

Palladium Books® Presents:

THE

RIFTER®

Your Guide to the Megaverse

October, 2003 Issue

Palladium Fantasy®

Q&A Yin-Sloth Jungles™

After the Bomb®

Mutant Dinosaurs

Juicers™

Rifts®

Fiction, News & More

Warning!

Violence and the Supernatural

The fictional worlds of Palladium Books® are violent, deadly and filled with supernatural monsters. Other-dimensional beings, often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in these books.

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

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.



The Rifter® Number 24

Your guide to the Palladium Megaverse®!

First Printing – October, 2003

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Palladium Books® Presents:

THE RIFTER #24

BRANDT -97

Sourcebook and guide to the Palladium Megaverse®

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Based on the RPG rules, characters,
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Special Thanks to all our contributors, writers and artists – and a special welcome onboard to the artists and writers making their debut in this issue. Our apologies to anybody who got accidentally left out or their name misspelled.

Contents – The Rifter® #24 – October, 2003

Page 6 – Art

This stunning full page illustration is by Freddie Williams II and is just a hint of what awaits gamers in **Powers Unlimited™ Two** a sourcebook for *Heroes Unlimited™, 2nd Edition* scheduled for a late November, 2003, release.

Page 7 – From the Desk of Kevin Siembieda

The boss talks about why he has deliberately rescheduled *Beyond the Supernatural™, 2nd Edition*, the 48 and 64 page-sized sourcebooks and how they are here to stay, and why people may be missing new releases. (Could it be, in part, that long time Palladium fans don't expect us to hit our deadlines? Well, it's time to adjust because Palladium has been hitting its release schedule on time or within two weeks on 90% of its releases in 2003, and that's a trend we hope to keep going.)

Page 9 – Palladium News

Convention Calendar for 2003 and even a few scheduled appearances for 2004 already. Palladium holds the price on its games (with the big, 160 & 192 page books real bargains compared to the competition), plus a few announcements, but nothing new on the Rifts® Movie yet.

Page 10 – Coming Attractions

Palladium has a ton 'o good stuff coming for the end of the year, starting with **Chaos Earth™: Creatures of Chaos™** and **Rifts® Adventure Sourcebook: The Vanguard™**, both of which just shipped. Ah, but there's more . . . a lot more: a pair of **World Books for Rifts® China, Powers Unlimited™ Two** (for HU2), **Beyond the Supernatural™ 2nd Edition**, a revised edition of **Rifts® Federation of Magic™** (with 34 pages of new material), the **Rifts® G.M. Guide** and **Rifts® Book of Magic** back in print, more **Chaos Earth™** sourcebooks and other good stuff. Read about the highlights here and then check-out or catalog at the back of the book to see what you've missed.

Page 14 – X-Mas Surprise Package

It has become tradition for Palladium Books to give a little back to the fans this time of year. The *2003 X-Mas Surprise Package – Grab Bag* is our way of doing that. Autographed books, T-shirts, back stock, special editions, original artwork and surprises can be yours if you are willing to take the *chance*. Our way of saying thank you and Happy Holidays. See page 14 for all the details. Limited time offer.

Page 16 – Collector's Super X-Mas Surprise Package

No, you're not seeing double. This year – and this year *only* – Palladium is offering something truly amazing, a Grab Bag de-

signed for the true collector and that hard to buy for super-fan. It includes one or more pages of original art (worth \$50-\$180 each), a new limited edition portfolio of artwork for upcoming projects, limited T-Shirt, some books and other wild stuff. Don't take my word for it, check out page 16. One more way of saying thank you and Happy Holidays.

Page 18 – Questions & Answers

Rodney Stott, Shawn Merrow and Kevin Siembieda tackle a diverse selection of questions before diving into Second Edition Fantasy conversions for fan fave **Yin-Sloth Jungles**. The Jungle conversions are the first in an ongoing series, starting with skills. Next issue, Jungle Magic.

Page 25 – Origins® Game Expo 2004

As this dynamic ad suggests, Origins 2004 has big plans for Kevin Siembieda, Palladium Books and Palladium fans. Hope to see you there next summer. Call or check out the website for more info.

Page 27 – After the Bomb® & Heroes Unlimited™ MesozoicLand: Part Two

Todd S. Yoho's big finale on Mutant Dinosaurs and the island known as MesozoicLand. Maps, key locations, key characters, villains, weapons, and more. Weapons and equipment start on page 38 and adventures on page 40, plus Hook, Line & Sinker™ adventures on page 46.

Artwork by Brian and Allen Manning.

Page 48 – Rifts®

Media in Rifts Earth

A mountain of cool, optional source material by Patrick Nowak as he takes a look at arts, sports and entertainment common to the Coalition States and North America. It takes a look at the CS Media machine, radio and television, movie production and the Black Market, Gladiator Sports and Arenas. Includes Entertainment Skills, the Performer O.C.C., Field Reporter O.C.C., Rifts Bard O.C.C., and a comprehensive look at the Rifts Gladiator (including arenas, rules of the game and equipment).

Artwork is by the guys at Drunken Style Studio, Mark Dudley, Brandan C. Clark, and Sharard Jackson.

Page 72 – Rifts®

The Metabolic Juicer

A new variant Juicer O.C.C. by Eric Thompson. The pros, the cons, the special abilities, dangers and experience tables.

Artwork by Brian Manning.

Page 82 – Rifts® Phase World®

The Hammer of the Forge™

Chapter 24 of James M.G. Cannon's epic saga.
Artwork by Apollo Okamura.

Page 89 – The Palladium Fantasy RPG®

Card Magic

Optional O.C.C. and rules for a new type of magic by Chris Matthys. A magic that is more impressive and dangerous than one might think at first glance.

Elegant Artwork by the lady of Drunken Style Studio, Liz Rehfus.

Page 97 – The Catalog of Palladium Books®

– Fall, 2003

For your convenience we present Palladium's entire Fall Catalog of role-playing games, sourcebooks, novels, metal miniatures, and other good stuff. And at no extra cost. Enjoy.

The theme for issue 24

Avenues of power and power misused seems to be the theme of this issue. Actually, we though Wayne did a rather nice job mixing up the subject matter and material to provide a little something for everyone. A nice package.

The Cover

The cover is a closeup detail of John Zeleznik's cover painting for **Beyond the Supernatural™ Second Edition**. What you don't see are the two psychic investigators being menaced in the back alley of the Grimbor Antique shop. Just a little something to help whet people's appetites for this unique role-playing game of horror, modern magic, the supernatural and beyond.

Optional and Unofficial Rules & Source Material

Please note that most of the material presented in **The Rifter®** is "unofficial" or "optional" rules and source material.

They are alternative ideas, homespun adventures and material mostly created by fellow gamers and fans like you, the reader. Things one can *elect* to include in one's own campaign or simply enjoy reading about. They are not "official" to the main games or world settings.

As for optional tables and adventures, if they sound cool or fun, use them. If they sound funky, too high-powered or inappropriate for your game, modify them or ignore them completely.

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

www.palladiumbooks.com – Palladium Online

Coming Next Issue

The Rifter™ #25

- **Golemancy for *Palladium Fantasy*®.**
- **Material for *Nightbane*® and/or *Heroes Unlimited*™.**
- **Material for *Beyond the Supernatural*™.**
- **More material for *Rifts*®.**
- **Expanded Questions and Answers:** Rodney, Shawn and Kevin have worked up a larger than usual questions and answers section with *Palladium Fantasy*® *Second Edition* conversions for the *Yin-Sloth Jungles*™. Next up – Jungle Magic.
- **The next chapter of *The Hammer of the Forge*™.**
- **The latest news and developments at Palladium Books.**
- **Source material for the entire *Palladium Megaverse*®.**
- **New contributors and fun. So please join us.**

**Palladium Books® role-playing games
... infinite possibilities, limited only
by your imagination™**

Palladium's games are found in stores everywhere



From the desk of Kevin Siembieda

The old adage, you can't please everyone, is really true when it comes down to the smaller sized **Rifts® Adventure Sourcebooks**.

On one hand, we have had the majority of gamers and retailers thrilled and thanking us for doing smaller books on what has been a monthly basis. With the exception of August, 2-3 Palladium products have been coming out every month this year! And without any drop in quality. They are also happy with the price point, especially the \$10.95 for a 64 page book. That's cool, because my plan was to get **Rifts®** and books for other products out on a much more regular schedule and on time. The first part of 2003, through July, was historic for Palladium Books because, for the first time in our 23 years of existence, 11 of the 12 new books were released right on schedule! A few were even a few days to a week early. That's a new world record for Palladium. Then, we blew August's schedule completely (my fault), but we're back on track now!

On the other hand, a small, vocal minority has complained about the price and size, with one guy even referring to the 48 page books as "pamphlets." Sheesh, cut us some slack. We're trying to do something good and helpful here. Small books have a lot of hidden costs (the cover painting and artwork cost the same whether they are in a 48 or 192 page book, for example, and profit for a small book with a lower cover price is considerably less). Besides, Palladium's prices on small books are still \$2.00 to \$5.00 *LESS* than most of our competitors, from Wizards of the Coast to most D20 products and everything in-between.

Meanwhile, we've kept the cost of our 160 and 192 page sourcebooks \$5.00 to \$10.00 cheaper than our competitors (who typically charge \$20+ dollars for 96-128 page books, \$25-\$30 for 160-192 page books, and \$40-\$50 for an RPG), so get real. This makes Palladium Books' RPGs and sourcebooks one of the best values for your dollar!

The future of small books at Palladium. We intend to continue to produce small books because the vast majority of our *fans* like them and want them. We will, however, probably do fewer 48 page books and more 64-96 page books with a price of \$10.95 to \$13.95 retail. For the record, the smaller size is not something new for Palladium, we did a lot of 48-64 page books for TMNT and Robotech, as well as a few for our other lines.

Something odd is going on

For some reason, retailers aren't ordering the products they need and you, the gamers, want!

This isn't conjecture, we've heard it straight from the retailers and gamers' own mouths. At Origins, Gen Con, other conventions and trade shows, Palladium has seen fan after fan and retailer after retailer come up to our table, gasp excitedly and ask, "Wow, that's cool! When does this ship to the stores!"

Inevitably our answer is, "Um, that shipped a couple months ago."

To which the person exclaims he doesn't know how he missed it.

Missed it!!! What's going on? How can gamers and retailers who want the product and, in many cases, have been anxiously waiting for the product, not know it is out and waiting to be bought?

We've run into this with **Wolfen Empire™** for the *Palladium Fantasy Role-Playing Game*, **Mutant Underground™** and **Powers Unlimited™ One** for *Heroes Unlimited™* and even **Rifts® Chaos Earth™** the incredible origin of Rifts Earth and playing through the Great Cataclysm!

Oddly enough, we think coming out on time (let's face it, that's something new for Palladium Books) is part of the problem. But God only knows where the rest of it lays. Of course, all of you who read **The Rifter®** are very well informed, as are the thousands who check out our web site, but there are thousands more waiting longingly for Palladium product that is *already out and ready to buy!*

You can help us by letting your friends know when something comes out. You can also post online and please, please, please make sure the store where you buy Palladium Books stuff knows the product is out.

We've also had numerous complaints from gamers saying their store doesn't get the product till 2-6 weeks after we've announced it has shipped. That's a hard one to explain, because we never announce a book has shipped until it is out of our warehouse and winging its way to the distributor via UPS. The only advice we can offer is, keep hounding your store and tell them it *has* shipped to distributors if we say it has. Make sure you let the store owner know the book is out and you have money burning a hole in your pocket to *buy it* from him.

Yes, you can always order any product from Palladium Books directly via mail order or on the web, but if you're like me, you'd rather get it from your favorite store and see what else is in to buy. Let your store know that too.

To help you, store managers and distributors to know what is *available* from Palladium Books, we have included our **2003 Fall Catalog** in this issue of **The Rifter®**. Check it out for Christmas.

Palladium's 2003 Fall Catalog

The last 32 pages of this issue of *The Rifter®* present our complete product line of role-playing games, miniatures and other good stuff. 95% of all items are currently in stock, and the rest will be back in stock over the next few months.

For example, the **Rifts® Game Master Guide**, **Rifts® Book of Magic™**, and **Rifts® World Book 16: Federation of Magic** (with 32 pages of new material) will ALL be available by the time you read it here (they're back in our warehouse by *October 10, 2003*). **Phase World®**, **Rifts® Japan**, and **Heroes Unlimited™ G.M.'s Guide** should be back in print in November.

If you want an extra catalog to take to your game store or comic book shop, or to give a friend, call, write, or e-mail and we'll send you one (or a few if you ask for them) **FREE!** So spread the word.

Awesome products coming your way

Palladium Books has a bunch of exciting new products coming down the pipeline for the end of 2003.

Rifts® Chaos Earth™ is another new line that I'm super-excited about (the prequel to Rifts® allowing gamers to play the Great Cataclysm and live through the Coming of the Rifts). **Creatures of Chaos™** is the first 64 page sourcebook for **Rifts® Chaos Earth™**. It details the demon plagues and just shipped to distributors a few weeks ago. **The Rise of Magic™** and other sourcebooks for **Rifts® Chaos Earth™** are currently in production and will keep on coming.

Rifts® China is one of our BIG projects in the works. So big that we had to split it into two books. The first sets the stage with the Yama Kings bringing Hell on Earth, and the second presents the Heroes of the Celestial Court. You can read more about them and other new releases in the Coming Attraction section.

And we continue to work overtime creating exciting new sourcebooks and game lines for your enjoyment.

Beyond the Supernatural™ 2nd Ed – December

The cover is done, the artwork done and most of the book is written, so why the delay?

The initial distributor orders were disappointing. Okay, they sucked! Much lower than a game like this deserves. Then we realized that there had hardly been any advance hype for **BTS-2**. To remedy the situation, I've delayed the release date till *December 12* while I try to spread the word.

First, this is not some tired rehash of a cool, old game – it is something new and different, while being familiar at the same time (at least for you old timers). I have tweaked, changed and improved the original O.C.C.s and added a few new ones. I've added new powers and creatures, explained more myths and superstitions, and I have made the world of **BTS** more defined, creepy and spooky. At the risk of poor form: I am geeked about this book. I think it offers a ton of cool characters and ideas, and is some of my best writing ever!

BTS-2 has been a work of passion for me, and if gamers looking for something different are not wowed by this *new* RPG series (and it will be a series), I'll be floored. The ideas have been flowing out of me like crazy, and the artwork by *Ramon Perez*, *Freddie Williams II* and *Mike Dubisch* has been truly inspired. The cover by John Zeleznik is also powerful and evocative. In fact, you get a glimpse of John's work because we've blown up part of the **BTS-2** painting for the cover of this issue of **The Rifter®** as a teaser of what's to come.

Please don't let this role-playing game get lost among the myriad other RPG products out there. If you are looking for contemporary horror, suspense and counter-culture weirdness, then **BTS-2** is the game you have been waiting for. And if you know you will want a copy, tell your game or comic store and have them make sure they order (or pre-order) a copy for you. They won't know you want one unless you tell them. And a lot of stores are leery about trying "new" product unless they get advance, positive feedback from their customers.

Happy Holidays from us all

Lastly, all of us at Palladium Books want to wish you a scary and fun Halloween, a Happy Thanksgiving and a very, very, Merry Christmas. And to help make Christmas all the more merry and joyful, we offer not only our *Annual X-Mas Surprise Grab Bag* (\$45+ value for \$25 plus shipping), but a once in a lifetime *Collector's Super X-Mas Grab Bag* (\$140+ value for \$99.95 and includes one of a kind original art, a limited edition portfolio and other good stuff). See details elsewhere this issue.

Well, I think that's it for now. I have a dozen role-playing sourcebooks to finish, so I'd better get to doing them.

– Kevin Siembieda, 2003



Palladium News

By Kevin Siembieda (the guy who should know)

Palladium's Convention Calendar

2003 Convention Schedule:

U-Con – November 14, 15 & 16, 2003 – Ann Arbor, Michigan. This may be your last chance to catch Kevin Siembieda at a convention in 2003. Local Michigan gamers should check out the fun and games at the Student Union of the University of Michigan, in Ann Arbor. Events include role-playing games, CCG events, board games, miniatures, an anime room, dealer's hall, auction and more. Come on down and join the fun. For more information contact:

U-Con Gaming Convention
PO Box 4491
Ann Arbor, MI 48106-4491
(734) 930-6363 (voice mail)
ucon-info@umich.edu (e-mail)

Gen Con So Cal, December 11, 12, 13 & 14, 2003. The verdict is still out as to whether or not Palladium will attend this first time convention, but there is a possibility Erick Wujcik and others will be manning a table or two for Palladium Books. Check our website (www.palladiumbooks.com) for updates on whether we'll be there or not. The convention is located at the Anaheim Convention Center.

Contact: 800-529-3976 for more information or check out the website at www.gencon.com.

2004 Convention Schedule:

We haven't completely filled in our convention calendar but these conventions are a definite. Mark 'em on your calendar and don't say we didn't give you plenty of time to make plans.

Origins 2004 – June 24, 25, 26 & 27 – Columbus, Ohio. Contact: 303-635-2223 for more information or check out the website at www.originsgames.com. Kevin Siembieda, Ramon Perez, Wayne Smith and others will attend.

Gen Con Indy 2004 – August – Indianapolis, Indiana. Contact: 800-529-3976 for more information or check out the website at www.gencon.com. Kevin Siembieda, Erick Wujcik, Ramon Perez, Wayne Smith and others will attend.

Others are almost certain, but we only attend 3-5 conventions a year and we don't know who else may be contacting us yet.

Palladium holds line on prices

While other publishers are raising prices, Palladium Books Inc. will hold the line at its current level. Unless there is an unexpected increase in paper or printing costs, our prices remain as they are, with most sourcebooks under \$19 and role-playing games under \$26. Palladium's high production values remain unchanged, with quality paper and printing, sewn large books, and great art by the likes of Zeleznik, Brom, Johnson, Perez, Dubisch, Breaux, Wilson, Williams and the usual gang of madmen along with some new faces.

Mike Dubisch is a Daddy, again

Palladium freelance artist, Michael Dubisch, whose latest artwork can be seen in **Rifts® Chaos Earth™ Sourcebook: Creatures of Chaos™**, just had a third bouncing baby girl. Okay, Mike didn't actually have the baby, his lovely wife, *Carolyn*, did all the heavy work, Mike just sweated and held hands. *Naomi* joins her big sisters, *Phoebe* and *Cloe*.

We send our heartfelt congratulations to the proud Mommy and Daddy. Could there be a fourth baby Dubisch in the future? Stay tuned.

Erick Wujcik's

Shanghai Adventure Ends

After a year of wonderment in Hong Kong and visiting many other places in and around China, Erick Wujcik, game designer supreme, is returning to the States sometime in October. But only after a few weeks bumming around Australia and New Zealand.

Erick plans on attending *Gen Con So Cal* and relaxing a little while, before fiddling with a couple of role-playing game projects and finding gainful employment back in the world of electronic game design. It's nice to have you back home, Erick, at least for a little while.

Rifts® Movie

You must have been living in a Tibetan mountain monastery if you have not heard that Palladium Books has signed a film option with **Jerry Bruckheimer Films** (*Pirates of the Caribbean*, *Top Gun*, *The Rock*, *Con Air*) and **Walt Disney Pictures** to do a *live action* film based on the **Rifts® Role-Playing Game**.

Things are moving along but I have been sworn to secrecy and can't tell you a darn thing about it yet.

The Rifter® will be your place to get **Rifts® News** first. Till then . . .

Movies, movies everywhere

Palladium freelance writer Ben Cassin Lucas, author of **Rifts® Australia One**, has decided to devote all of his time to film making. The native born Australian is currently working on an independent film in the land Down Under and has aspirations to write and direct. Hey, who knows, Ben might end up writing and directing *Rifts the Movie #23: Attack of the Phantom Clone Monkeys* – you never know. We wish Ben well.

Palladium Website Expands

We plan to continue to change, improve and expand the Palladium website including posting bonus material from various sourcebooks, sneak previews, movie news, and more. Check us out at www.palladiumbooks.com and spread the word.

Coming Soon

Fall 2003 Check List

Recent Releases – Available Now

Rifts® Adventure Sourcebook One: Chi-Town ‘Burbs™

Rifts® Adventure Sourcebook Two: The Tolkeen Crisis™

Rifts® Adventure Sourcebook Three: The Black Vault™

Rifts® Adventure Sourcebook Four: The Vanguard™ (new, in stores now).

Heroes Unlimited™ – Powers Unlimited™ One (nearly 200 super abilities).

Rifts® Chaos Earth™ RPG – Plus, there are three sourcebooks are coming for this hot new RPG setting. September: Creatures of Chaos (Cat. #661), October: The Rise of Magic (Cat. #662) and November: NEMAT™ Mission Book One (Cat. #663). Each has a retail price of \$10.95 and is 64 pages.

The Rifter® #24 which you hold in your hot little hands.

October, 2003

October 10 – **Rifts® Game Master Guide** is back in print.

October 10 – **Rifts® Book of Magic** is back in print.

October 10 or 17 – **Rifts® World Book 16: “Revised” Federation of Magic™** – a fan favorite back in print with 34 pages of *new* material; 160 pages total.

October 29 – **Rifts® Chaos Earth™ Sourcebook 2: The Rise of Magic™**

November, 2003

November 7 – **World Book 24: Rifts® China One** – new and hotly anticipated.

November 15 – **Heroes Unlimited™: Powers Unlimited™ Two**

November 25 – **Rifts® Chaos Earth™: NEMAT™ Mission Book One** (tentative)

December, 2003

December 5 – **World Book 25: Rifts® China Two** – new and hotly anticipated.

December 12 – **Beyond the Supernatural™ RPG, 2nd Edition**

See our complete Catalog of Palladium Books for all our gaming products. The following are just some of the hottest new books coming this year.



Back in print!

Rifts® Game Master Guide

This core **Rifts®** book is back in print and ready to ship. It is a massive 352 page tome jam-packed with weapons, equipment, body armor power armor, and vehicles from every **Rifts® World Book** from #1-23, **Sourcebooks** 1-4 and **Siege on Tolkeen** 1-6! This helpful reference book is a must have resource for Game Masters and an easy guide for players.

- Hundreds of weapons collected from over 30 **Rifts®** books.
- Vehicles, power armor and other equipment collected from over 30 **Rifts®** books.
- All Skill descriptions and Psionic powers gathered into one book.
- Experience tables for all character classes from **World Books** 1-23.
- Strength tables and rules clarifications.
- Designer notes, G.M. tips, & rules clarifications.
- Indexes for O.C.C.s, R.C.C.s & monsters.
- World maps & reference material galore.
- 101 adventure ideas, and more.
- Written by Siembieda, Coffin and others.
- \$26.95 for 352 pages. Cat. No. 845.

Back in print!

Rifts® Book of Magic

This core **Rifts®** book has been out of print for the last five months, but is at the printers right now and will ship October 10. With Christmas coming, the release of **Rifts® Federation of Magic**, the **Rifts® China** books coming in November, and direct tie-ins with **Rifts® Chaos Earth**, this book will be in greater demand than ever! Don't get caught short.

- More than 850 spells!
- Elemental, Necromancy, Spoiling Magic, Conjuring and other magicks.
- Magic Tattoos, Stone Magic, Temporal Magic, and Living Fire Magic.
- Cloud Magic, Whale Songs, Ocean Magic, and Shamanism.
- Techno-Wizard vehicles and devices, rune weapons, amulets, fetishes and magic items.
- Optional rules & clarification on magic and more.
- \$26.95 for 352 pages. Cat. No. 848.

Rifts® Adventure Sourcebook Four:

The Vanguard™

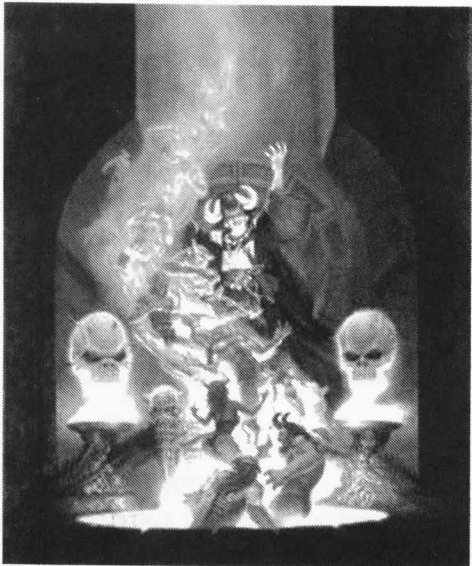
The Vanguard, born in the days before Chi-Town forever banned the use of magic on Coalition soil, these practitioners of magic fight *for* the Coalition States and the Prosek regime. They do so in secret, as wolves in sheep's clothing, quietly undermining agents of the Federation of Magic and other CS hate groups. Learn about their organization, goals, current operations and how they continue to serve the CS, even though they are hunted



as dangerous fugitives by the very nation they work to protect. Magic, villains and more.

This is the fourth book in this new **Rifts®** series dedicated to defining Rifts Earth, starting with the Chi-Town 'Burbs. Coming in the future will be more on Archie Three, The Republicans, Chi-Town Burbs, and more.

- Six new Vanguard O.C.C.s, including the Savant, Mystic Thief, and Waylayer.
- History and background on the Vanguard and their methods of operation.
- Adventure ideas and Vanguard agendas.
- Vanguard as optional player characters.
- Firetown 'Burb Part Three, emphasis on the Vanguard.
- Written by Kevin Siembieda.
- \$8.95 – 48 pages. Cat. No. 856. Available now!



Back in Print!

Rifts® World Book 16: Federation of Magic™ “Revised”

Federation of Magic™ will soon be back in print. Demand for this fan-favorite is always high, but this new, *revised* edition

may even catch the eye of old Rifts® fans. Since the **Rifts® Book of Magic** contains *all* spells, we saw no reason to reprint the spells that originally appeared in this book, and are replacing them with 34 pages of data, people and places in the magic city of *Dweomer* – a place fans have been asking about for years! All the other fan-favorite material remains unchanged.

- 34 pages of brand *new* source material on the city of Dweomer.

Plus the all the popular original material of which highlights include:

- Eight magic O.C.C.s (character classes).
- Techno-Wizard devices, vehicles and Federation of Magic Automaton.
- Alistair Dunscon, diabolical leader of the Federation of Magic.
- History and overview of the Federation of Magic, notable places and people.
- Cover by Keith Parkinson. Written by Siembieda, Rosenstein & Murphy.
- \$17.95 – 160 pages (34 new). Cat. No. 829 – October Release.

Rifts® World Book 24: China One

Rifts® World Books are back. And with the single most requested part of the world, *China*.

When we sat down to plot the book, we quickly realized that we could never squeeze it into one volume, so we’re releasing **Rifts® China One** and **Rifts® China Two**, back to back only one month apart – November and December.

Rifts® China, Book One presents the Hell on Earth setting, monsters, demons, villains and more. That says it all.

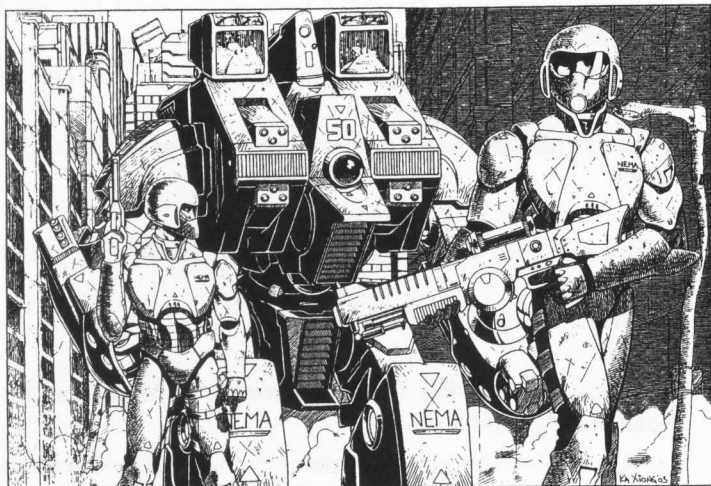
- The Yama Kings bring Hell on Earth, making China one of the weirdest places on the planet.
- The Yama Kings’ Minions: Demon Legions and armies of human warriors and assassins.
- Weapons of magic and evil.
- The setting, conflicts and key people and locations.
- Written by: Kevin Siembieda and Wayne Smith.
- \$17.95 – 160 pages. Cat. No. 857 – November release.

Rifts® World Book 25: China Two

Rifts® China, Book Two presents the character classes, powers, abilities, magic, good guys and champions (not to mention the Celestial Court working behind the scenes). ‘Nuff said.

- The Celestial Court.
- Martial Artist character classes – Rifts® style! Count on it!
- Oriental Mystic powers, Oriental Magic Tattoos and more!!
- Secret Monasteries where the Demon Quellers and other champions are born.

- More background and setting for Rifts China.
- Written by: Kevin Siembieda and Wayne Smith.
- \$17.95 – 160 pages. Cat. No. 858 – December release.



Rifts® Chaos Earth™

This is how it all began. The Great Cataclysm as it is happening.

Players create characters from NEMA, defenders of North America, to the newborn sorcerers and psychics of the new Age.

A **blast for long-time Rifts® players** familiar with Rifts Earth 300 years in the future, because they can actually play their planet's unknown past and perhaps even play some long lost relative.

New gamers can jump right in from the very beginning in a game setting that is clear cut, direct and easy to understand. The Chaos Earth™ setting is unique and different from the **Rifts® RPG**. The magic has returned at levels off the scale, human civilization has just collapsed, the demon plagues are on, pandemonium reigns and you are humanity's last and only hope for survival.

- A whole new look at the world you thought you knew.
- Overview and history of the Great Cataclysm.
- Introduction of NEMA – the *Northern Eagle Military Alliance* – heroes who struggle to save lives and bring peace to chaos.
- 11 different character classes, including power armor and robot pilots, the Para-Arcane, Demon & Witch Hunter, Chromium Guardsman, Silver Eagle and more.
- NEMA power armor, including the Chromium Guardsman, Silver Eagle and Gunbuster.
- NEMA robots, weapons, equipment and vehicles.
- Adventure ideas and mission parameters.
- A complete game with all the rules and data you need to play, just add dice, players and imagination.
- Art by Ramon Perez, Wayne Breaux, Mike Wilson, Freddie Williams, and others.
- Written by Kevin Siembieda. Compatible with **Rifts®** and all its sourcebooks.
- A complete role-playing game. Available now.
- \$17.95 – 160 pages. Cat. No. 660.

Rifts® Chaos Earth™ Sourcebook *Creatures of Chaos*

The surface of the planet has been devastated by storms, earthquakes, tidal waves and the return of magic. Only pockets of civilization have survived.

Then come the *Demon Plagues*.

Creatures of Chaos™ is jam-packed with unearthly creatures that represent the menacing and the bizarre, the mischievous and the maniacal. Some are supernatural hellspawn, others are just plain weird, all are dangerous.

- 20+ demons and monsters specific to the Apocalyptic setting. All new.
- Information on Chaos Storms and Ley Lines.
- More on NEMA and how they respond to the Demon Plagues.
- Completely compatible with **Rifts®**. Available now.
- Written by: Kevin Siembieda.
- \$10.95 – 64 pages. Cat. No. 661.

Rifts® Chaos Earth™ Sourcebook *The Rise of Magic*

The return of magic has empowered humans with strange and wondrous powers unlike anything quite yet seen (and different from most conventional types of magic). This only complicates things for Earth's defenders as the line of distinction between "good guys" and "bad guys" begins to blur.

The *Demon Plagues* still rage and with them come demon worshipers, Witches, Necromancers, and cult figures all drawing magic from dark forces. Some make a bid to be kings over frightened survivors, others serve the lords of chaos and work to tear human civilization apart.

- New types of magic specific to the Apocalyptic setting.
- New magic character classes (O.C.C.s).
- More on NEMA and the Demon Plagues.
- Completely compatible with **Rifts®**.
- Written by: Kevin Siembieda.
- \$10.95 – 64 pages. Cat. No. 662.
- In store the beginning of November.

Rifts® Chaos Earth™ Sourcebook *NEMA Mission Book One*

This sourcebook presents more on NEMA forces, their missions, survival, heroics and adventures. It also including the appearance Juicers out for conquest – including a few unlike any seen before.

- A rogue Juicer Special Forces operation makes a bid for power.
- Some new weapons and gear, plus Juicer O.C.C.s and new Juicer variants.
- More on NEMA, plus adventure scenarios, adventure ideas and settings. Written by: Kevin Siembieda.
- \$10.95 – 64 pages. Cat. No. 663.
- In stores the beginning of December.

BTS 2™ – Beyond the Supernatural™ RPG, 2nd Ed.

Ships December 12, 2003

Palladium Books is delaying the release of **BTS-2: Beyond the Supernatural™ Second Edition** to give us more time to advertise what we believe is a bold new role-playing game of contemporary horror.

The initial numbers ordered by game distributors were disappointing for a game that could be hugely popular among gamers. The theme, concepts, characters and approach should resonate with today's gamers.

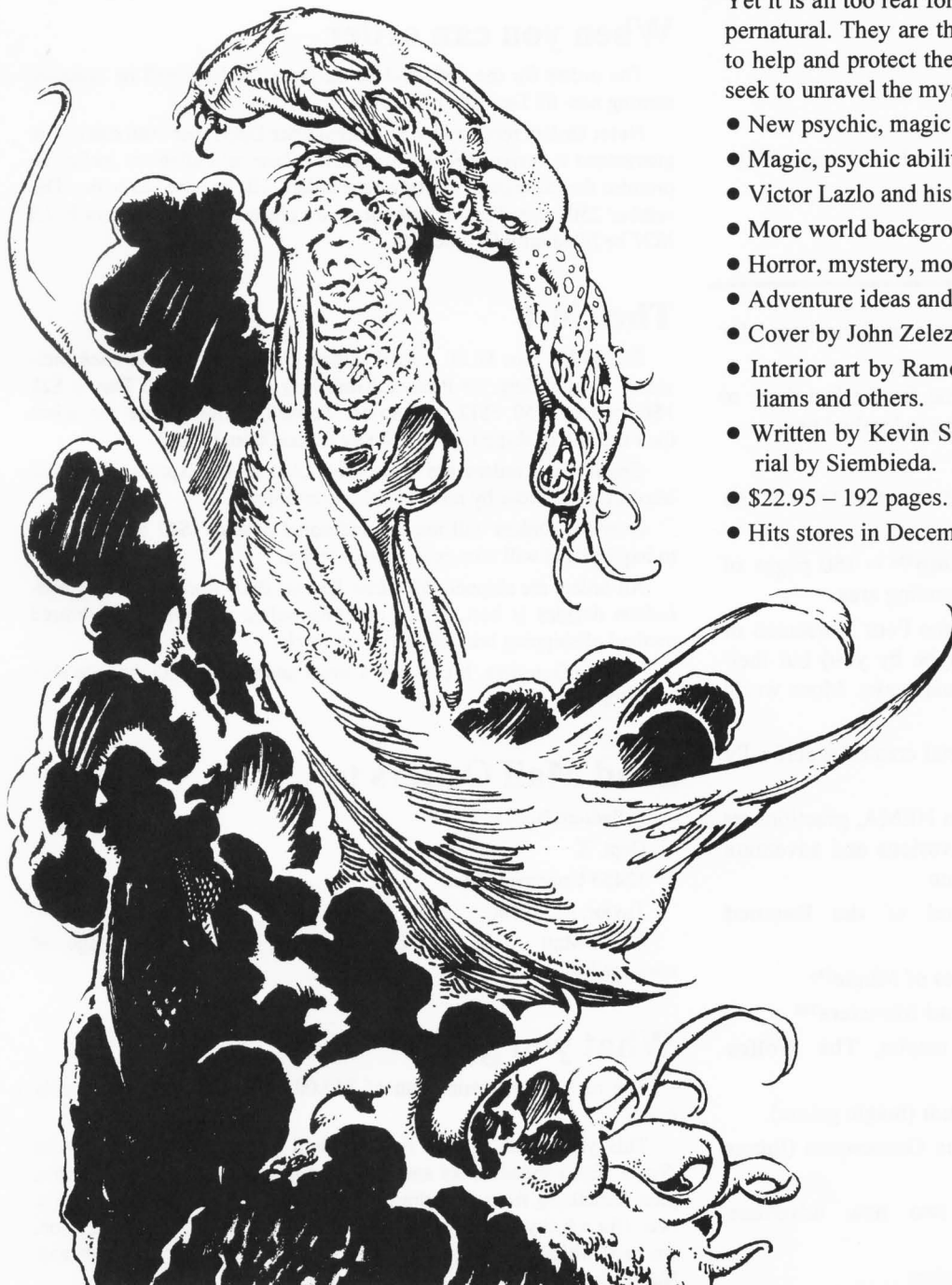
The time period is now.

The setting is our modern world. It establishes a surreal and monstrous real world setting that is both instantly familiar and yet strikingly strange, as players explore a bone chilling subculture of horror, monsters, magic and dark secrets that most people don't even realize exists. A place and time where science refutes old ideas of magic, ghosts, demons and psychic phenomena. But all exist! Magic and the supernatural are real. Psychic abilities and the paranormal are real. And only a tiny handful of people operating outside the mainstream know the truth.

The player characters are people who challenge the laws of science, bend the laws of society and dare to face the supernatural forces that walk our streets unfettered because society and the law ignores them.

The characters wield forbidden and secret knowledge that helps them navigate through a shadowy world of magic, superstition, disbelief and monsters that science says doesn't exist. Yet it is all too real for those who come face to face with the supernatural. They are the unsung heroes behind the scenes trying to help and protect their fellow man, while they simultaneously seek to unravel the mysteries of the unknown.

- New psychic, magic and spiritual O.C.C.s.
- Magic, psychic abilities and interaction with the supernatural.
- Victor Lazlo and his lasting legacy: The Lazlo Agency.
- More world background and guides to adventure.
- Horror, mystery, monsters, and the weird.
- Adventure ideas and guidelines.
- Cover by John Zeleznik.
- Interior art by Ramon Perez, Michael Dubisch, Freddie Williams and others.
- Written by Kevin Siembieda and Randy McCall. New material by Siembieda.
- \$22.95 – 192 pages. A complete game. Cat. No. 700.
- Hits stores in December, before Christmas.



2003 X-Mas Surprise Package

Powers Unlimited™ Two For Heroes Unlimited™

Powers Unlimited Two presents new *categories* of heroes and their unique abilities, gimmicks and vulnerabilities. Written by Carmen Bellaire with contributions from Kevin Siembieda and others.

- Color cover by Ramon Perez.
- Written by: Carmen Bellaire.
- \$13.95 – 96 pages. Cat. No. 522.
- In stores mid-November.

Note: *Powers Unlimited™ One*, with nearly 200 super abilities, is available now.

Coming 2004

These are just some of the things on the drawing board for 2004.

Yeah, I know I've been saying this one for the last three or four years, but **Mechanoid Space®** will be unleashed next year. I'm shooting for Summer 2004.

Rifts® Dimension Book: Worlds of Warlock™ – a 160 page *Phase World®* sourcebook.

Rifts® World Book: Dinosaur Swamp™ – 160 pages of Dinosaurs, mutants, Florida and the surrounding area.

Rifts® World Book: Africa Two – the Four Horsemen of the Apocalypse have been defeated (maybe by you) but their passing is still felt in strange and unusual ways. More world data too. 160 pages.

Rifts® Dragons & Gods – new material created specifically for Rifts®; 160-192 pages.

Rifts® Chaos Earth series – more on NEMA, practitioners of magic, psychics, Juicers, madness, invasions and adventure as one fights to survive the Great Cataclysm.

Palladium Fantasy RPG® – Land of the Damned Three™

Palladium Fantasy RPG® – Mysteries of Magic™

Palladium Fantasy RPG® – Magic and Monsters™

Palladium Fantasy RPG® – and maybe, The Wolfen War™.

Beyond the Supernatural™ – Arcanum (magic galore).

Beyond the Supernatural™ – Tome Grotesques (things that go bump in the night).

Heroes Unlimited™ – at least two new adventure sourcebooks.

Additional sourcebooks and a few surprises . . .

Palladium Books' annual X-Mas Surprise Package – Grab Bag. This has become a fun tradition and our way of doing a little something special for our most dedicated fans. So tell your friends, buy one for everyone you know, and have a very Merry Christmas.

This offer is being publicized to readers of **The Rifter™** and on **Palladium's Web Site – www.palladiumbooks.com** – but feel free to spread the news by word of mouth.

When you can order

The orders for the 2003 X-Mas Surprise Package will be accepted starting *now* till December 22, 2003.

Note: Orders received by Palladium after December 10th can *not* be guaranteed to arrive *before Christmas*. Likewise, Palladium makes no promise that foreign or military base orders will be received before December 25th regardless of when they are placed. The first orders **WILL NOT** be filled until October 9th.

The Cost

\$25.00 US plus \$6.00 toward shipping and handling per *each* individual X-Mas Surprise Package/Grab Bag (i.e. one Grab Bag is \$25 +\$6, two are \$50 +\$12, and so on. Those ordering online can select their method of shipping but will pay for additional costs).

Credit card orders are welcomed (American Express, Visa and MasterCard). Order by mail, telephone or online.

Overseas Orders will require additional postage (\$12 or more; call to inquire) and will take extra time to arrive.

All orders are shipped *4th Class Special Book Rate* or the way *Palladium* decides is best. Those ordering online can select the desired method of shipping but will pay accordingly.

No C.O.D. orders. Must have a street address (no P.O. box) to ship via UPS.

Send Mail Orders to:

Palladium Books
Dept. X
12455 Universal Drive
Taylor, MI 48180

Or E-Mail using the ordering info on our web page at www.palladiumbooks.com

What you get

The rock bottom minimum of \$45.00 worth of product, probably more.

This year, each X-Mas Surprise will get one or more "Special Wants" from sourcebooks and role-playing games to dice bags, prints, plus something from Palladium's "grab bag" of goodies, and maybe even (for a lucky few) original artwork or a surprise or two. In addition, we *may* whip-up a little something extra to go into every grab bag. **Note:** Multiple orders *will* result in duplication.

Plus most everything is signed by Kevin Siembieda (and sometimes other available staff members), especially if the purchaser *requests* autographs.

If you do NOT want autographs, please state as much.

Ideas for special wants: A bunch of nifty items to consider (in addition to special requests for role-playing books) might include one or more of the following (**Note:** Please give us "several" wants in order of preference – Santa Kev and his elves are NOT mind readers. If you do not give us a clear idea and selection of your wants, you *may* be disappointed in what comes in your Grab Bag):

- **New Palladium products or hard to find back stock.** Waiting for the latest sourcebook to **Rifts®**, **Palladium Fantasy®**, **Nightbane®**, **Heroes Unlimited®**? Still need that copy of **Wolfen Empire™** for *Palladium Fantasy*, or **Shadows of Light™** for *Nightbane*, or **Dark Conversions™** for *Rifts®*? Always wanted to try **Nightbane®** or **Heroes Unlimited™** or **Ninjas & Superspies™** or **After the Bomb®**? Dying to get your hands on **Rifts® Chaos Earth™** or to get the first sourcebook or two for it? Tell us.

Tell us what books you *still need* or what new books you might *want* (like the **Rifts® Game Master Guide** or **Rifts® Book of Magic** or **Federation of Magic™**, all back in stock) and ... well, who knows? Maybe it will find its way into your X-Mas Surprise Package. But give us a *variety* of items whenever possible, request autographs if you want 'em and please do NOT ask for product that is not out yet.

- **Rifts CCG starter decks** are out of print but we still have a some available, and which are undoubtedly destined to become rare collectibles in the future. Only available upon request.
- **Limited Edition Rifts® "Glitter Boy" Print** signed by the artist, Scott Johnson, and Rifts® creator, Kevin Siembieda. Limited to only 700 signed and numbered copies. 20x28 inch image on silk paper stock – suitable for framing. \$20 value.
- **Rifts® "Silver" Hardcover RPG** signed by Palladium's current staff.
- **The "Gold" hardcover edition of Heroes Unlimited RPG 2nd Ed.** Only 600 "signed and numbered" copies were made, and we put aside several dozen for this X-Mas Grab Bag.
- **Rifter® Back Issues.** Palladium has stopped reprinting back issues of The Rifter®. Some are already out of print and we're almost out of issues number 1, 5, 8, 9, & 22. So if you want them, this is the time to get them, before they are gone!
- **Zipper Dice Bag!** Rifts® and Palladium Fantasy® – two different, sturdy, zipping, belt-clipping dice bags! Normally out of stock, but we kept a handful for the grab bag. Last chance to get these items.
- **Rifts® Miniatures.** Some are already out of stock, others are running low and we will not be recasting them anytime soon. Get 'em while you can. Normally sell for \$4-\$6 dollars per pack, but order 'em for the 2003 Grab Bag and we'll send you a heap of 'em (at least 10 packs) along with your other goodies.
- **The Collected Mechanoid Invasion® Trilogy**, only available upon request.
- **The Magic of Palladium Books Collection**, a reprint of the original tabloids, only available upon request.

