still be part of the one huge chunk and depending on the rock could be very hard to separate.

This is perhaps the easiest U.R.E. to miss unless one is very familiar with the area, or if the rock is of an unusual type (most people would have noticed an uncut diamond the size of a Big Boss ATV for example.) Roll on the random rock quantity table below to determine how large the chunk is.

81-90% Tear: A purely destructive U.R.E., this merely rends the ground, creating a large split or crevice. The Tear is 1D6x10 feet deep, 3D6x10 feet long, and 5D6 feet wide. Depending on where they form, they could eventually fill with water, forming strange looking ponds.

91-00% Dangerous: The name says it all. This can be anything from a rift-caused earth quake, Rifted in magma, or a supernatural creature. For the previous two, use the stats for the Earth Elemental spells Earthquake and River of Lava. For the latter, this can be any supernatural creature submerged or partially submerged into the ground, but it's suggested that some ground related creature be used.

Random Rock Type

01-20% Morphic Rock: Marble, slate, coal, etc.

21-40% Sedimentary Rock: Lime stone, Sand stone, halite etc.

41-60% Volcanic Rock: Obsidian, granite, pumice, etc.

61-80% Mineral: Gold, Talc, quartz, graphite, etc.

81-90% Gemstone: Diamond, aquamarine, garnet, etc

91-00% Alien stone: See alien rock section, or can be GM's creation.

Note: Rock information can be found easily online for specific types, but some examples are given.

Random Rock Quantity:

Different rock has different weights, so the actual size of any given U.R.E. is different depending on the type of rock, even if the weight is the same. These are also the usual amounts, and there have been cases with as much as 50 times the highest amount on Rifts Earth, usually during the initial Coming of the Rifts.

00-10% 1D4 pounds

11-20% 1D10 pounds

21-30% 1D6x10 pounds

31-40% 1D6x20 pounds

41-50% 1D6x50 pounds

51-60% 1D6x100 pounds

61-70% 1D6x500 pounds

71-80% 1D6x1000 pounds

81-90% 1D6x2000 pounds

91-00% 2D6x5000 pounds

New Skill

Geology (Science): Training in the natural processes of the physical world. This includes the movements of water, the transformation of rock, and the lay of the ground. Someone trained in this study can identify rock, minerals and gems, as well as what other likely resources should be in the area. This skill also allows someone to identify the properties of rock, both native and alien, and its possible value. Having this skill also provides several bonuses to other related skills. Add 5% to dowsing, gemology, navigation, masonry and excavation. Chemistry adds a bonus of 5% and allows the character to determine its base elements. **Base Skill:** 30% +5% per level of experience.

Note: Those who already possess the mining or prospecting skill receive this skill at 20% +4% per level of experience.

Alien Rock and Gemstones

Feshite (Fes-ite): This strange mineral is green in color and is the same hardness as talc, meaning that it's much softer than human bone. Like talc, it can be reduced to a fine, soft powder easily. It has recently been discovered that the powder, if added to melted metals, can produce 'soft steel.' The material is still as strong and damage resistant in its non augmented counterparts, but has the feel of leather. This makes it excellent for making armors, but all but useless for construction, including that of vehicles, robots and power armors, except for the armor parts. Effectively, any light armor made with this soft steel has no mobility penalties and heavy armor has its penalties reduced by half. Armor made with this material can cost anywhere from 40% to 60% more than the listed price. So far it has only been located in Oregon and Idaho, but could appear anywhere through U.R.E.s.

Colal (Coal-al): A clear crystal that forms naturally into long tubes, some as long as 6 feet and as wide as 3 inches. Often mistaken for quartz by those that aren't familiar with the different shapes, this material is actually a natural lens. It's natural cleavage is concave, making it handy, if one is careful, for making some naturally perfect lens. Wilk's pays premium price for this, at 2,000 per inch wide, foot length of crystal. Other markets can pay 20% more or less. The reason is, while the high technology makes the process faster than modern standards, it still takes a long time to properly machine, polish and perfect a lens. With these crystals, the process is cut down to a half hour for cutting and polishing which saves a lot of money in man hours. The gem isn't enchantable by Techno-Wizards, but they can use the lens in laser style weaponry as well. These are found all over the world. Stone Masters can use this gem to cast either Light Blade, Chromatic Protection, or Power Bolt.

Nekirite (Neck-ear-ite): A solid gray stone, smooth to the touch and remarkably solid (1D4 M.D.C. per pound). It has a few unusual characteristics, the super density being only one of them. It's slightly

magnetic, only able to support one pound of metal per 10 pounds of the rock. The most amazing, and unusual, characteristic is that when electrocuted, the rock becomes S.D.C. but also malleable, like a very heavy clay, for 1D6 minutes. If hit with an M.D.C. blast of electricity it stays S.D.C. and moldable for one minute for every point of M.D.C. damage. Those with the sculpting or art skill can work the stone into works of M.D.C. art! The electrified rock becomes 100 S.D.C for every 1 M.D.C. of the rock, so while it isn't necessarily weaker it can be harmed by standard S.D.C. weapons.

Regium (Reg-ium): This is a greenish liquid metal, or a metal with a very low melting point (-10 degrees Celsius, 10 degrees Fahrenheit). It's a thick liquid that bonds to whatever it is coated with, like a metallic paint. This is especially useful as it prevents radiation from passing through it like lead. This is usually used for prepping and building nuclear power packs. This rock, while alien, uses earth based elements that haven't mixed naturally. The Coalition, Triax, Japan and Northern Gun have all figured out how to produce it artificially. A gallon of the fluid can still be bought for 25,000 credits, or can be sold to manufacturers for anywhere from 10% to 40%.

Omnind (Omni-in): This gemstone is largely unstable, but very beautiful. Potentially possessing every mineral in itself, it appears as a stone of dozens of colors. Were that not enough, the gemstone has the ability to change. It becomes whatever gemstone it touches. Why this might be handy for jewelers it is especially handy for Techno-Wizards. By using this gem with a type of gem they only have a small supply of, they can increase the amount of karats they have as long as this gemstone is touching the one it should match. When not touching another gemstone, it reverts to it's multi-colored appearance. Oddly enough, when it reverts to normal, all enchantment disappears even if it's touched to the same crystal as before. If this happens in a working TW item, the spell chain it was used in becomes unusable. Techno-Wizards mostly use this gem as a teaching aid as it allows younger Techno-Wizards to make mistakes without ruining a gem. The gem costs 15,000 credits per karat.



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