- **Original artwork.** Very limited and chosen at random. You can beg or you can be witty, but only Santa Kev will decide who gets what. These are donations by the artists and available only in limited supply. Getting one of these is the luck of the draw. Only those who *ask* for original art are considered, and please indicate which artists you are most interested in. Then cross your fingers and wish on a star. Available artists include Kevin Siembieda, Ramon Perez, Scott Johnson, Wayne Breaux, Kent Burles, and others.

- **T-Shirts (\$18 value)** available while supplies last; some sizes are already gone. Only have XL and XXL in stock.

Rifts® Logo

Rifts® Dog Pack

Rifts® Grey Summoner T-Shirt

Note: Few *out-of-print books* are available. You guys and gals snapped 'em all up over the last five years. Only the **Revised Heroes Unlimited®** (pre-dates HU2, but is NOT the original 1984 edition) and **Old Ones** (Palladium Fantasy, 1st edition), **Systems Failure™ RPG** and select **TMNT®** and **Robotech®** are available. **Rifts® Gold** editions and **Palladium Crimson** are sold out! There are none left. Sorry.

Remember, this is a "surprise package and grab bag." While Kevin Siembieda and the Palladium staff *personally* try to make each and every grab bag something special, we cannot guarantee satisfaction. It is a "grab bag" surprise package. Buyers may *not* always be satisfied (although we seem to succeed with most) and duplication will occur.

When ordering Palladium's 2003 X-Mas Surprise Package, include ALL of the following information . . .

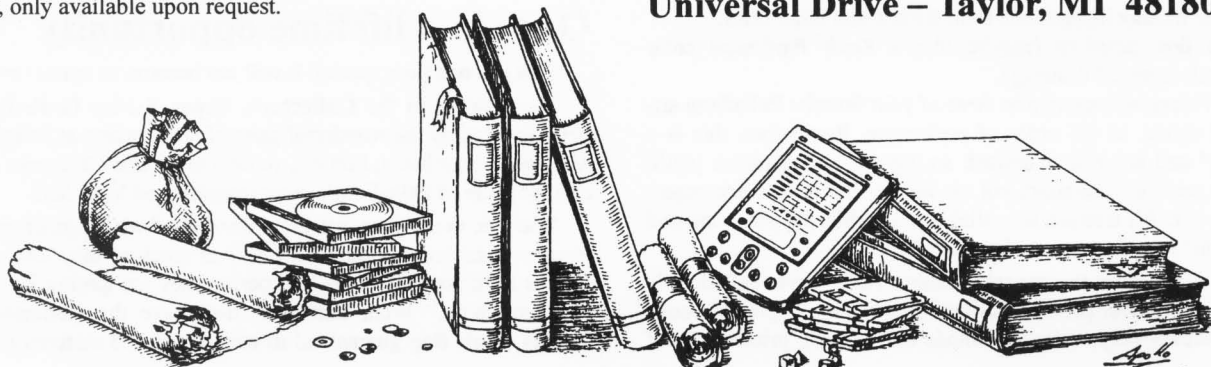
- **Special Wants** – list *several* specific books, new and old, or other items like T-Shirts, Rifts® miniatures, Rifts Silver Edition Hardbound, Heroes Unlimited™ Gold Edition, Rifts® CCG, Dice Bags, Compendium of Contemporary Weapons, etc.
- Whether you want a T-Shirt as part of your package – include your size (limited to availability and only XL & XXL are available).
- Favorite Palladium games.
- Palladium games you have not played but always thought looked fun and interesting.
- Would you like autographs?
- Comments and suggestions.
- Accurate mailing address! UPS cannot ship to a P.O. Box; provide a street address.

Credit Cards are welcomed: Visa, MasterCard, Discover & American Express. Multiple orders of the 2003 Surprise Package *will* result in the duplication of items.

Orders can be sent to us by mail, through our web site (www.palladiumbooks.com), or by telephone (734-946-1156; this is an order line only).

Happy Holidays from all of us at Palladium Books

**Palladium Books – Dept. X – 12455
Universal Drive – Taylor, MI 48180 – USA**



Collector's Super X-Mas Surprise Grab Bag

The ultimate gift for the fan who has everything – order today

In addition to our annual X-Mas Grab Bag, this year, Palladium is offering a truly one of a kind, super-special Collector's Grab Bag. Something for Palladium's Mega-Fans and the fans who *think* they have everything.

Each Collector's Super X-Mas Grab Bag will contain the following:

- **An original piece of artwork** worth \$50-\$180 dollars and sometimes more! Like what? Like these:
 - *John Zeleznik's* cover painting for the third **Rifts®** novel will go to one of the first 100 people to order the Super Collector's X-Mas Grab Bag! Estimated value: \$400-\$700. Size: 10x16 1/4 inches. Please indicate if you do NOT want this item so we can give it to someone who does.
 - *Ramon Perez* pen and ink illustrations from **Rifts®** and other Palladium titles. Dozens of lucky people will get a *half to full page* illustration (estimated value of \$50-\$75 for half page, \$120-\$180 dollars for full page). Ramon has generously donated more than 50 original pieces of artwork for this special offer, so people ordering throughout should have a chance to get one).
 - *Kevin Long* pen and ink illustrations and pencil sketches, including some **Rifts®**, **Heroes Unlimited™** and **Robotech®** illustrations. All Long artwork is from Kevin Siembieda's personal collection. Specify if you want **Robotech®** art.
 - *Kevin Siembieda* artwork, some pen and ink, some pencil, some color work and hand painted comic book pages from his time at Noble Comics (he hand painted pages for *The Justice Machine* and *Cobalt Blue*, circa 1983).
 - *Robotech Animation Cells* from Kevin Siembieda's personal collection! Original **Robotech®** animation cells and some pencil drawings from *Robotech II®: The Sentinels®* and a few from *Macross*, *Macross II*, *Orguss*, *Southern Cross* and *Mospeada*. Estimated value: \$60-\$120 dollars each. Please indicate if you are interested in *Robotech RPG artwork* (very limited) or *Robotech animation cells* (limited but a bit more are available than RPG art).
 - *Scott Johnson* original art from various titles; limited.
 - *Freddie Williams* original art from various titles; limited.
 - *Drunken Style Studio* original art from various titles; limited.
 - *Wayne Breaux* illustrations from **Rifts®** and other titles.And a few surprises (maybe like a *Keith Parkinson* color study/sketch or pencil drawing).
- **Note:** Please indicate *two* or *three* of your favorite Palladium artists listed above, in the order of preference. Remember, this is a "grab bag" and artwork is limited, so there is no guarantee you'll get art by your favorite artist, but we will try our best to accommodate everyone. All artwork is available only while supplies last, and is distributed on a first come, first served basis.
- **A bizarre alternative to artwork:** Unique items from Palladium's past, like color cover proofs, red-lined proof xerox copies of books used for editing (signed by Siembieda and others), printer's proof

("blues") of books, "uncut" sheets of the Rifts CCG cards, old convention display materials, Kevin Siembieda's old favorite sweater (the latter only upon request, chuckle, chuckle), and other unusual odds and ends. Many are one-of-a-kind items, but these strange things may look like second-hand junk to some folks or a rare treasure to others. This category is NOT for everyone, so think hard about it before asking. It is also very limited, so present a conventional want list, as above, too.

Plus, all orders get . . .

- **A Palladium Books RPG or sourcebook or two** (you may list special wants, but there's no guarantee you'll get any). List several wants from recent releases or back stock. A request for autographs and will get the item signed by Kevin Siembieda and whoever else is available at the time. Requests may include the *Heroes Unlimited™ Gold Hardcover Limited Edition* and/or the *Rifts® Silver Hardcover*; available only upon request and there is *no* guarantee you'll get that item, so list alternative wants. Remember, you might get something completely different than your request, after all, it is a "surprise grab bag."
 - **A Rifts® "coming to a theater near you" T-Shirt (red)**. Indicate preferred size. L, XL, XXL and XXXL are available in limited quantities; first come, first served. Limited edition, only 250 T-shirts made.
 - **Super limited edition portfolio** created special for this Grab Bag presenting *never before published* and *yet to be published* illustrations including:
 - Wayne Breaux Jr.'s **Wolfen War™** color cover painting.
 - Scott Johnson's **Phi & Lopan™** color cover painting.
 - Ramon Perez's **Rifts™** color painting done special for this portfolio.
 - John Zeleznik's **Beyond the Supernatural 2nd Ed.** color cover painting.And maybe a couple of black and white illustrations by the likes of Kevin Siembieda, Apollo Okamura, and others.
- Each color illustration and most other illustrations in the portfolio are signed by the artist and the portfolio is accompanied with a certificate of authenticity. Each print is 8 1/2 x 11, suitable for framing. Limited to 150 copies and only available through this offer!

Once in a lifetime opportunity

This is a one time special. It will *not* become an annual event!

The artwork in the **Collector's Super X-Mas Grab Bag** has all been *donated* by the wonderful gang of crazy artists at Palladium or by Mr. Kevin Siembieda, himself, to help make this Christmas *super-special* for some of Palladium's most steadfast and loyal fans.

You see, every year, we get a number of wives, girlfriends, family members and buddies lamenting that as much as they love our annual X-Mas Surprise Grab Bags, the person they are getting it for "already has everything." Well, this year, they have the **Collector's Super X-Mas Grab Bag** guaranteed to contain art and material their "super

fan" can't possibly have but would love to get their hands on. We also know that a lot of folks are struggling financially or personally, and something super-unique and special, like this incredible offer, would make their Christmas a bit brighter.

Yes, we know the price may seem a bit high at first glance, but remember, you get a piece of one-of-a-kind original artwork, a limited edition portfolio, and other items valued at (in Palladium's estimation) \$140 and more per grab bag (each will vary). And don't forget, the artwork, limited editions, and truly unique items are *likely* to go up in value in years to come! (After the *Rifts® Movie* is released, who knows what early *Rifts®* and other Palladium artwork will be worth?) But that's not important, it's the value of the happiness that these unique items will bring to someone. Take advantage of it and enjoy.

The USA Price – \$99.95

Limited to 150 people on a first come, first served basis

\$99.95 for the Collector's Super X-Mas Grab Bag.

+\$20.00 for shipping, handling and packaging to customers in the USA.

\$120.00 US total.

Be sure to include the shipping and handling costs with your order.

All orders are sent via UPS whenever possible, so include a street address, *not* a P.O. Box.

No C.O.D. orders.

The shipping cost may sound high, but realize that Palladium will often be paying shipping on *two* packages: one for the artwork and a second for the rest of the items in the Super Grab Bag. Additional packing materials, time and care are needed to carefully and safely package and ship the items in this Collector's Grab Bag. Especially large or heavy packages may even require custom-made boxes and additional shipping costs at our expense.

General Warning! Palladium Books can *NOT* be held liable for damage in shipping. We will diligently pack and wrap each and every package with the greatest of care to protect the artwork. However, it seems inevitable that there will be some dinged corners and a few seriously damaged or lost packages; it is unavoidable, so you order *at your own risk*. UPS and most other carriers do *NOT* insure artwork, or fight claims when works of art are lost or damaged, so that is not an option. No refunds.

That having been said, Palladium has decades of extensive experience shipping artwork, and we will do everything we can to insure all orders arrive in good to excellent condition.

Special shipping and next day delivery are available at the customer's expense and should significantly reduce the risk, but not eliminate it. See our web site, or call the Palladium office to make special arrangements.

APO Warning: You guys and gals in the military know how unreliable APO's can be, so we recommend sending your Collector's Super X-Mas Grab Bag to a friend or relative. Palladium Books cannot be held responsible for *damage* or *loss* for orders sent to an APO. You order at your own risk. Shipped via US mail. No refunds.

Available only while supplies last.

Canada & Overseas Orders

\$99.95 US for the Collector's Super X-Mas Grab Bag.

+\$30.00 US for those in Canada.

+\$40-\$60 US for overseas orders.

Shipped the least expensive way possible unless instructed otherwise by the purchaser and the purchaser pays for *all* shipping costs.

An important note to our friends in Canada & Overseas: Because artwork and clothing (T-shirts) are part of this package, you *may* be charged additional duty, taxes and fees by Customs or the shipper (UPS) at the border. These charges may be prohibitively expensive. Palladium Books can *NOT* be held responsible for these costs, and customers outside the United States *might* want to investigate these costs before ordering. Additionally, Palladium Books cannot be held responsible for *damage* or *loss* to orders sent to foreign countries. You order at your own risk, no refunds. Remember, part of each package includes original artwork that can *NOT* be replaced.

Shipped the best and least expensive way unless instructed otherwise by the purchaser and the purchaser pays for *all* shipping costs.

Available only while supplies last.

Order Today

The orders for the limited, *Collector's Super X-Mas Surprise Package* will be accepted starting *now* and ends *December 22, 2003* – or until we run out of artwork with order 150. **Sold on a first come, first served basis.** After the art is gone, the deal is over! So don't wait, order today!!

Note: Orders received by Palladium after December 10th can *not* be guaranteed to arrive *before Christmas*. Likewise, Palladium makes no promise that foreign or military base orders will be received before December 25th regardless of when they are placed. The first orders *WILL NOT* be filled until October 9th.

**Palladium Books – Dept. X – 12455
Universal Drive – Taylor, MI 48180 – USA**



Happy Holidays from all of us at Palladium Books

Questions & Answers

By Rodney Stott, Shawn Merrow & Kevin Siembieda

Will we ever print proper O.C.C. descriptions for the following O.C.C.s – The Alchemist, the Rune Smith and the Bio-Wizard among others?

No. These O.C.C.s are intended for NPC use only. The Alchemist needs to have been a Wizard, Diabolist, and Summoner before even starting to learn the secrets of Alchemy.

The magic of the Rune Smith and the Bio-Wizard are also much like the Alchemist, being tied down to a single location while they practice the magic, and it is very expensive and time consuming. The Alchemist is a magic craftsman, the Rune Smith a magic smith, and the Bio-Wizard is a bio-genetic enchanter. They are all tied to their respective facilities.

Lesser enchanters though, while not the major craftsmen are available for play as characters, such as the Techno-Wizard, Cybermage and their ilk.

Where are the experience charts in Shadows of Light?

Dark Slayer: Same as Wampyrs, see *Nightbane® RPG*.

Strigoi: Same as Master Vampires, see *Nightbane® RPG*.

All other P.C.C.s should use the Master Psychics from *Nightbane® Sourcebook One: Between the Shadows™*.

Could a Rifts® Zapper, or anyone with Electrical Discharge powers recharge electrical devices with their powers? Especially the Zapper, could they do it with their I.S.P.?

No, the Zapper can *not* recharge devices using their I.S.P., but a trained Operator or Engineer could build a recharging device to take the character's electrical output and store it, or use it to power different objects.

With the Telekinetic Acceleration Attack psionic power, what damage would it do in *Palladium Fantasy®* or *Heroes Unlimited™*?

The attack will deal out 5D6 S.D.C. damage for 10 I.S.P. and 1D6x10 S.D.C. if 20 I.S.P. is expended.

I noticed in *After the Bomb®*, there are no automatic skills assigned to the characters; does this mean that they have no native language skill?

That is correct, unless they choose a language the character will not be able to speak coherently and make themselves understood by others, except maybe through gestures.

I have just bought the *Three Galaxies™* book, and it makes mention of both Gantrium and Xanthine, what are these materials?

Gantrium is a magical conductive metal, and *Xanthine* is a semi-precious stone which is magically conductive. Gantrium is mentioned under the Rings of Elder in the *Coalition Wars®: Siege on Tolkeen™* series, and both materials and their properties are explained in detail in the *Northern Hinterlands™* book for Palladium Fantasy.

How does Artifact Armor work in *Nightbane®*, I mean if a war hammer has Artifact Armor, it is a separate suit or what?

When the power is activated the armor will automatically form around the character wielding the weapon.

I can't find anywhere in the rule books on how to use skills. I know there is a percentile die roll to be made, but do you roll under your skill level to pass, and is anything over a failure?

That is essentially correct. Bonuses or penalties may be applied to the skill roll by the Game Master, illness, injury, etc. but other than that, the character must roll his current skill level *or lower* (skills increase with each level of experience). Likewise, Game Masters may use the value of the die result to determine how much of a success or failure the attempt was. *The Rifter® #14* has a thorough column that focuses on skills and a range of optional skill penalties. Of course, one rolls against his skill whenever he is using it.

Can you link up the ATL-7 Anti-Tank Laser to a nuclear power plant? Can you also convert other weapons to fire linked to a nuclear power supply?

No, the energy drain caused by the ATL-7 is too powerful, and the weapon would not be able to draw enough power to fire. Other weapons *can* be converted to be powered off nuclear power plants, but generally they cannot be powered by a standard cyborg nuclear battery.

Can you create a TW Battery to power normal electrical devices? If so, can they be reversed to convert electricity to P.P.E.?

Yes, you could create a TW battery, or mystic generator, which can be used to generate electricity from P.P.E. However, you cannot reverse the process to convert electricity to P.P.E.

Does petrified wood have the same effect on Vampires as regular wood?

No, petrified wood has been turned to *stone* and does not have the same effect as normal wood on Vampires.

When selecting equipment and weapons for a character, and it gives the choice of “any” weapon, or vehicle, is that really true?

Equipment is restricted to that *commonly available to the area* where the character is located and/or where the character was raised and brought up. For example, weapons, magic or items from South America, Atlantis, or Europe would NOT be available in North America, and vice versa. Yes, there are imports, but they are rare and hard to get, and definitely NOT available to a character just starting off.

When creating a magic weapon with the Enchant Weapon spell (*Rifts® Book of Magic*), can a wizard instil other spells to give the weapon other powers?

No, they cannot put other powers into the weapon. This spell creates a basic enchantment only.

Updating Yin-Sloth Jungles™

Question, I seem to recall hearing that the original version of *Yin-Sloth Jungles* was going to be redone with Palladium RPG Second Edition stats, when is that going to happen? I’ve been waiting a long time for it.

Good question. Palladium is almost out of the original printing of *Yin-Sloth Jungles*, but when will Kevin Siembieda find the time to do the rewrite and re-release it as a Second Edition book? No disrespect to Kevin, but that could be . . . well, let’s just say a while, so we’ll be submitting a series of special updated “patches” to the sourcebook that make it easy to convert over to Second Edition rules. Kevin Siembieda has looked over everything, made changes and added things he felt appropriate, so these are *official* updates and modifications.

– Rodney Stott

One of the most interesting settings in the Palladium World is that of the Yin-Sloth Jungles, a massive rain forest that is said to hold secrets dating back to before the fall of the Old Ones. A place that is home to savage tribes and weird creatures that are not found anywhere else in the known world.

Jungles, where characters get to battle Jungle Pygmies and Head Hunters, and get to be great explorers, courageous adventurers, sneaky pirates or animal trappers. However, the book was designed for the first edition of Palladium Fantasy, and some modification is required to make the characters and adventures playable in Second Edition.

In this issue of *The Rifter®* and off and on over the next several, we shall be doing some Second Edition conversions of *Yin-Sloth Jungles*, starting with *skills*.

Next issue will see some First Edition magic spells that were left out of the Second Edition.

Skill Clarifications for

Palladium Fantasy RPG® 2nd Edition

The following skills appear in *Yin-Sloth Jungles®* and specifically apply to characters from that part of the world. However, the Game Master *may*, at his or her sole discretion, allow some, all or none of them to be used in other regions of Palladium as well.

Acting/Impersonation (Communication & Performing Arts):

This skill has been combined with *Imitate Voices* in 2nd Edition to make *Imitate Voices and Impersonation*.

Area Knowledge (Technical): A familiarity with the climate, terrain, vegetation, monsters and animals that inhabit a *specific* geographic region. The character also has a general knowledge about the habits and customs of the people and animals that live in that region and where they might be found. All well known villages, trails and points of interest in the area are known to the character. The player should only be required to roll when searching for something that is scarce, little known, hiding or on the move. Successful rolls mean the character finds the general information or location that he desires. Failure indicates that the elusive subject cannot be found. **Base Skill:** 20% +4% per level of experience.

Armor/Weapon Decoration (Technical): This skill enables one to lavishly decorate weapons and armor with intricate engravings, gemstones, and plating of precious metal. With the proper materials the value of a weapon or suit of armor can be increased by 50 to 100 percent. This skill also enables the character to patch and restore up to 10 S.D.C. points on soft armor and 20 S.D.C. on chain, scale and plate armor. **Base Skill:** 35% +5% per level of experience.

Bartering (Communications/Technical): A skill at dealing with merchants, thieves and other businessmen. Depending on the point of view of the character, he can raise or lower the price of an item by 1D4x10%, excluding magic and rare items. Generally, if the haggler rolls under his Barter skill percentage, he gets the price he wanted (applicable to purchases, selling items or trading). If the price is extremely suspect, the two bartering characters can each make rolls on percentile dice, the highest roll wins and gets their price and not a penny less.

Note: The trade must be (or seem) at least reasonably fair for both parties. A character trying to trade a rusty old sword for a full suit of plate armor or a magic item doesn’t have a prayer; don’t even roll. Game Master use your discretion and be fair. Also a desired item may not be available for trade or purchase. **Base Skill:** 25% +5% per level of experience.

Blacksmith/Metalworking: This skill enables the blacksmith to build metal objects, particularly weapons, armor, tools and jewelry. Hand tools, jewelry and other small objects require

1D4 days of solid effort (8 hours a day with minimal interruption). Hand weapons and light armor require 1D4 weeks of solid effort. Heavy armor requires 3D4 weeks of solid effort. On any job, the blacksmith may double the time required to make the object for a +20% bonus on the skill roll. Adding special bonuses to weapons (for Dwarven or Kobold/Kiridoi human characters) or increasing armor S.D.C. requires a separate skill roll; any failed roll ruins the item. When adding bonuses to weapons, a separate roll is required for each additional "plus" being instilled on the weapon. **Base Skill:** 40% +5% per level of experience. Dwarven and Jotan blacksmiths get a one-time +10% bonus; Kobolds get a +5% bonus.

Camouflage: (This skill is found in the *Palladium Fantasy RPG®* main rule book under the Espionage Category and reprinted here for your convenience.) The skill of concealing a fixed base position, campsite, wagon, crates, siege weapons, equipment or individual, using natural or artificial materials. A fair amount of time is involved in the preparation of a large position. Large nets, rope, cut branches and underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20% +5% per level of experience. Sounds or odors coming from the place of concealment will negate even the best camouflage and lead enemies right to it.

Fashion Tools (Technical): Useful tools and weapons can be constructed from readily available materials. These crude items are usually made from wood, stone, vines and bones, and include the ability to make a simple wood and/or stone hammer, club, hand shovel, broom, spatula, spoon, pick, wooden spike/stake, fishing hook, bone needle, wooden spear, bola, throwing stick, arrow, short bow, stone knife, axe handle, spear with a simple pointed tip, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesmen and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone mace, spear with a sharp stone head, short bow, etc. **Base Skill:** 25% +5% per level of experience.

Holistic Medicine & Chemistry: The more common Holistic Medicine skill is presented in *The Palladium Fantasy RPG®* as follows. However, the Yin-Sloth sourcebook expands on Holistic Medicine giving it Basic Chemistry and non-magical Alchemy for making concoctions. In the Second Edition, Kevin is going to turn this skill into two separate skills, *Holistic Medicine* (as presented below) and *Holistic Chemistry* (also presented below).

Holistic Medicine (Medical): Training in the recognition, preparation, and application of natural medicines usually made from plants and their parts (roots, leaves, fruit). The holistic doctor is basically a natural pharmacist and naturalist who creates drugs from vegetation and studies common ailments. The character can find and use plants to create salves, balms, ointments, and lotions to soothe burns, boils, rashes, and insect bites, and reduce swelling, as well as create local anesthetics, and to heal wounds faster (twice as quick as normal). Potions and tonics are created to settle upset stomachs, reduce pain, negate poison, and induce drowsiness or hallucinations. The individual can also make alcohol, herbal poisons









(hemlock and mandrake for example), and antidotes for herbal poisons.













The student of herbology also has a good knowledge of plant lore, when and where to find healing plants, edible fruit, berries, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set and mend bones, bandage cuts, stop bleeding and suture cuts. **Note:** Plants are seasonal and the right root or leaf may not be readily available at certain times of the year/season, or may be found exclusively in remote regions or distant places. Game Masters should use a certain amount of common sense and drama with this skill. **Base Skill:** 30/20% +5% per level of experience. The first percentage number is the herbologist's ability to accurately diagnose the problem. The second percentage number is the healer's skill at successfully treating the problem with herbs and make healing teas, tonics and salves. A failed roll means the treatment or concoction did not work. **Modifiers:** -10% to treat disease, infection, and poison, -20% to treat internal injuries, -15% to cauterize, -10% to treat monster races (Wolfen, Ogres, Trolls, etc.), -30% to treat alien creatures; cannot perform surgery or amputation. **Bonus:** This skill provides a bonus of +10% to the *Brewing* and *Preserve Food* skills.

Holistic Chemistry (Medical): This skill is not known to the common adventurer, but may be known by Shamans, Druids, Healers, Scholars, Alchemists and some jungle folk interested in healing and helping people. A character with this skill has the knowledge of *Herb Lore* and the ability to combine various substances to create useful, non-magical mixtures and concoctions. It includes training in the recognition, preparation and application of natural medicines usually made from plants, roots, leaves, fruit, mold and animal extracts. The Holistic Chemist is a natural pharmacist who creates drugs from vegetation and studies remedies for common ailments. He can find and use plants to create healing salves, balms, ointments, teas, brews and tonics. **Note:** This skill also adds a bonus of +5% to the following skills: Use Poison, Recognize Poison, Cook, Brewing and Identify Plants/Fruit. **Requirements:** Holistic Medicine and Biology.

This is not a true science, rather it is the art of trial and error combined with folklore and home remedies. More often than not a useful substance is derived by accident rather than design. Once the formula for a substance has been discovered it can be recorded to use again as often as desired, provided the components are available. Those with this skill are part of a secretive brotherhood who may or may not share methods and data.

There are many expensive and rare chemicals involved in the pursuit of this skill. The majority of these can be purchased at an alchemist shop. The characters must therefore have a certain degree of wealth to obtain the materials for their experiments. When a formula has been discovered it is usually recorded in a non-magical symbol script so as to preserve the exclusive nature of the skill. The following are some examples of the symbols:

Annus (year)-		antimony-		soda-	
Mensis (month)-		sulphur-		salt-	
Hora (time)-		cinnabar-	33	mercury-	

Dies (day)-		lead monoxide-	
Nox (night)-		talcum-	
Ignis (fire)-		magnet, loadstone-	
Aer (air)-		arsenic-	
Aqua (water)-		gold pigment-	
Terra (earth)-		aluminum-	

Any additional symbols required should be created and agreed upon by player and G.M. alike.

Making Concoctions: The alchemist must propose an experiment listing materials and method. Once this has been done the character makes a skill roll. An unsuccessful roll results in the creation of a lethal poison causing 6D6 damage if ingested. Should the experiment prove successful the G.M. should randomly determine the effects of the substance on the following table (G.M.s should feel free to modify or add to the table). If the player character is following a formula the character should use the second percentage. Success indicates the creation of the desired effect while failure results in a poison which causes 6D6 damage if ingested.

01-06% Mild Sedative: Anyone who ingests the mixture is stunned for 2D6 minutes and feels woozy unless they make a save vs non-lethal poison. If they remain active, the victim has no initiative, skill performance takes twice as long (and at a penalty of -50%), and reduce the number of attacks, Spd and all combat bonuses by *half*. Inactivity will cause the victim to fall asleep for 6D6 minutes. If the save is successful and when the main effects wear off the character continues to suffer penalties of -1 to strike, parry and dodge, and -2 to initiative for one hour.

07-12% Strong Sedative: Consumption of this mixture results in loss of consciousness for a period of 2D6x10 minutes. A save vs non-lethal poison (16 or higher) reduces that time by half.

13-25% Narcotic Mixture: The narcotic mixture induces a euphoric state very similar to that of intoxication. This state lasts for 2D4x10 minutes during which the following penalties apply: -4 on initiative, -2 to strike, parry, and dodge, Spd is halved, and skill performance is -12%.

26-28% Paralysis: Ingestion of this substance causes momentary paralysis. The victim is completely immobilized for 4D6+12 minutes unless they make a successful save vs non-lethal poison.

29-35% Alcohol: Usually the result of fermenting fruit, wheat or vegetables to make wine or moonshine-like substances. Usual penalties for drunkenness.

36-45% Mild Poison: A mild poison is not actually dangerous although the effects are annoying. Penalties and effects last for 1D6x10+10 minutes. Roll percentile dice again on the *Poison Symptoms & Effects Table* at the end of this skill description. A successful save vs non-lethal poison (16 or higher) means no adverse effects or penalties.

46-60% Lethal Poison: When a lethal poison is consumed it causes 6D6 damage direct to Hit Points. If a save vs poison is successful the character takes only 1D6 damage.

61-70% Healing Brew: The healing process is increased greatly by drinking the healing brew. 1D4 Hit Points are instantly restored and it cures stomach ailments, nausea, diarrhea, cramps, headache and reduces fever. This brew can come as tea, tonic, potion, or soup.

71-76% Super Healing Brew: Instantly restores 1D20 Hit Points and the character heals/recovers from injury, poison, or disease three times faster than normal for the next 24 hours. The three times faster than normal healing can be continued by drinking a new super brew every 24 hours, but the character does NOT enjoy the 1D20 H.P. again, and drinking several additional doses at a time does NOT increase the rate of healing any more. This concoction comes as tea, tonic, potion or soup.

77-83% Healing Poultice: Application of this mixture to the surface of a wound, bite or burn accelerates the process of natural healing. When initially placed on the wound the poultice restores two Hit Points after only one hour. Every day an additional two Hit Points are restored until the wound is completely healed and with little or no scarring. Not effective against disease or poison, but excellent for cuts, burns, bites, bruises and rashes.

84-88% Poison Antidote: Instantly negates the effects of all mild poisons. Or the antidote can be designed to negate one particular type of lethal poison, manmade or natural (i.e., snake and insect bites, etc.). The poison is neutralized by ingesting this substance (liquid or powder). All penalties are stopped immediately and half of the damage caused by the poison is restored within 1D4 hours. Against lethal poisons, the antidote stops any damage that may continue for several rounds after initial exposure to the toxin, but that's it.

89-93% Weak Acid: This acidic mixture burns paper, rope, animal hides, and human skin, inflicting 1D6 points of damage per melee round for 1D4 melees. Successive damage can be avoided by thoroughly washing the affected area with water, wine or milk after the initial contact.

94-95% Strong Acid: The strong acid is highly concentrated and will cause extreme damage to almost everything it contacts, except glass and steel. This solution causes 4D6 damage per melee for 1D6 melees. The damaging effects can be halted by thorough washing.

96-97% Glowing Mixture: When mixed properly, the components of this substance begin to dimly glow. The substance can be used like paint with six ounces covering a three square foot (0.9 sq. m) area with pale blue light. The mixture will continue to glow for 1D4 hours. Can be removed with soup and water.

98-99% Noxious fumes: The mixture causes a terrible stench of fumes that fill the room and cause people to choke, gag and have difficulty breathing. All must leave the room or lose consciousness unless a successful roll vs non-lethal toxin (16 or higher) is made; roll once every round for 1D6+1 melee rounds. Penalties: Eyes water, the nose burns, and dizziness ensues. Even if one remains conscious he can barely see through watering eyes and is -6 to strike, parry, dodge, disarm or pull a punch and has no initiative.

00% Explosion!! When the character mixes the components together there is a small explosion that results in 4D6 damage to a five foot (1.5 m) radius and all flammable chemicals ignite!

Poison Symptoms & Effects Table

Note: This table can be used whenever a character is exposed to poison, toxin, spoiled food, a poisonous snake or

bug bite, etc. Effects and penalties last for 5D6 minutes unless stated otherwise, elsewhere.

01-10% Mental confusion: -60% to perform a skill, no sense of time, no sense of direction, mages can only cast one spell per melee round, -6 on initiative, easily startled and the number of attacks are reduced by two.

11-20% Numbness/limited paralysis. 01-50% Hands and arms: The character can NOT hold/use a weapon or tool, or hold on to a rope or package, and skills requiring the hands are -50%. 51-00% Legs and feet: Reduce Speed by 80%, leaping, dodging and Prowling are impossible, climbing is -60%, swimming is -20% and -1 on attacks per melee round.

21-30% Nausea and vomiting. Reduce Spd by half, no initiative, -2 on all combat bonuses, fever, stomach cramps and vomiting. Each act of vomiting uses up all the character's attacks for that melee round and makes Prowl impossible. Vomiting occurs when moving quickly even if on a wagon or horse, and once every 1D6 minutes.

31-40% Nausea and gas: Reduce Spd by half, -2 on initiative, suffers from bloating and stomach discomfort, and noisy, smelly, flatulence/farting which makes Prowling and hiding impossible).

41-50% Dizziness: Reduce speed by 70% and -2 to strike, parry and dodge. Feels pretty good when standing still and/or propped up against something big and solid like a tree or wall, but feels weak, clumsy, and like he is going to fall when moving faster than a Spd of 3 – and may, 01-55% chance of falling on his face when moving faster than a Speed of 3; roll once for every minute of movement or melee round of combat. A fall means the character loses initiative and two melee actions/attacks for that round.

51-60% Weak: Reduce P.S. attribute and corresponding bonuses by 50%, Spd by 25% and attacks per melee round by one.

61-70% Blurred vision: Cannot see clearly, -3 to strike, parry, dodge, disarm, and pull punch, and cannot read while suffering the effect of the poison.

71-80% Fever: Hot, difficulty concentrating; -20% to skill performance, -2 on initiative and -2 to strike, parry, dodge and disarm. Cannot roll with punch, fall or impact.

81-90% Convulsions! Every 2D6 minutes, the character is wracked with convulsions that use up 1D6 of his melee actions during which he is helpless. In-between convulsions, the character feels weak and his muscles ache; -2 on initiative and all other combat bonuses, and reduce Spd by 20%.

91-00% Physical Damage. The character suffers 1D6 points of damage from Hit Points and 2D6 S.D.C. damage. If S.D.C. are gone subtract another 1D6 from Hit Points. The poison is not usually deadly, but it may be lethal to small children, the sick, elderly and injured.

Gambling: See the *Card Sharp* skill under Rogue category in **The Palladium Fantasy RPG®, Second Edition.**

Gem Cutting: See the *Gemology* skill in the Technical category in **The Palladium Fantasy RPG®, Second Edition.**

Hunting (Wilderness): A skill in finding and killing animals for food. The Hunting skill applies only when in a specific environment the character is used to hunting, such as the region he grew up or the place he has spent years hunting. This

means the hunter has intimate knowledge of several specific *regional animals*, their habits and patterns, hiding places and needs, as well as his own hunting techniques. The player must select eight animals whose habits are well known to him and which he hunts regularly. The hunter also knows techniques such as baiting, trapping, and the construction of blinds and tree stands that conceal his presence and increase the chance of getting prey. Only two skill rolls are allowed daily; one during the day and one at night. If successful the hunter has located or happens upon one of the eight animals and kills it in one fatal strike. **Base Skill:** 60/40%; the first roll is to locate the specific animal, the second percentile number is what's needed to deliver an instant death blow. A failed first roll means the hunter did not employ the right techniques to locate one of the animals he was looking for. A failed second roll means he missed when he struck to kill (or capture). A hunter may try to *capture* the animal alive and unharmed, but reduce the second number by half to succeed.

G.M. Note: The availability of the animal will depend on the type of wilderness and environmental conditions. For example a deer or a beaver is not going to be found in a desert, but a rabbit or similar rodent might be, and snakes and lizards for certain. Also note that since the skill applies to an animal *specie*, the character is able to hunt all (or most) animals that fall into that species category, i.e., all types of deer, all types of bear, all types of rabbits, all types of ducks or snakes, and so on. The G.M. can allow the character to hunt other types of animals under this skill but at a skill penalty of -50%. **Bonuses:** The Hunting skill adds the following bonuses to the appropriate skills: +2% Prowl, +5% Track Animals, +5% Skin Animals, and +5% to Cook or prepare the catch for eating.

Intelligence: See the skill of the same name in the Espionage Category in **The Palladium Fantasy RPG®, Second Edition.**

Leather Working (Technical): The character is skilled at tanning and preserving animal hides. Usually this skill is combined with Tailor to enable the individual to make leather goods such as clothing, capes, bags and even leather armor. The Tailor/Sewing skill adds a +5% bonus to the Leather Working skill percentage. A failed roll indicates that the hide is ruined and the leather is wasted. **Base Skill:** 25% +5% per level of experience.

Legal Knowledge (Technical): A knowledge of the law and the ability to correctly cite it in legal issues. The person understands the law concerning areas such as taxation, zoning, crimes and punishment. The character can work within the law and recognize crimes when they are committed. In addition the person is more than capable of preparing a lawsuit or legal defense. A failed roll indicates the person is unable to completely or accurately recall all the details, laws and punishments concerning a given action, or fails to make his case. **Base Skill:** 25% +5% per level of experience.

Mining (Technical): See the Underground Tunneling skill as part of the Optional Miner O.C.C. that can be found in the Northern Hinterlands.

Mountaineering (Technical): The skill of climbing natural rock formations such as mountains and cliffs. Mountaineering is separate and is not related to the Climbing/Scale

Walls skill since different equipment and techniques are used. The character is proficient in the use of crampons, pitons, and techniques such as rappelling, belaying, etc. The Rope Works and Scale Walls skills add a +5% bonus to the Mountaineering skill. The character must roll for every 20 feet (6.1 m) climbed or rappelled. A failed roll indicates a serious problem: The character slips, a knot comes undone, or a piton pops. The character is given a second roll to catch himself. If this roll also fails; the character falls and suffers 1D6 damage for every 10 feet (3.0m) of drop unless caught by another character. **Base Skill:** 30% +5% per level of experience.

Pottery (Technical): The craft of molding pots, vases, mugs, china and other items made of clay on a potter's wheel and baked in a kiln. The character can also paint and glaze their constructions; this chance is represented by the second percentile. If the character has the Art skill use that instead. Failure indicates a ruined pot or a terrible paint job. **Base Skill:** 30% +5% per level of experience.

Running: See the Physical skill of the same name in **The Palladium Fantasy RPG®, Second Edition**.

Seige Engineer (Military): This is the knowledge of designing, repairing and properly using siege weapons. This is reflected by the first percentile number. With the proper siege weapons, the character can direct a siege against a castle or fort.

The second percentage is the characters skill of countering a siege by anticipating an opponent's strategies and tactics.

A successful roll indicates that the construction, repair, siege or counter tactics meets with positive results. A failed roll results in problems that lead to failure.

Base Skill: 30/25% +5% per level of experience.

Sniping: See the espionage skill of the same name in **The Palladium Fantasy RPG®, Second Edition**.

Stalk/Capture (Military): Specialized training as a man-hunter that enables the character to use a variety of combat moves and skills to capture his quarry alive. This stalker knows how to approach his subject for capture without alerting or startling him (tailing) until he is within striking range. The character then strikes to disarm, incapacitate and capture the subject inflicting minimal physical damage. Note that the stalking attacker can use any of the following methods and attacks for each of his melee actions/attacks as well as switch to lethal force at any point. **Note:** Except for the Assassin, Bounty Hunter/Slaver, Holy Crusader, and any Rahu Man warrior, taking this skill counts as two skill selections. It is a very rare and specialized form of combat.

The following combat moves can be used in any combination. Roll under the first skill percentile number for a success. The second skill percentile is to determine the approximate market value (bounty, or resale value as a slave or in the gladiatorial arena) of the captive. **Base Skill:** 35/45% +5% per level of experience.

Tailing: Tailing, or *following* someone without their knowledge, is a form of surveillance rather than tracking. This also includes stake-out procedures. A failed surveillance roll indicates that the subject has spotted "the tail" and is aware that he is being followed/observed. **Base Skill:** Roll on the first Base Skill number above to succeed (35% +5% per

level of experience). A failed roll means the character has been spotted and his opponent/target knows he is following him and may respond by running away, ignoring his shadow, attacking, etc.

Bear Hug: To engage in a bear hug attack, the Stalker must roll a successful attack strike and then a successful roll under his Stalking skill (the first number). A Bear Hug is a crush/squeeze attack that does not pin one's opponent but may incapacitate him. Each hug/squeeze counts as one melee action/attack and is designed to knock the air out of the victim. A successful bear hug has a cumulative 15% chance of knocking his opponent out, so the first hug has a 01-15% chance, the second a 01-30% chance and so on. Each hug also causes the victim to lose two melee attacks and initiative, and though the victim locked in a hug may attack (or try to escape) he is impaired, so each attack does half its normal amount of damage (unless a spell or psionics, both of which do full damage) and the victim is -2 to strike, parry and dodge while caught in the bear hug. Each squeeze attack counts as two of the Stalker's melee attacks but does not require the attacker to release his victim from the hug. The penalties from several bear hugs are cumulative and may lead to easy capture or surrender.

In the alternative, each bear hug squeezing action can be used to inflict 2D6 damage; not effective against armor with an A.R. of 13 or higher, or a character with a P.S. or P.E. of 24 or higher.

A failed skill roll means no damage or penalties and the hugger has a tiger by the tail. His intended victim can strike or try to break free (the latter works the same as a parry with a penalty of -4; high roll wins). However as long as the hugger holds on to his opponent, his attacker is -2 to strike, but he (the hugger) cannot strike, parry or dodge as long as he keeps holding on. He'll have to let go in order to launch a new type of attack (punch, kick, draw a weapon, etc.). Furthermore, if the victim remains conscious for two melee rounds by the third, he has managed to recapture his wind and the bear hug attacks start again at zero accumulative damage. **Note:** Opponents who see the bear hug coming (have rolled and won initiative) are +2 to parry or dodge the bear hug attack. Additionally, the hugger must roll under his skill every melee round in order to maintain his hold on his opponent. Failure means his opponent has slipped his hold and now faces him. Try the Bear Hug attack again, or . . . one of the following moves.

Other Moves and Bonuses from the Stalking/Capture Skill:

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defensive move in place of a dodge or parry, or can be done as an attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever he's holding. The maneuver counts as one melee attack/action. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

Typically an opponent is disarmed on a roll of a natural 19 or 20 when used as a defensive move. A disarming *strike* to

attack requires the usual strike roll – high roll wins. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike. **Bonus:** +1 to disarm at levels 1, 3, 4, 5, 7, 9, 11, 13, and 15.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and counts as one melee attack/action. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon trapped/pinned every melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll; high roll wins. The character using the entangle move cannot attack without releasing his entangling hold. **Bonus:** +1 to entangle at levels 1, 3, 4, 5, 7, 9, 11, 13, and 15.

Natural 19-20 Stun: Knocks out (for 1D4 melee rounds) his opponent and only inflicts 1D6 points of damage doing it when he rolls a "natural" (i.e., unmodified with bonuses) 19 or 20 on a D20 to strike. He has 15-60 seconds to bind and restrain his opponent before the character regains consciousness.

Pin: A lunging attack that pins an opponent's arms. A pinned character cannot kick or attack with arms. Roll again to see if the captor can wrestle the character to the ground and tie or chain him up. Characters with a P.S. of 20 or higher get to roll a parry to see if they can break free before being tied down. High roll wins; the pinned character wins ties. The pin attack cannot defend against psionics, magic, prehensile tail, or two heads. Nor can he defend/pin against attacks from the head such as eye beams or breath attacks, unless he grabbed his captive from behind. *A failed roll* means no attack, a loss of initiative and no opportunity to parry or dodge his opponent's counterstrike.

Pull Punch: The ability to control the force of impact from a punch, kick or blunt attack. The character can choose to inflict half damage, quarter damage, a single point of damage, or no damage at all! A character must declare a pulled punch and the player must roll an 11 or better (1D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted. **Bonus:** +2 to pull punch.

Whittling Attacks: Using a weapon, a stick, or his bare hands, the stalker can deliver blows that have an accumulative stunning effect rather than inflict damage. Each successful strike stuns his opponent causing the following cumulative penalties: -1 on initiative, -1 to strike and parry and speed is reduced by 10%. The penalties are cumulative as long as only the Whittling Attack is being used, and last for 1D4 melee rounds. Add the penalties from each successful stun attack to diminish his opponent. At some point the stunned character will be so debilitated that he will surrender or succumb to being easily pinned, entangled, disarmed, captured, or killed. *A failed roll to strike* or being dodged or parried, means the stalker's opponent avoids or blocks the stunning attack and is not diminished in any way; no damage, no penalties. **Note:** To use this method of attack, the stalker must use the Whittling Attack for the entire melee round. To break off and use some other form of attack that inflicts damage or pins gives his opponent the chance to shake off the stunning effects within one melee round.

Streetwise: See the Rogue skill of the same name in **The Palladium Fantasy RPG®, Second Edition.**

Undead Lore (Technical): By personal observation or through a description of traits and combat the character can recognize all types of undead and the signs/presence of Necromancy. The character also knows the origin of most types of undead, including automatons (animated dead), Banshees, Corpse Creatures, Dark Life, Ghouls/Nasu, Mares, Maxpary Shamblers, Mummies, Spectres, Syvans, Vampires, Yema and Zombies; as well as their general habits, habitats, motivations, natural abilities, strengths and weaknesses. All very useful in combating them. A success roll indicates whether the character accurately remembers the information about them. A failed roll means he is flustered and either can't remember or recalls the wrong information. **Base Skill:** 25% +5% per level of experience.

Wilderness Survival: See the Wilderness skill of the same name in **The Palladium Fantasy RPG®, Second Edition.**

Witch Lore (Technical): This skill enables a character to recognize the handiwork, enchantment, rituals, and influence of witchcraft. He or she can also positively identify a witch by physical examination, recognize the evil familiar, and tell whether it is an animal or a demon. The character also knows about pacts, basic abilities, weaknesses and similar data about witches. Roll to recognize witches, familiars, rituals, or enchantment. A success means positive identification. A failed roll means inconclusive evidence, which may mean the suspect may be innocent.

A Note about Evil Witches: A witch may be male or female. All suffer from the following weaknesses: Holy water acts like acid and results in 2D4 damage per application to a witch, twice that for demons and devils. Salt is a lethal poison which does 2D4 damage per ounce (28gm). Immersion in salt/sea water causes 4D8 damage per melee round (aquatics are the only exception). Magic and psionics do full damage, as do most normal weapons. **Base Skill:** 25% +5% per level of experience.

W.P. Blowgun: See W.P. Mouth Weapons/Blowguns in **The Palladium Fantasy RPG®, Second Edition.**

W.P. Bola: The bola consists of two weights attached together by a stout cord. The bola is spun above the head before being thrown at the intended target. The weapon can cause 2D4 damage, but a successful strike is usually used to knock a weapon out of an opponent's hand or entangle his legs. Feet/legs are tied together making the victim fall or stumble. While entangled, the victim loses initiative, is -1 to strike or parry, -6 to dodge and speed is reduced by 80%. All penalties are enforced until the character gets himself untangled/cut loose; it takes 1D4 melee actions to get untangled. **Bonuses:** Bonuses: +1 strike, disarm and entangle at levels 2, 5, 10 and 15.





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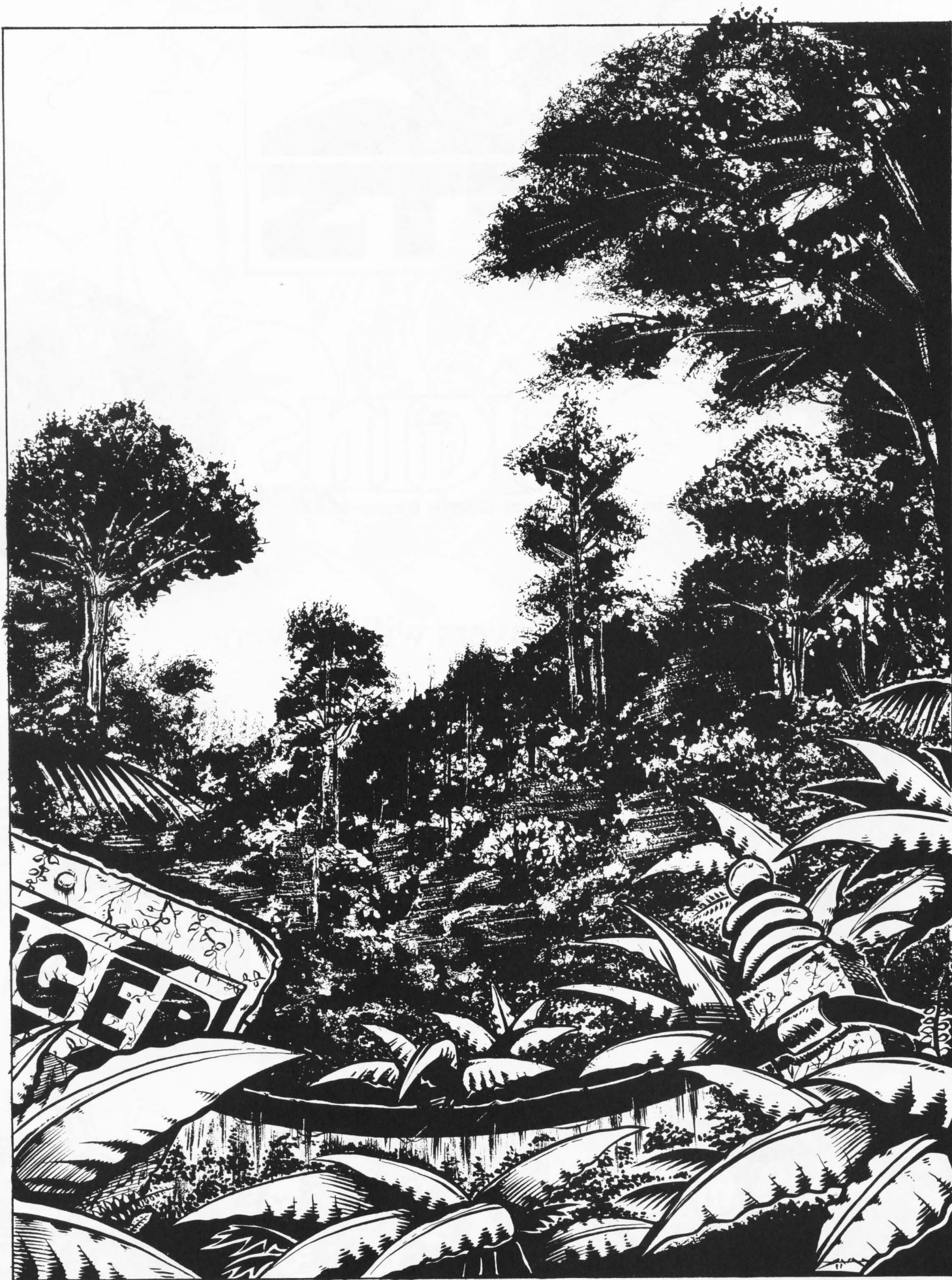
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MesozoicLand

Part Two

Optional Material for After the Bomb®

By Todd Yoho

A New Beginning

Early in the 21st century, the Gulf of Mexico and the Caribbean began to experience a period of geologic upheaval. Over the course of a few decades, Cuba experienced a gradual increase in elevation, while the Gulf Coast of the US was inundated by the resulting change in sea level. Geologists of the time hypothesized that a magma plume beneath that section of the North American Plate began to rise, creating a massive dome beneath the Straits of Florida. The island was rocked with a series of earthquakes that rattled as far north as the American East Coast. Such things were uncommon, but a similar phenomenon was believed to be behind earthquakes recorded in 19th century Charleston, South Carolina. The damage done to much of the island was complete. The northern coast was completely reshaped, with the Camaguey Archipelago rising and becoming one continuous strip of land, forming a lake where the Jigüey Bay used to be. The Isle of Youth and other surrounding smaller islands rose to form a single island instead of small chains of them as well. Most of the classic colonial architecture was destroyed, and many people were left homeless. The country and its economy were ruined. The world then stepped in to help the people rebuild. The United States, after decades of isolating Cuba, opened relations to help the Cuban people, who suffered just as greatly as the people in Florida and the Gulf Coast did. In this event, the common suffering of people in Cuba and the U.S. brought the two countries together.

Wasting no time, the company creating MesozoicLand moved in, providing jobs building the first phase of the project, the actual zoo complex. Aside from plentiful labor and a wonderful climate, Cuba also had the advantage of a highly literate population. With a literacy rate of effectively 100%, they were assured a quality workforce. They also moved their entire dinosaur research project to a complex near the zoo, just a few miles outside of Havana. They were getting in on the ground floor of what was to be a revitalized and thriving modern nation.

With the intense rebuilding efforts taking place in that region of the world, it took only a few years for MesozoicLand to be completed. Located just 30 miles (48 km) outside of Havana, it was in a prime location for supplies and labor, leading the park to be one of the first major construction projects completed. It also received extra support because it was going to be such a boon to the burgeoning tourist industry and was great for local morale. Around the park, several vacation resort communities sprang up and strings of hotels were built. The plans for MesozoicLand helped immensely in the rebuilding and restructuring the region around Havana and the country in general.

However, it wasn't just the tourism industry that set its sights on Cuba. Major technological industries saw a grand opportunity as well in the new market and the labor force. Havana became not only a major tourist spot, but also a major technological hub. A research park was established that attracted such companies as noted plastics giant Covington-Smithfield and automobile and metals manufacturer Keller Industries. The software conglomerate Personaware opened a major branch office for its Central and South American ventures. With major names in manufacturing and software moving into the industrial sector, their presence helped to balloon the Cuban economy into a mighty giant almost overnight. With all of the growth combined with the initial excitement about MesozoicLand, it was no wonder that the first several years of the park's operation were so successful. The park produced enormous worldwide acclaim and proved to be extremely profitable. The entire Cuban situation was hailed as an example of coming together and working as one to overcome adversity. The irony was not lost in that it took a geological catastrophe and the rebirth of the dinosaurs to bring humanity together in this one endeavor. However, it was the folly of humanity that brought it all down again with The Crash.

After the Bomb: MesozoicLand

Cuba was hit extremely hard by The Crash. The disease decimated the human population, but the island's status as an international community spared them the fate of a nuclear holocaust. The only military target on the island was the naval station at Guantanamo Bay, but it had little strategic significance in the 21st century. Cuba was left as a depopulated land with only small pockets of human survivors. In the midst of the collapse of humanity, these survivors remained as the only witnesses to the rapid evolution of their home from a modern, human, technological wonder to a wild land taken over by the animals and plants of a bygone age. As the humans died, the animals of the zoo and the genetics research facility broke free in fits of starvation and panic, spreading out into the wilds. Fires burning out of control laid waste to large areas, where spores and seeds from genetically engineered plant life from the zoo took a strong hold. In just a few short years, most of the native plants and animals were pushed aside in favor of genetically engineered refugees from millions of years ago. Eventually, the island itself took on the characteristics of, and became known as, MesozoicLand.

La Violencia:

Setting the Stage for Tomorrow

The period immediately following The Crash is known to the inhabitants of MesozoicLand as La Violencia, or "The Violence." It was a period of extreme chaos and confusion, as the animals had just broken free of the confines of the zoo and were experiencing a period of rapid mutations. It was a period of intense change, both for the island and for the animals. As the walls of the zoo and genetics facility were breached, the dinosaurs and plant life were free for the first time since their reintroduction to the planet. The laws of nature reasserted themselves. It was as if no time had passed at all between the

Mesozoic and the Cenozoic, at first. With the disease still infecting species and injecting boosts of BIO-E, the first generation of dinosaurs caught up on 65 million years of lost evolution.

Obviously, there was a distinction between the carnivores and the herbivores, thus they were immediately segregated culturally. The herbivores moved into the interior of the island, crossing the dismal region known as El Marisma, venturing into the rich soils of Alqueria, while the carnivores stayed around their familiar hunting ground near the zoo. Doing so allowed them to discover the almost intact city of Havana and the vast technological wealth stored there. Given that among the theropod carnivores were the dinosaurs with the most raw intelligence, it was only a short time before they could harness the remnants of human technology from the ruins. The herbivores discovered in the island's interior a vast fertile land that would provide them with ample food stores. With their growing intelligence it wasn't long before they assumed the role of farmers, augmented by the fact that their region of the island was already a large agricultural center. The dinosaurs simply picked up where the humans left off.

The Pterosaurs, free from the confines of an aviary ceiling, took flight across the region. Led by a dominant female, most flew south to what was once called the Isle of Youth. There they found themselves an isolated home away from others and established their own society. As the dinosaurs and the Mesozoic flora spread across the island, the southeast region became a refuge for the native species and those dinosaurs not willing to join the communities forming in the north and center of the island. It quickly became a thick forest rampant with outcasts and known for wild mutations. It became known as El Salvaje, "The Wilds."

As decades passed, the dinosaurs became firmly entrenched on the island, creating communities and living their lives built on the ruins of human civilization. Humans are rare, except in one notable area. The naval station of Guantanamo bay was for years thought lost or destroyed. However, as the fledgling Empire of Humanity began to stretch its wings, one enterprising captain thought to see if it still existed. He set off with an expeditionary force and found that it not only survived, but was also mostly untouched, if overgrown by the wilds. The Empire set out to claim it as their own and dispatched a garrison force to hold it. The station serves as the home port for the EHS-Joseph McCarthy and Captain Lovejoy's strike force. (See **Mutants of the Yucatan** for more details.) The island once known as Cuba has become a strange and wondrous land, filled with anachronisms and mysteries in the time after the bomb.

H'bana and The MesozoicLand Zoo

(Map Locations 1 and 2)

The nation of H'bana is the technological inheritor of the human civilization of Cuba. The Empire of Humanity has taken to calling them the "Techno-Lizards" for their advanced understanding and possession of a nearly equal technological level. The capital, H'bana City, is built on the ruins of the city of Havana. It is a militaristic nation dominated by predatory dino-

saur, and ruled with an iron fist by a triumvirate elected by the military government, called the Revolutionary Council. They are expansionist in their goals, looking to dominate the island of MesozoicLand and spread as far as they can in their quest for breathing room.

H'bana City is a thriving metropolis complete with modern amenities, a mass transit system, a university and a thriving manufacturing industry, most of which is overseen by the military government. Over half of the population of the nation lives in the city, while the rest live in scattered colony towns throughout the countryside. The hills to the west are notorious for outlaw gangs and are constantly patrolled by the military. They have acquired the technology of the saurian genetics lab and are capable of genetic engineering the equivalent of the early 21st century. Most of the carnivores' food supply is genetically engineered both in quantity and in quality, as otherwise no stable population of carnivores their size could exist in such a small area. However, there is a thriving market for fresh meat supplied by raids into Alqueria. Barbaric, yes, but they *are* a population of mostly carnivores.

In addition to inheriting the city of Havana, they also inherited the MesozoicLand zoo. Consequently, they have a complete understanding of who they are and where they came from. The zoo has developed into a vast learning center and laboratory for the university and genetics lab. Knowing that they were once an extinct species has given them a unique outlook on life and their desire for expansion. Seeing this as a second chance to rule the Earth, the H'banan population see themselves as reclaiming what was the right of their ancestors. All life that came after are usurpers to the true rulers of the Earth. The irony to the Alquerians is that the H'banans are as strong as they are because their civilization is built on the salvaged heights of the humans.

The H'banan government would like to form an alliance with the isolationist islands of Bastidor but has had little success even in contacting them for talks. They seek to drive the Alquerians under heel and push the invading humans at Gitmo back into the sea, all of which will require careful planning for the future.

Population: 100,000

Language: Spanish, English.

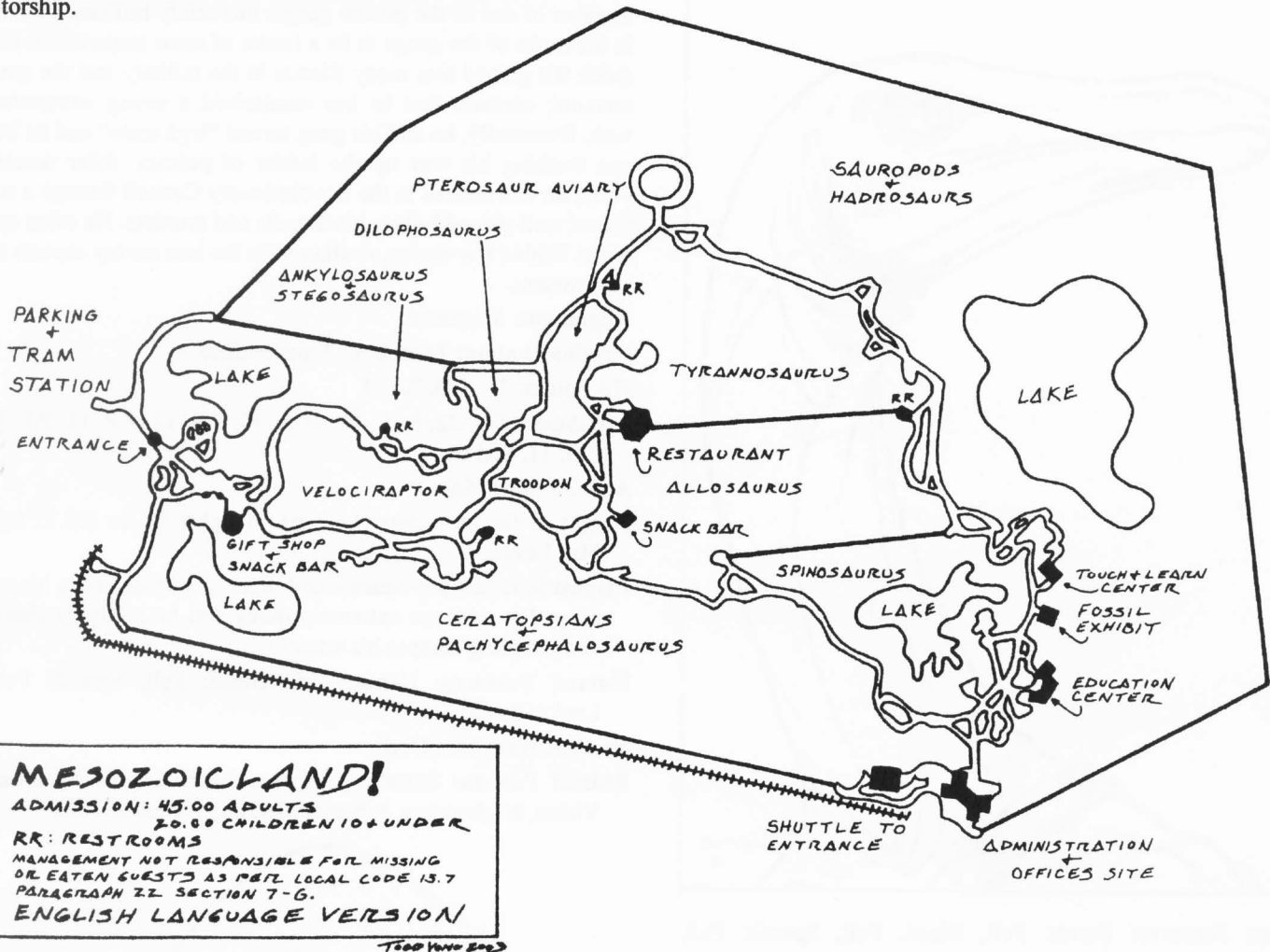
Predominant Species: Mostly theropod carnivores with Troodons typically heading up the Revolutionary Council. The smaller carnivores are found in much higher percentages than the larger ones. There are few representatives of other non-saurian species found in H'bana.

Capital: H'bana City (60,000).

Government: Military Dictatorship. The Revolutionary Council is the final authority on all matters, but they are elected into office by the majority vote of the military commanders.



Should the Council displease the military, they can be violently replaced. It is an odd mixture of democracy and dictatorship.



Economy: H'bana is the manufacturing powerhouse of the region. They have the equivalent technological level of the Empire of Humanity.

Currency: Their currency consists of hard coins called "Scales" broken down in denominations of quarters. One Scale equals the equivalent of one Buck.

Military Forces: A highly advanced technological military.

Army: 10,000 strong army, all highly trained. Treat them the equal of Empire of Humanity troops.

Navy: 2,000 strong river-boat navy and a 500 strong oceanic fleet. Expansion of the oceanic fleet is currently a top priority.

Air Force: Still in its infancy, H'bana has recently graduated its first class of aviators. The force is 100 strong and pilots a fleet of pre-Crash era military aircraft.

Scouts and Infiltrators: Along the border with El Marisma, the H'banan military maintains a force of 1500 scouts and spies to patrol the border and occasionally venture into Alqueria to conduct terrorist activities. They also keep tabs on the Spinosaurus who sometimes venture out of the marsh looking for a quick meal.

The H'banan Revolutionary Council

Admiral Tiburon

Admiral Tiburon spent his youth learning the trade of a riverboat raider. He grew up on the border of H'bana and El Marisma engaging on raids into the marsh and Alqueria. He advanced rapidly through the ranks of the riverboat fleet and eventually gained command of his own ship. His service to the fleet was rewarded with a promotion to Admiral and his leadership skills gained him a seat on the Revolutionary Council. He is the senior member of the council, having served for 5 years.

Alignment: Aberrant.

Original Animal Template: Troodontidae.

Hit Points: 34. **S.D.C.:** 41.

Attributes: I.Q. 19, M.E. 16, M.A. 15, P.S. 17, P.P. 18, P.E. 17, P.B. 9, Spd 19

Age: 38. **Sex:** Male.

Height: 6 feet, 7 inches (2 m). **Weight:** 189 lbs (85 kg). **Size Level:** 10.

Disposition: Tiburon is a believer in hard discipline. He expects loyalty and hard work. Those who please him are rewarded. Those who fail him are punished quite severely.



General Ladro

Ladro began his career living on the outskirts of H'bana as a member of one of the outlaw gangs. Incredibly brilliant, he rose in the ranks of the gangs to be a leader of some importance. His quick wit gained him many friends in the military and the government, contacts that he has maintained a strong connection with. Eventually, he and his gang turned "legitimate" and he began working his way up the ladder of politics. After several years, he was elected to the Revolutionary Council through a series of well-placed bribes, blackmails and murders. He often operates behind the scenes, dealing with the less savory aspects of government.

Alignment: Miscreant.

Original Animal Template: Troodontidae.

Hit Points: 31. **S.D.C.:** 50.

Attributes: I.Q. 22, M.E. 11, M.A. 15, P.S. 12, P.P. 13, P.E. 8, P.B. 11, Spd 64

Age: 35. **Sex:** Male.

Height: 5 feet, 6 inches (1.67 m). **Weight:** 95 lbs (42.75 kg).
Size Level: 7.

Disposition: Ladro is sadistic and takes great pleasure in his sadism. His wits are extremely quick and he is highly observant; nothing escapes his attention.

Human Features: Hands: Full, Biped: Full, Speech: Full, Looks: Partial.

Natural Weapons: None.

Animal Powers: Extra I.Q., Extraordinary Speed, Advanced Vision, Nightvision, Advance Hearing, Stiffened Tail.

Human Features: Hands: Full, Biped: Full, Speech: Full, Looks: None.

Natural Weapons: Foot Scythe Claw: 2D6 damage, Teeth: 1D4 damage.

Animal Powers: Extra I.Q., Advanced Vision.

Vestigial Traits: Diet: Carnivore.

Experience Level: 7th

Occupation: Leader of the Revolutionary Council.

Combat: Hand to Hand: Expert, 5 attacks per melee round.

Bonuses: +5% bonus added to all skills, +1 vs psionics and insanity, +2 damage, +4 strike, +5 parry, +5 dodge, +2 pull punch, +2 roll with impact, +1 vs magic and poisons. Critical Strike on natural 18, 19, 20.

Education Background: Border Area.

Apprenticeship: Mariner.

Skills of Note: Sailing (River): 98%, Astronomy: 75%, Basic Math: 98%, Navigation: 98%, Basic Radio: 95%, Swimming: 95%, Swimming Advanced: 98%, W.P. Saber, W.P. Rifle, W.P. Automatic Rifle, W.P. Whip, W.P. Revolver, W.P. Paired Weapons, Pilot Automobile: 98%.

Weapons and Equipment: He is often seen carrying a cutlass and bullwhip at his side. They are both holdovers from his days in the fleet and he has been known to use them on underlings who have displeased him. When making public appearances he carries a revolver in a covered holster.



Vestigial Traits: Diet: Carnivore.

Experience Level: 8th

Occupation: Leader of the Revolutionary Council.

Combat: Hand to Hand: Basic, 5 attacks per melee round.

Bonuses: +8% bonus added to all skills, +1 strike, +2 parry, +2 dodge, +2 roll with impact, +2 pull punch, +2 damage, Critical Strike on natural 19 or 20.

Education Background: Bandit.

Skills of Note: Concealment: 56%, Imitate Voices: 72%, Detect Ambush: 73%, Camouflage: 63%, Intelligence: 68%, Pilot Truck: 96%, W.P. Knife, W.P. Revolver, W.P. Semi-Automatic Pistol.

Weapons and Equipment: He carries a pair of tanto knives, his claws as he calls them. When in public, he is always armed with an Aranar automatic pistol in a covered holster.

General Fijar

Fijar is unusual among the H'banan population — very few citizens actually have full human looks. He was born in H'bana City to a family of successful, but not wealthy, engineers. Unable to afford to attend the University, he instead apprenticed with his family. Eventually, he acquired a job as a technology advisor to a previous Council member and was voted to replace him after retirement. Fijar acts as the voice of the Council and is the one most in the spotlight. His views are often tempered, as he is the junior most member of the Council.

Alignment: Aberrant.

Original Animal Template: Troodontidae.

Hit Points: 29. S.D.C.: 35.

Attributes: I.Q. 18, M.E. 13, M.A. 15, P.S. 13, P.P. 16, P.E. 20, P.B. 19, Spd 21

Age: 33. **Sex:** Male.

Height: 6 feet (1.83 m) **Weight:** 86 lbs (38.7 kg). **Size Level:** 7.

Disposition: Fijar is friendly, always has a smile and greets everyone warmly. He truly wants what is best for his people and will go to any length to acquire it. He believes in fixing problems rather than breaking the whole and starting over from scratch, which is how he views most uses of violence. Given the right circumstances and influences, he could soften his alignment, but not with Ladro and Tiburon as his senior Council members.

Human Features: Hands: Full, Biped: Full, Speech: Full, Looks: Full.

Natural Weapons: Teeth: 1D4 damage.

Animal Powers: Extra I.Q.

Vestigial Traits: Diet: Carnivore.

Psionics: Empathy.

Experience Level: 4th

Occupation: Leader of the Revolutionary Council.

Combat: Hand to Hand: Basic, 5 attacks per melee round.

Bonuses: +4% bonus added to all skills, +2 strike, +3 parry, +3 dodge, +2 roll with impact, +2 pull punch, +3 vs magic, +3 vs poison, 45% charm/impress.

Education Background: Townie.

Apprenticeship: Mechanic.

Skills of Note: Mechanical Engineer: 84%, Literacy: 64%, Locksmith: 59%, Demolitions: 78%, Pilot Automobile: 96%, Basic Math: 85%, Electrical Engineer: 54%, W.P. Revolver.

Weapons and Equipment: Fijar prefers to talk rather than fight, but carries a revolver in a covered holster when he goes out into public. He has no qualms about defending himself if necessary.

El Marisma (Map location 3)

Located in the lowlands between H'bana and Alqueria, El Marisma is at best a dismal swamp. Constantly flooded, with both the northern and southern ends inundated by salt water, the entire region is hardly habitable and makes for an excellent buffer zone between the two nations. It is also the perfect home for outlaws and outcasts, but is ruled by tribes of Spinosaur and their king, Diablo.

Ever since the Crash, El Marisma has been the home to the Spinosaur. They found there a perfect environment for them to thrive in isolation. The swamp gave them access to an ample food supply of both saltwater and freshwater fish, and it was also a great hunting ground in the early years following the Crash. As the years have gone by, it has also given the Spinosaur access to border settlements of both the H'banans and the Alquerians.

There are no towns, settlements or permanent structures of any kind found in El Marisma. The Spinosaur live a natural, migratory existence and have no centers of technology, learning, or any culture other than what they carry with them. Loosely arranged into tribes, they all are subservient to Diablo, the Alpha male of the region. He rules with impunity and views the entire swamp as his. The rest of the tribes exist there at his leisure. While uncommon, he has called for the extinction of entire tribes because they have displeased him and not paid proper respect or tribute. He also has a standing decree that all trespassers are to be killed on sight.

Despite the hostility and dangers, H'bana still employs raiders to brave the swamp and raid the Alquerian countryside. Enough of the raids are successful to encourage more of them, as the Spinosaur can't be everywhere at once. Also, Diablo allows the raids to continue to a certain degree because they provide a means of fresh meat to be brought into the swamp, without having to go out and hunt for it. Both the H'banan raiders and the Alquerian captives provide a tasty meal for the Spinosaur tribes. Between the natural hazards, outlaws who brave the swamp and the Spinosaur, El Marisma is a dangerous place to be.

Population: Unknown. Estimates range between a few hundred to several thousand Spinosaur. The outlaw population varies in the low thousands.

Language: Spanish.

Predominant Species: The Spinosaur are the dominant species, however outlaws from all over MesozoicLand are also found here.

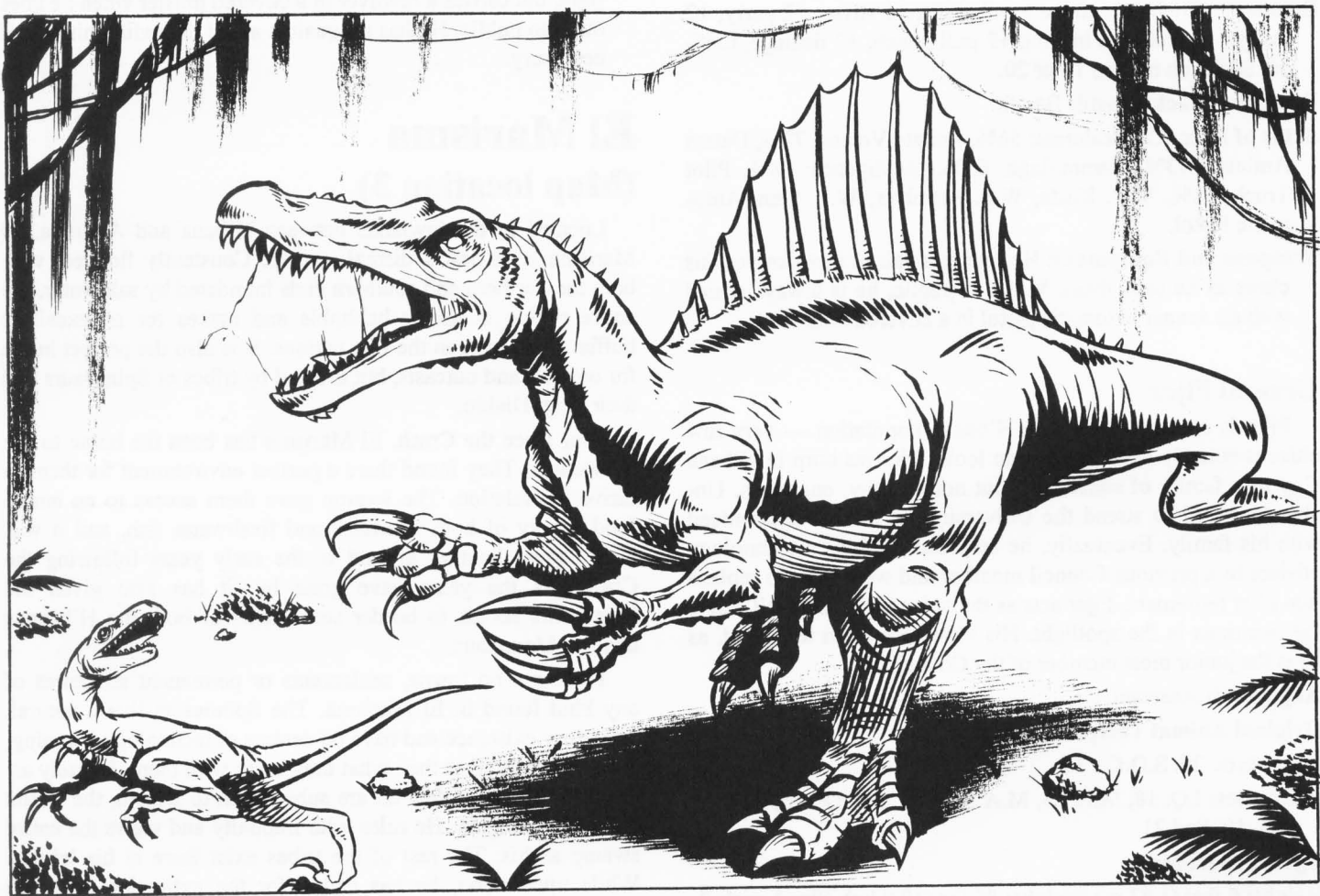
Capital: None.

Government: Effectively a monarchy.

Economy: None.

Currency: None.

Military Forces: No organized military. Individual tribes of Spinosaurus can range in number from 5 to 15.



Diablo el Marisma

One of the original zoo animals, Diablo remembers his life in the zoo. His recollections are strange and wild, most times cloudy, but he does remember the sensation of confinement and does not cherish it. As the animals made their escape from the zoo, Diablo led the Spinosaurus and headed east until they found the marsh, El Marisma. As the oldest and strongest of the Spinosaurus, he claimed it as his territory and viciously defended it against all who trespassed. He and his tribe have been a constant threat to any that wish to cross it. Despite his great age, he shows no sign of weakening or slowing down, much to the regret of several deceased rivals.

Alignment: Diabolic.

Original Animal Template: Spinosauridae.

Hit Points: 63. **S.D.C.:** 140. **Natural A.R.:** 11.

Attributes: I.Q. 8, M.E. 14, M.A. 11, Brute Strength P.S. 37, P.P. 13, P.E. 28, P.B. 6, Spd 21

Age: Unknown, well over 100. **Sex:** Male.

Height: 63 feet, 11 inches (19.50 m). **Weight:** 7,700 lbs (3492.66 kg). **Size Level:** 20.

Disposition: Mean-spirited, enjoys a chase and a kill. Most likely to eat trespassers first and forget about the questions.

Human Features: Hands: Partial, Biped: Full, Speech: Partial, Looks: None.

Natural Weapons: Teeth: 3D6+2, Hand Talons: 2D6, Running Claws: 2D6.

Animal Powers: Temperature Regulation Sail, Extra Speed, Medium Natural Armor.

Vestigial Traits: Diet: Carnivore, Nocturnal, Reptile Brain: Predator.

Experience Level: 9th

Occupation: Self Proclaimed King of El Marisma.

Combat: Hand to Hand: Basic, 6 attacks per melee round.

Bonuses: +1 initiative, +1 strike, +2 parry, +2 dodge, +2 roll with impact, +2 pull punch, +24 damage, +7 vs magic, +7 vs poison.

Education Background: Feral.

Apprenticeship: None.

Skills of Note: Wilderness Survival: 98%, Tracking: 98%.

Weapons and Equipment: None, relies on his natural powers.



Alqueria (Map location 4)

Built in the fertile middle lands of the island, Alqueria is a loose-knit collection of hundreds of towns, villages and migratory families dedicated to living off the land. Mainly populated by herbivores, the Alquerians are a hardy group content to live their lives in peace, taking joy in a sense of community. The original settlements were founded by several families that fled the chaos of the western half of the island, braving the dismal swamp in hopes of finding better lands. Led by a bullish, determined family of Triceratops, those who survived crossing El Marisma found a place for their communal paradise.

Organized around extended family structures, typical villages can range in size from a few dozen to several hundred residents. The technological level also varies radically, from operating on a subsistence farming level with hand tools, to mechanized modern farming lands. There are also migratory families of dinosaurs that travel the land offering goods, services and information in exchange for food. Many Alquerian children are taught fundamental skills by these migrant teachers. Often, some of the young adults will venture off to become migrants themselves, enjoying the freedom and satisfying their almost instinctual desire to move from place to place.

There is a capital city of sorts for the Alquerian communes called the Learning Center. Located near the southern coast, it is a vast educational center that teaches history and the sciences to all that are willing. The price of the education is to be part of the volunteer work force that feeds and maintains the school. It instills a sense of civic pride and responsibility to the students, while providing them with a solid education, to better themselves and the lives of the other citizens of Alqueria. They are also taught to form a communal defense of their lands. A common idea is to not look for conflict, but to meet it head on when it finds you. Many of the ideals of the Alquerians come from the teachings of the Triceratops family that led them out of El Marisma, and in particular the ideals of their current elder, Cascar.

The Alquerian system of government is based on a communal rule by elders. Each village is ruled by 3 of the eldest members of the community. In turn, these three send one of their number as a representative to the Learning Center once a year for a council, and when subjects arise that concern the community of Alqueria as a whole. The elders are led by Cascar, who migrates from one community to another, settling disputes and legislating as necessary. He also ensures that the village militias are well trained and prepared, especially around the borders, as raids are a constant threat to the life they have built in the rich soils of the island.

Despite the peaceful conditions that typically prevail among the families, there are inter-communal disputes that are beginning to show. Whether a natural phenomenon or the direct product of genetic tampering as zoo animals, the herbivores have a

notoriously high birthrate. Their population is about to skyrocket along an exponential scale, leading to disputes over space and food distribution. How this will play out is, at this point, anyone's guess.

Population: Currently 400,000 but rising rapidly.

Language: Spanish.

Predominant Species: The herbivorous dinosaurs are the dominant species in Alqueria, with the Hadrosaurs being the most populous. There are also many other non-saurian species living side by side in Alqueria.

Capital: The Learning Center (30,000 on average).

Government: Communist Agrarian.

Economy: Dominated by agriculture and related industries.

Currency: Mostly a barter economy, however some places will accept H'banan Scales for exchange.

Military Forces: Mostly militias, with some better armed than others. Of course, a few armed ranks of large sauropods are enough to halt a battle before it really gets going.

Army: Combined civilian militias. Alqueria could field an army of about 150,000 strong if absolutely necessary, though training and equipment would vary considerably.

Navy: Few communities have dedicated naval craft.

Air Force: Perhaps a force of a few hundred flying pre-Crash relics with little training and experience. With the H'banan Air Force taking to the sky, the elders are pushing for a more unified Air Force with trained pilots.

The Alquerian Elder

Cascar

Cascar is the oldest known citizen of Alqueria. Born to the family that led the herbivores out of El Marisma, he is from one of the first generations of mutants born after The Crash. He, like his parents, was instrumental in helping develop the tight-knit communities that became the land of Alqueria. Wise with age and experience, he is the unifying voice of the people. He is a proponent of peace, hoping to one day unify the island of MesozoicLand.

Alignment: Principled.

Original Animal Template: Ceratopsidae.

Hit Points: 55. **S.D.C.:** 85.

Attributes: I.Q. 8, M.E. 14, M.A. 18, Brute P.S. 27, P.P. 9, P.E. 28, P.B. 8, Spd 5

Age: 97. **Sex:** Male.

Height: 6 feet, 6 inches (2 m). **Weight:** 742 lbs (333.9 kg). **Size Level:** 17.

Disposition: Strong willed and determined, Cascar believes in the innate goodness in life. He understands that violence is necessary to protect one's self and family, but advocates not to go looking for trouble. He is kind and gentle despite his great size, and is a favorite of children when he travels Alqueria visiting the various farming villages.

Human Features: Hands: Partial, Biped: Partial, Speech: Full, Looks: None.

Natural Weapons: Frill Supported Hooked Beak: 2D6 damage, Horns and Neck Frill: 3D6 damage.



Animal Powers: Extra Mental Affinity, Advanced Smell.

Vestigial Traits: Diet: Herbivore, Color Blind, Prey Eyes.

Experience Level: 9th

Occupation: Teacher, Leader.

Combat: Hand to Hand: Basic, 6 attacks per melee round.

Bonuses: +1 initiative, +1 strike, +2 parry, +2 dodge, +14 damage, +2 roll with impact, +2 pull punch, Critical Strike on natural 19 or 20, Trust/Intimidate 50%, +7 vs magic, +7 vs poison.

Education Background: Feral.

Skills of Note: Wilderness Survival: 70%, Tracking: 70%, W.P. Blunt, W.P. Battle Axe.

Weapons and Equipment: He typically carries a huge double-headed battle-axe that does 4D6 damage.

Associates: Cascar is starting to feel his age, and now travels with a retinue of 5 trusted protectors.

El Salvaje (Map location 5)

After The Crash, when the flora and fauna of MesozoicLand began to creep across the island of Cuba, the native plants and animals at first found refuge in the eastern portion of the island. However, this was not to last. Either due to something stored at the Guantanamo Bay Naval Station, or simply the disease that was ravaging the Earth from The Crash, the eastern portion of

the island was left nearly barren in a matter of one season. Most of the foliage was destroyed and it seemed the ground was contaminated, left a brownish-black in color. At first, it seemed, nothing would grow there, then, the following summer, the new Mesozoic flora took hold. Soon, vast plains of seed ferns grew up in the shadow of rapidly growing lycopods. It quickly became a jungle of epic proportions.

First, the plants grew to unimaginable sizes in that brownish-black soil. Then the surviving animal life experienced radical mutations from one generation to the next. Strange animals began to emerge from the wilds on the border with the village of Alqueria. There seemed to be no pattern to the mutations, as they would not necessarily be passed on from one generation to the next. Curious Alquerians who ventured into the wilds would return with wild mutations of their own, some extremely painful in their emergence. Others who ventured in never returned, having experienced radical mutation into basal animal forms. All the while, animal life, which had mutated on a rapid and vast scale, began to flourish within the jungle of El Salvaje.

The jungle has since become largely off-limits to Alquerians. It is a dark and foreboding place to be avoided, home to wild beasts and a brutal law of nature, with mutation as a primary amendment. El Salvaje does, however, contain a creature both fabulous and frightening in its creation: Salvaje the Lycopod Colony. A sentient plant entity, Salvaje is the product of the mutagens permeating the forest floor. Whatever has contaminated the soil has been transferred into the plant life through their root system and introduced to the food chain. Whether a function of the vast size of the lycopod colony, or some other

factor, one of them has become self-aware. Taking the name given to the forest by the Alquerians, the colony known as Salvaje is still trying to puzzle out what it means to be aware. It learned of the name from the mind of an outlaw Alquerian who fled into the jungle. Tales of a living plant have begun to circulate among the border towns in Alqueria, and the Learning Center is considering an expedition to contact this vast entity.

Currently, Salvaje is aware of one group of moving creatures that are actively trying to destroy it. The Empire of Humanity at Gitmo is searching for ways to clear as much of the jungle away from their newfound naval station as they can, but are meeting with stiff resistance by the plant life. They know that there is something unusual about the lycopod forest on the border of the base, but have yet to find any way to permanently cut any of it down. Salvaje is keenly aware of their motives but is yet unsure of what to do, except to regrow whatever they cut down or poison off with herbicide. It is starting to become annoyed, however, and might take further action.

The uncharted hostile landscape is the first challenge that must be overcome by any expeditions, while the inhabitants and the rampant mutations must also be dealt with. It affects some more than others, and is not confined to simply eating the plants and animals. Within the forest, there seems to be something in the dust in the air that can trigger mutations. Any characters venturing into El Salvaje will be required to make a saving throw vs mutation at 11 or higher, with P.E. bonuses added to the roll. This save should be made for every week spent in the jungle. Characters who fail this roll will either have a reduction in BIO-E points, meaning a regression in mutation, or have a load of BIO-E points dumped into them, triggering a random mutation. Whether regression or further mutation occurs is determined by a simple percentile roll. 01-50% is a regression while 51-00% is further mutation. The G.M. should then roll 2D6 to determine how much BIO-E is lost or gained. Game Masters should handle the exact allocation of mutations, as it is entirely out of the player's hands. It is the first law of El Salvaje — random mutation. There have been some foolish attempts of Alquerians venturing into El Salvaje in the attempt to gain further advantageous mutations, however the randomness of it has prevented this tactic from being profitable. It is quite a dangerous and unpredictable place in more ways than one.

Population: Unknown.

Language: Spanish, when encountering anyone that can speak.

Predominant Species: There isn't one species that holds a majority, and it can be argued that given the rate and variety of mutation that each individual encountered in El Salvaje is a species of their own.

“The” El Salvaje

The product of wild mutation, the entity known as Salvaje is a colony of lycopod trees that stretches for hundreds of square miles. Originally born from spores carried from the Mesozoic-Land zoo, Salvaje took root in the eastern part of the island. From there, Salvaje observes the tapestry of life and mutation that surrounds it, trying to comprehend it all. It has no known goals other than to continue to live and reproduce itself, occasionally contacting other sentient beings that pass its way. The

Empire of Humanity has tried unsuccessfully to destroy the forest, but has only succeeded in carving out a very small area around the Gitmo Naval Station.

Alignment: Effectively Aberrant.

Hit Points: 1000. **S.D.C.:** Immeasurable.

Attributes: I.Q. 20, M.E. 17, M.A. 15, P.S. N/A, P.P. N/A, P.E. 30, P.B. 15, Spd N/A.

Age: Unknown, over 100. **Sex:** Irrelevant.

Height: Varies, **Weight:** Immeasurable. **Size Level:** 25+.

Disposition: Aloof and voyeuristic, Salvaje still doesn't quite know what to make of all of the moving creatures around it. It is both amused and frightened by them, sometimes interested in making contact and at other times oblivious to their presence. Salvaje is not known to help anyone, as it believes that nature must take its course. The law of the jungle very much applies.

Human Features: None.

Natural Weapons: None.

Psionics: Alter Aura, Bio-Manipulation: Audio, Mind Block, Mind Trap, Sense Tectonics, Telepathic Listening, Telepathic Speech.

Vestigial Traits: Diet: Photosynthetic. *Special* — Salvaje acquires nutrients from roots in the ground and requires sunlight to process them into energy. Given the large size of Salvaje, it is almost impossible to deprive the plant of sunlight or nutrients.

Rooted. *Special.* Salvaje is completely immobile. The plant cannot uproot and become ambulatory, nor can it move in any way except for slight swaying from side to side.

Experience Level: 15th

Occupation: None.

Combat: No Hand to Hand abilities, but has 4 psionic attacks per melee round.

Bonuses: Because of its nature as a sentient colony of plants, Salvaje's consciousness is spread throughout a vast area, and is therefore basically immune to psionic attack. (It can't really be targeted.) Any psionics or other powers that affect the mind have no effect on Salvaje.

Education Background: None.

Skills of Note: None.

Weapons and Equipment: None.

Note: Salvaje is a unique creature and does not conform to the standard mutant animal template and creation process.

Gitmo (Map location 6)

Originally known as the Guantanamo Bay Naval Station operated by the United States, it fell into disuse after Cuba became an international center of commerce. The station was then used for defense of the island and as a place to mothball retired ships from the Atlantic Fleet. After the Crash, its existence was largely forgotten and overlooked by any survivors, who were few and far between anyway. It wasn't until the Empire of Humanity became interested in putting to sea a naval force that

anyone remembered that there might be something there to salvage. The industrious Captain Grossett led a force of 200 sailors and marines in a relic of a ship to explore the ruins of the old naval station in Cuba. What they found was beyond all belief — several naval vessels and an island overrun with dinosaurs.

Mothballed at “Gitmo,” as they called it, continuing the traditional slang name, was a solar powered light aircraft carrier that they dubbed the EHS Joseph McCarthy. They also discovered several light cruisers, patrol boats and various small watercraft. Having discovered a veritable lost fleet, Grossett sent word to Technoville that a garrison force be dispatched immediately to secure the base. Routine reconnaissance of the island revealed that it was populated by villages and cities of mutant dinosaurs that apparently had no idea that the base existed. It was clear that they couldn’t let it fall into mutant hands. An occupying force of marines was sent and the station was to be the homeport of the EHS McCarthy, extending the Empire’s power base into the region. It has been one of their few success stories so far.

Grossett wasted no time in clearing out and refurbishing the station. Once it was secure, he set the marines to oversee a small slave army tasked with clearing out much of the jungle north of the station. Projected plans call for expansion of the base, and long-term goals include colonizing the island. However, despite their best efforts, the jungle seems to be thwarting them at every turn. It has recently come to Grossett’s attention that the jungle, or part of it, is actually sentient, urging him to consider engaging in a bombing campaign to clear the foliage. His initial report to the Empire’s Air Force proposing this was met with some amusement.

Compounding the clearing operation is the rise in random mutations affecting the force stationed at Gitmo. At first, only the slaves toiling at clearing the jungle were subject to the curse of El Salvaje. Some began to exhibit painful regressive mutations, with hands degrading into clumsy paws. Then a few began to clearly evolve a degree of mental sophistication that was before lacking. Others grew to bestial size, armed with impressive natural weaponry. While extremely uncommon, random mutation is known among some of the more unstable mutant animals. Captain Grossett simply exterminated any slaves that could no longer work, or any that became a problem. It was when the overseers began to exhibit mutations that the garrison became collectively worried. Marines patrolling near the jungle were the first to exhibit signs of mutation. One private suddenly became extremely ill from eating vegetables in the mess hall. The incident was originally laughed off as mess hall food, until it was discovered that he could now only safely digest meat. When another private grew a small set of horns behind his ears, they knew they had a problem on their hands.

Measures have since been taken. All humans working near the jungle are required to wear protective air filters, which has cut down on the number of random mutations among the garrison population considerably. Still, the occasional mutation crops up, forcing the base to deal with the question of what makes one human. Rumor is spreading that even the Captain has become afflicted. Word in the barracks is that the Captain can tell what an enlisted man is thinking. Some believe he is developing mutant psychic powers, though others think he is just an experienced officer who knows the minds of his men. The truth may lie somewhere in the middle.

Problems with the jungle clearing aside, Gitmo is a powerful force to be reckoned with. Having a light aircraft carrier, a small fleet and an air force at its disposal, the Empire is in a very strong position to prove an annoyance to the H’banan and Alquerian governments, something sure to keep the coming years lively to say the least.

Population: 700 humans, about 2000 mutant animal slaves.

Language: English.

Military Forces:

Army: 500 ground troops plus support personnel.

Navy: 100 sailors manning the 5 permanent duty station light cruisers.

Air Force: 50 pilots and ground crew manning 5 combat helicopters and 10 saber jet-bombers.

Note: The above forces do not include the EHS McCarthy Taskforce. See **Mutants of the Yucatan** for more details.

The Garrison Captain

Captain Howard Grossett

Raised in Technoville, Grossett possesses no special abilities other than determination and a willing attitude. He lives to overcome challenges, rallying around anything that drives the human spirit. No adventure is too great and no challenge should go unanswered. He believes that humans will again dominate the world and that The Crash was just another test put before his species.

Alignment: Scrupulous.

Hit Points: 28. **S.D.C.:** 58.

Attributes: I.Q. 10, M.E. 15, M.A. 12, P.S. 15, P.P. 13, P.E. 12, P.B. 14, Spd 23

Age: 39. **Sex:** Male.

Height: 5 feet, 9 inches (1.75 m). **Weight:** 178 lbs (80.73 kg).

Disposition: Grossett is a firm military man. He earns respect, never thinking that he is due it, and makes every effort to be “one of the men.” He is a solid leader, and only through his determination has the garrison been as successful as it has, carving out a niche at Gitmo.

Experience Level: 6th

Occupation: Empire of Humanity Garrison Commander.

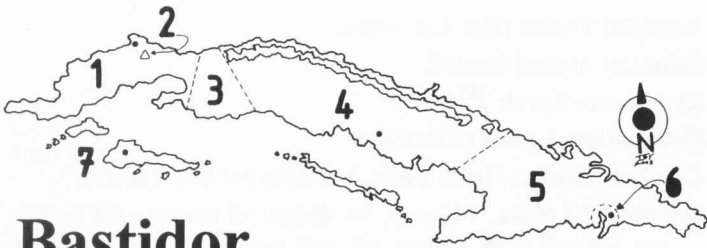
Combat: Hand to Hand: Expert, 5 attacks per melee round.

Bonuses: +2 strike, +3 parry, +3 dodge, +2 roll with impact, +2 pull punch.

Education Background: Military Specialist.

Skills of Note: Literacy: 70%, Intelligence: 62%, Running, Body Building, Basic Math: 89%, Pilot Jet: 75%, Read Sensory Equipment: 60%, Vehicle Weapon Systems: 70%, History: 80%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Semi-Automatic Pistol, W.P. Submachine-gun.

Weapons and Equipment: Typically carries a G-9B Energy Assault Pistol and a combat knife at his side.



Bastidor (Map location 7)

Bastidor is a series of islands that have become the home of the Pterosaurs. After the freeing of the animals, the Pterosaurs immediately fled for the sea, following their instinctual hunting sense. Just south of the main island are several smaller islands that were perfectly suited to the Pterosaurs' needs. Their first concern was for food, and the ocean around them was teeming with fish. Their second concern was for isolation. For too long were they creatures caged and confined by another species. As they became self aware, changing physically and mentally through mutation, they came to realize that they had been effectively held as prisoners for the amusement of others. Their matriarch decided that this chain of islands were to be their homes, and death to any others that set foot on them. Thus the isolationist islands of Bastidor were founded.

They founded one city as their capital, Nido, in the ruins of a tourist resort on the largest of the islands. Taking control of a military armory found on the island, they immediately began regular armed patrols, killing any who dared come near them, and began to exterminate any inhabitants already found on the

island. In a short time, they had eliminated any other intelligent life existing in their new lands. Next they began building nesting sites for hatching their young, and created a special nest on a small, separate island for the breeding of the Madre Brood, the children of the mother. By doing so they set up a matriarchal monarchy that has served them well. The successive Madre is the one who is able to eliminate or subdue the other females of the Brood. Life is difficult for the young of the Madre Brood, teaching them how to survive from birth. Because of this, they have remained a strong collective and have kept their militant isolationist stance intact.

However, not all follow this strict code of isolation, and some long to be part of the greater communities on the main island. Small groups of idealists occasionally band together and head off for H'bana, though some have been known to join up with the Alquerians. These groups are welcome to leave at any time, however once they have left the islands, they are forbidden to return. It is for this reason that they typically leave in groups. It is easier for them to handle the separation from their lives if they have other like-minded individuals with them. H'bana recruits these separatists heavily, in hopes they can assist in starting diplomatic contact with the Bastidor Madre. The Alquerians also welcome them, as they welcome all species. Cascar often cites that if such isolationists can join with them, then there is hope that all species in MesozoicLand can live in peace.

Currently, Bastidor has taken to running skirmishes against the Empire of Humanity at Gitmo as a form of revenge for their species keeping the Pterosaurs in captivity for so long. They have been highly successful so far and have even downed an as-



sault helicopter. In a rare move, the Madre is considering sending several Pterosaurs to H'bana as defectors to gain pilot training, and then have them return in order to build an air force of their own. The Pterosaurs find it to be quite profane to have land-dwelling creatures having such a dominant power in the sky. Madre Malaquita wants to reclaim the sky for those it belongs to, and will take steps in the future toward those ends.

Population: 50,000

Language: Spanish.

Predominant Species: Pterosaurs are the only intelligent life found on the island.

Capitol: Nido.

Government: Matriarchal Monarchy.

Economy: They have limited manufacturing ability, and the largest commodity they deal in is fish.

Currency: Barter mostly.

Military Forces: Every citizen of Bastidor is considered a protector of the land, however the following numbers indicate how many dedicated warriors they have.

Army: They do have a ground patrol force of non-flying mutants of about 3,000.

Air Force: The bulk of their military force are heavily armed flying Pterosaurs. They have a strength of 15,000.

Border Patrols: There is a dedicated force of 3,000 that routinely patrol the ocean around the islands, and are usually augmented by members of the "Air Force."

The Mother of Bastidor

Madre Malaquita

Malaquita was raised as a member of the Madre Brood, a direct descendent of the original Madre that led the Pterosaurs to their home of Bastidor. Taught from birth that life was a struggle, she survived well the rough conditions that all of the Madre Brood must endure to reach adulthood. She came to power after her mother died and she dominated or slew the remaining siblings from her Brood's generation. She maintains the strict isolationist policies that the island was founded on, and seeks to expand her reach to the other islands in the region.

Alignment: Anarchist.

Original Animal Template: Pterosauridae.

Hit Points: 38. **S.D.C.:** 41.

Attributes: I.Q. 12, M.E. 12, M.A. 12, P.S. 10, P.P. 18, P.E. 15, P.B. 11, Spd 15

Age: 44. **Sex:** Female.

Height: 5 feet, 6 inches (1.67 m). **Weight:** 94 lbs (42.63 kg). **Size Level:** 7.

Disposition: Strong and graceful, she rules her people well. She is always looking for the best deal, and will stop at nothing to maintain her land and conquer other islands for her people to colonize.

Human Features: Hands: Partial, Biped: Partial, Speech: Full, Looks: None.

Natural Weapons: Toothed Beak: 2D4 damage.

Animal Powers: Soaring Flight, Internal Compass, Extra Physical Endurance.

Vestigial Traits: Diet: Carnivore.

Psionics: Animal Control.

Experience Level: 7th

Occupation: Leader of Bastidor.

Combat: Hand to Hand: Basic, 5 attacks per melee round.

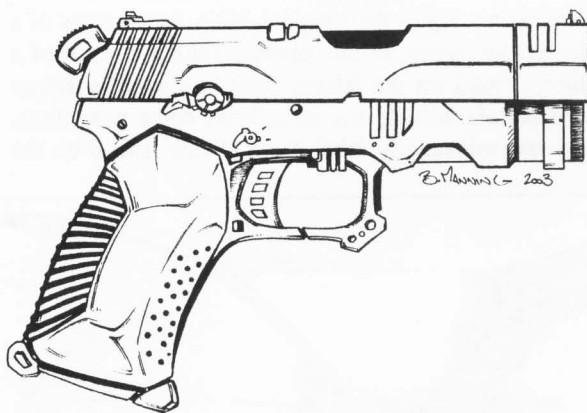
Bonuses: +3 strike, +4 parry, +4 dodge, +2 damage, +2 vs poison, +4 roll with impact, +2 pull punch, Critical Strike on natural 19 or 20.

Education Background: Frontier.

Skills of Note: Wilderness Survival: 60%, Fishing: 90%, Imitate Animal or Insect Sounds: 66%, Tracking: 60%, Land Navigation: 90%, W.P. Net, W.P. Submachine-gun, W.P. Shotgun, Acrobatics.

Weapons and Equipment: Malaquita is particularly fond of her Trizas 20-gauge shotgun.

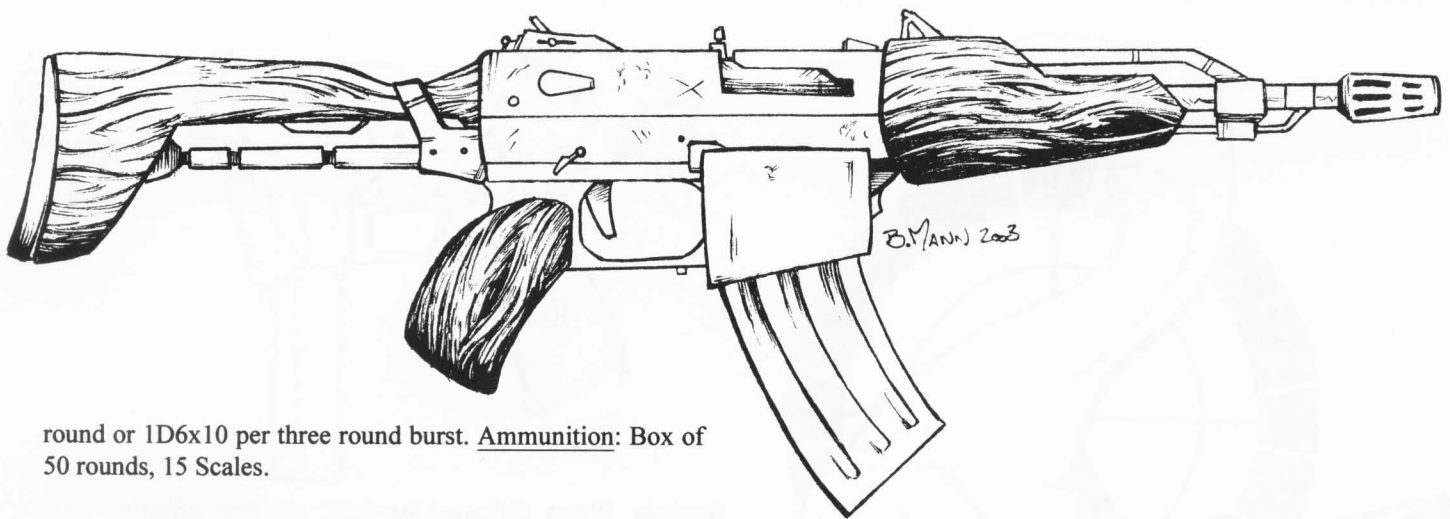
New Weapons of MesozoicLand



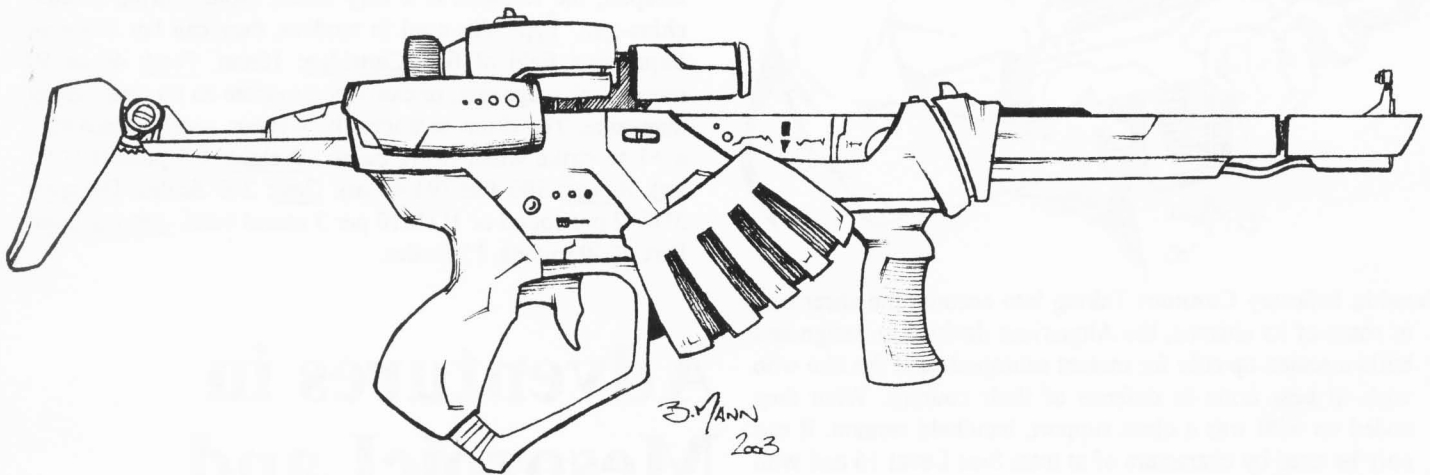
H'banan Arms

Aranar 9mm Automatic Pistol: The standard sidearm issued to the H'banan Armed Forces, the Aranar is extremely well machined and a dependable weapon in the field. Military issue versions have a distinctive green finish while the civilian market version comes in a variety of finishes, including chrome. **Cartridge:** 9mm. **Feed:** 16 round magazine. **Weight:** 2 pounds (0.9 kg) **Range:** 150 feet (45.72 m) **Cost:** 100 Scales. **Damage:** 3D6 per round. **Ammunition:** Box of 50 rounds, 10 Scales.

Mordaz Assault Rifle: The standard issue rifle for the H'banan Armed Forces, the Mordaz is based on an obviously popular pre-Crash rifle found all over the ruined island. The rifle is virtually maintenance free and extremely durable. It holds up well as a firearm, and as a blunt weapon if necessary. The strength of the materials is so strong that characters with Brute Strength can use it as a bludgeoning weapon without fear of it breaking. **Cartridge:** 7.62mmx39. **Feed:** 30 round "banana" magazine. **Weight:** 7.4 pounds (3.35 kg). **Range:** 1500 feet (457.2 m). **Cost:** 250 Scales. **Damage:** 5D6 per



round or 1D6x10 per three round burst. Ammunition: Box of 50 rounds, 15 Scales.



Carnicero Laser Pulse Rifle: The latest weapon from the minds at the H'banan University is the Carnicero. It is the first laser pulse weapon they have brought into field-testing. Still experimental, it is based on existing pre-Crash designs. They have had enormous success in the technology of laser beam weapons for their security systems, but this is the first soldier portable energy weapon. Whether it can stand up in the field and is "soldier proof" has yet to be seen. Range: 600 feet (182.88 m). Damage: 1D4x10 per three-pulse burst. Can

only fire in bursts. Payload: Can fire 30 pulses, 10 shots, before the energy supply has been drained and the weapon shuts down completely. Recharging: It has a retractable cord that allows it to be recharged in any electrical outlet. It can also be recharged on an ordinary car battery but needs a special attachment. Recharges at a rate of one minute per pulse, 30 minutes to recharge a complete payload. With time and further development the H'banan energy weapons should easily equal those of the Empire of Humanity.



Alquerian Militia Arms

Manada Combat Rifle: The most common automatic rifle found in the hands of the Alquerian Militia. It is very similar in design and construction to the H'banan Mordaz, except it

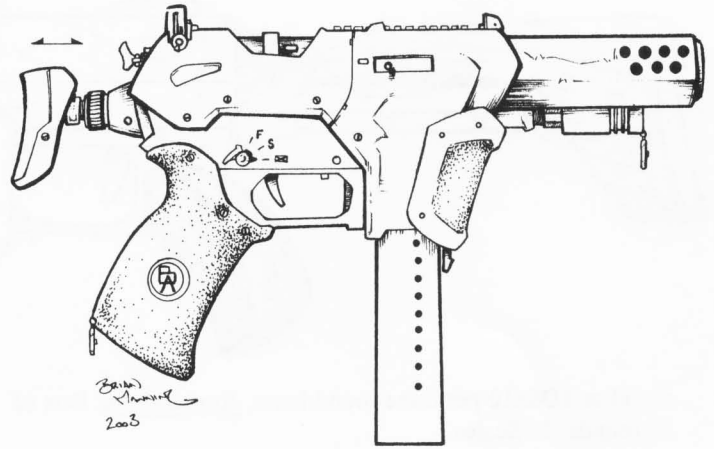
fires a better performing projectile. Accurate, reliable and cheap, it forms the backbone of Alquerian defense. Cartridge: 5.45mmx45. Feed: 30 or 40 round "banana" magazine. Weight: 8.6 pounds (3.9 kg). Range: 2000 feet (609.6 m). Cost: 135 Scales. Damage: 4D6 per round or 1D4x10 per 3 round burst. Ammunition: Box of 50 rounds, 10 Scales.



Tronido Infantry Cannon: Taking into account the sheer size of some of its citizens, the Alquerians decided to design and build a scaled up rifle for mutant sauropods and the like who wish to bear arms in defense of their country. What they ended up with was a close support, handheld cannon. It can only be used by characters of at least Size Level 16 and with at least Brute Strength. Cartridge: 89mm. Feed: 20 round magazine. Weight: 88 pounds (39.91 kg). Range: 6000 feet (1828.8 m). Cost: 1000 Scales. Damage: 3D4x10 to a 20 foot (6.1 m) area. Single Shot only. Ammunition: Clip of 10 rounds, 100 Scales.

Bastidor Arms

Trizas 20 Gauge Automatic Shotgun: Highly effective when used against large targets or groups from the air, the Trizas is a favorite among the border patrollers of Bastidor. It is gaining popularity on the main island of MesozoicLand, and the H'banans are thinking of creating a knock-off version. Cartridge: 20 Gauge Shotgun Shell. Feed: 15 round magazine. Weight: 9 pounds (4.08 kg). Range: 125 feet (38.1 m). Cost: 185 Scales. Damage: 3D6 for Solidshot, 2D6 for Buckshot, 1D6 for Sandshot; or 1D4x10 for Solidshot, 5D6 for Buckshot, 3D6 for Sandshot per 3 round burst.



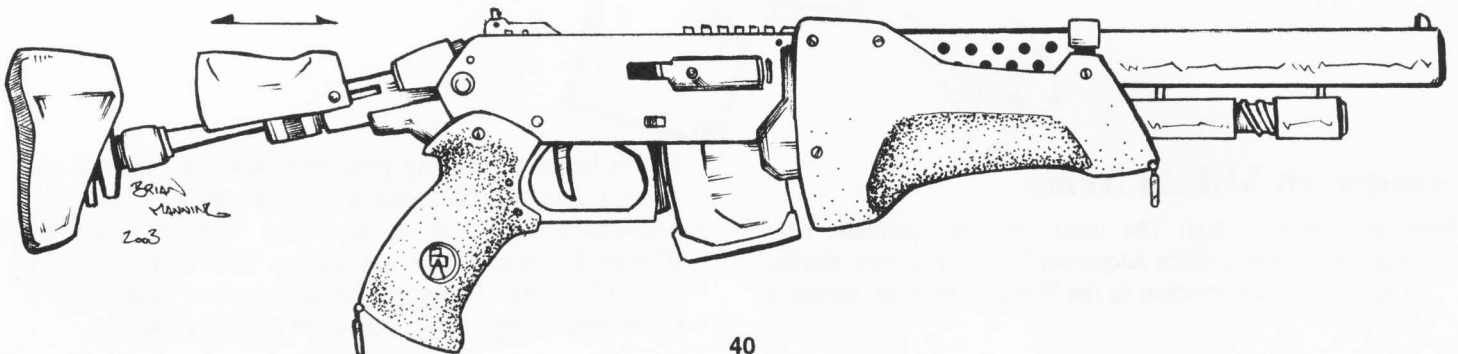
Rociada 10mm Submachine-Gun: Another effective aerial weapon, the Rociada is a very small, rapidly firing submachine-gun. Typically used in tandem, they can lay down an impressive field of fire. Cartridge: 10mm. Feed: 40 or 50 round stick magazine, or can accommodate an 80 round drum magazine. The drum balances the weapon nicely, bestowing a +1 to strike when firing bursts. Weight: 4.3 pounds (1.95 kg). Range: 300 feet (91.44 m). Cost: 200 Scales. Damage: 3D6+2 per round or 1D4x10 per 3 round burst. Ammunition: Box of 50 rounds, 15 Scales.

Adventures in MesozoicLand

Presented below are a short adventure trilogy and six Hook, Line and Sinkers that can also be used to form the basis for a much larger range of adventures. The trilogy is written from an Alquerian perspective, but with a little imagination and a few changes, can work to run adventures from any point of view desired by the G.M. It is suitable for a group of 4-6 low level characters, and has some heavy combat elements to it. However, with some clever thinking, much of the combat can be averted and the characters can achieve their goals through subtlety and subterfuge.

Eyes in the Sky

"*Eyes in the Sky*" is a brief introductory adventure to bring players and the G.M. into MesozoicLand, and sets the stage for the next two adventures rather quickly. It centers on the odd behavior of a group of Pterosaurs soaring high above several



Alquerian villages. It is up to the characters to find out where they are nesting and what they are doing.

Player Background

Recently, a local village has been reporting sightings of Pterosaurs flying overhead. Rarely are Pterosaurs seen on the main island except for a few exiles from Bastidor, but they are usually seeking asylum and will approach villages. These Pterosaurs seem to be circling overhead for hours at a time, often making return trips in later days. While unusual, no one had been concerned about it until word came from neighboring villages that they too were being visited, as they called it, by Pterosaurs in the past weeks. The elders of the local village have asked that the player characters track down where these Pterosaurs have nested and to inquire, peacefully, what they are doing and ask if they seek asylum.

Inside Information

Rumor has it that a child, a mutant Hadrosaur named Raquel living one village over, claims to have seen the Pterosaurs through her pair of binoculars, taking pictures from the air during several of their "visits." She also claims they shot at her when they saw her spying on them, and then flew off to the east. However, she is known for telling tall tales and is widely dismissed by the adults of the community. If anyone is interested in following up with her, and seeing where she was when she was shot at, a quick search of the area will turn up shell casings from an assault rifle. They have been recently fired but have no real identifying marks on them.

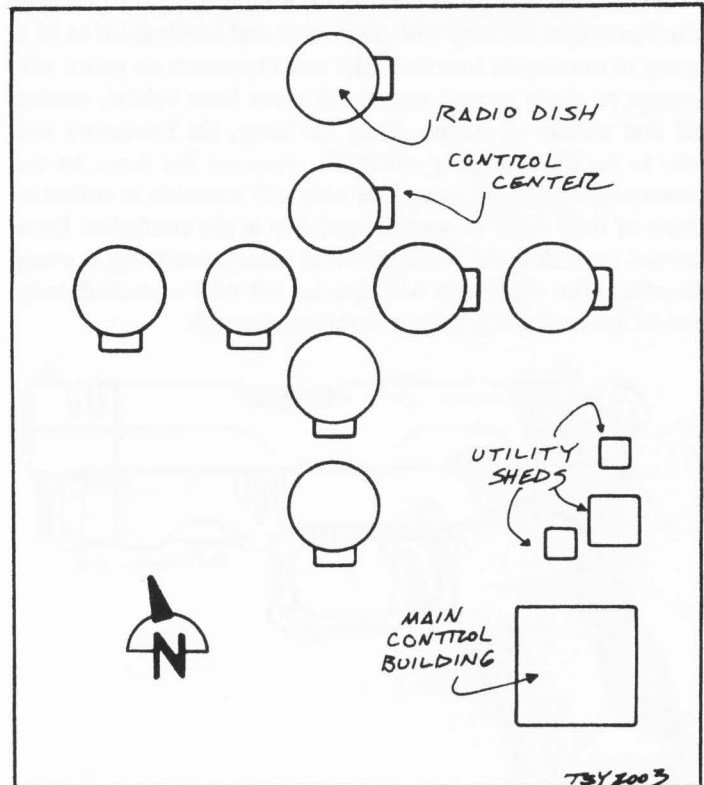
Game Master Information

This is something that the elders would like to have resolved as soon as possible. Cascar, Eldest of the Alquerians, is on his way to the village for the annual meeting with the elders of the local villages. They don't favor the prospect of having a mystery over their heads while Cascar is present, and would like to have it cleared up before he arrives in 3 weeks. They have planned a celebration to welcome him and don't want there to be a chance of anything to ruin it.

As for the Pterosaurs, they are actively engaging in an intelligence gathering campaign. They are taking aerial photographs of villages, roads, waterways and other important landmarks. While not exactly concerned about being seen, they are keeping their camp a secret by flying evasive patterns while on their reconnaissance missions. The Pterosaurs have holed up in an abandoned radio telescope array east of the village, several days travel away. The characters can learn of this by talking to Raquel, or waiting around for the Pterosaurs to make another appearance, and then track them from that point. The Pterosaurs aren't likely to just let the characters follow them back to their camp, and they will attempt to thwart any obvious pursuit. They will use evasive tactics whenever possible, hoping to avoid a direct confrontation with the characters. It should be obvious that they don't want to talk. Unless the characters can fly, or have access to a flying vehicle, they might be better off talking with Raquel to get a general feel for where the Pterosaurs are hiding

out. Industrious characters with good geographical, or even historical, knowledge of the area might know of the old radio telescope site to the east. Otherwise, they might have to do some serious investigation about where in the area a group of Pterosaurs would likely make camp.

As the characters are traveling, they could continue to spot the Pterosaurs overhead, but they will retreat when they know they are spotted. Again, clearly not interested in starting up a conversation. They are smart enough not to fly directly to the array. Other encounters along the road could include a meeting with a migrating group of teachers, a caravan of food on the way to trade, or even a group of bandits. Even the wilds between the villages of Alqueria are home to thieves and ruffians.



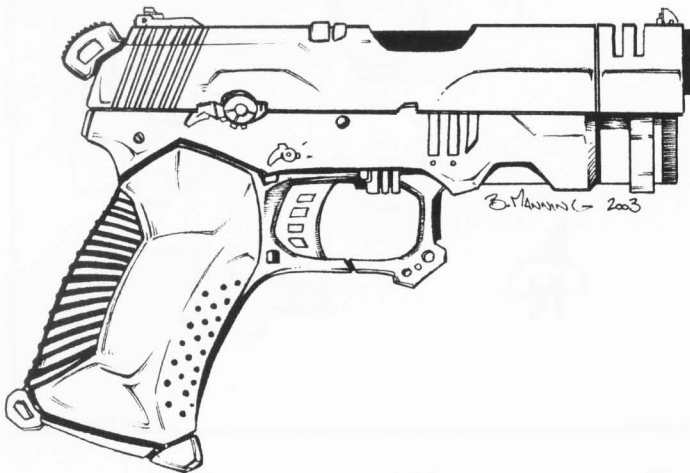
The array consists of 8 large steel structures supporting the large radio dishes, complete with control centers and outlying buildings. They all look as though they have faired poorly, showing heavy signs of wear and rust. Clearly, the mechanisms that could move and orient these dishes have long since fused solid. The control buildings have had their windows and doors shattered or torn out at some point in the past, and the site is rather heavily overgrown.

No fools, the Pterosaurs have a patrol of two armed Pterosaurs in the air at all times, keeping an eye out for any unwanted visitors. The patrols have orders not to engage, but rather to rouse the camp in the event of armed trespassers. They have set up their living quarters inside the superstructure of the arrays, while their command center is in the main control building. They are clearly not looking to make contact with anyone, and depending on how the player characters approach the situation, it could play out any number of ways.

If the characters go in openly and looking to talk, they will be met by a female named Sedena. She will explain that they have left Bastidor and only wish to be left in peace. She will be cor-

dial, kindly, and offer to meet with the elders of local villages soon to apologize for making them uneasy with their presence. She will then, politely, ask the characters to leave and not return, as they do value their privacy. She will not threaten them, but she will be firm in her wish for isolation. If necessary, she will attempt to use her psionic power of Hypnotic Suggestion to influence the apparent leader of the player character group. From here the characters may choose to leave, report what they find to the elders, and go about their business. If their curiosity has been piqued and they don't take Sedena at her word, they can also try and sneak around to see what's concealed behind all of her pleasantries. Regardless, if the characters don't take the hint and move on, the Pterosaurs will be forced to take action.

If the characters go in looking for a fight they will find one. The Pterosaurs are busy with their work and aren't about to let a group of interlopers interfere. The two Pterosaurs on patrol will attempt to circle around and attack them from behind, cutting off that avenue of escape. From the array, six Pterosaurs will take to the air and spray automatic weapons fire down on the characters, while Sedena and her aide will scramble to collect as much of their work as possible and flee in the confusion. Once the two have fled, the Pterosaurs will retreat, scattering in every direction. The characters will then be left with a vacated camp and an interesting stockpile to rummage through.



The Stockpile

Even if the Pterosaurs are able to flee while the characters are engaged in a diversionary combat, they won't be able to carry off their stockpile of weapons and all of their collected intelligence. Included in the stockpile are several crates of explosives, hand grenades, 10 Aranay pistols, 3 Mordaz rifles and 7 Rociada submachine-guns. There are also several thousand rounds of ammunition for each type of weapon. All of this is brand new, with some of the crates never being opened.

As interesting as the weapons cache is, the amount of raw intelligence is even more interesting. There are hundreds of photographs of the area, two palm computers and a stack of maps and printouts. The palm computers have been recently wiped clean and are devoid of information in their memory, but the maps are quite remarkable. On the surface, they are very nice maps. Anyone with the Map Reading skill can see they are extremely accurate representations of the local region of Alqueria, with every village, road, shortcut and most major topographical items indicated. Of particular interest is what appears to be another camp,

indicated by the same mark that indicates the radio telescope array. It is located several days' travel due south of the village. Another of the maps indicates what appears to be a safe route of travel through El Marisma, and is clearly H'bana military issue.

The Aftermath

At this point the characters can take the information they have and return to the elders. They promise to pass the information on to the elders of other villages, and will inform Cascar when he arrives for his visit to the village. It is a sobering thought that H'bana has stepped up to this level of aggression. The obvious question here is what they were gathering such detailed intelligence for. The information is regionally specific. The details are extremely fine, even more than found in typical military maps. There is also the question of whether the Pterosaurs were actual Bastidor ex-patriots that are part of the H'banan military, or whether they were working in cooperation with the H'banan military in an alliance between Bastidor and H'bana. It is no secret that the Revolutionary Council has been trying to open talks with the Madre. Is it possible that those meetings have already begun? Local militias will be put on alert, and a group will be sent to investigate this second camp on the map. Perhaps the characters would be willing to pursue this mystery one step further in the next adventure, *Eyes Front*.

Non Player Characters

Sedena

Depending on how she fares in the first and subsequent adventures, she could go on to be a constant thorn in the characters' sides.

Alignment: Anarchist.

Original Animal Template: Pterosauridae.

Hit Points: 27. **S.D.C.:** 45.

Attributes: I.Q. 12, M.E. 22, M.A. 14, P.S. 11, P.P. 11, P.E. 12, P.B. 13, Spd 17

Age: 23. **Sex:** Female.

Height: 5 feet, 2 inches (1.57 m). **Weight:** 126 lbs (57.15 kg).
Size Level: 8.

Disposition: **Human Features:** Hands: Full with Extra Limbs, Biped: Partial, Speech: Full, Looks: None.

Natural Weapons: None.

Animal Powers: Basic Flight.

Vestigial Traits: Diet: Carnivore.

Psionics: Hypnotic Suggestion.

Experience Level: 4th

Occupation: Scout Patrol Leader.

Combat: Hand to Hand: Expert, 5 attacks per melee round.

Bonuses: +2 strike, +3 parry, +3 dodge, +2 roll with impact, +2 pull punch, +4 vs psionics, +5 vs insanity.

Education Background: Frontier.

Skills of Note: Fishing: 75%, Intelligence: 44%, Photography: 65%, Tailing: 45%, Detect Ambush: 45%, W.P. Submachine-gun, W.P. Pistol.

Weapons and Equipment: Carries 2 Rociada submachine-guns.

Pterosaur Scouts

The following stats are typical among Pterosaur scouts.

Alignment: Anarchist.

Hit Points: 21. **S.D.C.:** 58.

Attributes: I.Q. 9, M.E. 12, M.A. 10, P.S. 21, P.P. 13, P.E. 16, P.B. 10, Spd 20

Age: 19. **Sex:** Male.

Height: 5 feet, 3 inches (1.59 m). **Weight:** 121 lbs (54.88 kg).
Size Level: 8.

Disposition: **Human Features:** Hands: Full with Extra Limbs, Biped: Full, Speech: Full, Looks: None.

Natural Weapons: Toothed Beak: 2D4.

Animal Powers: Basic Flight, Internal Compass.

Vestigial Traits: Diet: Carnivore.

Experience Level: 3rd

Occupation: Scout.

Combat: Hand to Hand: Expert, 4 attacks per melee round.

Bonuses: +2 strike, +3 parry, +3 dodge, +6 damage, +4 roll with impact, +2 pull punch, +1 vs magic, +1 vs poison.

Education Background: Guerrilla Warrior.

Skills of Note: Wilderness Survival: 40%, Prowl: 35%, Demolitions: 66%, Acrobatics, Body Building, Photography: 60%, Intelligence: 40%, W.P. Shotgun, W.P. Submachine-gun, W.P. Automatic and Semi-Automatic Rifle.

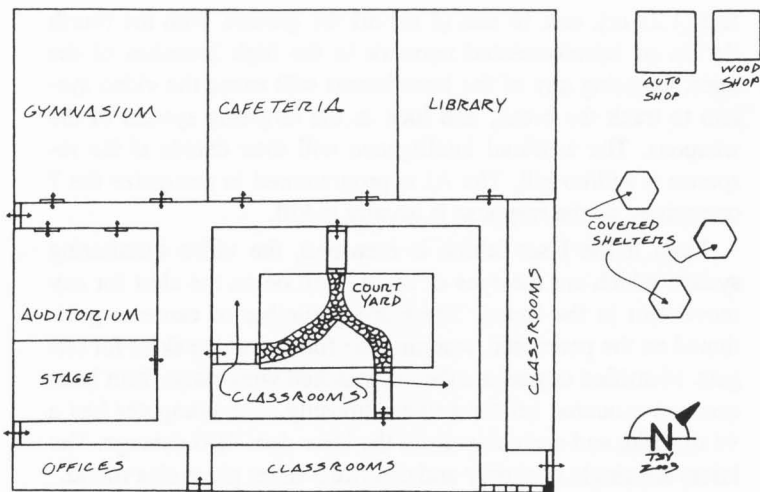
Weapons and Equipment: Mordaz rifles or Rociada submachine-guns are the most common among this group.

Eyes Front

"*Eyes Front*" sinks deeper into a H'banan plot that could have implications long into the future. It deepens the mystery of H'banan actions in the countryside of Alqueria that could be disastrous. Capitalizing on the intelligence found in the adventure *Eyes in the Sky*, *Eyes Front* takes the characters further afield, uncovering what the H'banans are doing in Alqueria. This adventure can be either a stand up fight or a clever game of stealth and assassination, depending on how the characters approach it.

Player Background

After careful analysis of the maps discovered at the Pterosaur camp, there are several locations that could one day be additional H'banan outposts well inside the Alquerian borders. The maps indicate likely future locations for more clandestine camps similar to the one the Pterosaurs were using. They mark old schools, abandoned towns and other hard structures that date from before the Crash. One location, however, is indicated as currently occupied and is only a few days' travel to the south. It is possible that any Pterosaurs that fled the telescope array regrouped there and may even have allies. The elders would like the characters to investigate this newly discovered outpost. If possible they are to disrupt activities. Failing that, they are to gather as much information as they can. If the H'banans can set up outposts here undetected, it's possible there are more scattered throughout the countryside that the captured maps do not indicate.



Game Master Information

Quartered in the ruins of a pre-Crash high school, this group of H'banan infiltrators have taken great pains to secure their site. They are set up for a long period of lengthy operations behind enemy lines, with sophisticated equipment and weaponry. They are primarily in-country to run missions of harassment and intelligence gathering, but they have chanced upon an opportunity that they are going to seize. There are only seven operatives stationed at the site, plus however many Pterosaurs fled the scene at the radio telescope array. However, only three of them are currently present. Four of the operatives are currently on a mission. (See the following adventure, *Eyes on the Future*.) Set up in one of the larger buildings of the school, they have wired their perimeter against anyone that comes to close for comfort.

Lining the perimeter of the school grounds is a series of interconnected laser fences, linked up with an automated weapons and video monitoring system. The entire system is under the control of a computer with a primitive artificial intelligence. This system also scans the sky through the video system and is capable of tracking and eliminating aerial targets. Powering the defense system is a miniature solar power station, located on the roof of the building they are occupying. It is hidden among the various vents and outlets on the roof, requiring intense powers of observation to notice it. Representing the finest computer technology available to the H'banans, it is obvious they have invested quite a lot into the outpost.

Fairly straightforward, the characters will have to circumvent the perimeter defenses to get anywhere near the actual building. One bit of luck on the characters' side is that the system is programmed to eliminate all non-recognized life that comes into its range. Hearing the perimeter weapons isn't enough to make the H'banans take serious notice. This affords them fresh meat on an almost daily basis without having to go out and hunt for it. Consequently, the area surrounding the school is littered with the carcasses of animals that strayed too close and the area smells like rotting meat. Characters will definitely recognize the scent of a predator's lair as they approach the school.

The defense system consists of two parts. The first is the laser fence. Simple in its design, it consists of a lattice of laser transmitters that will trip the system if they are crossed and contact is broken with their receivers. They are positioned in four tiers of coverage. The first three tiers are at one foot (0.3 m), 4

feet (1.21 m), and 10 feet (3 m) off the ground, with the fourth tier as an interconnected network in the high branches of the trees. Crossing any of the laser beams will cause the video system to track the break, and lock in the targeting system of the weapons. The artificial intelligence will then decide if the response is kill/no kill. The AI is programmed to recognize the 7 operatives, so the response is usually to kill.

Even if the laser lattice is breached, the video monitoring system which are the eyes of the AI will be on the alert for any movement in the forest. There are a number of cameras positioned on the perimeter, scanning the forest and the skies for targets. Identified targets are then dispatched with blasts from laser cannons mounted on the camera housing. The computer has a +4 to strike and each blast from the laser does 4D6 damage. The lasers are single shot only and can fire 3 times per melee round.

Inside the school, the H'banans have set up shop in the old auditorium. It serves as their living quarters, command center, stockpile and cafeteria. Everything is located in one room where they can keep an eye on everything. They have wired the doors and windows near the auditorium with trip lasers like in the forest outside. They are also linked to the AI, however any of these that are tripped will set off an alarm, bringing the characters face to face with a group of angry H'banan operatives. Once inside, providing that the characters make it without tripping the security system, they have the opportunity to simply gather intelligence or take the site out.

The Supply Cache

Boxed up for long term storage in the auditorium is a veritable small arsenal of H'banan weapons and supplies. Included are small arms of all varieties, ammunition, blocks of explosives, packaged foodstuffs and even radio and surveillance equipment. There is also several thousand in newly minted H'banan Scales — a small fortune in cash.

In addition to the stockpile there is also the computer system and the solar power generator. If the outpost is compromised, the AI is programmed to delete itself and all files on the computer. This includes a self-destruct mechanism that will fuse all of the hardware together, making it a hunk of slag. There is sufficient hard copy however to gather intelligence from. This group is to be the first of many new outposts set up inside the very borders of Alqueria. Their primary objective is to gather intelligence, with the help of Bastidor defectors taking aerial photographs of the region and making maps. Their secondary objective is to harass the locals through acts of sabotage, and if possible turn as many locals that are willing into spies and agents. With bribes of money, weapons and other equipment, they have already gathered a list of possible contacts. Their third objective is to take advantage of any opportunities that might present themselves. One in particular has: Cascar himself is coming to the region.

Through aerial surveillance, attention to detail and several bribes, they learned that Cascar is coming to speak with the elders of the villages in the area. This was an opportunity they couldn't pass up. After several weeks of surveillance and intelligence gathering they have discerned his most likely route of travel, and have set up an ambush to kidnap him if possible, or kill him failing that. Four of the operatives set out for the am-

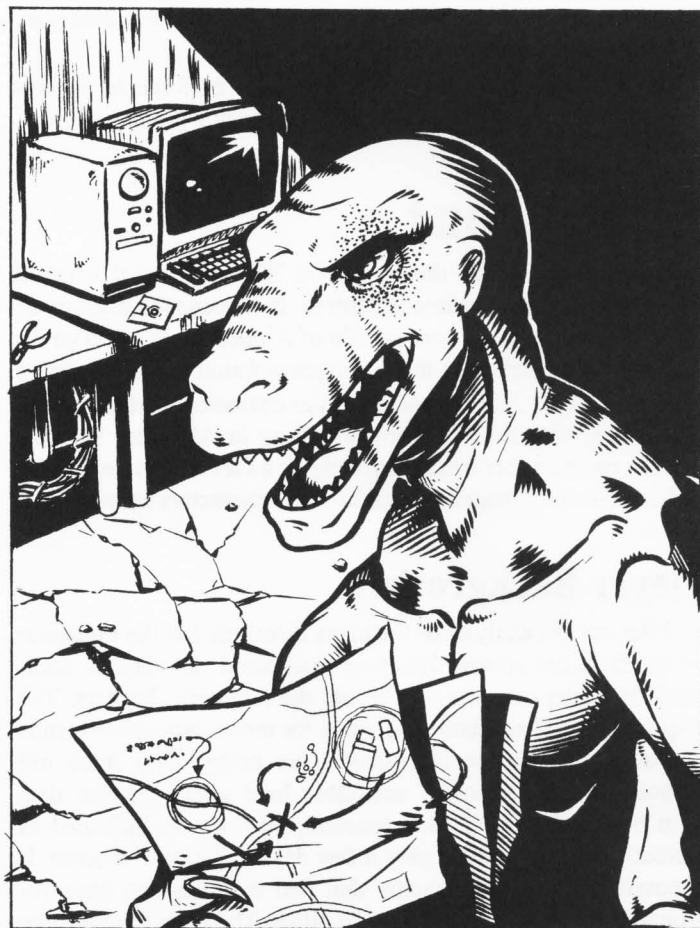
bush yesterday, in a large cargo truck they intend to use to drive him to the coast, where they are set to meet with a H'banan naval vessel to bring him back to H'bana City.

To the Rescue

The characters are now left with the decision of exactly what to do. They have the exact location of the ambush and they do have the radios in the H'banan stockpile they might be able to use to radio back to the village, otherwise they will be on their own in trying a rescue attempt. They could return to the village with the information and mount a rescue effort from there, but that would take precious time unless the characters have fast transportation or can acquire some at the village. Regardless, unless they act quickly, Cascar could end up in the hands of the Revolutionary Council or worse, murdered on the road. Their actions will swiftly take them into the concluding adventure, *Eyes on the Future*.

Non Player Characters

The following education level is typical among H'banan special operatives. They are drawn from all species; this group just happens to be comprised of specially chosen Velociraptors.



Alignment: Miscreant.

Original Animal Template: Dromaeosauridae.

Hit Points: 26. S.D.C.: 59.

Attributes: I.Q. 16, M.E. 13, M.A. 13, P.S. 20, P.P. 18, P.E. 11, P.B. 8, Spd 23

Age: 22. **Sex:** Male.

Height: 5 feet, 11 inches (1.79 m). **Weight:** 90 lbs (40.82 kg).

Size Level: 7.

Disposition: **Human Features:** Hands: Full, Biped: Full, Speech: Full, Looks: Partial.

Natural Weapons: Scythe Claw: 4D6, Teeth: 1D6.

Animal Powers: Rodent Leap, Righting Reflex, Extra Physical Prowess.

Vestigial Traits: Diet: Carnivore.

Experience Level: 5th

Occupation: Special Operative.

Combat: Hand to Hand: Martial Arts, 7 attacks per melee round!

Bonuses: +2% bonus added to all skills, +1 initiative, +2 strike, +5 parry, +5 dodge, +5 pull punch, +9 roll with impact, +2 disarm, +1 entangle.

Education Background: Elite Militia, Mechanic Apprenticeship.

Skills of Note: Mechanical Engineering: 87%, Demolitions: 79%, Demolitions Disposal: 79%, Pilot Auto: 98%, Pilot Truck: 83%, Pilot Motorcycle: 83%, Pilot Military Vehicles: 63%, Boxing, Body Building, Prowl: 47%, Swimming: 70%, W.P. Automatic Pistol, W.P. Submachine-Gun, W.P. Automatic and Semi-Automatic Rifle, W.P. Blunt, W.P. Knife.

Weapons and Equipment: Mordaz rifles are typical standard issue, but they have taken a liking to the Rociada submachine-guns. They have access to the stockpile of weapons they have in their headquarters at the old school.

Eyes on the Future

"*Eyes on the Future*" brings the trilogy of adventures to a close, giving the player characters a chance to be heroes. The conclusion is a fast-paced, no-holds-barred race to a conclusion. If the characters are fast enough they can prevent the ambush from happening. If they can't prevent the ambush, then the race is on to rescue Cascar from the claws of the H'banans, before they can make it to the ocean and transfer him to a ship bound for H'bana City.

Player Background

The characters know all they need to know from the information they have recovered from the clandestine H'banan outpost. The ambush is set to take place at a crossroads, from which Cascar can be spirited away to the coast. Their main concern is to either prevent the ambush, thus halting the kidnaping, or try and rescue Cascar without getting him killed in the process. Cascar is no slouch. Even if he is subdued, he will take any opportunity to fight back that he can.

Game Master Information

The H'banans are professionals but they have perhaps moved too quickly. They are going up against one very old, yet extremely large and powerful Triceratops with his retinue of 5 protectors. The H'banans have surprise on their side, but should

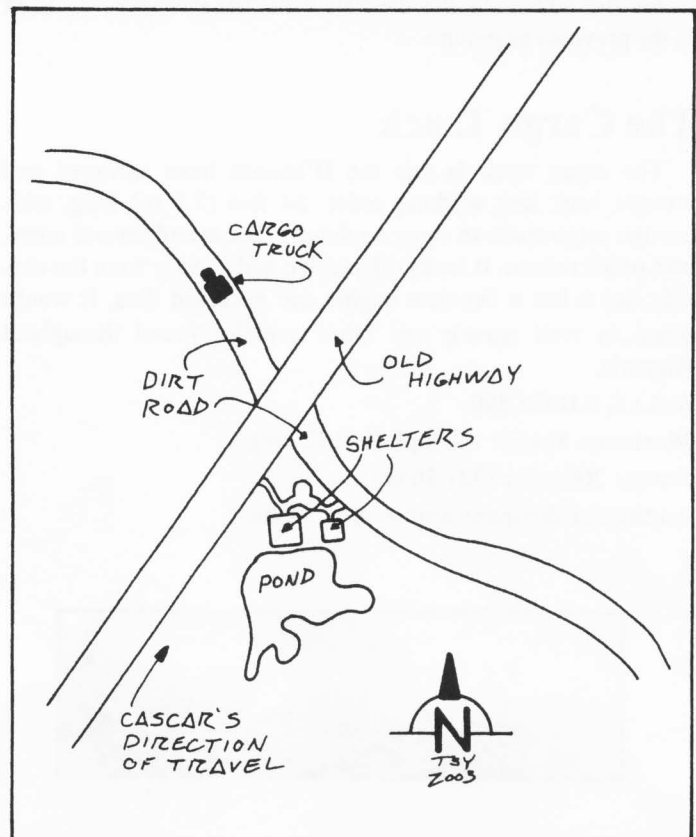
they lose the momentum they will be in a difficult fight. They do not have superior numbers, they are not operating in friendly territory, and they do not know that their plan has been discovered. Regardless, they are highly trained and well equipped. This should balance the scales with the rescue party, leaving luck and tactics to see who carries the day.

The ambush is set to be sprung at a crossroads, where the pre-Crash highway branches off into a newly cut dirt path into the forest. There is a small spring and a shelter built here for the use of travelers along the road. The H'banans plan on launching a two pronged assault. Two of them will hide in the shelter while the other two are set up in the back of the truck, concealed just out of sight around the corner of the crossroads. When Cascar and his retinue stop to refresh themselves, the H'banans will spring the trap, concentrating on incapacitating his protectors first. Should they put up too stiff of a resistance or the H'banans suffer a serious casualty, they will settle on killing the group.

Should the characters for whatever reason not arrive in time to prevent the ambush or interfere while the battle is ongoing, only 1D4-1 of Cascar's protectors will have survived the combat, and been taken prisoner along with Cascar, who sustained wounds to bring him down to 25 S.D.C. They will have been loaded into the cargo truck, restrained with heavy chains, and will be en route to the coast. At this point, the characters will have to take their chances dealing with a hostage situation.

The Aftermath

Clearly, if Cascar is killed or the H'banans are able to get him to the ocean, then it is indeed a dark day for the citizens of Alqueria. Their wisest and eldest leader will have fallen into the hands of their enemy, and the loss will be great. If the characters



succeed in rescuing him, then they will be hailed as heroes. They will have done a great service to the land, and it will be even better the more diverse the group of characters are. Cascar will go to great lengths to point out that a small group of a variety of species of intelligent mutants banded together, in a common cause to help one individual gain freedom and safety. They will live on as examples in his teachings that there might one day be hope for the island, and all life can join together as one. Unless specifically promised a reward by the elders for taking on these tasks, there is no actual compensation for the characters except to be acclaimed as heroes and champions of Alquerian values. Behind the accolades, however, there are still unsettling questions posed by this turn of events.

Conclusion

While this immediate threat to the local villages has been stopped, it brings forth questions of how many H'banan agents are operating this far into Alqueria. If two groups could have infiltrated so heavily, there are possibly many others. Is there an active spy network activated in the region? The stockpile of weapons and the H'banan notes of bribed individuals seems to indicate that there is. Assisted by the simple manipulation of a few genetic sequences, perhaps there are disguised agents of H'bana operating in plain sight. Is this an isolated move, or is it indeed part of something larger? This could be the first volley of the H'banans stepping up their aggression against the Alquerians. Will the characters that were so instrumental in uncovering this piece of the larger puzzle continue on? How the exact course of history will turn is still anyone's guess.

Non Player Characters

For this adventure, use the stats for H'banan operatives listed in the previous adventure.

The Cargo Truck

The cargo truck is one the H'banans have salvaged and brought back into working order. 24 feet (7.3 m) long, with enough cargo space to carry a subdued Cascar and several members of his retinue. It looks dilapidated and shoddy from the outside, but it has a like-new engine and excellent tires. It would blend in well among any other vehicles found throughout Alqueria.

A.R.: 8, **S.D.C.:** 500.

Maximum Speed: 120 mph (193.12 km).

Range: 200 miles (321.86 km).

Additional Weapons and Armor: None.



Hook, Line & Sinker™ Adventures

An Explanation of Hook, Line & Sinker

The Hook: The current situation or location of the adventuring party.

The Line: An opportunity for adventure presents itself to the party. A Line is normally presented as a short paragraph. Think of the Line as the "bait" to lure the party into an adventure.

The Sinker: The clincher to the Line. The Sinker presents the Game Master with a dilemma that makes the situation a true adventure.

The Railroad of Life

The Hook: As everyone knows, the humans at Gitmo practice the primitive and barbaric institution of enslaving mutant animals. The animals are horribly mistreated and often executed for the least offense. Many would rather brave the unknown of El Salvaje than suffer another day under the yoke of the Empire of Humanity. Many do not survive the trip.

The Line: Every so often, a gathering of Alquerians will venture into El Salvaje as far as they dare, in hopes of rescuing slaves searching for a better life than the one they led at Gitmo. These groups are usually very well equipped, and understand the dangers inherent in helping bring others to freedom. Typically they can bring out as many as eight to ten slaves while only losing one or two of their own in the process. Their successes have made some of the organizers of these Railroads of Life cocky and intent on pushing further into the forest. The Player Characters are given the opportunity to join one of these expeditions, either because of their reputations or simply because they look like they might be good in a tight spot.

The Sinker: The organizer of this current expedition plans on pushing further into El Salvaje than anyone has gone before. Intent on extending the "tracks of freedom" as far as possible, the actual goal is to press on to Gitmo itself and escape with a veritable army of freed slaves. Of course, these intentions aren't made known to the expedition until they are quite a distance into the forest itself. With the dangers of the forest ever present, the prospect of clashing with the Empire of Humanity has disheartened some of the expedition. Where do the characters stand? Will they side with pressing on to strike a blow against the "inhumane" humans, or will they wish to turn back citing its danger? It becomes a battle of conscience amid the law of the jungle.

Meat Harvesting

The Hook: There is always a market for fresh meat in the shops of H'bana, and the closest place to acquire it is across the border in Alqueria. The going price for a Hadrosaur haunch can seem fairly appealing to a young carnivore with a sense of adventure and a desire for the thrill of the hunt. The hunt-

ers are always looking for new apprentices to help them in exchange for teaching them their trade.

The Line: The H'bana City Hunting Club has advertised for willing apprentices and experienced hunters to join in a hunting contest. The first team to cross El Marisma, bag a Pachycephalosaurus and return with the prey still alive wins a membership into their exclusive club. Membership in the club is a great honor, and noted members include advisors to the Revolutionary Council, managers of manufacturing and high ranking military officers. It is seen as a great stepping stone for ambitious citizens to make their way into the ruling ranks. Since it is open to anyone, it is seen as an opportunity for even the smallest citizen to gain prominence through their virtues.

The Sinker: Membership in the club isn't as easy as it sounds. Aside from simply bagging prey, crossing El Marisma at this time of the year is no mean feat. It just happens to be the mating season for the Spinosaurus, so they are especially territorial right now. Because of that, the bandits and outlaws that also call the swamp their home are constantly stirred up as well, trying to stay one step ahead of the rampaging Spinosaurus. Once El Marisma is indeed crossed, the prospect of capturing a particular species of prey is a challenge, plus they have to be returned alive. That is, after again crossing El Marisma. In addition to all that, they must be the first ones back. Typically when these contests are held, only 20% of all teams that compete actually return with half of their members alive, much less the quarry. Despite the dangers, many are willing to take the risk for a chance at membership.

Evolution Pollution

The Hook: Every so often, someone will wander into El Salvaje to try absorbing the "primeval energy" of the forest, hoping to be granted the favor of the forest. This is often undertaken for the power to smite one's enemies, gain personal power, be a better member of the community, or to simply pit themselves against the wild nature of the forest. These zealots are usually few and far between, but there have been enough cases of it that sometimes Railroad of Life organizers are looking for these people as well.

The Line: Player characters are no exception to this, and some may simply wish to try their luck at the mercy of the forest. Others may wish to retrieve lost friends or family that have wandered into the forest. This adventure can be doubled up with *Railroad of Life*, or they can be used independently of one another.

The Sinker: Aside from the obvious dangers of beastly mutants, there is the fact that many of these zealots don't want to be found and brought back. Many are convinced that if they stay in the forest long enough, they will be favored enough to gain whatever it is they are looking for. By this time, many are barely recognizable to those who are familiar with them because of the massive amount of mutation that can occur. Even worse is that those who do not leave in time are driven mad by the painful emergence of the random mutations, or they simply devolve into a more animalistic level of consciousness. Many who have gone in and are rescued are used as examples to those who think they can beat the

odds and enter El Salvaje. Sadly, there are always those who will take that risk.

Island Hopping

The Hook: While the Pterosaurs have a firm grip on the islands directly south of MesozoicLand, there are multitudes of others in the Caribbean. Each of the governments are eyeing them for future expansion, though no one has actually sent expeditions to explore them. There could very well be more dinosaur-dominated islands in the region. The period of La Violencia was chaotic, and there could have been a migration during that time to other lands. The simple fact is, no one knows.

The Line: With everyone wanting to know what lies on the other islands in the region, there is no shortage of starting points for an expedition. Even the Empire of Humanity is interested in finding out what lay on the other islands in the region. Since Gitmo was such a prize, perhaps there are others waiting to be reclaimed by their rightful owners, the humans. The Pterosaurs are highly interested in new lands to support their growing population. It would be easier for them to conquer a series of smaller islands and defend them than it would be for them to try and carve out a region on MesozoicLand. H'bana and Alqueria are both driven by a desire for knowledge, but the H'banans also want to conquer, so their expeditions would be more militaristic compared to the Alquerian peaceful ones. All the characters would need is some transportation and a desire to see what's over the horizon.

The Sinker: Traveling the ocean can be a dangerous undertaking, and the characters shouldn't take it lightly. With the hazards of the weather, literal sea monsters, pirates and competition with other groups, traveling the high seas isn't some three-hour tour. Plus, the other islands are a true unknown. On those isolated patches of land, mutations and breeding could have produced wildly dangerous mutants. No one knows what's out there, and that's the most dangerous hazard of all.

The Mainlands

The Hook: As with the other islands, the mainland of North America is a complete mystery to the civilizations of MesozoicLand. They know that the Empire of Humanity comes from the old United States, but surely they don't dominate the entire continent. Perhaps there are allies there for the various governments?

The Line: Continuing the theme of exploration, the various governments are highly interested in the conditions of the mainland. Expeditions can be sent to various places and with so much coast line to explore, competition isn't likely to be a problem at first.

The Sinker: As with exploring the islands there are numerous environmental conditions inherent with traveling the seas. Even if aircraft are used, unless they are capable of vertical take off and landing, they are going to be limited in where they can touch down and explore. Unless of course it's a long term, one-way trip for the meanwhile. It can be a whole other

adventure securing transportation back home when the time comes.

Not Quite a Vacation

The Hook: As with MesozoicLand, there are advertisements floating around for something called “AztecLand.” When word through an escaped slave reached the ears of the Alquerian Learning Center that the Empire of Humanity was sending their carrier force to find it, they knew it must be extremely important.

The Line: Alqueria has decided to throw its hat in the ring in the race to find AztecLand. The characters are sent to find it at all costs, or harass the Gitmo forces into frustration. They are considering sending two teams — one to actually find the park while the other runs interference. Once H’bana and Bastidor hear of this, they are sure to send their own groups as well.

The Sinker: With everyone that is looking for AztecLand, it’s sure to be a party in Central America. This could be the first time many of the various factions and governments of the hemisphere interact with one another. Alliances and enemies could be made in these initial meetings that can shape the very future of the world. Plus, whoever ends up with the

Conversion Block, if anyone, still has to get it home. That alone has the potential to make some very strange bedfellows in the competition for this unique and powerful device. (See **Mutants of the Yucatan** for more details.)

Wrap Up

The stage is set. The island of MesozoicLand is about to enter into a new age of growth and exploration. The dinosaurs have another chance at life on Earth, this time with all of the advantages of technology that the humans have. MesozoicLand is still full of mystery, wonder and danger despite the veneer of civilization that has been built upon it. It is still a place where the strong survive and the laws of the jungle apply. It is a place where adventures can center on the growing conflict between the H’banans, the Bastidorians and the Alquerians. There is also the wilderness of El Salvaje and what the future may hold for intelligent plant life. The Empire of Humanity has carved out a foothold and is spreading their policy of human superiority to a new land, and new generations of mutant animals. How this will all play out is still unknown and is in the hands of Game Masters and players alike to discover.

Entertainment & Popular Media in Rifts® Earth

RIFTS®

Optional Source Material For Rifts®

By Pat Nowak

As long as human civilization has existed, man has found an outlet in entertainment. Humanity seems to have an innate desire to be distracted from the mundane reality of the everyday world. Ancient Greece is famous for its dramatic plays; the Romans staged grand spectacles in vast amphitheaters like the Colosseum; in early modern Europe, Shakespearean theater attracted mass audiences; and in the 20th century, entertainment was transformed into a gigantic and prosperous industry. This phenomenon remains unchanged in the Rifts world, where millions of humans and D-Bees view entertainment as a vital pastime.

All that has really changed since before the Rifts is the availability of entertainment. With much of human civilization reduced to rubble, there just isn’t the same media infrastructure to channel movies, television, internet and news programs directly into every home. The popular media continues to exist, but on a

much smaller scale. Radio and television stations are found only in the larger kingdoms, and their broadcast range is far smaller than in the past. Without satellite technology the days of global media corporations are gone. The entertainment that does exist is far more localized, with broadcasts that reach only as far as the station’s home region.

The Rifts have also seen a revival of live entertainment. Given the limited range of the television and radio stations that do exist, most rural areas are completely cut out of the loop. In such areas the only entertainment that is available — outside of expensive PDD and video recordings — are live shows. This situation has created a great demand for traveling shows, Bards and other wandering performers (comics, theater players, buskers, etc.). It is an environment filled with opportunity for the rugged individual with a guitar who will travel.

What follows is a synopsis of the media outlets and entertainment sources that exist in Rifts North America. This includes a general outline of the media providers and entertainment venues, as well as in depth looks at the important players in this milieu like the Reporter, Bard and Gladiator, complete with O.C.C. descriptions, campaign information and role-playing statistics.

The Coalition States Media

In North America the largest media source, both by coverage area and audience, is the Coalition States. The popular media is a tremendously vital and integral aspect of the Coalition for many reasons. It is because of this that early on in the founding of the CS, a massive scale project to establish media infrastructure was undertaken. Hundreds of rebroadcast and uplink towers were erected across the five member states to handle telephone, television and computer/modem transmissions. This system enables the average citizen to contact other people anywhere within the boundaries of the Coalition, as well as to access television programming and news broadcasts. More importantly, it has provided the CS government with the ability to reach out to its citizens directly.

On the most superficial and benign level the purpose of this media network is to serve as a cultural bridge between the populations of the five Coalition States. The network is a conduit that connects people to the government, the nation-state and to each other despite the long distances between each of the five member states. It has allowed the creation of a singular cultural identity that binds the population together in their avowed struggle against alien invaders.

The real reason behind the network is to provide the government with an inconspicuous means of control. Like all other totalitarian regimes in human history, the Coalition uses its mastery over the media to control the flow of ideas. The only ideas that are broadcast on the network are those that are acceptable and indeed promoted by the government. CS control of the media is absolute, meaning that no dissenting views or seditious ideas can be aired. Any and all information provided by the me-

dia network conforms totally with the official human supremacist party line. In this way the media is really nothing more than a 24-hour-a-day propaganda machine for the state, conveying its views to the general public.

This is not to say that the programming of the CS media is dull or tedious in any way. Indeed, great care is taken to ensure that the programs, while ideologically correct, are entertaining as well. The six or so channels aired over the network offer viewers diverse programming that includes sporting events, television dramas, comedy and variety shows, sitcoms and news magazines that showcase the triumphs of mankind in the new cataclysmic North America. Of these channels, one of the most popular in the CS and even abroad is the **Coalition States News Network** or **CSNN**. This station is unarguably one of the best sources of news information the world over. Stories are definitely biased towards the official CS take on events, but even so the station does broadcast stories that cannot be found anywhere else. And the educated, discerning viewer can read between the party lines to see the real story.

The range of the CS microwave network is immense. Its broadcasting distance includes not only all of the five CS states but extends to a range of from 50 to 100 miles (80 to 160 km) beyond its borders. This means that even enemy or unfriendly states like Lazlo and Tolkeen can tune in to CS broadcasting as well, as a source of information on their giant neighbor.

Multi-Media Agencies

Besides the Coalition microwave media network, there are a handful of other so-called **Multi-Media Agencies** in North America. These organizations are essentially independent ver-



sions of the CS network that offer the same kind of services. Using similar microwave, radio and even Techno-Wizard broadcast technology, these agencies provide their region with telephone, computer and television networks. The typical Multi-Media Agency controls all aspects of entertainment, from the necessary hardware and distribution right down to production.

The kinds of programming that are provided to customers by the typical MMA are virtually identical to those of the CS. Where the difference lies is that these independent agencies can air programs that don't meet the same ideological criteria required for Coalition broadcasts. These stations can show news programs that offer dissenting views on CS policy and/or actions as well as those of other major governments. They are even free to broadcast shows of political satire that poke fun at governmental policy, political or military officials and other important personages. Events like gladiator games and Juicer sports that are banned in Coalition territory can also be shown. Likewise an MMA can feature shows that portray D-Bees, magic users and other individuals the CS depict as "villains" in a favorable light.

There is a downside to Multi-Media Agencies, and that is the massive capital required to operate one. Only a few large and wealthy nations like Ishpeming (Northern Gun), Lazlo and Tolkeen, or huge corporations such as Triax Industries can afford them. Furthermore the broadcast range of such independent agencies is far more limited than the Coalition media network. The majority of these MMAs don't have the capability to transmit outside of their home nation or kingdom. This dramatically restricts the market that a Multi-Media Agency can appeal to, and leaves tremendous gaps throughout North America where there is no televised media available.

The other problem is that as an independent organization, the typical MMA is a for-profit company. Their services are not free or even cheap like in the Coalition, where the CS media is provided to citizens free of charge. Having MMA service is a luxury that is only afforded to those who are of the middle or higher income brackets. Average service costs about 100 to 200 credits a month, plus user fees of roughly 50 credits monthly for computer and phone service. (G.M. Note: Use modern costs for media services as a rough guideline for costs in Rifts North America.)

Movie Production & the Black Market Racket

Movies, like television, remain a fixture in the post-Rifts entertainment business. Millions of beings throughout North America continue to enjoy the chance to "catch a flick." The difference in Rifts is that the movie theater is virtually nonexistent, and the age of nationwide movie premiers is a thing of the past. Mass distribution is just not possible, what with the lack of long-range broadcast capability and the inherent dangers of shipping (i.e. bandits, pirates, supernatural predators, etc.). What has involved instead is an exclusively direct-to-video movie industry where the only theater is the independently-run local venue that plays videos to audiences.

The kinds of movies that are available are not that different from those of the 20th century. Action, comedy, drama and horror videos are all still produced for the consumer. Films that are sold on the market include not only surviving, rare pre-Rifts classics but also modern movies that have been made since the Great Cataclysm. Film-making continues to be a viable business in dozens of kingdoms and nations all across the continent. **Multi-Media Agencies** produce roughly 50-60% of modern movies, but there are also hundreds of small, independent film makers and production companies that turn out a great variety of movies.

A major problem in the movie industry is the Black Market connection. In the past this large criminal organization was the sole provider of movie distribution, selling scavenged pre-Rifts films at exorbitant prices. Decades later, the Black Market continues to have a tight grip on movie production, using strong-arm tactics to control distribution and to force Multi-Media Agencies to pay them a cut for a business that these criminals see as their own exclusive racket. Few companies have managed to avoid this nefarious and extensive control. Typically only the wealthiest MMA with its own security force or the bravest independent film makers dares to deprive the Black Market of its due.

The cost of an average feature-length movie is a whopping 1D6x100 credits, with cost varying depending on the quality and popularity of the film. Buying direct from the source is one way to reduce costs; the average MMA retailer sells movies for around 3D4x10 credits. Pre-Rifts classics tend to be far more expensive, selling for 3D6x100 credits or more on the black market and around 1D6x50 credits at legitimate retailers. The major reason behind this high cost is the Black Market. This criminal organization makes considerable profits off of the movie business and demands a tax of 10 to 30% on the sale of every video!

Gladiator Sports & Arenas

Gladiator fighting is probably the most massively popular form of entertainment in **Rifts®**. The spectacle of the modern bloodsport reaches far beyond North America to the world at large. There are literally hundreds of arenas of various sizes in North America, plus ones in England, Atlantis and even Africa that hold regular gladiator contests. In these death rings, trained warriors and condemned prisoners battle for the delight of enormous crowds that flock by the thousands to watch the struggle of life and death. The bloodsport is a surreal outlet from the stresses and doldrums of everyday life, one that caters to the dark urges of human and D-Bee alike.

Although these events are banned in the Coalition States, they flourish in other regions of the continent, from Ishpeming to Los Alamos in the deep south. For a relatively small cost the average person can witness an evening of entertainment, gruesome as it may be. The opportunity to watch these events is not limited to live attendance. Multi-Media Agencies often broadcast significant matches live on a pay-per-view basis (a service that typically costs around 50 to 100 credits). The Black Market

is also involved in Gladiator Games, selling videotaped matches held in various arenas, even from as far away as Atlantis. The usual cost of such pirated videos is in the range of 1D4x100 credits.

For more information on Gladiator Games and the **Gladiator O.C.C.**, see the section below.

Traveling Shows & Entertainers

Filling the void left by Multi-Media Agencies and the movie industry is the traveling show and entertainer. An average small kingdom or community doesn't have the money for television systems or pricy videos. Instead they turn to carnival-like shows, Bards and troupes of performers for entertainment. These "small-time" entertainers have made a big impact, traveling from town to town and playing at the numerous smaller venues that exist throughout the continent.

The wandering Bard is a fixture at the courts of many kingdoms. These roguish performers provide music, amusing anecdotes and also news of the outside world. For these qualities, the Bard is welcome in almost every community, and is home no matter where he goes.

Performing troupes and traveling shows are also hits wherever they set up. These traveling organizations offer a dizzying array of shows and exhibitions to intrigue and delight. In many cases the appearance of such a group is cause for celebration in smaller communities. Many isolated kingdoms throw festivals when a traveling show is in town, because for a few days or weeks they can provide a break from the routine and enjoyment. (See **Rifts® Vampire Kingdoms™** for a complete description of traveling shows and the entertainment they provide.)

While popular, these groups are nevertheless at the bottom end of the entertainment business. Only the best traveling show can compete in markets where there is a Multi-Media Agency or a prominent gladiatorial arena. There is money to be made, and willing audiences, but usually not in the more civilized regions of the continent.

Entertainment Skills

Acrobatics	Play Musical Instrument
Cardsharp	Performance
Concealment	Research
Dance	Sing
Disguise	Tumbling
Escape Artist	Ventriloquism
History	
Imitate Voices & Impersonation	
Jesting	
Journalism	
Juggling	
Mime	
Palming	

Audio/Visual Production & Effects: This skill is a broad one that encompasses many different specialties, all having to do with showbiz production. It covers the whole spectrum of entertainment, from live theater and musicals to movies and television shows, to electronic news gathering. On the low-tech end of things, the character knows how to construct stage sets, build props and do basic effects with fake weapons, break-away chairs, ropes and pulleys, trick lighting, etc., that *look* real, at least from a distance of 15 feet (4.6 m) or farther.

Additionally the character is knowledgeable in high-tech production techniques for movies and television. This covers the operation, repair and maintenance of sophisticated audio/video equipment, as well as understanding of how to factor in conditions such as lighting, glare, camera angles, etc., so as to get the best possible shot/recording. The character is also capable of editing raw video and audio footage in post-production. He or she can isolate one specific sound on an audio track (such as a specific person's voice), splice/merge different recordings, add audio track to a video recording, and superimpose images and sequences from one recording onto another, such as scenes/objects created with computer animation. **Base Skill:** 20% +3% per level of experience. **Requirement:** The character must also have the skills of *T.V./Video* and *Carpentry*.

Jesting: The "funny men" of Rifts Earth are jesters; entertainers who are not only skilled at telling jokes, humorous bits and/or anecdotes, but can also do impersonations, situation comedy, satire and physical comedy. They are jack-of-all-trades performers who understand all aspects of comedy and will use whatever means necessary to get laughs. As part of their routine jesters will literally "play the fool," purposely making themselves look like an idiot by tripping over their own feet, being incredibly clumsy, and taking pratfalls (all without seriously injuring themselves). The character also knows how to create jokes, put together comedy scenes or skits, and assemble situation comedies. There is not a lot of work for jesters and other comedians in the big cities; this is especially true in the Coalition States, where the government has absolutely no sense of humor. It is only the top 10% to 15% who will find long-term employment on stage, in clubs or on television. The rest have to go on the road, usually as part of a travelling show or circus, in order to make a living in comedy.

Others land a job in the traditional role of court jester in the retinue of some feudal kingdom. These performers tend to wear foppish clothing that is a mix of mismatched colors and patterns. Their act, or jests, are verbal jokes, parts of conversations that a jester may have with himself, or with others (usually while pretending to be someone else). The idea is to always have the humor on two levels, the overt funny stuff that even the most ignorant observer will find funny, and a more sophisticated, biting, sardonic humor that only those in the know will understand. Most successful jesters are considered to be wise counsellors, and are respected for being the only member of a court who can tell the monarch that he is acting like an idiot without getting himself beaten, killed or imprisoned. This is usually done by play-acting at being the monarch and exaggerating any foolish or wrong-headed



moves or decisions (while funny, this is not usually done in public, but privately). **Base Skill:** 28% +3% per level of experience.

Note: There is no Jester O.C.C., most jesters instead have one of the following O.C.C.s: Performer, Bard, City Rat, Vagabond or Spy (Super or Freelance; these characters are usually only acting as jesters as a cover for some covert assignment/mission).

Juggling: The ability to toss and catch a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and in the process develops fantastic hand-eye coordination, reflexes and throwing accuracy. This skill provides the character with the following bonuses with thrown weapons:

- +1 on initiative
- +2 to damage
- +1 to strike at levels 1, 5, 9 and 14

Add two additional throwing attacks per melee round
Jugglers can attempt to throw *anything* as a weapon.

Requirement: P.P. 12 or higher. **Base Skill:** 35%+5% per level of experience.

Mime: The artful combination of the Prowl skill and sign language, to create a form of silent entertainment. Characters who choose the mime skill *must* first select the Prowl skill. The percentile number indicates the overall quality and acting/portrayal of the mime. Not too many performers opt to be mimes given the high casualty rates, especially in rough areas like the Pecos Empire and New West, where a person's just

being a mime is grounds for others to perpetrate violence against them. **Base Skill:** 30% +5% per level of experience.

Performance: This is the ability to captivate, stir and influence the public with the spoken word and physical mannerisms that is used by professional entertainers (actors, singers, gladiators, pro wrestlers, etc.), and also by public figures (community leaders, politicians, priests, ministers). The character with this skill has had training in the quality of sound, tone, pitch, enunciation, clarity and pace in speaking to the public, loudly and distinctly. Additionally, the character knows how to speak and act with flair or charisma to further spellbind his audience. A successful skill roll works like an attempt to charm, or to intimidate, titillate, frighten, unnerve, etc., the audience. **Base Skill:** 30% +5% per level. **Note:** Obvious lies, inconsistencies and evidence to the contrary may ruin the effectiveness of the best performance. G.M.s, use your discretion.

Tumbling: This skill builds and strengthens the body for feats of strength, endurance and agility. Abilities include a variety of gymnastic rolls, leaps, tumbles, falls, cartwheels, somersaults, and handstand type exercises. These differ from the acrobat in that they are performed on the ground, and involve rigorous exhibitions of speed and strength involving elaborate tumbles, back-flips, body throws, and so on. **Note:** Tumbling can also be selected as a *Physical* skill by any character who is able to select Acrobatics or Gymnastics as an O.C.C. Related skill. Special abilities gained from this training include:

Back-Flip: +4 to dodge by quickly flipping out of harm's way or over one's opponent. Always ends in a tumble and a crouched stance. Like all dodges, it takes the place of one attack that melee. However, because the tumbler has flipped a fairly great distance, the attacker may also lose one attack, as he must turn around or lunge forward to renew his attack. 40% +5% per level.

Body Throw: While usually used on a cooperative partner, this judo-type flip can be used on an opponent, doing 1D6 damage, plus the victim loses initiative and one attack that melee. **Note:** The tumbler must be weaponless, using both hands to grab his opponent and throw/flip him to the ground.

Leaps: 5 feet long (1.5 m), plus one foot (0.3 m) for every three levels of experience. 4 feet high (1.2 m) plus one foot (0.3 m) for every three levels of experience.

Pole Vault: 8 feet (2.4 m) high, plus two feet (0.6 m) per each additional level of experience. Success ratio is 50% +5% per level. Failure means only half the intended height is achieved.

Stilt Walk: To construct and walk on stilts. 50% +5% per level of experience. A failed roll means a fall off the stilts. Roll for every 15 feet (4.6 m) walked.

+2 to roll with punch, fall or impact.

+2 to P.S.

+1 to P.E.

+2D4 to S.D.C.

Entertainment O.C.C.s

Performer O.C.C.

Performers are the professional entertainers of Rifts Earth. This is a tremendously inclusive O.C.C. that encompasses all characters who make their living by performing, with a few exceptions such as the Gladiator and Bard (see below). As a result the Performer O.C.C. covers a diverse group that includes actors, singers, musicians, dancers, comedians, court jesters, jugglers, mimes, stage magicians, impressionists, acrobats, tumblers, clowns (circus and rodeo), pro wrestlers, boxers, rodeo competitors, professional athletes, olympians and every other type of entertainer imaginable under the sun.

The job of any performer is the same regardless of their specific talent(s), to entertain (or to thrill, amuse, frighten, amaze, etc.) an audience. What separates a performer from the average man is their phenomenal talent or expertise in some area of specialty, which can be anything from playing an instrument to stage magic. Most are, in addition to being very talented, outgoing and charismatic individuals who can easily communicate and connect with people.

One thing that the performer is *not* is an adventurer. They are professional entertainers who are used to working in city environments or with large, protected travelling shows. To say that a performer is not prepared for the dangerous conditions in most wilderness areas is an understatement. Typically they have no experience "roughing it" in the wild, and few have any skills that are of use in combat situations. As such, performers are not really suited as player characters but are presented for use as NPCs. However, the G.M. could easily weave a performer char-

acter into the campaign for a change of pace as the victim of an ambush, kidnapping or vehicle crash in need of rescue, or as someone in need of protection from strong-arm Black Market thugs, bounty hunters, etc. Of course, for city or 'Burb campaigns, this O.C.C. can fit right in.

Player Note: The Bard O.C.C. is perhaps a more suitable alternative for a player who is interested in an entertainer character. This individual, unlike the Performer, is an adventurer and a capable fighter in addition to being an entertainer.

Attribute Requirements: None; all that one needs to become a performer is talent and the willingness to work hard.

O.C.C. Bonus: +1D4 to M.A., +1D6 to P.B., and +10% to either charm/impress or trust/intimidate ability.

Professional athletes receive bonuses of +2D6 to S.D.C., +1 to P.P. or P.S., and +1D4 to P.E. attribute instead of those listed above.

O.C.C. Skills:

Performance (+25%)

Language: Two of choice (+15%).

Literacy (+10%)

Basic Mathematics (+5%)

Radio: Basic (+5%)

Domestic: One of choice (+10%).

Pilot Automobile OR Hovercraft (+10%)

Entertainment: Three of choice (+20%).

Hand to Hand Combat must be selected as an O.C.C. Related skill. Hand to Hand: Basic counts as one skill selection, Expert two, and Martial Arts three.

Note: Pro-athlete characters replace the three Entertainment O.C.C. Skills of choice with three Physical skills of choice, with a bonus of +15% if applicable, plus they automatically start with Hand to Hand: Basic rather than a Domestic skill of choice.

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

Communications: T.V./Video only (+5%).

Cowboy: Rodeo competitors can select any with a +10% bonus.

Domestic: Any (+10%).

Electrical: Basic Electronics only (+5%).

Entertainment: Any (+15%).

Espionage: None.

Mechanical: Basic and Automotive Mechanics only.

Medical: First Aid only (+5%).

Military: Parachuting only.

Physical: Any (+5% if applicable).

Pilot: Any non-military or aircraft.

Pilot Related: Any.

Rogue: Any (+2%).

Science: None.

Technical: Any.

Weapon Proficiencies: Any, except Heavy and Heavy Wilderness Weapons.

Wilderness: None.

Secondary Skills: The character also gets to select five Secondary Skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: A wardrobe including a set of work clothes, all of the props, clothes and equipment necessary for his "act," personal identification, basic toiletries, a furnished house or apartment, 2D6x1000 credits worth of other possessions, and a hover car or other appropriate vehicle (hover cycle, horse, truck, jeep, TW vehicle, etc.).

The character is not likely to own any Mega-Damage body armor, weapons or adventuring gear unless the character is purposely embarking on a trip to the wilderness (on location, safari, etc.). If this is the case the performer is most likely part of a large group protected by professional security operatives.

Money: Starts with 3D4x1000 in Universal Credits plus black market items worth another 4D6x100 credits. The salary of performers varies dramatically based on their "star" power, marketability and value. Average, run-of-the-mill performers make just a few hundred to 1000 credits a month, while the top super-stars make a few million credits a year!

Cybernetics: Starts without any cybernetics. Performers tend to avoid augmentation and limit cybernetics to medical prosthetics and Bio-Systems.



Field Reporter O.C.C.

One aspect of human civilization that has not changed since the Great Cataclysm is the demand for news. There is a peculiar facet of the human psyche that desperately craves information

and news. People always want to be in the know, to know what is going on, not just in their own area but everywhere, even places they have never been.

The media exists to provide for this particular demand. News agencies are dedicated to supplying information to the public. These organizations gather stories on current events, politics, military matters and even celebrity gossip, which are broadcast via radio transmissions and television to the interested consumer. They supply the details for routine discussions around the water cooler on weekday mornings. The mandate of the news media is to entertain and inform the public on diverse events and stories that happen every day across the world.

Reporters are the agents who gather the stories that are presented in format news broadcasts. In the news business, reporters are the front-line men and women in the trenches. They are information brokers who must brave the streets, the 'Burbs or the wilderness, in search of the stories that are relayed to the public by the anchorman who sits behind a comfortable desk in the safety of a studio.

A field reporter is quite similar to a military intelligence operative. It is their job to go right to the source, where events are transpiring, and to record the details or capture the story on film. They flock to newsworthy events like gala social events, political conferences, military operations, natural and/or magical disasters and crime scenes to get the real scoop. In the search for news, reporters also do interviews with important personages including celebrities, military officials, political figures, criminal leaders and similar well-known public figures. The stories they gather are submitted to network news agencies, where they are edited and packaged to air on routine broadcasts.

As a group, field reporters tend to be intelligent, highly educated, resourceful and motivated. Most are cool and collected, and rarely lose their heads even in situations of extreme danger. They have to be, in Rifts Earth, to get the real story. Getting the skinny on news stories is not as easy as it sounds. A reporter has to wade through official bureaucratic red tape, barriers of non-cooperation and suspicion, and deal with tight-lipped military and political types. Every day is a tightrope walk between getting the goods and necessary discretion. Reporters who aren't careful can find themselves in deep trouble with official groups (like the military/government) or even more dangerous criminal organizations (like the Black Market and mercenaries).

Many official agencies — especially the Coalition military/government — are known to actively suppress unfavorable reports that are seen as damaging to national security, through confiscation and sometimes more ruthless measures (including imprisonment or termination of troublesome reporters). Similarly, criminal groups, such as the Black Market, have made their displeasure to scathing reports known through sabotage and assassinations.

Nevertheless, field reporters are an adventurous and high spirited lot, willing to go wherever the story takes them. Their job is challenging and often dangerous but provides many rewards. Apart from financial gain the field reporter gets to see many fascinating and distant spots that the average person only dreams about. They have the privilege of meeting hundreds of interesting people and witnessing the many wonders of Rifts Earth. Not to mention that a successful reporter has the chance to become a wealthy and famous celebrity in his own right.

Attribute Requirements: I.Q. 11 or higher, M.E. 8 or higher; high M.A. and P.B. attributes are helpful for dealing with people but are not required.

O.C.C. Skills:

- Language: Two of choice (+15%).
- Literacy (+25%)
- Basic Mathematics (+10%)
- Radio: Basic (+10%)
- Performance (+15%)
- T.V./Video (+15%)
- Audio/Video Production & Effects (+12%)
- Laser Communications (+15%)
- Basic Electronics (+10%)
- Photography (+15%)
- Computer Operation (+10%)
- Journalism (+20%)
- Research (+10%)
- Streetwise (+10%)
- Pilot Automobile or Hovercraft (+15%)
- Navigation (+10%)

Hand to Hand Combat must be selected as an O.C.C. Related Skill. Hand to Hand: Basic counts as one skill selection, Expert two, and Martial Arts three.

O.C.C. Related Skills: Select 8 other skills, but at least two must be selected from the Technical skill category. Plus select one additional skill at levels three, six, nine, and twelve. All new skills start at level one proficiency.

- Communications: Any (+10%).
- Cowboy: None.
- Domestic: Any (+5%).
- Electrical: None.
- Entertainment: None.
- Espionage: None.
- Mechanical: Basic and Automotive only (+10%).
- Medical: First Aid only.
- Military: None.
- Physical: Any, except Acrobatics, Boxing and Wrestling.
- Pilot: Any non-military (+10%).
- Pilot Related: Any (+5%).
- Rogue: Any (+10%).
- Science: None.
- Technical: Any (+15%).
- Weapon Proficiencies: Any.
- Wilderness: None.

Secondary Skills: The character also gets to select four Secondary Skills at levels one and six from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Extensive wardrobe that includes 1D4 suits, a tuxedo for ceremonies, and 1D6 sets of nice-looking yet durable clothes for the field, which includes a khaki vest with multiple pockets.

Equipment for the reporter includes a video camera or camera drone (depending on studio budget), PDD/Portable Digital Disk player & recorder with headphones, video disc player, portable language translator, hand-held computer with micro-printer, full size computer & printer at home, 35 mm camera (still photos) with several lenses and a dozen discs of film, disc camera (moving pictures) with a dozen discs of film, micro-film camera (fits in the palm of the hand), pocket calculator, 1D4 pens or markers, notepad, pen flashlight, large flashlight, standard tool kit, gas mask and air filter, tinted goggles, duffel bag, backpack, carrying case or satchel, walkie-talkie radio, personal I.D. with legit press credentials, and personal items.

The character owns his or her own vehicle for routine transportation, normally an unarmed hover vehicle or automobile. Also, the field reporter has an apartment in a nice area of town with rent paid in full for the next six months.

Equipment Available Upon Assignment: Additional equipment that is available to the reporter varies depending on the size of the parent news agency and his standing within it. In most cases the agency will look after its reporters' travel needs — including the supply of company vehicles, renting of vehicles and all other transportation arrangements (i.e. provide plane, train and/or bus tickets, passage aboard ships, arrangements to travel with the military, possibly even magical travel/teleportation). The news agency is also likely to secure the security clearances and press credentials necessary for a story, including military or police security clearance, entry visas, passports and diplomatic papers, passes to special events as well as making arrangements for VIP interviews. Reporters are also issued a "Press Pass" that will get them access to news conferences, public relations events such as the opening of a play, restaurant or film, music concerts, media areas at police stations, military bases and government offices, etc.

Other equipment that is made available to reporters on assignments may include additional camera and video equipment, along with the film crew and transportation, high-tech video systems such as holographic recording and photography equipment (rare), long-range laser communications, universal language translators, portable computers and other miscellaneous odds and ends. The agency may also provide special surveillance equipment and optics systems for undercover stories, and possibly even special access to television, video and other recording studio facilities. Most news companies will also reimburse the reporter for reasonable expenses (which should be cleared before the purchase is made). Weapons will never be made available to a reporting crew, nor will the employer encourage the use of weapons!

Note: Freelance reporters will rarely be provided with any additional equipment or services beyond the basic press pass.

Money: The average reporter starts with a salary of 1D6x100 credits a week. Wages for a reporter increase based on his experience, ability to break stories, and/or popularity. Some veteran reporters (usually 6th to 10th level) make as much as 1D4x1000 credits a week! In addition to regular salary, the employer may decide to pay the reporter a bonus of anywhere from 100 to 10,000 credits for exceptional work on any given assignment.

Freelance reporters on the other hand receive no regular salary but are paid on a contract to contract basis. They work independently of any news agency and sell their stories, often with pictures or video footage, to the highest bidder. Pay for a freelancer is usually between 100 to 10,000 credits, with the price determined by the story — 100 credits for a small article on a run-of-the-mill subject, to as much as 10,000 credits for an important or exclusive story (or interview, document, etc.), sometimes even more if it's truly huge.

The character starts with 1D6x1000 credits in savings.

Cybernetics: May start with one or two minor items, such as a Clock Calendar/Compass and a Headjack, and will want to acquire more, as they can be very useful in their business.

Rifts Bard O.C.C.

On Rifts Earth the ancient tradition of the wandering minstrel has enjoyed a revival. The sudden and total demise of modern tele-communications, mass media and highway systems to connect communities in the same region, let alone nation or continent, has created a climate perfectly suited for Bards and other traveling performers. Only a few large, wealthy nations like the CS, Ishpeming and Tolkeen that have the resources to provide nation-wide radio and television broadcasts. This leaves people in most areas of North America starved for quality entertainment and news of the outside world. And it follows that Bards and traveling shows have sprung up across the continent to fill the entertainment needs of the isolated, rural have-nots.

The role of the Bard is essentially that of the one man traveling show. He or she is a master story-teller, comedian, singer/songwriter, musician and journalist rolled into one. The Bard's job description can pretty much be summed up as: "Have guitar, laser; will travel." They make their living by wandering from place to place and giving public performances at inns, taverns, theaters, festivals, official functions, royal courts, marketplaces, street corners or anywhere else that people gather. One of the things that makes Bards so popular is the very fact that they are apt to show up in any particular hamlet, mercenary encampment, watering hole, village or kingdom regardless of its size or population. Any place that can offer an audience, food, drink, and a warm bed is a venue large enough for a Bard to play. A traveling show, by comparison, stops only at the big cities, towns and kingdoms that pay the big bucks, because of the large revenues needed to sustain their many performers and hangers-on. The Bard goes wherever the road leads.

When a Bard performs, his "act" incorporates a wide variety of different numbers or routines. It usually includes, but is not limited to, singing (especially ballads), music, recitation of prose and poetry — often to the accompaniment of music — jokes, humorous anecdotes, stories from history or legend, and, of course, rousing tales of high adventure. Additionally the Bard carries news from the outside world, the latest events from all corners of the continent, the scoop on important happenings in the political arena, gossip about notable people and celebrities, as well as commercial and shipping reports. Typically a Bard performs in a loose manner, similar to the approach of a busker or street performer, that is quite different from the staged and formal routines of most other entertainers. Bards usually try to improvise, be spontaneous, make a connection with their audi-

ence and involve them in the show as much as possible, all to make the show more sensational, enjoyable and entertaining.

While Bards are welcome just about everywhere they go, few manage to achieve any real measure of success or notoriety. For a Bard success, and big money too, results from either associating oneself with a prominent individual, or from composing original songs or ballads that go on to become popular. The latter route is next to impossible unless the Bard signs on with a studio and thereby gives up a measure of his freedom. The alternative of working for a wealthy or powerful individual such as a feudal king, warlord, bandit leader, mercenary captain or merchant is no better. These people want the Bard to stay in one place as a long-term or permanent court entertainer (too stifling), or to be a propagandist writing songs to enhance their own ego and reputation. A handful of Bards have even been coerced into working as spies for one king (warlord, merchant or whatever) in the court of another. None of these options are acceptable to the true Bard. The latter because it is dangerous to choose sides, or be seen to choose sides, in any political or mili-



tary conflict, and all of them because they curb the Bard's cherished freedom. And as a result, most Bards remain among the ranks of the semi-famous, and only the handful of exceptional members of the vocation become renowned throughout the land.

In between performances the Bard heeds the call of the open road, setting off in search of adventure and inspiration. They rarely have any specific direction or destination, and thus head off with the first merchant caravan, mercenary company or group of adventurers who come along. Many welcome the company of a Bard on the road, for their ability to entertain and as an extra troop capable of holding their own in a fight. (Bards are normally well versed in the use of weapons, and ready for the dangerous world they live in.) If nobody comes along after a few days, the Bard will just drift off on his or her own, headed toward the next town. Time spent on the road is an opportunity to gather more material, see the countryside, meet interesting people, behold the wondrous sites of Rifts Earth (Millennium trees, Dweomer City, the Devil's Gate, etc.), and fight dangerous monsters and villains. It is not always an easy life, Bards are often poor and rarely have a home or family, but it is a rewarding one nonetheless.

Special Powers & Abilities of the Rifts Bard

1. Charismatic Aura: All Bards are irrepressible free spirits who possess a charismatic presence which makes them seem larger than life. Wherever they go they are the center of attention, and keep those around them spellbound. People just naturally take a liking to Bard characters and hang on their every word. These wandering minstrels exude an infectious aura of merriment and friendliness that enables them to easily make fast friends and spread good cheer. A "true" Bard can wander into a town of wary strangers and spend a week without once having to pay for his food or lodgings and, at the end of that week, leave town with dozens of new friends. It is not much of an exaggeration to say that everyone loves a Bard.

By virtue of his natural charisma, a Bard wields tremendous influence over other people. He can turn even the most hostile or indifferent crowd into an attentive audience, and talk his way out of any situation. There are plenty of stories of barroom toughs deciding not to fight with a Bard and instead settling things with a handshake and a drink. Likewise, there are a couple of commonly known yarns about bandits, monsters and similar villains letting a Bard go unmolested for the price of just a few songs. One tale has a youthful Bard set free, unharmed, after being caught in the midst of an unflattering impersonation of Don Marco, arguably the most brutal of the Pecos Warlords. When one stunned lieutenant asked why he was being let off so easy, Don Marco reportedly said, with a grin: "The kid may not have brains but he's got talent, and big, brass ones."

The way this Charismatic Aura works is analogous to a non-psionic hypnotic suggestion, enabling the Bard to persuade other people into doing what he wants them to. He could, for example, talk a bartender into giving him a free meal, persuade someone to reveal confidential or secret information, convince a bandit (or soldier, monster, sorcerer, etc.) not to hurt him, or get people to believe a somewhat less than plausible lie. Anyone who fails to roll to save vs psionics/mind control will be swayed by the Bard and go

against their better judgment, at least for a time. However, this ability does not allow a Bard to dominate another character, nor can he convince them to do something that is clearly against their self-interest (or alignment). So, while he could persuade another character to lend him their vehicle, he couldn't get them to just give it to him.

- 2. Language Affinity:** As a citizen of the world, wandering entertainer and individual who makes a living communicating with many diverse people, the Bard is usually able to pick up different languages very quickly. Learning a new tongue comes quite naturally to a Bard, especially so if he's in a foreign land where some other language is spoken, or spending a great deal of time with a person fluent in another tongue. Incredibly, most Bards will pick up rudimentary words and phrases of a new language, enough to understand what's being said and be understood, in a couple of weeks! In game terms, for every Language skill selection (O.C.C. Related or Secondary) the Bard player character learns not one, but *two* new languages, each with a bonus of +15%.
- 3. Techno-Wizardry Operation (Special):** Bards have the unique ability to operate Techno-Wizard devices, even if they are not otherwise magically oriented or psychic. For some unknown reason the built-in safety mechanism that prevents non-magic practitioners and non-psionics from using TW items does not affect Bards. Moreover, Bard characters have an increased amount of *Potential Psychic Energy* compared to regular humans — add another 4D6 P.P.E. to the base amount, plus an additional 1D4 P.P.E. per level of experience.
- 4. Bonuses:** +5 to S.D.C., +1D4 to M.A. attribute, +1 to parry and dodge, +3 to roll with impact or fall, +2 to save vs Horror Factor, +20% to charm/impress and +10% to trust/intimide. (**Note:** The character must have a base M.A. attribute of 12 before the M.A. bonus is added; see attribute requirements.)

Alignments: Any, although Bards are typically good or selfish. Those who are of good or Aberrant alignments are the most likely to take up a particular cause.

Attribute Requirements: I.Q. 10, M.A. 12 or higher.

O.C.C. Skills:

Speaks native language at 98% proficiency.

Language: Two of choice (+20%).

Literacy (+10%)

Radio Basic (+5%)

Performance (+10%)

Sing (+25%; professional quality)

Play Musical Instrument (+10%; professional quality)

Pilot: One of choice (+10%), typically Horsemanship or Hover Cycle.

General Repair/Maintenance (+15%)

History (+15%)

Writing (+15%, includes both prose and poetry)

Lore: Demons & Monsters (+15%)

Lore: Magic (+15%)

Lore: One of choice (+15%).

Streetwise (+8%)

Land Navigation (+10%)

W.P.: Two of choice.

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at the cost of one O.C.C. Related Skill, or to Martial Arts at the cost of two (Assassin is not available).

O.C.C. Related Skills: Select six other skills. Plus select two additional skills at level three, six, nine and twelve. All new skills start at level one proficiency.

Communications: None.

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Entertainment: Any (+10%).

Espionage: Any (+4%), except Interrogation Techniques and Sniper.

Mechanical: Basic and Automotive Mechanics only.

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

Military: None.

Physical: Any, except Acrobatics.

Pilot: Any, except military vehicles and aircraft.

Pilot Related: Any.

Rogue: Any (+6%).

Science: Basic and Advanced Mathematics only.

Technical: Any (+10%).

Weapon Proficiencies: Any.

Wilderness: Any.

Secondary Skills: The character also gets to select four Secondary Skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: A suit of light Mega-Damage body armor (light for maximum comfort, mobility and low Prowl penalty) that is usually painted in flashy colors and decorated with symbols, designs, feathers and similar tokens. Also a small wardrobe of plain travelling clothes plus a few fancier outfits for performances, a cloak or cape and a large hat.

The most important of a Bard's possessions is his musical instrument of choice, most often a guitar, harp or flute, along with a suitable traveling case. Other equipment includes 1D4 books of ancient (pre-Rifts) history or legends, a book of songs and traditional ballads, notebook, blank paper, a dozen pens and pencils, PDD disk player & recorder with headphones, 35mm camera (still photos) and six discs of film, flashlight, portable tool kit, walkie-talkie radio, gas mask and air filter, tinted goggles, sleeping bag or bedroll, backpack, tinder box, matches, water skin or canteen and personal items. Weapons vary with personal tastes. The character starts with 1D4 knives, a hatchet or tomahawk, Vibro-Blade and energy rifle of choice with 4 extra E-Clips. Bards often prefer Techno-Wizard and other magic weapons and armor to modern high-tech devices.

Money: Starts with 3D4x100 in Universal Credits plus black market items worth another 1D6x1000 credits. Bards tend to

spend money freely when they have it and rarely accumulate any measure of wealth. Most see money as nothing more than a means to an end, what makes a person truly wealthy in their eyes is friendship, happiness and adventure.

Cybernetics: Starts with none and tends to avoid all cybernetics and bionics except for necessary medical prosthetics.

The Rifts Gladiator

On Rifts Earth, there has been a rebirth of the gladiatorial arena of ancient times. As in the times of the Roman Empire millennia ago, warriors fight and die in the arena to entertain the crowd once again. Bloodsports are one of the most popular entertainment venues in Rifts; not just for human populations, but also among the countless diverse D-Bees and supernatural predators that have migrated to Earth. Gladiator matches are time-honored spectacles in many cultures, that pit the finest of warriors against each other in a struggle for life. It is a world where the strong survive and prosper, while the loser typically forfeits his very existence. The gladiator fight is a tragic and spectacular drama that resonates with the darkest yearnings of the human (and D-Bee) soul.

Human civilization has never outgrown the arena. In one sense, even though the gladiatorial contest of Roman days disappeared for centuries, it was never completely wiped away. The gory spectacles of Roman times considered barbaric by a more civilized culture were merely transformed into more acceptable competitions. Pro wrestling, the "sweet science" of boxing, martial arts tournaments and even professional contact sports replaced the gladiator fights of olden times with limits and rules more palatable to modern man. Yet these live entertainment spectacles differed from the arena only in degree; they played out the same melodramatic spectacle of man versus man, but without the same lethality.

The cataclysmic decline of human domination on Earth washed away many of the stigmas of modern man. In a world without the window dressing veneer of civilization to hide it, the daily struggle of life and death became far more real to the human. This new climate has proved to be a breeding ground for violent spectacles of entertainment, graphically extreme sports (like Juicer Murderthon) and gladiator combat. Compared to the brutality of normal life around them, the arena no longer seems the barbaric ritual it once did. Instead it is seen as a release from the stresses of life, as a chance to watch real life heroes vanquish terrible foes.

Gladiatorial arenas have sprung up throughout North America and the world at large. While there are human-dominated nations like the Coalition States that outlaw the practice of bloodsports, there are dozens of other kingdoms that endorse the spectacle of gladiatorial combat. The Manistique Imperium, Northern Gun/Ishpeming, Kingsdale, Los Alamos, Tolkeen and even Lazlo are all home to coliseums that hold gladiator games in one form or another. On top of officially sponsored games are the bloodsports offered by shady criminal groups, like the Black Market and Pecos Empire, that hold and record gladiator contests for video sales. Added to this list are the routine arena events held by various D-Bee and monster groups like the Splugorth, Gargoyle Empire, Vampire Kingdoms and others.

The Gladiatorial Arena

There are literally dozens of bloodsport arenas in North America, not to mention those on other continents around the world. Most of the larger kingdoms and nations have at least one such arena where contests are held regularly for the public. The greatest of these are massive stadiums that can accommodate anywhere from 10,000 to 40,000+ spectators. Usually these grand arenas include concession stands, marketplaces that hawk souvenirs and trinkets to patrons, private suites and boxes with closed-circuit TVs for VIPs to watch the games in private, as well as massive television screens for easier viewing and to show advertisements, replays, interviews, etc. Some of the wealthier arenas have long-range laser and microwave broadcast facilities so that even those at home can enjoy the spectacle of live events through pay per view.

The majority of gladiator coliseums are much smaller affairs. These arenas typically seat 2,000 or fewer spectators and provide rudimentary services (such as basic refreshments). Hundreds of these mini-arenas can be found in North America alone. Most of these are private arenas run by wealthy patrons such as petty kings, mercenary groups, merchants and the Black Market. Others are seasonal arenas that sit astride major trade routes and operate only during trading season, festivals and other busy times. Many are run-down affairs that cater to the dregs of society such as those operated in 'Burbs areas, shanty towns and frontier towns.

Arena tickets vary in prices depending on the size of the stadium (to reflect operating costs), the type of events and the quality of the participants. An average event featuring no-name competitors can cost as little as ten credits a ticket. Major events with cards that feature big name stars and attractions can run into the thousands, sometimes as much as 20,000 credits for prime seating!

Gambling is a major fixture in gladiator matches. The grand arenas usually have full-fledged casinos on the premises for customers to use between matches or before the show starts. Virtually every arena has betting windows where spectators can bet on the outcomes of matches. Most of these have some sort of Black Market connection. Many are operated outright by the Black Market, while others pay a premium to keep the Black Market from meddling with arena events. Often a portion of the profits from wagers goes to the gladiators themselves.

Prominent Gladiator Arenas

Of the thousands of arenas found throughout the world of Rifts Earth, there are some more prominent than others. These arenas are a cut above the rest as a result of their size and grandeur, or simply because of the high caliber of gladiators who compete there. Only the best gladiators fight in these stadiums, for rookies have little chance at survival. Such arenas are also the places where legends are born. Where a gladiator can make a name for himself and become famous.

Without question the greatest of the great arenas is the **Splynn Arena of Champions** (see page 37 of **Rifts® Atlantis**). Only the toughest and strongest Splugorth minions dare fight within its confines. Its reputation is so grand that it has become renown even beyond the shores of Atlantis. Even in North America the Arena of Champions is well known and is often

whispered about in gladiator circles. Many a champion in America dreams of one day competing in Splynn, and a few have been given such an opportunity, for the Splugorth are not above recruiting talent from the continent.

Splynn is not the only famed Atlantis arena. **The Alvurron Arena** and **Dragcona Public Arena** both enjoy some notoriety, albeit limited, in the Americas.

Another grand arena that ranks only slightly lower than Splynn's is the **Rama Gladiatorial Arena** (see **Rifts® Africa**, page 134). Wild tales of this stadium in the middle of a monster nation have started to circulate in both Europe and America. These tales come from Splugorth minions and escaped slaves from Atlantis who have made their way to free cities in Europe, the Americas and even the British Isles. Many discount the existence of the Rama arena as fables, but persistent rumors circulate throughout gladiator circuits everywhere.

Erin Tarn's accounts are not the only ones about England that have made their way to America. The Black Market has managed to get a hold of one obscure PDD recording of gladiator fights held at the **New Camelot Great Arena** (see **Rifts® England**, page 113). This illicit video has created quite a stir among American gladiators eager to prove themselves abroad. Some hopefuls have reportedly used mystical means to travel to this distant land to participate in the New Camelot Games. Still, besides the video, there is no hard evidence that such an arena exists. Moreover, reports from returning gladiators are conflicting and wildly different.

North America is not without its own league of great arenas. The region of Old Mexico is home to several famed stadiums. Ciudad Juarez boasts two reputable venues, **The Juarez Arena (Rifts® Vampire Kingdoms™, page 99)** and **The Fighting Cock (Vampire Kingdoms™, page 85)**. While neither of these rival the great arena of Splynn, each is an impressive venue. Epic gladiator matches held in these stadiums have become legendary throughout North America. And any home-grown gladiator who wants to make it big as a hero must eventually fight in Ciudad Juarez. Nearby El Paso is home to the **Wild Bronco Arena (Vampire Kingdoms™, page 66)** which, as the location of a JFL franchise, is another major stop on the gladiator tour.

The **Stuart Arena** in Fort El Dorado (**Juicer Uprising™, page 131**), too, is home to a JFL franchise, the Rhinos. Despite official disapproval from the Coalition States, the Stuart Arena also holds other Juicer sports, including bi-weekly Murderthon races. Occasionally the arena hosts more violent sports like Deadball, gladiator wrestling, free-for-alls and the rare true gladiator match, where volunteers face off against convicted felons.

In Los Alamos there is **The Juicer Sports Arena**. It holds wrestling and most Juicer sports, including a JFL team. There is **The Boneyard** in the Old Bones of Free Quebec, an arena owned and operated by the Black Market. **The Manistique Colosseum** in the Manistique Imperium holds 16,000 fans, and hosts regular gladiator matches of all kinds. In Kingsdale is the **King's Circle**, famous for the annual *Grand Melee*, a massive battle royal of 120 competitors. Tolkien also had a few arenas.

Arena Spectacles

The kinds of events held in arenas varies as greatly as the participants themselves. Not every spectacle entails blood



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matches between vicious combatants. Some arenas hold entertainment events that have nothing at all to do with gladiator games. These include public exhibitions like theater and traveling shows, circuses, animal races (with and without riders), vehicle races and even music concerts.

Professional sports are a standby of the modern arena. Juicer sports enjoy incredible popularity throughout North America. Deadball and Murderthon are both immensely popular, and games are held regularly. It is Juicer Football however that draws the most fans. The Juicer Football League has eight teams, including the champion El Paso Assassins and the Ciudad Juarez Maulers. There are tens of thousands of die-hard JFL fans throughout North America who stage massive parties outside the stadium prior to games. Official JFL jerseys and merchandise have become the latest fashion in many kingdoms and 'Burbs. (See **World Book 10: Juicer Uprising™**, pages 24-29, for information on Juicer sports.)

Yet despite their popularity these events pale in comparison to the Gladiator Games. These games are held on a daily basis in locales across America, Mexico, Atlantis and South America. They draw ten to twenty times the number of spectators as even the JFL Championship. Massive crowds gather to cheer on their heroes, place bets and enjoy the show. No other event boasts the same variety and color as the Games. Gladiators come from hundreds of different species, ranging from normal humans, to supernatural predators and aliens. Even the types of matches can vary greatly. What follows is a synopsis of the typical games.

Gladiator versus Gladiator: The tradition match of the Games pits a single adversary against another in the center of the arena. In such a match, there is no place to hide, nowhere to run, and the only option is to vanquish or be vanquished. Most such matches are to the death, but not all. Some are cases in precision swordplay where the first to draw blood (i.e. to strike) is the winner. Others last until one adversary submits to the other, where both adversaries survive but only the victor walks away with the prize money.

The Handicap Match: Another standby of the Games is a contest where a single gladiator, usually a supernatural predator, faces a team of opponents. These opponents fight together, and if victorious split the pot amongst them. This is a favorite of Splugorth minions and other supernatural beings, who like to see one of their own kind crush a group of puny mortals.

The Team Match: Team fights are basically gladiator versus gladiator matches, but instead of single combatants they feature teams of combatants who square off against each other.

Gladiator against Beast: Instead of fighting another intelligent combatant, this is a contest that pits a gladiator or group of gladiators against dangerous alien animals. There can be a single, powerful beast such as a large dinosaur or Rhino-Buffalo, or a horde of smaller but equally dangerous creatures. These matches are usually chaotic, brutal and bloody affairs that are guaranteed to give fans more bang for their credit.

The Battle Royal: In a battle royal match, a number of gladiators, anywhere from a handful to a hundred — with the specific number fixed prior to the event — fight each other, but only one can win. What unfolds is a bloody struggle for survival where dozens of men clash but only the best or smartest survives to the end. A common version of this type of bout is the *free-for-all*, a fight of everyone against everyone where a group of enhanced

humans form a circle. At the signal to start, anywhere from 4-24, to a hundred or more Juicers and Crazies pummel each other unconscious. In the free-for-all there is no armor and no weapons, and furthermore there are no supernaturally strong participants allowed.

The Aquatic Battle: A rare event held only in a handful of stadiums, where the arena is filled with water. In this environment, mini-naval battles are fought between aquatic D-Bees and monsters, Water Elementals, sea serpents and even small ships (e.g. the Black Eel).

Gladiator Wrestling: Wrestling remains a popular form of entertainment amongst humans in Rifts Earth. In these matches, opponents fight each other not with weapons, but with their bare hands. Matches take place in an old fashioned ring, albeit one made to withstand the incredible strength of the athletes involved (made of M.D.C. materials). Using weapons of any sort, including natural ones like teeth or claws, is strictly forbidden, and is likely to be punished severely. Gladiator wrestling is a cross between Olympic wrestling of old and the kinds of death-defying moves common in the pro wrestling of the Twentieth Century.

However, unlike contemporary wrestling, these matches are entirely real. Opponents batter each other senseless and choke the life out each other in the ring. Not all matches are decided by pinfalls; some are signed to the death, where the victor is the wrestler who walks away at the end of the match.

The Rules of the Game

Bloodsports are the name of the Games in the arena, but not every match is one to the death. Indeed, there are rules that can be applied to gladiator fights to set limits. These limits are set forth by promoters, and are agreed upon by competitors when the match is arranged. Rules are enforced to create an even playing field, one where each competitor has a reasonable chance at victory. Nobody wants to watch a one-sided match, and the rules are in place to prevent just that.

Limitations on competitors are one way of maintaining fairness. These rules establish the kinds of participants allowed in each match. Some fights will feature normal, unaltered S.D.C. humanoids, although this is rare. In others only enhanced humans and D-Bees are allowed. Then there is the supernatural and super-human category, where powerhouse gladiators duke it out in colossal battles. There are also "open category" matches, where competitors of any kind can participate, but weaker gladiators are allowed to use high-tech equipment and/or magic to even the odds.

Limitations on weapons. Stipulations in some matches will define the weapons that participants are allowed to use. Certain bouts allow only S.D.C. melee weapons like knives, swords and clubs. Others let gladiators wear Mega-Damage armor and use high-tech melee weaponry such as Vibro-Swords and Plasma Axes. In the unlimited class, any kind of weaponry is fair game, meaning competitors can use magical weapons, energy guns and sometimes even power armor will be allowed.

Limitations on violence are another way of keeping things fair. In this kind of fight the amount of violence necessary to achieve victory is restricted for the gladiators' protection. A "first blood" match lasts until the first strike where one combat-

ant spills the blood of his opponent. Submission/surrender is another alternative to death matches, as is unconsciousness in the case of fists-only bouts like the free-for-all. Then there is the classic death match, where the gladiator must kill his opponent in order to win.

Breaking the rules is not tolerated in most arenas. Any competitor who does so is dealt with harshly by the arena owners and promoters. In all cases, the offending gladiator will forfeit the match and any prizes won through such cheating. Typically, he or she will be barred from competing in that arena for a specified period of time — a week, a month, a year or forever — depending on the severity of the infraction. Depending on the organization the cheater may be beaten unmercifully, his possessions stolen, or occasionally he will be killed outright! Some arenas will punish the individual by forcing him or her to compete in a decidedly unfair match, where the chance for victory (and sometimes survival) is small.

Main Events of the Gladiator Circuit

It is not just great arenas that make great champions. In the world of Gladiator Games there are a number of great events that can make the ordinary gladiator into a champion. These are spectacles of massive proportions that are *the* events in gladiator circles. Much like the pay-per-views of 20th century Earth pro wrestling, these are sell-out phenomena that cost an arm and a leg to attend. The hype around these events is incredible, and millions watch in amazed wonder, either at the arena itself or on resold Black Market videos. If a gladiator succeeds at such an event, he or she instantly becomes a household name among arena fans, and a champion of high esteem.

One classic is the **JFL Championship**, a yearly event that signals the end of another season, and is the penultimate in Juicer sports.

Championship matches at the Splynn Arena of Championships are always massively popular sell-outs in Atlantis, and smuggled tapes have made their way to mainland America.

In North America there are only three major events. Kingsdale hosts the annual **Grand Melee** a giant battle royal of 120 gladiators where the last competitor standing wins the King's Crown and a purse of 60,000 to 80,000 credits (depending on attendance, merchandising and betting). Twice a year the Boneyard holds the **Graveyard Gauntlet** where 20 gladiators compete for victory. They draw lots and the first two square off, as one gladiator is vanquished. Magical healing is provided to the winner, after which another enters the arena to fight the victor, and on and on until there is only one left. At the Juarez Arena a **Blood Feud Fray** is held approximately once every two to three years. In this event, six teams of four gladiators wage a battle royal till only one team remains. At this point the team descends on one another to produce a single champion.

As of yet there has been no unified champion. Meaning that no single, individual gladiator has won all three events. On sev-

eral occasions, two of the titles have been won. The champion of any of these events becomes a major star. Some retire gracefully. A few have repeated their performances. Others have stayed on too long and been ungracefully slain by up-and-comers. There are rumors that several have gone on to fight in the Arena of Champions in Splynn, but these are unconfirmed.

Note: G.M.s should feel free to introduce their own major events. Keep in mind though that these are dangerous and lethal matches, where only the best in the game can hope to excel. Be careful not to let inexperienced Gladiator PCs into such events, for that is almost certain to end in a fatality. Only experienced, capable gladiators need apply, and remember that their foes will be equally as dangerous.



The Rifts Gladiator O.C.C.

Gladiators are professional warriors who market their fighting expertise in the arena. These men and women are the actors in the tragic drama of the bloodsport, the players who fight and die for the delight of the crowd. Professional gladiators are the elite competitors of the arena. They are willing participants in the games who seek profit and fame. This spirit is somewhat unique in an environment where many competitors are criminals, slaves or other unwilling participants.

A gladiator is a special kind of person. They are bold, intrepid and sometimes ruthless individuals who are willing to risk not only their reputation but very lives in the arena. Normally, few individuals would pursue such a violent and dangerous career, where life is brutal and often short. Gladiators are called upon to fight supernatural predators, D-Bee supermen and other gladiators, which they do without batting an eye. For these fearless combatants, the hardships involved in their career make the rewards of victory that much sweeter.

The life of a gladiator is one where victory is fleeting, friendships are short and the audience is fickle. A gladiator's whole future is riding on the outcome of every match. Losing a fight means a huge loss of reputation and standing, and in the worst case, death. Winning is the only thing that matters. Still every sacrifice is worthwhile for the potential rewards. For many the adoration of crowds is stimulant enough to risk life and limb in the arena. Standing alone in the center of the ring, over the body of a defeated rival, a gladiator basks in the glory of victory. The massive popularity of bloodsport fighting in Rifts Earth also makes the career of gladiator a lucrative profession. A successful gladiator can become wealthy and famous throughout the land.

A gladiator is a highly trained athlete whose expertise lies in hand to hand combat. To prepare for the games they must spend years of hard physical training and grueling hand to hand combat instruction. Athletics and fighting are the focus of the gladiator. Unfortunately, most know very little outside their stock and trade. They tend to have few skills that are not directly related to their chosen profession. As a result gladiators are at a loss when it comes to roughing it in the wilds, using modern weaponry, speaking foreign languages and other skills. Few have any measure of education, and many are oblivious to facts that are common knowledge, such as post-Rifts history and geography, politics, the Coalition States and magic.

When it comes to adventuring outside of the arena, a gladiator is a fish out of water. Sure, they are impressive fighters, but can offer little more than this to any adventuring group. Their lack of even rudimentary skills and knowledge is a handicap that is far from easy to overcome. This inexperience can prove fatal to the gladiator in unfamiliar situations. An even bigger hindrance is an inherent lack of teamwork. Due to the back-stabbing nature of their trade, where allies can become enemies in the blink of an eye, most gladiators find it difficult to trust and depend on others. Even the reputation the gladiator has spent years building can prove to be a liability outside of the arena. The gladiator may find that people are frightened of him or suspicious based on his notoriety. Foolish wannabes may even target the gladiator as a way of furthering their own rep. Fame also makes it difficult to hide or remain anonymous — as a star

whose image is featured on videos and television broadcasts the individual is easily recognized, even in areas he or she has never been.

O.C.C. Abilities and Bonuses:

1. Hand to Hand: Gladiator: The gladiator is trained in a unique style of hand to hand combat that is tailored to bloodsport fighting. Expertise with melee weapons is the focus of this combat style. Few warriors can match skill with a gladiator in a duel situation, which is his specialty. The best opponent will find his attacks easily blocked and his weapon entangled or taken away. *See Hand to Hand: Gladiator description below.*

2. Physical Augmentation: The overwhelming majority of gladiators are augmented in one way or another. An average human or D-Bee stands little chance of survival in matches against the supernatural predators, alien monsters and augmented beings that typify a normal opponent in the arena. The gladiator starts his career as an augmented individual, and the player gets to randomly roll or select one of the following forms of augmentation:

01-25 Chemical Enhancement: The character has undergone Juicer conversion and starts with the basic Bio-Comp system. He or she has all of the Juicer powers and limitations listed on pages 69-70 of the **Rifts® RPG**.

26-45 M.O.M. Conversion: A gladiator Crazy with mind-over-matter implants! Has all the powers and limitations of a Crazy listed on pages 56 of the **Rifts® RPG**.

46-60 Partial Conversion Borg: Natural limbs are replaced with powerful M.D. bionic attachments. In addition to basic replacement of pelvis, shoulders, collar bone, shoulders, arms, hands, legs and feet, the character gets to select 1D6 bionic implants and weapons.

61-75 High Technology: This gladiator is not an augmented character as such, but instead uses high-tech devices to enhance his fighting abilities. Starts with any Mega-Damage body armor suit and 1D4+1 appropriate weapons including those of Triax, Naruni, Kittani and even Phase World manufacture (note that all selections are still subject to G.M. approval).

76-87 D-Bee Strongman: The gladiator is no human but an alien, D-Bee super being seeking fame in the arenas of Rifts Earth. Starts with 2D4x10 M.D.C., plus 1D6 M.D. per level of experience, and strength is considered to be Supernatural. Add bonuses of +2D4 to P.S., +1D6 to P.E., +2 to P.P. and +25 to speed.

88-95 Splugorth Transmutation: An escaped slave or minion of the Splugorth, the character has undergone Mega-Damage transmutation and physical attribute enhancement (see **Rifts® Atlantis** page 108). Alternately, the character is a Bio-Borg conversion; select 1D4 Bio-Borg appendages, powers and weapons.

96-00 Tattoo Magic: Although not an actual T-Man this character has received a handful of magical tattoos. Select 1D4+2 tatoos from the Simple Weapons, Magic Weapons and Powers categories. The character starts with 6D6 P.P.E. plus another 1D4 P.P.E. per level of experience.

3. Bonuses: +1D4x10 to S.D.C. or +3D6 M.D.C. for Mega-Damage creatures, +1D4 on initiative, +2 to parry and dodge,

+1 to roll with punch or impact, +6 to save vs Horror Factor, +1 to save on all saving throws and +10% on all applicable Physical skills.

Attribute Requirements: P.S. 14 and P.P. 12.

O.C.C. Skills:

Athletics
Acrobatics OR Gymnastics (+5%)
Body Building and Weight Lifting
Climbing (+10%)
Running
Performance (+10%)
Recognize Weapon Quality (+10%)
W.P. Ancient (four of choice).
W.P. Modern (one of choice).
Hand to Hand: Gladiator (see below)

O.C.C. Related Skills: Select six other skills. Plus select one additional skill at levels three, six, eight, eleven and thirteen. All new skills start at level one proficiency.

Communications: Any.
Cowboy: None.
Domestic: Any (+5%).
Electrical: None.
Entertainment: Tumbling only.
Espionage: None.
Mechanical: Automotive only.
Medical: First Aid only.
Military: None.
Physical: Any (+5%).
Pilot: Any (+5%), except robots and military vehicles.
Pilot Related: Any.
Rogue: Any.
Science: Math skills only.
Technical: Any (+5%).
W.P.: Any.
Wilderness: Any.

Secondary Skills: The character also gets to select five Secondary Skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: A suit of light Mega-Damage body armor (light for optimum mobility), that is customized to make the gladiator stand out in matches. Gladiators prefer modern Mega-Damage versions of ancient-style melee weapons like swords, spears, clubs, etc., and normally avoid modern high-tech energy and heavy weapons. Starts with 1D4 Vibro-weapons of choice, a simple TW weapon that inflicts Mega-Damage but has no other properties (no P.P.E. cost to use), and one item from the specialty gladiator equipment above (subject to G.M. approval).

Other equipment is limited. The character starts with a sleeping bag or bedroll, backpack, canteen or water skin and a handful of personal items.

Money: Starts with 1D4x1000 in Universal Credits. A gladiator almost never works on a salary basis, instead income is based on the "purses" from their matches. The exact amount of a purse will vary substantially. This depends not only on the gladiator's reputation but also on the type of match, the quality of his opponent, the size of the stadium market and the prestige of the event. The purse for an average match is in the range of 2D6x100 to 1D4x1000 credits. Major events like a battle royal or team match pay out from 2D4x1000 credits to 4D6x1000. Outlandish matches between mid-level stars pay as much as 1D6x10,000 credits, and main events between the big shots have purses as large as 3D6x10,000 credits. Championship events like the Grand Melee have purses as big as one million credits.

As the reputation of the gladiator character grows, so does the amount he or she is paid. Crowd favorites (roughly 3rd to 5th level) are paid as much as 50% more per match. True stars (6th level and above) are paid bonuses or *points* based on ticket sales to the event, which can amount to anywhere from 10,000 to 50,000 credits. Another source of prize money for major stars are *dues* from gambling receipts. At 8th level and above, performers can demand a cut of the Black Market betting that takes place at gladiator games. This percentage is usually only 1-5% of the total revenue, but it can amount to a tremendous sum of credits. Sums of 4D6x10,000 to 1D6x100,000 credits are not uncommon, with main events paying out as much as 1D4 million credits!

Gladiator Combat Notes

What follows is a description of the unique fighting abilities of the gladiator character. This includes the Hand to Hand: Gladiator skill as well as descriptions of special gladiator combat maneuvers.

Hand to Hand: Gladiator

Level

- Two attacks per melee, disarm an opponent on a roll of 19 or 20, and +2 to roll with punch or impact.
- +3 to pull punch, +1 to strike and parry.
- +2 to damage; paired weapons.
- One additional attack per melee, +2 to save vs Horror Factor.
- +1 to strike, +2 to disarm.
- +1 to parry and dodge; entangle and body flip/throw (1D6 damage).
- One additional attack per melee, +2 to damage.
- Stun on an unmodified roll of 18, 19 or 20.
- +2 to pull punch, +2 to roll with impact/fall.
- One additional attack per melee.
- +1 to parry, +2 to dodge, +2 to save vs Horror Factor.
- Death Blow on natural 18-20.
- One additional attack per melee.
- +2 to pull punch, +2 to disarm.
- Critical Strike (triple damage) or knockout from behind.

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defensive move in the place of a dodge or parry, or it can be done as an attack/strike.

The disarm is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever it is he's holding. The move counts as one melee attack/action. Disarm does not give the weapon to the character making the disarming move. True, the item is forced out of the victim's grasp, but it is either knocked away or forced to the ground.

When used as a defensive move, an opponent is disarmed on a roll of a 19 or 20 (include any disarm bonuses). A disarming strike to attack requires the usual strike roll, with the high roll winning, as usual. Thus, a successful strike means the weapon has been knocked out of his opponent's hand. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike.

Gladiator Wrestling

Gladiator Wrestling is a specialized fighting skill available only to gladiator characters at a cost of two O.C.C. Related Skills. This style of fighting is a cross between the Olympic style taught to high school and college athletes, and the more dramatic professional wrestling style of the late 20th Century. It provides the gladiator with a mix of moves that includes take-downs, body blocks, holds, joint locks, body slams, leaping strikes and submission holds. The gladiator wrestling matches of Rifts Earth closely resemble those of ancient professional wrestling. They are held on square, raised platforms that are surrounded by steel cables or "ropes" that can be used to catapult wrestlers across the ring. These rings are constructed of Mega-Damage materials to withstand the punishing falls and slams that are part of the typical match.

Bonuses: +2 to roll with punch or fall, +2 to P.S., +1D4 to P.E., +20 S.D.C. or +2D4 M.D.C. for Mega-Damage characters.

Basic Wrestling Maneuvers: Pin on modified rolls of 17 or higher, body block/tackle does 1D4 damage and the opponent must dodge or parry to avoid being knocked down (lose one melee attack if knocked down), body slam does 2D6 damage and the opponent must roll with impact or lose one melee attack/action, flip/throw does 1D6 damage and the opponent must roll with impact or lose one melee attack, knock-out/stun on an unmodified roll of 19 or 20, jump kick attack does 2D6 damage but counts as two melee attacks/actions, crush/squeeze does 1D4 damage per squeeze attack.

Advanced Wrestling Maneuvers: The Gladiator Wrestling skill also provides the character with a number of advanced maneuvers. At first level the character gets the "going to the ropes" maneuver, plus select one of the following at levels 3, 6, 9, 12 and fifteen. Note that each hold must be selected separately (i.e. the neck hold counts as one selection, the arm hold counts as a second selection, etc.).

Choke: An attack that involves grabbing someone by the throat. Chokes are made with an ordinary roll to strike that inflicts 1D6 damage direct to Hit Points; normal strike and damage bonuses apply. Critical and knock-out/stun attacks from the rear can also be done with a choke. While applying a choke the attacker must use both hands and thus cannot perform defensive

moves like parries, dodges, rolls, etc. The attacker can continue to choke his opponent for as long as he likes, inflicting 1D6 damage to Hit Points each melee round.

There are two ways to get out of a choke. The first method is to use brute strength. The victim with any helpful friends, and the attacker each roll a twenty-sided die and add the roll to their P.S. attribute. The highest roll wins (i.e. if the attacker wins the choke continues, if the defender wins he breaks free). The second method to get out of a choke is to make a reversal (see below); the victim makes a reversal roll and if this is higher than the roll to strike, the victim worms his way out of the hold.

Going to the Ropes: The steel cables or "ropes" surrounding the ring add another dimension to gladiator wrestling. An attacker can either catapult his opponent or propel himself off the ropes to increase his momentum. Going to the ropes allows the attacker to inflict greater damage with strikes, body blocks and other moves. Increase the damage from rope catapult attacks by +6. A successful roll to strike is required to throw an opponent to the ropes, as well as to make any resulting strikes or body blocks.

Hold: With both hands, the attacker grabs on to some part of the opponent's body and attempts to immobilize him. If the strike is successful, then the victim is helpless until released. Neither the attacker nor the victim can attack, parry or dodge while involved in a hold. This makes both participants extremely vulnerable to an attack by a third party. Getting out of a hold is difficult, requiring the victim to make a reversal. The victim makes a reversal roll, which if higher than the roll to strike means that the hold is released and combat can continue. There are several different types of holds that can be used:

Arm Hold: Involves twisting the arm around to the victim's back, or some other uncomfortable position. Any items in the hand of the arm being held can be easily removed.

Leg Hold: The victim is on the ground with his leg held in an awkward position. There's no way for him to get up until the hold is released.

Body Hold: Any of a number of wrestling holds. The victim can be held on the ground or in a standing position.

Neck Hold: The victim is held around the neck from behind. This leaves the victim totally vulnerable to attacks from any other character.

Kick-Out: The victim of a pinfall can attempt to kick-out from underneath. Using brute force the character can violently convulse his body to throw the attacker off of him. To kick-out, the character rolls a twenty-sided die, plus P.S. and kick-out bonuses, which if higher than the attacker's roll to pin/strike means the character breaks free of the pin attempt. Bonus of +1 to kick-out at levels 1, 3, 6, 9 and 12.

Leaping Attack: A leaping attack is a powerful diving strike made from atop the ropes or turnbuckles. The character first climbs atop the ropes, then dives at his opponent, who can be standing or (preferably) lying on the mat. Leap attacks cost two melee attacks/actions but inflict double damage if successful.

Power Slam: The power slam is a potent maneuver where the attacker first grabs his opponent, roll to strike as normal, lifts him off the ground and then hurls him at the mat. Power slams count as two melee attacks/actions but inflict double damage; plus, unless the victim rolls with impact he is temporarily

stunned for 1D4 melee attacks/actions. While stunned the victim cannot make any combat actions (i.e. strike, parry, dodge, etc.) and is totally helpless.

Reversal: When any type of hold, choke or submission move is attempted the character can attempt to get out of it with a reversal roll. Using leverage and other wrestling techniques the character can worm his way out of the hold and break free to resume combat. To make a reversal the character must roll a twenty-sided die plus P.P. and reversal bonuses, which if higher than the attacker's roll to strike means the character has managed to work his way free of the move. The character gets a bonus of +1 on reversal rolls at levels 1, 5, 10 and 15.

Submission Hold: A submission hold is a type of hold or joint lock designed not just to incapacitate the victim but to generate intense pain. The victim must make a save versus pain of 14 or higher every melee round, including any bonuses from a high P.E. attribute, or succumb to the pain of the hold. If the victim fails to save he or she will submit and thereby lose the wrestling match.

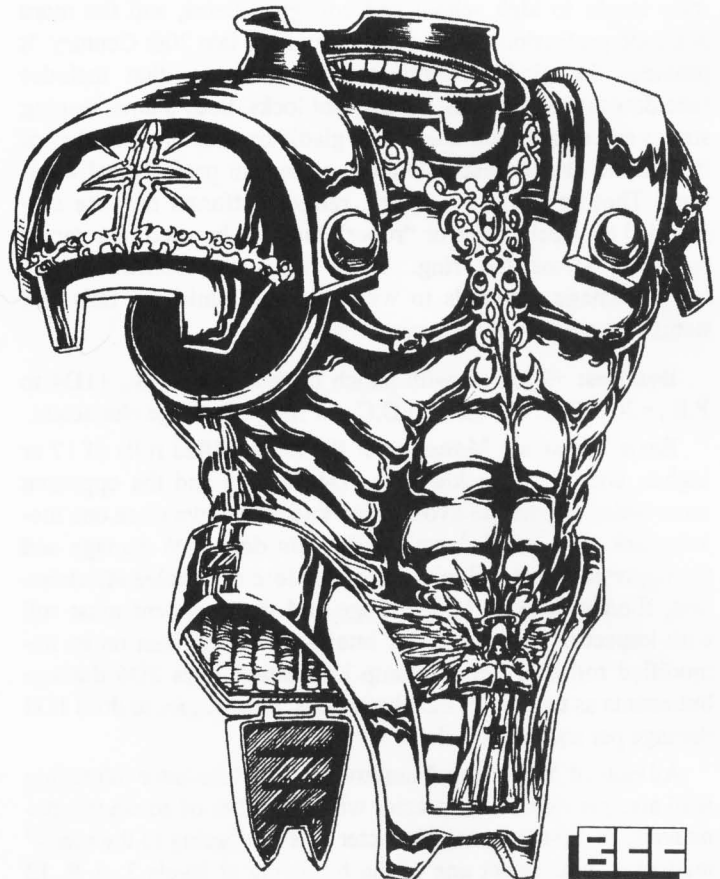
There are two ways to get out of a submission hold. In order to get out of the submission hold the victim must first make a successful saving throw versus pain. If successful he can attempt to reverse the hold; make a reversal roll, which if higher than the attacker's roll to strike means that the submission hold is released. The second method involves the victim dragging himself and his attacker to the ropes — if the character can touch the ropes, the referee will demand that the attacker release the hold, one of the rules of a wrestling match. To do this the victim must use brute strength; the victim and the attacker roll a twenty-sided die and add the roll to their P.S. attribute. The highest roll wins (i.e. if the attacker wins the victim stays put, if the defender wins he claws his way to the ropes).

G.M. Note on Gladiator Wrestling: The inclusion of the Gladiator Wrestling skill in the Rifts Gladiator O.C.C. is optional. It is intended to provide an added dimension to arena combat as well as some levity to the Rifts game. The skill is designed to allow G.M.s and players to mimic the matches shown on television pro wrestling. This is with the notable exception that in Rifts, the wrestling matches are real; no tricks are used to prevent injury, the moves are not faked and the punches aren't pulled. Gladiator wrestling is a brutal, pummeling display that can prove lethal (if the stipulations of the match allow). I advise G.M.s and players who want to incorporate this skill into their campaign to watch a few shows of television pro wrestling for ideas. Also, encourage the characters to make up names and descriptions of their own moves using the basic outlines above; for example, instead of saying "power slam" call it the *choke-slam* or *jackknife power bomb*, or instead of "submission hold" call it the *figure-four leg lock*.

Specialty Gladiator Equipment

Not all gladiators in the world of Rifts are supernatural predators or mutants who are able to compete based solely on natural powers. In fact, many are merely S.D.C. or light Mega-Damage humanoids who cannot hope to survive without using high-tech or Techno-Wizard equipment. Yet gladiators such as these can be highly entertaining competitors thanks to finely honed fighting skills and spirit. It is for these individuals that weapons makers and manufacturers have created specialty equipment to allow "normal" gladiators to survive and win against far more powerful aliens and supernatural creatures.

What follows are just some examples of the esoteric weapons and armor available to the mortal gladiator. This is not a complete list of the kinds of weaponry that is out there, but is provided as a basis for players and G.M.s to create their own appropriate gladiator fighting gear.



Gladiator Classic

Half-Suit Body Armor

In the arenas of North America one of the more commonly used suits of body armor is the Gladiator classic half-suit. It is non-environmental suit originally designed by Northern Gun as a knock-off of the Gladiator armor popular amongst adventurers. Like the original Gladiator suit, this body armor has a retro, old-fashioned look to it featuring a synthetic M.D.C. mail suit,

over which polycarbonate plates are strapped on vital areas of the body. Unfortunately the suit failed to catch on in the mass market, however it has gained popularity in arena circles for its classic appearance that resembles the gladiator armor of old (such as that depicted in pre-Rifts movies with Roman gladiator fights).

Northern Gun has suspended production of the classic half-suit but several other knock-off manufacturers, most notably Bandito Arms, have continued to market this body armor. Despite its lacking an environmental system and heavy protection, the classic half-suit offers superior mobility — a definite plus in the arena.

Class: NG-5GA light body armor.

Size: Human equivalent.

Weight: 21 lbs (9.5 kg).

Mobility: Superior mobility, no penalty to Prowl or other physical skills.

M.D.C. by Location:

Head/Helmet — 45

Arms — 40 each

Legs — 50 each

Main Body — 65

Special Weapon Systems or Features: None.

Market Price: 35,000 credits, good availability.

Gladius Rex

Kittani Enhanced Armor

Kittani warriors are no exception to Splugorth minions in regards to sporting arena combat. Fighting in the bloodsports on Atlantis is a way to enhance one's reputation and advance in the Splugorth military. However, like humans, a normal Kittani is no match for other supernatural minions in hand to hand combat. To offset this disadvantage in hand to hand combat the Kittani have produced the Gladius Rex armor. Apart from the obvious military applications of the body armor, it is especially suited for arena combat. The Gladius Rex is a favorite amongst Kittani gladiators but has also been provided to other normal S.D.C. beings for use in Splugorth arena bouts. Several accomplished and reputable humanoid gladiators have been given Gladius Rex suits as gifts for their performances in the Atlantis arenas, and a few have even made their way to the continent.

Class: Kittani heavy infantry enhanced armor.

Size: Human equivalent.

Weight: 35 lbs (15.8 kg).

Mobility: Fair mobility, -5% to Climb and -15% to Prowl, Swim, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet — 85

Arms — 75 each

Legs — 90 each

Main Body — 120

Special Weapon Systems or Features: 1. Exo-Skeleton: Has an internal, reinforced robotic exoskeleton that provides a tremendous boost to physical abilities. Provides the follow-

ing bonuses while wearing the suit: robotic P.S. 25, +2 to P.P., +15 to Spd, +15 feet (4.5 m) to leaps, +10% to Climb skill, and reduce the rate of fatigue by 60%.

2. Mega-Damage Hand to Hand Attacks: Robotic strength enables the wearer to inflict Mega-Damage with hand to hand attacks. Inflicts 6D6 S.D.C. on a restrained punch, 1D4 M.D. for a regular punch or kick and 2D4 M.D. on a power punch or jump kick. Note regular punch damage is added to M.D. attacks with melee weapons.

Market Price: 200,000 credits, not generally available outside of Atlantis and other Splugorth controlled areas.

NE-C24 Ringstalker Armor

Never one to shy from corporation competition of any kind, Naruni Enterprises has developed the NE-C24 Ringstalker armor for gladiator competitions. The goal of the project was to provide an armor platform for normal S.D.C. beings to fight and win against Splugorth minions in their own bloodsports. Fueled by a desire to embarrass and humiliate minion gladiators, the NE-C24 is nothing more than an adolescent jab at Naruni Enterprises' hated rivals the Splugorth. To the average human or D-Bee gladiator who cares little for petty corporate maneuvering though, the Ringstalker armor is a new lease on life.

Ringstalker body armor provides its wearer with tremendous physical protection in addition to a host of stealth systems. It incorporates the same variable camouflage technology of the NE-20 body armor, plus psionic electro-magnetic dampers to help the suit's occupant to Prowl unseen on the arena floor and attack his opponent with surprise. This is especially useful in battle royal types of events pitting teams of gladiators against one another.

The Ringstalker was developed at NE factories in Phase World but has been marketed throughout the Megaverse. Naruni marketing strategy of the suit dictates that wherever the Splugorth have a bloodsport arena, this body armor can be found. As a result several dozen Ringstalker suits were sent to Earth prior to the Coalition's crackdown on NE activities there.

Class: NE-C24 Camouflage Combat Armor.

Size: Human equivalent.

Weight: 28 lbs (12.7 kg).

Mobility: Good mobility, -5% penalty to Prowl and -10% to Swim, Climb, perform Acrobatics and similar physical skills.

M.D.C. by Location:

Head/Helmet — 100

Arms — 85 each

Legs — 110 each

Main Body — 150

Special Weapon Systems or Features: 1. Variable Camouflage System: A fiber-optic material used in the armor changes colors to match the background environment. It takes the computer 1D4 melees (15 to 60 seconds) initially to match the environment, after which the suit can instantly blend/appear from the same environment. To spot the suit opponents have a -20% to Detect Ambush and Detect Concealment skill rolls. The suit provides a +10% bonus to Prowl and even characters without Prowl have a 50% chance of remaining hidden if they stay covered and don't move.

Ringstalker armor also masks infrared and thermal emissions, making the wearer invisible to infrared, thermal optics and supernatural vision. There is only a 21% chance of such systems registering the suit and even then the reading/image will seem unusual.

2. Built-In NF-20A Force Field: Integrated into the suit is a standard NF-20A force field that provides the wearer with a 75 M.D.C. protection field. This field automatically engages when the suit emerges from camouflage; due to power limitations both the field and camouflage systems cannot operate at the same time. Meaning that while the wearer is blended with the environment the force field automatically disengages.

3. Psionic Electro-Magnetic Dampers: An improved electro-magnetic damper is integrated into the suit's helmet, providing the wearer with near impunity to psionics. Psychics find it difficult to even see the camouflaged armor, let alone read the thoughts and emotions of the wearer. **Bonuses:** +3 to save vs all psionic attacks, +5 to save vs possession attempts, and +2 to save vs magic illusion and mind control.

Market Price: 250,000 credits, rare outside of NE controlled areas. However, as noted above, Ringstalker armor has been shipped to North America and other regions where Splugorth arenas are found.

TW Splugorth Spikesuit Bio-Armor

For entertainment purposes the Splugorth often pit their supernatural minions against normal humanoids in gladiator events. Occasionally to even the odds, competitors are provided with a Bio-Armor suit similar to the symbiote of a Splugorth Juicer. The Spikesuit is a full body, green-black organic suit of Mega-Damage armor that provides its wearer with a living shell of M.D.C. protection and limited Supernatural Strength. Protruding from the suit are dozens of spikes, spines and ridges that catch and deflect swords, axes and even clubs (melee weapons inflict only half damage to the Bio-Armor suit).

Class: Bio-Armor Spikesuit.

Size: Human equivalent.

Weight: 30 lbs (13.5 kg).

Mobility: Excellent mobility, -5% to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet — 80

Arms — 60 each

Legs — 90 each

Main Body — 120

Special Weapon Systems or Features: **1. Regeneration:** The Bio-Armor suit regenerates 1D4x10 M.D.C. per hour.

2. Limited Supernatural Strength: While encased within the Spikesuit the wearer gains a bonus of +4 to P.S. and the strength attribute is converted to Supernatural.

3. Forearm Blades: A single spine-like blade extends from each forearm and can be used to inflict 2D6 M.D. plus regular punch damage in hand to hand combat.

4. Spikes: In addition to reducing damage from melee weapons (inflict half damage), the spikes and spines of the suit can be used to inflict 1D6 M.D. in hand to hand combat



or 6D6 M.D. for a body block (counts as two attacks/actions).

Market Price: 500,000 credits. Not available outside of Splugorth territory.

TW Ever-Present Shield

The Ever-Present Shield is a magic talisman that provides its user with a shimmering blue, transparent M.D. large shield when activated. When the shield is dormant the talisman appears to be a jewelled bracer that covers the arm from wrist to elbow joint (it radiates magic even when not in use). If activated a bright blue large shield surrounds the bracer, enabling its wearer to parry Mega-Damage attacks. The ever-present shield costs 15 P.P.E. or 20 I.S.P. to activate, with no limit to the number of times it can be used per day.

Mega-Damage Capacity: 100 M.D.C. per activation.

P.P.E. Cost: 15 P.P.E. or 20 I.S.P. per use.

Duration: 30 minutes per P.P.E. expenditure.

Bonuses: +3 to parry. Laser blasts and other ranged attacks can be parried with no penalty.

Market Price: 100,000 credits, poor availability.

Power Gauntlet

This unusual weapon is an armored sleeve that covers the wearers arm from fist to shoulder — reminiscent of gladiator arm guards of old. It is strapped to the wearer by a harness assembly that extends over the shoulder and around the chest. There is an E-Clip port located on the back of the harness to power the gauntlet. When an E-Clip is plugged into the system the gauntlet can be used to make Robotic Strength punches in hand to hand combat, allowing a normal gladiator to strike with Mega-Damage force. Additionally, the M.D.C. gauntlet can be used to parry attacks.

The power gauntlet, while not incredibly useful, appeals to gladiators and fans alike for its old-fashioned appearance.

Weight: 21 lbs (9.5 kg).

Mega-Damage: Inflicts 1D4 M.D. on a restrained punch, 1D6 M.D. on a regular punch or 2D6 M.D. for a power punch. Has a Robotic P.S. of 30.

Payload: One hour of operation with a regular E-Clip.

Bonuses/Penalties: +2 to strike, +3 to parry, but reduces manual dexterity and coordination necessary for delicate skills: -25% on all skills requiring the use of both hands.

Mega-Damage Capacity: 70 M.D.C.

Market Price: 50,000 credits, poor availability.

Fiery Fists

A weapon unique to the gladiator circuit is the Fiery Fists plasma ejector system. The weapon is designed to be used in hand to hand combat, and allow individuals with normal strength to inflict Mega-Damage attacks. It features a pair of brass knuckle-like attachments that fit on the hands of the wearer. These are connected by thin tubes to a plasma tank strapped to the user's back. Whenever the fists make contact with a solid object, the system releases a short-range blast of fiery plasma.

The system does have one major design flaw. If the tubes are severed the weapon is rendered powerless. However each of the tubes has 15 M.D.C. and require a called shot with a -3 penalty to hit. Nevertheless the Fiery Fists weapon system has gained its share of admirers in the ring, especially amongst enhanced humans like Juicers and Crazies.

Weight: 25 lbs (11.3 kg).

Mega-Damage: 4D6 M.D. per blast/punch.

Rate of Fire: Equal to the number of hand to hand attacks.

Effective Range: 3 feet (0.9 m).

Payload: 50 blasts per plasma tank.

Market Cost: 12,000 credits.

Doranak Blood Poison

The Doranak is a fierce jungle predator that was discovered by Kittani soldiers of the Splugorth occupying a primordial world in another dimension. Kittani warriors quickly learned to fear the intelligent animal for its strength, aggressive nature and incredibly agility. One aspect of its alien physiology that made the Doranak so dangerous is its venomous blood. Contact with the nerve toxin that runs through the creature's veins affects not

just normal S.D.C. beings, but also Mega-Damage ones. Thousands of Doranak were captured by the Splugorth to use as slave animals, arena combatants and to harvest their poison blood.

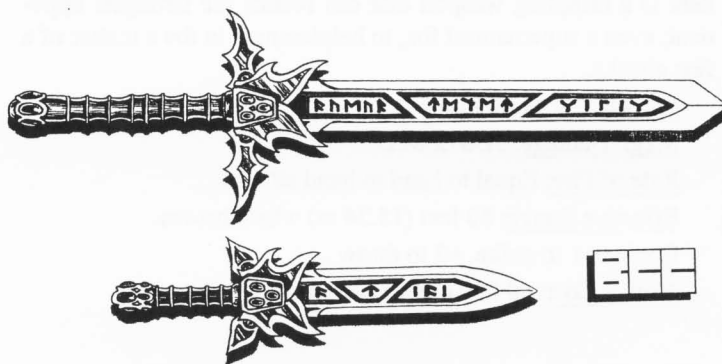
Blood poison from the Doranak has become a fixture in the bloodsport matches of the Splugorth arenas. Weapons coated with this poison are often given to humanoid gladiators to use against supernatural predators like dragon hatchlings, gargoyles and others. The poison inflicts 1D6x10 S.D.C. (or M.D. to Mega-Damage creatures), and this damage cannot be regenerated. Instead the wound must be treated with anti-toxins and allowed to heal normally (i.e. through regular recovery see **Rifts® RPG** page 10).

Damage: 1D6x10 S.D.C. or 1D6x10 M.D. to Mega-Damage creatures.

Penalties: The toxin affects the nervous system of whoever it contacts; penalties include -2 on initiative, -4 to strike, parry and dodge and reduce Spd attribute by 1/4. Penalties are halved if a successful save vs poison (16) is made.

Duration: Negative effects of the poison (see penalties above) continue for 4D6 melees after contact. A coating of Doranak poison on weapons is effective for 2D6 minutes.

Market Cost: 5,000 credits per dose. Not available except in Splugorth markets and strongholds.



TW Dancing Fang Daisho

Matched Rune Swords

Dancing Fangs are sets of matching lesser rune long and short swords. Like all rune weapons made by the Splugorth, these are high quality and indestructible with all the usual properties of lesser rune weapons. What makes these weapons so effective is their ability to enhance the natural speed and agility of their wielder. As many as five times per day (24 hour period), the swords can provide their owner with the equivalent of the spell *Fleet Feet* (from **Adventures on the High Seas™** for the **Palladium RPG®**). The spell effectively doubles the P.P. attribute, Spd., mobility and most importantly hand to hand attacks per melee of the sword wielder. This lasts for 10 melees each time the spell is cast by the swords. Unfortunately, while the spell is in effect, the individual exhibits a kind of tunnel vision, focusing only on obvious enemies; inflicts a penalty of -2 on initiative vs other opponents, and the individual is unlikely to see surprise attacks coming.

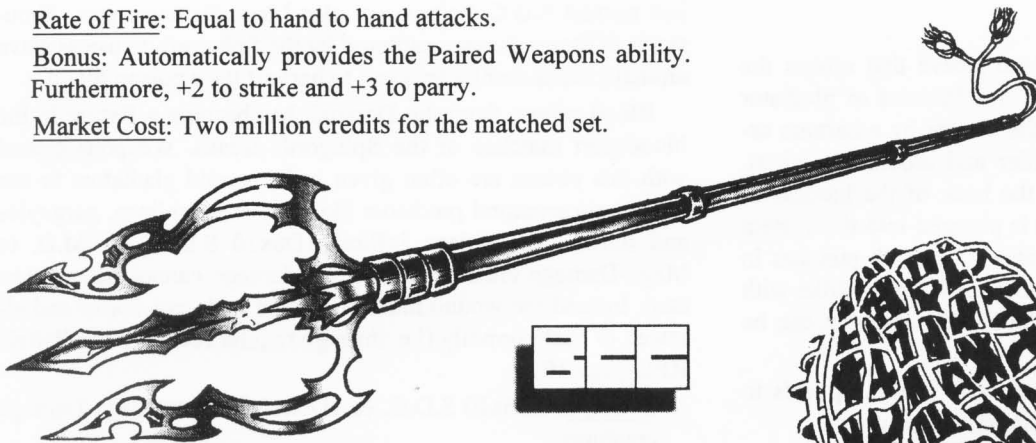
Weight: Long sword: 7 lbs (3.2 kg), short sword: 5 lbs (2.3 kg).

Mega-Damage: Long sword inflicts 6D6 M.D., the short sword inflicts 4D6 M.D.

Rate of Fire: Equal to hand to hand attacks.

Bonus: Automatically provides the Paired Weapons ability. Furthermore, +2 to strike and +3 to parry.

Market Cost: Two million credits for the matched set.



TW Vampire Trident

The Vampire Trident is a TW weapon that drains the strength of its victims in addition to inflicting Mega-Damage. Every time the individual is struck he must save vs magic (12) or be temporarily drained of one point of P.S., P.P., P.E. and Spd. When any of these attributes is reduced to zero, the victim lapses into unconsciousness for 1D4 minutes and is unable to take any kind of action. This draining effect lasts for a cumulative 2D6 melees every time the victim fails the saving throw. The Vampire Trident is a crippling weapon that can reduce the strongest opponent, even a supernatural foe, to helplessness in the a matter of a few attacks.

Weight: 8 lbs (3.6 kg).

Mega-Damage: 3D6+2 M.D.

Rate of Fire: Equal to hand to hand attacks.

Effective Range: 50 feet (15.24 m) when thrown.

Bonus: +1 to strike, +2 to throw.

Market Cost: 60,000 credits, very rare.

GlueNet

GlueNets are entangling weapons made from a powerful alien adhesive compound. Anything touching the GlueNet is immediately bonded to it and cannot be removed without a Supernatural Strength of 25 or a Robotic P.S. 35. The only way to safely handle the GlueNet is to use a glove that has been treated with a special chemical. Note that the same chemical can be used to release victims entangled within the web.

Weight: 5 lbs (2.3 kg).

Damage: None.

Effective Range: 30 feet (10 m) when thrown.

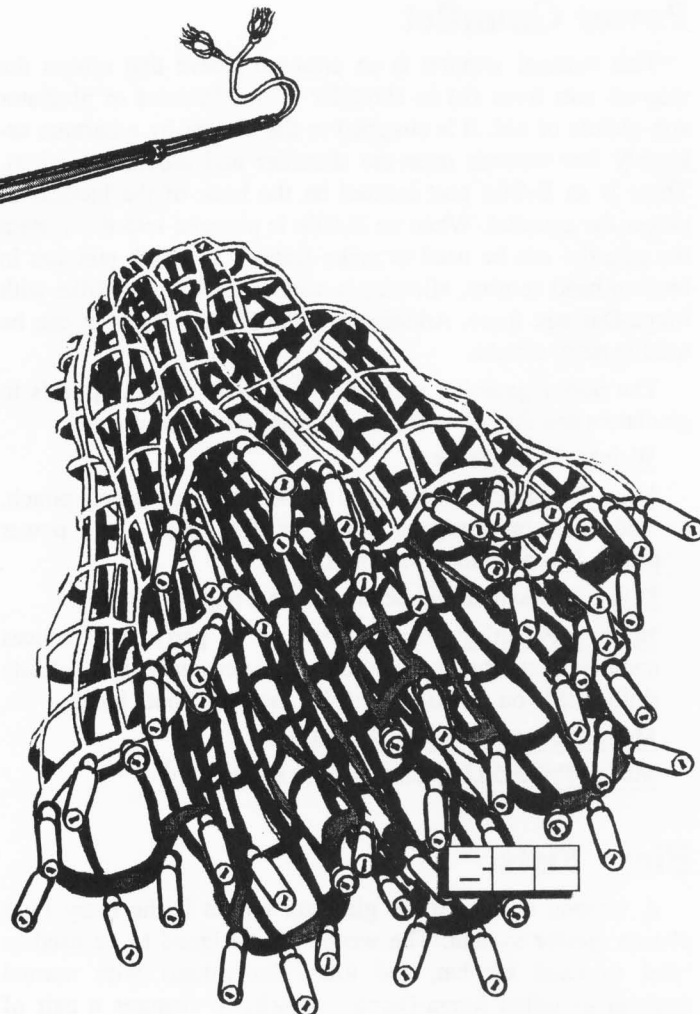
Bonus: Entangles any creature or object with a Supernatural Strength of less than 25 or a Robotic P.S. of 35.

Market Cost: 14,000 credits.

NE-N2 GravNet

Gravity Well Projector

Manufactured by Naruni Enterprises the NE-N2 GravNet is the product of industrial espionage in the Phase World dimension. It is a high-tech copy of the traditional Jalzkorak, a race of D-Bee safari hunters and Galactic Tracers. The GravNet pro-



duces a localized gravity well phenomenon that produces a pull of twenty times normal Earth gravity. Anything caught within the net is subjected to an irresistible gravity force likely to pin the victim to the ground. The GravNet will immobilize any creature without a Supernatural Strength of 40 or more (or a Robotic P.S. 60 or more).

The NE-N2 has a diameter of 12 feet (3.7 m). It is largely ineffective against creatures and objects that are more than 15 feet (6.8 m) tall. Such individuals are only partially trapped by the GravNet and can continue to use body parts outside of the net (i.e. to drag themselves out from under it). Even so their movement is restricted, with penalties of -6 to P.P., reduce Spd by 80% and hand to hand attacks by half.

Weight: 10 lbs (4.5 kg).

Mega-Damage: None.

Effective Range: 40 feet (12 m) when thrown.

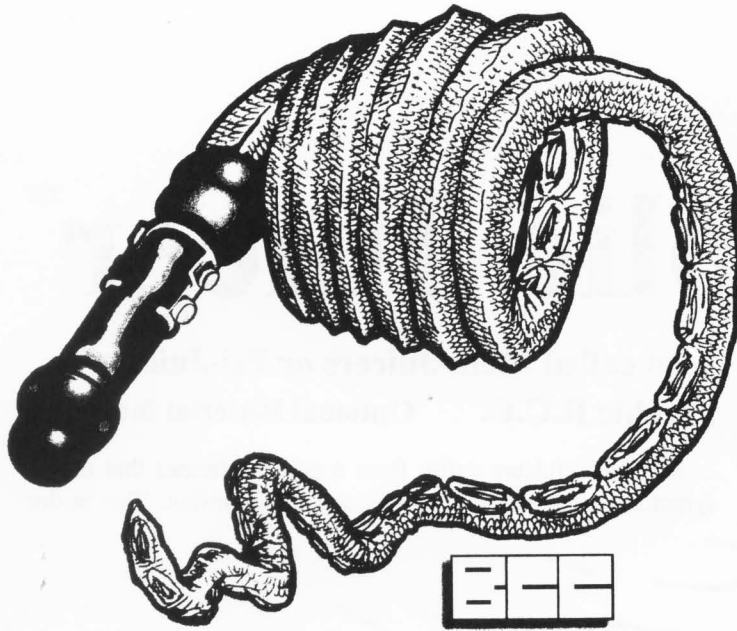
Payload: The GravNet is powered by a standard E-Clip which provides only enough power for 15 minutes of operation.

Market Cost: 18,000 credits.

Tentacle Whip

Splugorth Bio-Weapon

Tentacle Whips are grisly bio-weapons designed for minions of the Splugorth Navy by Bio-Wizards. The weapons, which re-



semble a large, sucker-lined squid tentacle attached to an 8 inch (20 cm) handle, have become popular weapons of minion gladiators. Like all Bio-Wizard devices the Tentacle Whip is a weapon that can also be used to cast an array of magical spells using a lobotomized Zembahk — housed in the handle assembly — to provide P.P.E. energy.

Weight: 20 lbs (9 kg).

Mega-Damage: 1D4x10 M.D.

Magic Powers: All spells are equal to a fifth level spell.

1. Thunderclap (4 P.P.E.), same as the spell.
2. Blind (6 P.P.E.), same as the spell.
3. Breathe Without Air (5 P.P.E.), same as the spell.
4. Constrain Being (20 P.P.E.), same as the spell.
5. Life Drain (25 P.P.E.), same as the spell.
6. Communicate with Sea Creature (10 P.P.E.), same as the Ocean Magic spell.
7. Impervious to Electricity (20 P.P.E.), same as the Ocean Magic spell.
8. Impervious to Ocean Depths (75 P.P.E.), same as the Ocean Magic spell.

Rate of Fire: Two different types of magic can be activated per melee, all effects are cumulative.

Effective Range: 10 feet (3 m).

Payload: 120 P.P.E. and regenerates 20 points per hour. The whip can be instantly and completely recharged at a ley line nexus or stone pyramid. The lobotomized Zembahk will live for 150 years.

Magic Saving Throw: Spell Strength equal to a fifth level wizard. To save, a character must roll a 13 or higher.

Market Cost: Generally not available on the open market, but can sell for anywhere from 5 to 30 million credits. A new containment unit can only be purchased or stolen from Atlantis and costs 750,000 credits if it can be found at all. A rare Zembahk will cost 600,000 to a million credits.

Others

Other favorites in gladiator arenas from Mexico to Atlantis include TW flaming swords, Gargoyle laser whips, CS neural

maces, Kittani plasma axes and Vibro-Blades. There is no limit to what kind of weapons appear in bloodsport matches other than those imposed by those who run the contest. As a result it is just as likely to see robot vehicles and power armor in the arena as it is to see combatants armed with melee weapons.

Gladiators in the Rifts® Campaign

The gladiator while not a mainstream character class can be easily integrated into most Rifts® campaigns. As a specialist in combat at arms they are a valuable addition to any group of player characters. True, the gladiator is not especially adept at modern military-style combat, but like the Headhunter he can add tremendously to the offensive punch of any adventuring group. Most are thrill-seeking personalities who will easily adapt to the many opportunities offered by the adventurer's lifestyle.

Moreover, the gladiator PC can add another dimension to the role-playing aspect of any campaign. Such a character longs not just for the life of adventure but also the chance to prove himself in the arena. As a member of a PC party he or she will seek out any opportunity to engage in the bloodsport that is his livelihood. If, for example, the heroes decide to travel to the fabled Vampire Kingdoms of Mexico the gladiator will be eager to go along, if only for the chance to fight in the arenas of Ciudad Juarez and El Paso. This provides an entertaining subplot to adventures where the gladiator character (and possibly his friends) duke it out in the arena. By doing so the PC not only earns some extra credits, but he can also make new and possibly valuable contacts, or new enemies that can become recurring characters in the campaign.

Adventures can even be centered around events in the arena. For example, the characters are recruited by persecuted villagers to defeat their villainous champion, who is well-known for wagering control of his kingdom in gladiator duels at a deserted dust-bowl stadium outside of town. Enter the gladiator PC as the hero of the adventure. Alternately, an NPC with information, equipment, etc., that is vital to an adventure is only willing to trade this commodity to the group if one of them is willing to fight in the local arena against a rival's gladiator as a result of some past feud (or competition, perceived grievance, for revenge, etc.). Another possibility is that the villain in the adventure is an NPC gladiator with whom the gladiator has crossed swords in the past.

Gladiators can also make excellent NPC villains. Retired or moonlighting gladiators often find work as strongmen with nefarious groups like the Black Market, mercenaries, high-tech bandits and other criminals. The forces of Atlantis also often include minion or slave gladiators in their ranks. This can provide an interesting role-playing subplot of trying to convince the slave gladiator that his Splugorth masters are just using him for their own ends, in an attempt to win him over to the players' side.

A gladiator character is as valuable as any other O.C.C. in the **Rifts**® campaign. The only limitation to such a character is the imagination of the players and the G.M. An innovative G.M. can find myriad ways to integrate such a PC into any campaign.

The Metabolic Juicer™

RIFTS®

By Eric Thompson

Also called Meta-Juicers or Psi-Juicers
Psychic R.C.C. Optional Material for Rifts®

Metabolic Juicers suffer from a genetic disease that causes symptoms such as hyperactivity and hypertension. This is due



largely to an overactive adrenal cortex. Under normal conditions, say, in the time before the Rifts, they'd simply swallow a pill or two and go about their business. Since the *Coming of the Rifts*, however, things have been far from "normal." In fact, ley line energy has caused this, and many conditions like it, to manifest into full-blown mutations. What was once dismissed as a hyperactive child is now seen as a raging beast.

In a sense, the Meta-Juicer is in the same boat as the Psi-Stalker. They are both human beings who have, for the sake of argument, evolved into a creature more suited to the environment of Rifts Earth. Meta-Juicers are stronger and tougher than normal humans. They are physically oriented, and survive through keen awareness and sharp reflexes. They do not sacrifice intelligence for strength either, as they can be quite cunning and resourceful as well. Rather, action is second-nature to them and preferred over talk. Consequently, their actions are quick and to the point. Their choice of words is always simple and direct, not weighed down with double-talk or trips to the thesaurus. In effect, this is also something they expect from those with whom they associate. The fastest way to frustrate one of these creatures is to use long, drawn out statements wrought with large words and ambiguous intentions.

Because of their nature, Meta-Juicers thrive on physical activity. Labor is their first love, whether it be plowing fields, digging mines, building houses or roads, or fighting. The level of modesty varies from one to the other, but no matter how the character portrays himself in his free time, in the workshop, mill, warehouse, factory, field, stadium or arena, or in combat he is an icon of confidence and determination. Even the most pessimistic character will raise his head to the battle cry. Diseased, injured, or demoralized, the character will rise to the occasion — the opportunity to act. This mind set is a side-effect to the condition that rules the character. It is a result of their addiction to adrenaline.

It's of no surprise, then, that they are associated with Juicers in namesake. Adrenaline is always present in the character's bloodstream, making him restless or anxious. Generally, they relieve this stress through long hours of working or training, basically wearing themselves out in order to calm down. Without this release, the Meta-Juicer can quickly turn aggressive or even violent. Of course, many characters try to avoid situations that would lead to this, though there are bad seeds that go out of their way to find them.

For as many Meta-Juicers who have learned to control their outbursts, there are an equal share who cannot. Most simply lack the discipline needed to control their impulses, but some relish in it in the same way many Juicers enjoy the rush the harness gives them. It becomes something the character anticipates so much that he needs adrenaline continuously. He is a junkie. Unfortunately, the only way to induce an adrenal rush is through excitement. Labor becomes mundane, sports lack challenge, and so the character soon turns to violence. Blood sports, especially Juicer sports, are a typical outlet, but gladiatorial combat is equally infamous, and in the worst cases the character turns to stalking, murder and all-out carnage.

Controlling the urge for excitement isn't easy. One of the largest obstacles the character must constantly overcome is the "crash." Engulfed in the rush, the character feels no pain, knows no despondency; he is in a euphoric state with crystal clear

awareness of all that's around him. The world seems to slow down and he has all the time in the world to do as he pleases. But once this surge is over, reality, along with the consequences, sets in. Muscles tighten with soreness, pain and injuries resurface, the mind blurs, senses dull, and the entire body succumbs to exhaustion. Although the crash only lasts a couple hours at the most, it can seem like an eternity to the character, and sheer hell in comparison to the rush.

Incidentally, this control is significant to the character's development of his ability. The more he is able to control himself, the greater the likelihood that more abilities will surface. In some cases, major and master psionic capacities have resulted. This is where the alternate term *Psi-Juicer* originates.

Unfortunately, the overall fate of the Meta-Juicer is unavoidable regardless of the character's self-control. Like the conventional Juicer, the character is cursed with a shortened life span and plagued with impairment along the way. Such an increase of adrenaline and steroids in the blood deteriorates the character's brain, as well as causes other physical problems and diseases like arthritis. This doesn't include what the character does to himself. Injuries result in chronic pain, tendonitis, and other lasting scars. Eventually, after years of decline, the body finally fails. No amount of medicines, magic, or psychic healing can prevent this. The character's own psychic nature renders treatment ineffective.

Attribute Requirements: None, though a high M.E. is always helpful.

Alignment Restrictions: None.

R.C.C. Abilities & Bonuses

1. Determining Psionic Ability: Use the following table to determine the character's level of psychic ability. The player can roll percentile dice for the same results (optional): 01-05% same as M.E. of 21+, 06-15% same as M.E. of 17-20, 16-50% same as M.E. of 13-16, 51-00% no additional psionic ability.

M.E. of 12 or lower grants the character no additional abilities. **I.S.P. base** is the character's M.E. attribute x2, plus 1D4 per level of experience.

M.E. of 13-16, the character can select two minor powers from any ONE of the following categories: Healing, Physical, or Sensitive. **I.S.P. base** is the character's M.E. attribute x2, plus 1D4+2 per level of experience.

M.E. of 17-20, the character can select eight minor abilities from any ONE category, or a total of six from any of the three. In both cases, the categories are limited to Healing, Physical and Sensitive. **I.S.P. base** is the character's M.E. attribute x3, plus 1D6+2 per level of experience.

M.E. of 21 or higher, the character can select up to eight abilities from Healing, Physical, or Sensitive, or exchange four minor abilities for one Super Psionic ability (level restrictions on powers do apply). **I.S.P.** is equal to the character's M.E. attribute x4, plus 2D4+2 per level of experience.

For every four M.E. points above 21, the character can select an additional two minor abilities from any category other than Super.

Note: If the player wishes, minor psionic abilities can be traded, one for one, for additional metabolic abilities listed

below. Four abilities, or one Super ability, can be traded for an additional manipulation category at first level.

Permanent P.P.E. Base: 1D4

2. R.C.C. Bonuses:

+1 on initiative at levels 2, 7 and 12.

+2 to P.S.

+1D4 to P.E. and can exert himself twice as long as normal.
(Note: Adrenal Rush increases this to three times normal.)

+1D6 to Spd.

+3D6 Hit Points at character creation, with an additional +3 per level of experience (1D6+3 total).

+2D6+10 to S.D.C.

+1 to save versus Adrenal Rush, at levels 2, 4, 7, 10, and 14.

+1 to save versus pain at levels 1, 3, 6, 8, 10, and 13.

+1 to save versus Horror Factor at levels 1, 2, 3, 6, 9, 10, 12, 14, and 15.

3. R.C.C. Skills of the Meta-Juicer:

Like most psychics, the Meta-Juicer has minimal education, having spent most of his time developing his powers and engaging in physical competition. The character has come to rely on those powers, raw wit, and good old fashioned experience. The typical Meta-Juicer is a very physically oriented, self-reliant, independent, cocky adventurer who prefers to use his strength to get things done rather than skills or machines, or diplomacy for that matter.

At first level the psychic can speak American and one other language of choice at 86% proficiency, selects two Piloting skills (+10%), three Physical skills (+15%), and five Weapon Proficiencies of choice as well as five R.C.C. Related Skills (all +10%). The character does not start with a Hand to Hand Combat skill, but can select Hand to Hand: Basic or Judo at the cost of one R.C.C. Related Skill, Martial Arts, Assassin (if an evil alignment), or Aikido at the cost of two R.C.C. Related Skills, or Jujitsu or Karate at the cost of three R.C.C. Related Skills.

The character can also select eight Secondary Skills of choice without the benefit of any bonuses. At levels three, seven, and ten an additional four skills can be selected. All new skills start at first level proficiency (see pages 22 and 23 of the main **Rifts® RPG** book).

4. Selecting an O.C.C.:

The "Civilized" Meta-Juicer: Rather than live life as a vagabond or unskilled worker, the character can attempt to seek out education or training. Generally, this means conforming to a society and forcing discipline upon himself, which is not an easy task. The natural tendencies of the character often get in the way of education or get him into trouble. The character prefers open spaces, physical labor, and often solitude as well.

Of course, if he's made it this far, he's willing to compromise. When selecting an O.C.C., the character has a choice. He can reduce the number of R.C.C. Metabolic and psionic powers (if applicable) by half for full O.C.C. Skills and bonuses. Alternately, he can sacrifice half of his O.C.C. Related and Secondary Skill selections, or sacrifice half of the skill bonuses provided by the O.C.C. (not counting physical skills). The only O.C.C.s this rule does not apply to are Juicer O.C.C.s like the Gladiator or Scout (see **Juicer Uprising**), or Juicer Wannabee O.C.C. (also in **Juicer Uprising**). In addition

to those three, the character can become a Bounty Hunter (**Rifts® New West**) or Headhunter (including Techno-Warrior, Techno-Hound or Momano Hunter; all in **Rifts® Canada**), or most other, non-military, Men-at-Arms O.C.C.s. Magic O.C.C.s are not available, although psychic characters can use Techno-Wizard devices.

In the case of additional bonuses from O.C.C. selection, the better of the two sets is to be used. For example, Techno-Hound provides an initiative bonus at levels 1, 4, 9, and 13 while the R.C.C. provides a bonus at levels 2, 7 and 12. In this case, the Techno-Hound bonuses are better and therefore used. O.C.C. and R.C.C. bonuses are *never* combined.

5. Cybernetics and Bionics:

Though not necessarily against cybernetics, the majority of Meta-Juicers avoid unnatural modifications to their body. Under extreme circumstances, Bio-Systems would be sought after, but remember, the character's abilities do not transfer to the artificial limbs. Furthermore, extensive reconstruction will diminish or even destroy the character's natural abilities. **Special Note:** Implants in the nose, eyes, mouth or ears will destroy any of the Enhanced Sense abilities.

6. Shortened Life Expectancy:

The average life span for Metabolic Juicers is 25+2D6 years. While this is potentially much longer than chemically enhanced Juicers, it is less than half the normal life expectancy of a person from a high-tech kingdom. And remember, of course, the Meta-Juicer's clock starts ticking when he's born.

7. Selecting Abilities:

All Metabolic Juicers possess *Adrenal Rush*. In addition, the character can select *one other Metabolic Manipulation category* and *three powers from that category* at first level. At levels three, five, ten and fifteen, the character can opt to choose an additional Metabolic Manipulation ability from *any category*, or one minor psionic ability. Master Psychics can also select one Super Psionic power at levels five, ten, and fifteen. **Special Note:** Although different abilities can be used at the same time, the player should be aware that all penalties, as well as bonuses, are accumulative.

Adrenal Rush

At the core of the Meta-Juicer's powers is the *Adrenal Rush*. This ability is as much a condition as it is an ability. While the character can sometimes induce the rush, it most often occurs spontaneously or at times of high emotion. The psychic will experience a potent burst of adrenaline and steroids that occurs instantaneously in response to perceived danger or excitement. Friends or loved ones in danger, strong emotions, threats or other confrontation, conflict of ethics or morals, and frustration can cause a rush if not resolved quickly (within 1D6 minutes average). At the same time, *good* things can also be at fault. Parties and celebrations, relief (especially after tribulation), praise, love or infatuation, and similar can cause the character's adrenaline level to spike, invoking similar conditions to the rush.

In any case, this increased flow of adrenaline boosts the Meta-Juicer's physical endurance and strength capabilities along with their threshold of pain. Characters under the influence of adrenaline can take a serious beating without showing signs of injury and may even resist minor cuts, scrapes, and bruises dur-

ing this time. The character will hardly feel the impairment of a broken limb or joint and the rush is so potent that he will continue combat even if he is shot or stabbed several times. All Metabolic Juicers start with this ability.

Special S.D.C. Bonus (Please Note!): The S.D.C. added by this ability is only *temporary*. When the duration expires, any and all damage is transferred to the normal, unmodified base S.D.C. This means if he suffers 70 S.D.C. damage while using the ability, but only has 50 S.D.C. normally, he will suffer 20 Hit Point damage when the duration ends. This means if the character suffers enough damage (Hit Points reduced to zero or less), he could fall into a coma or die! Fortunately, the character has a much higher Hit Point base than normal characters (add 3D6 at first level, and +3 per level in addition to the usual 1D6; also see *R.C.C. Bonuses*).

Range: Self only.

Duration: For as long as the danger or excitement is present, plus 1D4 minutes. Without danger or excitement, the rush will only last for 1D4 minutes.

Saving Throw: To cancel the power before the duration ends, or to keep it from surfacing, the psychic must make a roll versus the M.E. attribute on a 20-sided die. A successful save, rolling under their attribute, means the rush is curbed, the body returns to normal, and penalties now apply. A failed roll means the rush occurs or continues.

Effect Bonuses: Add one additional attack per melee, +2 on initiative, +1 to strike, parry, and dodge, dodge is considered Automatic Dodge (same as the Juicer O.C.C.), +4 to P.S. attribute, +2 to damage, -2 to pull punch/strike (yes, that's a penalty!), +2 to roll with punch/fall/impact, +2 to save versus pain, add 20 (plus 1D6 per level) to S.D.C., +10% +1% per level of experience to save versus coma/death, and increase endurance by 50% (can operate at full exertion for the entire duration without tiring) and can lift up to four times his P.S. attribute for the duration of the ability. In addition, the character is virtually impervious to pain. No amount of physical pain will impair the psychic until he is down to 10 Hit Points or less. At this point he will suddenly realize his condition and begin to feel the effects of injury (which may incur a save versus pain roll). These bonuses are only in effect as long as the ability is used. After the duration expires the psychic's system returns to normal, with the addition of the effect penalties below.

Effect Penalties: In effect: -10% to all skills not involving physical activity. The character can maintain a conversation, but is not likely to do so, and will likely be annoyed with questions that require long answers. Simple, "yes and no" questions are best, but even then, too many questions will make the character angry.

After effect: -1 on initiative, -1 to strike, parry, and dodge, -2 to P.S., P.P. and P.E., and Spd is reduced by 30%. Attribute penalties last for 1D6 minutes for every one minute of the rush (i.e. 5 minutes would mean the penalties last 5D6 minutes).

Permanent Side Effects: See *Prolonged Exposure* below.

I.S.P. Cost: 1 point. As long as the character has at least 1 point of I.S.P. this reflex will continue to operate by itself. Even if the character has only 1 I.S.P. point, the reaction will still

take place, not reducing the I.S.P. base. However, if the psychic's base is reduced to zero or negative numbers, the power will momentarily be out of order (effective until the character's base is brought back to 1).

Category #1

Accelerate Metabolism

Rather than manipulate specific chemicals within the body, the character can accelerate his entire metabolism. Heart rate increases, organs function at an accelerated rate, including digestion, the immune system strengthens, and the body repairs itself more quickly. Like a burst of caffeine, a wave of energy washes over the character, making him incredibly alert and responsive.

Range: Self.

Duration: 10 minutes plus 5 minutes per level of experience.

Effect Bonuses: Add one additional attack per melee, +2 on initiative, +1 to strike, +2 to parry, +1 to dodge, +2 to roll with punch/fall/impact, +3 to damage, increase speed attribute by 70%, increase jump height and length by 50%.

Effect Penalties: -3 on initiative, -2 to strike, -3 to parry, -3 to dodge, -4 to roll with punch/fall/impact, reduce P.S., P.P., and P.E. by 50% and Spd by 60% for 30 minutes. There is a 01-50% chance the character will suddenly fall asleep for up to 2 hours (2D6x10 minutes). Forcing himself to stay away will incur a penalty of -1 melee attack, -5 to all combat bonuses and -15% to all skills. He will be very exhausted.

Permanent Side Effects: The character is always jumpy and nervous, especially when out of his element, and may be prone to paranoia or even phobia.

I.S.P. Cost: 20 I.S.P.

Accelerated Healing

Range: Self.

Duration: 1 minute per level of experience.

Effect Bonuses: Permanent: Heals twice as fast as normal. Bio-Regeneration (per use): restores 2D6 Hit Points and 3D6 S.D.C. per one minute period. Minor cuts and scrapes heal completely within 1D4 minutes.

Effect Penalties: None.

Permanent Side Effects: The character has an accelerated metabolism and is always craving something to eat. Eating only 2,000 calories a day (at least 4,000 is ideal) will make the character agitated and distracted; -1 on initiative. Eating less, but at least 500 calories will severely weaken the Juicer, causing a feeling of coldness, lightheadedness, and weakness. Reduce all combat bonuses by -1 and -5% on all skills (cumulative) per day. Having nothing at all to eat (less than 200 calories a day) will cut all melee attacks and combat bonuses by half and the character will be racked with hunger pains. A second day without food reduces the character's normal bonuses to zero, melee attacks are reduced to 30%, and the character's P.P. and Speed attributes are also temporarily reduced by half. Furthermore, bonuses, duration, damage, and effect from all psionic abilities are also reduced by half! The starving psychic must save versus insanity (12 or higher) to

avoid flying into a frenzy at the first sign of food, including some live animals. A failed roll means he charges and devours whatever he can get his hands on (and will fight, or even kill, to get it)! This condition will last until the Juicer has eaten enough to allow his metabolism to speed up again.

I.S.P. Cost: Permanently reduce I.S.P. base by 10 points.
Bio-Regeneration: 6 I.S.P.

Go Without Sleep

Range: Self.

Duration: 16 hours plus 1D4 hours per level (roll separately for each time the power is invoked).

Effect Bonuses: Can stay fully alert for the duration of the power. Furthermore, the character cannot be affected by sleep/high inducing drugs (including knock-out gas, anesthesia, and many narcotics), and is +3 to save versus magic and psionic attacks that are meant to coerce the character to sleep.

Effect Penalties: The very second the duration elapses the character must save versus insanity (12 or higher) or immediately fall into a comatose like sleep for 16 hours, plus 20 minutes for each additional hour awake over 16. However, the character will wake completely rested and very energetic regardless of the time of day, sleeping conditions, environment, or mission.

Permanent Side Effects: The character only requires three to five hours of sleep per night, but has trouble getting to sleep and always wakes up groggy and exhausted (-3 on all combat rolls, and -15% on all skills for 1D6x10 minutes after waking; coffee can reduce this time by 30%). He is also a light sleeper, which can easily cause problems for the character as well as others as he is constantly waking up. Through time the character may even become narcoleptic.

I.S.P. Cost: 3 I.S.P.

Immunization

Range: Self.

Duration: 5 minutes per level of experience.

Effect Bonuses: Permanent: +6 to save versus natural disease, +2 to save versus mind control and possession. Immunization (when evoked): +4 to save versus biological agents and chemicals and allows the character a saving through even if the agent is lethal on contact, like nerve agents, +3 to save versus magic induced disease (including rune and curse magic), +4 to save versus psionic diseases and disease attacks, +3 to save versus possession, +3 to save versus mind control, and +2 to save versus Horror Factor, insanity, heat, cold, pain, electrocution, and all forms of drugs (including alcohol), poisons, toxins, and gases.

Effect Penalties: While this power is active, the duration of all other psionic abilities is reduced by 50%.

Limitation: Bonuses are only applicable while the ability is in effect. Once the duration elapses the chemical or disease may come into full effect. If the character is still in contact with the drug, poison, disease, etc., he must make another saving throw without the added Immunization bonuses.

Permanent Side Effects: The over-efficiency of the immune system can lead to a total collapse within 4D6+20 years,

causing a reverse in all the bonuses listed that apply to disease. At this point the power is needed to simply make the character "normal."

I.S.P. Cost: Permanently reduce I.S.P. base by 8 points. 12 I.S.P. to activate additional effects.

Optimistic Zeal

Range: Self.

Duration: Instant; effects last for 1D4 melees.

Saving Throw: This ability cannot be controlled by the character, and kicks in seemingly at random, several times per day. He can try to resist the effect but must make a saving throw against insanity (-3 to save in when spirits are high). A successful save means no change in personality. A failed roll means the character becomes restless, excited, cheerful even giggly or bubbly. While the bonuses will take effect, there is a time and place for everything.

Effect Bonuses: +5% to all skills, +10% to skills directly associated with what the character is determined to accomplish (such as climbing, guerrilla warfare, etc.), +2 on initiative, +4 to save versus Horror Factor.

Effect Penalties (Permanent): -2 to save versus insanity, -10% on all skills that require concentration and eye for detail. While this doesn't apply to certain skills like Mechanics or Electronics, the character gets bored easily, wanting to do fun and happy things or just burn off the excitement he feels. Not a very good watchman. May be prone to serious mood swings between the effects of this condition.

Permanent Side Effects: The character is always cheerful and positive and will always strive to find that "silver lining" no matter how far he has to reach. Of course, optimism is contagious and he may infect the group with happy thoughts and giggles. The character tends to be gullible and easily surprised by deceit and betrayal, and can become incredibly self absorbed when these instances happen ("Why are you doing this?" "How could this happen to me?" "I thought you were my friend," and the ever-so common, "now what am I going to do?" and so on). The character becomes narrow-minded, focusing on one specific thing to accomplish, and may miss or ignore other events or details around him. Furthermore, he can be very stubborn and often refuse to believe opinions or outcomes that, to him, are distasteful or conflicts of interest. Incidentally, he'll believe that every story deserves a happy ending, even if he has to kick some butt to get it.

I.S.P. Cost: 2 I.S.P. Operates like Sixth Sense.

Alter Body Temperature (raise)

Range: Self.

Duration: Instant; equal to the character's P.E. attribute in minutes. Any longer and the character must make a save versus coma/death. A failed roll means the character falls unconscious and the effects end. Sustaining an altered temperature of more than 102 degrees Fahrenheit for longer than the character's P.E. x2 in minutes will result in death.

Effect: This ability allows the character to raise his body temperature to a maximum of 104 degrees Fahrenheit +1 degree per level of experience without any ill effects (i.e. the charac-

ter can function normally even with body temps greater than 104 degrees).

Effect Bonuses: +2 to save versus the effects of heat, is largely unaffected by fever, including those induced by disease or poison/toxins, and headaches. Thus, penalties implied by headaches or fever, even if induced by magic, are cut to one-third.

Effect Penalties: The character suffers from headaches and nausea for 1D6x10 minutes after returning to normal body temp; -1 attack per melee, -2 on initiative, -1 to strike, -2 on all other combat maneuvers such as parry and dodge.

Permanent Side Effects: The character tires 30% faster in colder climates (temperatures below 80 degrees Fahrenheit) and will experience a burning pain in his lungs even during normal activity (uncomfortable; -1 on initiative and -5% on all skills requiring concentration). On the other hand, the psychic can operate normally in mid-day heat and is quite comfortable in hot, humid climates. However, the character is very temperamental by nature and not very patient.

I.S.P. Cost: 1 I.S.P. per minute of use.

Category #2

Slow Metabolism

Like an advanced form of Death Trance, this ability slows the character's metabolism down to such an extent that he may appear dead (89% likelihood even by psionic, magic and advanced medical means; detection depends on the length of the examination). Breathing is slowed to an unnoticeable rate, as is the character's heartbeat, slowed enough not to register on all but the most sensitive blood pressure machines. Adding to the ruse, brain activity is practically non-existent. While the character is still alive and has some level of consciousness, he cannot react to his surroundings and everything is experienced through a thick, dream like haze. He is likely only to be able to recall 20% of events and not likely to remember dialogue (though Total Recall will allow the character access to this information. Also, those with Astral Projection can leave their physical bodies.).

The psychic can perform a variety of calming effects as well as go without food or water longer than normal. Furthermore, the character is somewhat immune to toxins and chemicals and can survive the onset of hypothermia, frostbite, and similar conditions without serious damage.

Range: Self.

Duration: 1 hour per level of experience.

Effect Bonuses: Reduce the effects of poisons and toxins by 60%, rate of I.S.P. recharging is doubled for the duration of the power. Each hour of sleep using the slow metabolism is equal to 3 normal hours. However, the character is nearly impossible to wake and may even appear dead (body temperature around 89 to 92.4 degrees Fahrenheit, less than one heartbeat per minute, very low blood pressure, very faint brain waves).

Effect Penalties: Cannot move or use skills when in this stasis-like condition. Can use other psionic abilities, but range, duration, and other effects are reduced by 90%. This excludes Astral Projection, Bio-Regeneration, and Accelerated Healing.

Permanent Side Effects: The character is slow, but fluid in speech and movement. Can take 30% to 50% longer to do things than the average person.

I.S.P. Cost: 2 I.S.P.

Calm Self

Range: Self.

Duration: Instant; effects last for 1D4 minutes.

Effect Bonuses: +2 on initiative, +3 to save versus insanity and possession, +2 to save versus magic, psionics, Horror Factor and pain, +5% to skill performance. Penalties from rage or frenzy that are natural or induced by magic or psionics are reduced by half. Phobias, neuroses, and psychoses are temporarily blocked.

Effect Penalties: Coming down may require the character to make appropriate saves without the benefit of bonuses granted by this ability. No penalties for the use of this power.

Permanent Side Effects: -2 on initiative in combat or when emotions are high; the character is hard to motivate and is unlikely act first in combat.

I.S.P. Cost: 4 I.S.P.

Go Without Food or Water

Range: Self.

Duration: 24 hours plus 12 hours per level of experience.

Effect Bonuses: The character can go extended lengths of time without food or water.

Effect Penalties: Extremely hungry when the power expires, and must eat at least three hardy meals (equal to a normal person's day) and at least one gallon (3.8 l) of liquid (preferably water). Also see Accelerated Healing for starvation effects.

Permanent Side Effects: The character only needs to consume half the normal amount of food/calories per day as normal, but is rarely ever hungry and gets full quickly. Force feeding him (which may occur in extreme cases) can cause nausea regardless of the quality of food. Incidentally, the character can go twice as long without food or water as a normal person without using this ability. Through time the character may develop a particularly finicky taste in foods or odd cravings (like ketchup on eggs), and may settle for nothing less.

I.S.P. Cost: 6 I.S.P.

Resistance to Toxins

Range: Self.

Duration: 10 minutes plus 2 minutes per level of experience.

Effect Bonuses: Permanent: Effects of poisons, toxins, and gases are reduced by 30%. Resistance: +4 to save versus all chemicals, poisons, gases and toxins, and even on a failed save the effects are reduced by 60%! Also allows the character a saving throw even against chemicals that are lethal on contact, such as nerve toxins.

Effect Penalties: None.

Side Effects: The character will develop immunity to many beneficial pain killers, such as aspirin, codeine, ibuprofen,

and other drugs. In such cases the character must make a save versus non-harmful drugs (15 or higher). A save means the drugs have no effect. A failed roll means that the drug has begun to take effect but even then the effects and duration are reduced by half. Consequently, this means that the character may require two to three times the normal dose of drugs in order to achieve the wanted results. This can make medical situations very uncomfortable for the character, only worsening when the character becomes fully immune to most drugs (imminent; results some 20+2D6 years into the character's life). Incidentally that character can also drink three times as much alcohol as the normal person and take twice the amount of narcotics before becoming intoxicated.

I.S.P. Cost: 8 I.S.P.

Detached Pessimist

Range: Self.

Duration: Instant; effects last for 1D4 melees.

Saving Throw: This ability cannot be controlled by the character. The character can try and resist the effects but must make a saving throw against insanity (-3 to save in dull, boring situations or if the conditions are unfavorable, such as a losing battle, death of a friend, or other sad situation). A successful save means no change in personality. A failed roll means the character becomes dark, moody, and abusive. Will seem extremely depressed.

Effect Bonuses: +10% to skills or rolls requiring scrutinizing attention to detail, +1 to strike, +2 to damage, +2 to save versus illusions (magic and psionic) and Bio-Manipulation.

Effect Penalties: -2 on initiative.

Permanent Side Effects: The character is cautious and suspicious, not willing to "throw his life away" for anything. However, this makes the character very proficient in recognizing faults, traps (such as ambushes), lies, and signs of manipulation. Even if the character hopes for the best, he will always expect the worse. In a sense, he is virtually immune to deceit and (unpleasant) surprises. He carries a "that's life for you" attitude and is not likely to further pursue a cause unless he suspects some secret plot or ulterior motive. Even then it's usually out of curiosity. Despite his expectations, the character does not take kindly to betrayal and will become vengeful, possibly even to the point of killing those people who betrayed him or close friends, especially if the betrayal resulted in someone's death. The character prefers to take a third-person look at things and is not likely to approach matters directly or take sides. He also frowns on letting emotions guide actions, rather taking to logic and thinking things through when possible.

I.S.P. Cost: 2 I.S.P. Operates like Sixth Sense.

Alter Body Temperature (lower)

Range: Self.

Duration: Instant; Equal to the character's P.E. attribute in minutes. Any longer and the character must make a save versus coma/death. A failed roll means the character falls unconscious and the effects end. Sustaining an altered temperature of less than 88 degrees Fahrenheit for longer than the character's P.E. x2 in minutes will result in death.

Effect: The character can lower his body temperature to 68 degrees Fahrenheit at the lowest, and is able to control the rate of heat loss. Even at 68 degrees the psychic's body will operate normally, allowing him or her to function as usual.

Effect Bonuses: +2 to save versus the effects of cold, and damage from these effects (like frostbite) or cold based attacks, including magic attacks, is reduced by one half. Additionally, the onset of hypothermia can be slowed by up to 10 times for a period of time equal to the character's P.E. x10 in minutes. This is because the body operates at lower temperatures as if it were normal.

Effect Penalties: The character will suffer from labored breathing and vertigo for 1D6x10 minutes after the duration lapses; -1 attack per melee, -2 on initiative, -1 to strike, -2 on all other combat maneuvers such as parry and dodge.

Permanent Side Effects: Strenuous activity will make the character nauseous after only a few minutes if laboring in hot weather or in a poorly ventilated area (-1 to all combat bonuses and loses one attack if activity persists for over 30 minutes). The character is most comfortable in cooler, dryer climates and is tolerant of cold weather (50 to 60 degrees is considered "shorts and T-shirt" weather in summer, as is anything over 15 to 20 degrees in winter).

I.S.P. Cost: 1 I.S.P. per minute of use; 3 I.S.P. to resist hypothermia.

Category #3

Enhance Senses

One of the more interesting abilities of the Meta-Juicer is the ability of some to enhance the function of their natural senses through focus. Generally, the character is much more aware of his surroundings than the typical person. He can sense the location of people and objects almost with eerie precision. He is difficult to sneak up on, though it can be done. Also, if the character memorizes the position of objects, such as the contents of a desk for example, he can tell if they have been tampered with, even if the criminal put the items back exactly as they found them. **Note:** If the character also has *Sixth Sense*, use those bonuses instead of the ones below. Do not add the two together.

Range: Self.

Duration: Instant, lasts for 2 minutes per level of experience; operates like Sixth Sense.

Effect Bonuses: Limited total recall and object read. Spending a few minutes to memorize the surroundings will result in the character knowing if "something" was moved or taken. He will know the general area, but not specific items or who took them, where they went, and so on. Also, the character can sense magic, psionics, and the supernatural at 80% +3% per level, as well as presence sense 70% +3% per level. Range is limited to 240 feet (73.2 m), plus 20 ft (6.1 m) per level of experience, and is not hindered by walls, buildings, trees, or other obstacles. Also, the numbers and direction are vague: "a couple" (one or two), "a few" (3 to 5), "several" (6 to 12), or "many" (more than 13), and "ahead," "behind," "above," "below," etc. When the power triggers, the character is +3 on initiative, +1 to dodge, and cannot be surprised

unless the character makes a failed roll above (G.M.'s discretion).

Effect Penalties: For 1D6 minutes after the duration of the ability, the character will feel detached from reality, almost like he's trapped within his skin and can't feel beyond it. Though this is just an after-effect of having enhanced senses, it is disturbing to the character making him -2 on initiative and -5% on all skills until he snaps out of it.

Permanent Side Effects: There's a 20% chance the ability will trigger for no reason at any time the character is in familiar surroundings. He may be convinced, even paranoid, that something is missing or wrong even if nothing is. Also, the ability is constantly in effect, though the above percentages and range are reduced by half and the location is limited to "near" or "far," and "some" (5 to 10) or "many" (more than 11) only. The character cannot sense individuals or small groups unless they represent a threat to him, which would cause the full ability to activate.

I.S.P. Cost: 2 I.S.P.

Enhanced Sight

Range: Self.

Duration: 2 minutes per level of experience.

Effect Bonuses: Perfect vision; can read small print (equal to 10-point font) on a sign post nearly a mile away. Can see perfectly in only 1/6th the light normally needed by humans, but has difficulty distinguishing color (sees only in shades of gray with very faint colors), and is an expert in noting and remembering visual details; +10% to tracking, identifying plants & fruits, identifying creatures, D-Bees, monsters, and so on, as well as celebrities and known criminals even though disguise (-15% on their Disguise skill); the character is also +5% to Forgery, Disguise, and Recognize Weapon Quality. Also add a bonus of +1 to initiative and +1 to strike in hand to hand or ranged combat from keen peripheral vision and tracking.

Effect Penalties: Is extremely far-sighted and cannot focus on things closer than 15 feet (4.5 m).

Permanent Side Effects: Becomes increasingly sensitive to bright light and harsh colors like bright red or fluorescent colors. Furthermore, the character runs a very high chance of becoming color-blind (cannot distinguish between red and green; they both look gray) around the age of 30 (28+1D4 years; or +8% chance per level of experience).

I.S.P. Cost: 2 I.S.P.

Enhanced Smell

Range: Self.

Duration: 3 minutes per level of experience.

Effect Bonuses: Add +20% and double the range of Recognize Specific Scent (below). *Identify Specific Odor*, including recognizing specific individuals, items, and monsters: 54% +4% per level of experience (range is 30 feet/9.1 m per level of experience). *Track by smell alone*: 40% +4% per level of experience (roll every 1,000 feet/305 m). **Combat Bonuses:** Blindness bonuses are reduced by half, and cannot be surprised when opponents are upwind of him. The character will

be instantly alerted of a possible situation, especially if he recognizes the scent (i.e. gun oil, paint, blood, exhaust fumes, specific species or individuals, etc.).

Effect Penalties: Is sensitive to strong, pungent odors, which can interfere with the character's gained abilities as well as just be annoying and stinky.

Permanent Side Effects: Recognize and accurately identify specific scents: 56% +2% per level of experience (range 50 feet/15.2 m per level of experience).

I.S.P. Cost: 2 I.S.P.

Enhanced Taste

Range: Self.

Duration: 1 minute per level of experience.

Effect Bonuses: Can separate and identify different ingredients in foods and drink (36% +4% per level) and well as identify impurities in the air, such as gas and smoke. The character can also taste blood in the air up to 2,000 feet (610 m) away as well as cooking/cooked food, perfume/deodorant, and body odor. Other scents such as fires, sewer gas, pollen, and such will be tasted by the character long before smelled. Bonuses are the same as Enhanced Smell, or a bonus of +10% is added to all bonuses if both abilities are taken.

Effect Penalties: The tongue swells up (-10% to Language skills) and the character's throat becomes tender for 1D6x10 minutes after the ability is used.

Permanent Side Effects: Food and drink begin to taste bland as the character's taste buds start to break down. This can cause the over-sensitivity of some portion of the tongue, causing a surge in bitterness, sweetness, spice, or similar, in foods regardless of their nature.

I.S.P. Cost: 3 I.S.P.

Enhanced Hearing

Range: Self.

Duration: 2 minutes per level of experience.

Effect Bonuses: +3 on initiative, +2 to parry, dodge, and maintain balance, and is +5% on skills that require a good sense of balance (inner ear sensitivity). The character can accurately locate the source of sound within his hearing range (42% +3% per level of experience). Other abilities equal to Amplified Hearing (can mentally block background noise; 34% +4% per level of experience). No penalties for blind combat. The character can also estimate his current altitude like an altimeter (typically in tens of feet). This can work above and below sea level, and the character can always tell which way is up (or down).

Effect Penalties: A ringing in the ears for 2D4x10 minutes after the ability is used. Can be distracting and annoying, causing the character to be -2 on initiative for the duration of the ringing.

Permanent Side Effects: The character becomes sensitive to loud noises and his range of hearing becomes slightly greater than normal for humans. Consequently, the penalties for certain types of noises (such as Thunderclap or a sonic boom) are increased by 50%. However, penalties for blind combat are reduced by 30%. **I.S.P. Cost:** 4 I.S.P.

Enhanced Touch

Range: Self.

Duration: 2 minutes per level of experience.

Effect Bonuses: The character can detect the difference in texture of materials such as paper, plastics, metals, and even paints (55% +4% per level of experience). Also adds a bonus of +10% to skills requiring a sensitivity of touch. The character can estimate air pressure like a barometer as well as sense changes in humidity. He can sense his current altitude in tens of feet and can estimate terrain type and climate by skin sensitivity (46% +4% per level of experience). Furthermore, he can determine traveling speed, dew point, and temperature so long as his skin is exposed.

Effect Penalties: After the enhancement subsides the character's skin becomes super-sensitive and may break out in a rash. It is not uncommon for the character to itch during and after the use of this ability.

Permanent Side Effects: +5% skill bonus to skills requiring a careful hand and touch. The psychic's skin is more sensitive than usual, and he will become more susceptible to temperature change as well as textures (especially wool). The character may also develop a variety of minor allergic reactions to certain man-made fabrics and chemical solutions.

I.S.P. Cost: 3 I.S.P.

The Dangers of Adrenal Manipulation

Metabolic Juicers get their name from the levels of steroids that exist naturally in their body. While this can be controlled to produce stunning effects in the short term, it is a disease, and over time takes a serious toll on the body and nervous system. Because of the mutation, the character's body is resistant to dangerous chemical levels, but far from immune. As the person ages, the body weakens and becomes vulnerable to the effects of adrenaline. This, in turn, causes the body to deteriorate even faster. Similar to the Juicer's "Last Call," there is a period of time in the last quarter of the Meta-Juicer's life when complications surface rapidly. All conditions are debilitating and eventually turn fatal.

Side Effects over Time

Reduced Cerebral Function

The abnormal levels of adrenaline and natural steroids in the person's body take their toll on the normal functions of the brain. In time, the character will find it increasingly difficult to concentrate and the thought process will become longer and more labored. Though it is known that adrenaline deteriorates cerebral function, the plight of the Meta-Juicer becomes much more apparent as they have two to three times the normal adrenaline flow in their bodies. Consequently, it has also been observed that while the Meta-Juicer's brain function deteriorates, their motor reflexes maintain their efficiency, if not actually improving. **Penalties:** -2% to all non-physical skills per level of experience starting at level five, and reduce I.Q. by one point at levels three, six, nine, eleven, thirteen, fourteen, and fifteen.



High Blood Pressure

In terms of natural causes, hypertension is the single largest killing factor of Meta-Juicers, often leading to a fatal heart attack or stroke by the age of 30. The character also suffers from frequent migraine headaches. There is a 5% chance that the character will suffer a brief migraine at any point during the day (01-05% means the will suffer for 1D4 minutes that day; roll 4D6 for the approximate time. Use a 24 hour clock, so a roll of 4 means the migraine hits at 4 a.m. and a roll of 24 means it hits at 12 a.m.). There is also a 01-30% chance that the character will suffer a migraine in times of high stress or frustration, such as prolonged combat or a repeated skill failure roll (after 1D4+1 failures). In this case the effects will last until 1D4+4 minutes after the character calms down. This can involve a Save versus Concentration roll; 12 or higher with possible M.E. bonuses added. A save means the character is calming down. A failed roll means no change. A saving throw can be attempted as often as once per melee. **Penalties:** -1 melee attack, -3 on initiative, and -1 to all combat maneuvers while suffering from a Migraine. **Treatment:** Typically prescribed medication for regulating blood pressure as well for the migraines (in serious cases, otherwise the character should always carry some over-the-counter migraine medication). However, medication will dull the character's senses and he will be -1 on initiative for the duration, usually between four and 12 hours depending on the strength.

Calcium Deficiency and Chronic Pain

Due to the overabundance of proteins in the psychic's body, the rate of bone calcium loss is enormous in comparison to the

average human. When proteins are broken down into amino acids, it causes the blood to become slightly acidic. To counter this, calcium is drawn from the bone and into the bloodstream. Unfortunately, Metabolic Juicers who have accelerated metabolisms are at an even higher risk of osteoporosis. **Penalties:** -1 to P.E. at levels five, nine, and twelve, -2 to save versus pain at levels seven and fourteen, fatigues 20% faster than normal, starting at level eight with an additional +2% per level of experience thereafter, and can only lift 80% of normal weight capabilities. **Treatment:** The person should increase his intake of Calcium and Vitamin D, as well as take prescribed Calcitonin to prevent further loss of bone mass. Preventative measures, like taking supplements daily well before the onset of osteoporosis, will have beneficial effects but cannot cure the condition. Penalties are reduced by *half* with proper medical attention.

Furthermore, while the person's body operates at a higher rate than normal, incidents of micro trauma and injury to the tendons and bone joints are more frequent, especially among Meta-Juicers that perpetually exert their enhanced strength. Thus, tendinitis tends to strike in the arms, shoulders and feet. **Penalties:** *Leg:* Reduce speed by 20%; *Neck, Hand or Arm:* -10% to skill efficiency; *Main Body* (spinal column, back of the shoulders): -1 on initiative. Also, the affected areas are more prone to damage, making even minor damage more serious. See *Optional Damage Tables* in the **Rifts RPG®**. **Treatment:** Rest, therapy (physical), non-steroidal anti-inflammatory drugs (NSAIDs), or steroids, as well as joint braces. Particularly advanced cases may even require surgery.

Another condition commonly found among older Meta-Juicers is *Rheumatoid Arthritis*. This condition is a systemic disease capable of attacking other parts of the body besides the joints. In the case of pathology of the nervous system, the disease can cause sensory change or complete loss of a sense as well as interfere with motor control. Compression of vital nerve centers can cause the complete loss of the fingers and hands, arms, or legs. Such is the case of subluxation of the cervical vertebrae resulting in spinal cord compression. **Penalties:** 01-20% chance of the complete loss of a sense (sight, smell, taste, touch, or hearing), 21-45% partial loss of a sense, 46-60% partial loss of motor control to hand (-15% on all skills that require the use of the hands, can only hold 50% of the normal weight), arm (-1 to strike and parry), or leg (-20% speed, -1 to dodge, -2 to roll with punch, break fall, back flip, leap, and to strike with kick attacks), 61-65% complete loss of motor control to hand (-10% on all skills requiring the use of the hands; -25% if the skill requires both hands), arm (-1 attack per melee, -2 to strike and parry, same skill penalties as the hand), or leg (cannot walk without the help of crutches), 66-00% chronic pain in the joints (-1 on initiative and to all combat maneuvers, can only lift/carry 60% of normal weight, speed attribute is reduced by 20%, and is -10% on all skills). Conditions affect 01-10% both sides, 11-55% left side only, 56%-00% right side only. **Treatment:** Rest, therapy, non-steroidal anti-inflammatory drugs (NSAIDs), or steroids. Particularly advanced cases may even require surgery.

Special Note: The Game Master may opt to use the character's abilities as a guideline for the onset of this condition. In any case, the use of specific powers will temporarily negate associated penalties from arthritis, tendinitis, or osteoporosis in-

cluding the loss of a sense, S.D.C., and pain normally experienced with these diseases.

Adrenal Insufficiency

The hyper-stimulus of the Adrenal Cortex in the psychic can cause the glands to break down, over time, resulting in hormone deficiency. The person will experience weakness, pigmentation of the skin and weight loss and if left untreated, Adrenal Crisis can be fatal. **Penalties:** Within the last 2D6 months of the character's life, reduce P.S. and P.E. by -4 points, -2 to P.B., and reduce weight by 10% per level of experience. Also reduce speed, S.D.C., and endurance by 30%. **Treatment:** Typical treatment is the use of Hydrocortisone and Fluorocortisol but may include other drugs depending on the person's symptoms. Provided the character isn't immune to drugs, effective treatment before the onset of this condition will reduce the penalties by half. If treatment is stopped for any reason the penalties will begin to reappear in a matter of days. Even faster if the character has an accelerated metabolism.

Meta-Juicer (unskilled)

1. 0,000-2,060
2. 2,061-4,120
3. 4,121-8,240
4. 8,241-16,480
5. 16,481-24,720
6. 24,721-32,940
7. 32,941-42,940
8. 42,941-52,940
9. 52,941-72,940
10. 72,941-93,000
11. 93,001-123,000
12. 123,001-163,000
13. 163,001-203,000
14. 203,001-243,000
15. 243,001-300,000



The Hammer of the Forge™

RIFTS®

By James M.G. Cannon

Chapter Twenty-Four

War in Time

"The confrontation with Quajinn Huo would prove to be one of the greatest tests of Caleb Vulcan's life. The Draconid sorcerer had already killed his mentor, the Wolfen Cosmo-Knight Lothar of Motherhome, and, armed with the Singularity Watch, traveled back in time seven hundred years to begin his conquest of the United Worlds of Warlock. Armed with the Watch, Huo had marched across the UWW, using the artifact to accelerate time and build an armada in days rather than years.

"With this force at his back, Quajinn Huo conquered the Draconid Hub worlds, the Grimbor System, Ogretopia, and quickly advanced on the center of Elven power in the UWW. It was there that Caleb Vulcan and his small band of allies, together with the immortal Thraxus of Phase World, faced off against the mad Draconid, his army, and the Singularity Watch. The future of the Three Galaxies literally hanged in the balance. Unchecked, Huo could use the Watch to unwrite what had already been written."

— excerpt from *Caleb Vulcan: Before the Fall*,
by Gymnos Terrice

King Silverlight stood in the midst of the control room, deep in the heart of one of the great rowan trees that covered the world of Alfheim. His homeworld, and the homeworld of the millions of Elves he served as King. Now, that world was under siege. Over three hundred Draconid warships had come out of light speed just minutes away from Alfheim, and now bore down heavily upon the nearly unprotected world. The Elves were an interplanetary people, but not a starfaring one. They used dimensional gates to traverse the intervening space between worlds, and as a result the planets under their control lacked the orbital space stations and k-sats that other planets possessed.

Instead, Alfheim depended upon its position in space as a defense. It lay at the heart of the United Worlds of Warlock, an emerald jewel nestled within the crown of the UWW. Any invading armada should have had to pass through a dozen heavily protected systems before reaching Alfheim. Even had the Draconids enough strength to batter through those defenses, there should have been plenty of warning. Alfheim should not have been caught flatfooted.

Yet, the Cosmo-Knight had said something disturbing to the King. He had claimed that the Draconids were led by a wizard in possession of an artifact capable of controlling Time itself.

With a weapon like that . . .

It did not bear thinking about. King Silverlight could not allow himself to complete the thought. Yet he could not ignore the possibility either.

The King looked about the control room. Moments ago, a council of representatives from the allied worlds of Warlock had encircled the table in the chamber's center. But now Thraxus and Guildmaster Hammerskjold and Lord Lemmus and the others were scrambling for the launchpads and the few ships available for Alfheim's defense. King Silverlight stood alone, save for a few of his attendants and advisors.

"Seneschal," King Silverlight said into the silence. "Fetch our sword and armor."

Greenleaf's bright eyes widened in surprise. "Milord, is that wise? If the Draconids break through Thraxus' line, I doubt they will condescend to facing us sword to sword, face to face."

King Silverlight shook his head. "Our sword and our armor, Seneschal. We will not ask a second time."

Greenleaf swallowed, nodded, and spun on his heel to do his King's bidding. King Silverlight turned to his aide, Skystone. "You," he said, "fetch the Norn Stones."

Beneath her golden tan, Skystone paled. "Milord, are you certain?"

"Is there anyone to hand who will not question our orders?" King Silverlight snapped. Skystone blanched further and, without another word, raced to complete her appointed task.

The Norn Stones were artifacts of power, like this so-called "watch" of the Draconid's. If need be, King Silverlight would fight fire with fire.

His world. His people.

And damn the consequences.

* * *

Caleb Vulcan hurried after the retreating form of Thraxus and tried to reign in the irrational anger that surged through him every time he looked at the immortal. According to present time, it would be seven hundred years before Thraxus would kidnap Caleb's friends and attempt to kill him, but thanks to the miracle of time travel, those events had happened only days ago to the young Cosmo-Knight. This Thraxus, the one who had stood calmly beside the Elven King and pledged his ships to the defense of Alfheim, had never met Caleb before. He was entirely unaware of the fate future (*or was that the past?*, Caleb wondered) had in store for the both of them. That did not make dealing with Thraxus any easier.

His friends understood. He hoped. Joriel, the winged and armored android warrior whose heavy steps thundered at Caleb's, was among those kidnaped and used as bait for Caleb. Caleb had rescued Joriel, and now the Celestine had pledged himself to Caleb's service, determined to pay Caleb back for saving his life. The blue-skinned, green-haired and lithely built young monk Arwen Griffin had evaded Thraxus' soldiers, but only

barely. The only one of his companions who might not understand Caleb's feelings towards Thraxus was the dark-haired and dark-eyed Time Councilor Romana Vorishcenko ne Usckios. But then, it had been Romana who used her temporal manipulating powers to recover the antidote which saved Caleb from Thraxus' poison.

Thraxus and a stoutly built Dwarf in battle-leathers led the charge down the smoothly sloping corridor. The Elves lived in the trees that covered their world; inside them, in fact, growing passages and rooms with magic. It was fascinating and wonderful and enchanting, and Caleb wished he had time to appreciate it. But if they did not hurry, the verdant forests that covered Alfheim would turn to ash. Quajinn Huo would see to that.

Caleb swallowed a curse. Allowing Thraxus to go free — worse, allying with the immortal from Phase World — was ridiculously easy when Caleb reminded himself that he was doing so to ensure the defeat and apprehension of a villain much worse than Thraxus could ever hope to be. While Thraxus had intrigued to kill Caleb, he had at least failed in his attempt to murder a Cosmo-Knight. Not so Quajinn Huo. On Malthus' World, Huo's magic slew Lothar of Motherhome, Caleb's mentor and friend. Caleb had been looking for Huo ever since, but only recently had he learned that Huo evaded capture by escaping into the past.

Now he had a chance to put things right. He would not fail.

The corridor ended in a broad doorway that dumped the racing sextet onto one of the massive, boulevard wide branches of the great tree. Thraxus and his Dwarven attendant slowed to a jog. Caleb and his people matched their pace. On this level of the great tree, the Elves had grown wide platforms along the branch, large enough and strong enough to withhold the considerable weight of spacecraft. Even as they raced across the branch, Caleb saw light fighters lifting off and surging into the sky, knifing through the air and heading into the upper atmosphere.

On the level beneath them, Gryphons and more advanced transport modules ferried Elven civilians towards designated evacuation points. Bursts of light half-seen through the forest canopy could only be dimensional Rifts opening to safety. Caleb saw men and women and children, whole families, crammed into the modules or clinging for dear life on the feathered backs of Gryphons. The Elves looked serious, but none showed fear or panic. They trusted their leaders to ensure they were kept safe.

And the Elven leaders trusted Caleb to do the job.

The Knight returned his attention to Thraxus. The immortal and his Dwarven attendant had stopped before a large vessel that looked more like a 19th century Earth submarine than a starship from the Three Galaxies. It was cigar-shaped, black as midnight, and rust red rivets showed along its chassis where metal plates had been welded to the ship's frame.

Thraxus looked askance at Caleb and his friends. "We can spare a shuttle for you," he said. "I just hope you know what you're doing."

So do I, Caleb thought to himself. "The flagship is the key," he said aloud. "If we can get aboard it, we can end this thing before too many innocent people get hurt."

"That's the trick, isn't it?" Thraxus said. "I hope for your sake the Forge is paying close attention to you. You'll need all the divine intervention you can get."

Caleb grinned, an expression lost behind the T-shaped visor of his helmet. "Not with you covering us, Thraxus."

Thraxus was about to reply, but the Dwarf started talking to him in something other than Trade-4. Caleb couldn't understand a word. "I understand," Thraxus told the Dwarf. He turned to Caleb. "Stefrick here will show you to the ship. I'm needed in the air. Good luck." With that, the immortal clambered up onto the ship's hull and through an airlock. As soon as he was aboard, previously invisible markings appeared upon the ship, brightly glowing runes that traced along the entire craft's length. Without a sound, the frigate lifted off the landing pad and began a slow but steady ascent into the sky.

The Dwarf was already beckoning Caleb and his friends to follow him. "Lead on, Stefrick," Arwen suggested. The Dwarf nodded and hurried further along the branch, his charges in tow.

They stopped at one of the smaller pads, upon which sat a sleek, snub-nosed shuttle craft with a mirror-polished finish. One look, and Caleb knew that this ship was the Thunderbird of the Three Galaxies. Clearly it was built for speed and power and it looked mighty sharp to boot.

"Lord Thraxus' personal craft," Stefrick explained. "Don't damage it."

"Be assured, we shall be extra careful," Joriel said with a savage grin that belied his words.

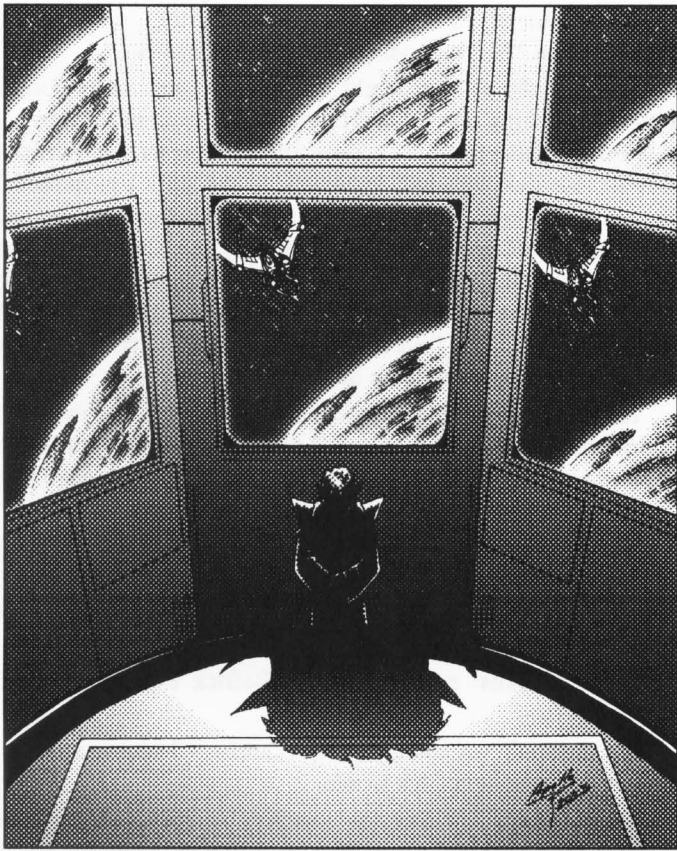
The foursome left Stefrick standing on the launch pad and hurried into Thraxus' ship. It was definitely built for speed; most of the ship was engine, and the cockpit was packed tight with the four of them. Caleb dropped into the driver's seat and looked over the controls. Nothing terribly complicated, he decided, and began to power up the ship. "Romana, Arwen," he said, "see if you can find some vac-suits. We're probably going to go extra-vehicular on this one."

Romana arched an eyebrow, but Arwen hurried to comply, popping open panels and checking compartments until she found what she was looking for, two matte black flight suits with seals and helmets. In a pinch they would serve as mega-armor, but their primary use was for protection from vacuum. Caleb waited until Arwen and Romana began to put the suits on before he fired up the engines and pointed the ship's nose towards the sky.

Caleb put all the available power on the shields and ignored the two laser cannons and the single mini-missile bank. As Alfheim dropped behind them and the stars appeared before them, Caleb spared a glance at his passengers. "Fasten your seatbelts, kids. It's going to be a bumpy ride."

* * *

Aboard the command deck of the Draconid ship *Strabo*, the mad magician Quajinn Huo leaned heavily upon his staff. On his left wrist dangled the Singularity Watch. Beneath its cracked and clouded face was contained the seething power of a Black Hole, and all that power was at Huo's command. Within his spindly frame, clothed in a crimson kimono and covered in electric blue scales, seethed power of a different sort, enough raw magical energy to power a star. Quajinn Huo was the greatest wizard of his age — or any age, now that he had the Watch — and though his physical strength was not what it once was, his magical abilities were at their peak.



Commander Krang stood beside Huo, resplendent in his battle armor, both hands folded behind his back. Around them bustled the troops and staff of the *Strabo*, while the alarm klaxons rang and the dreadnought's cannons and torpedo banks came online. On the viewscreen shimmered the green and blue planet Alfheim. Bright lights on the screen's upper left hand corner kept track of the rest of Huo's fleet: three hundred Draconid frigates, a dozen Cobra class cruisers, and the thousands of fighters launching from the frigates' docking bays.

"We slipped past their defenses with little trouble, my Lord," Krang said. "Now Alfheim will become a pyre, and the Elven worlds will be added to your growing empire."

The fleet had "slipped past" the Elven defenses due entirely to Huo and the Watch. A minor application of the Watch's temporal manipulating abilities had seen fit to accelerate the passage of the ships through space, too fast for normal tracking systems to notice them. But it would be the massed might of Krang's ships that burned Alfheim and drove King Silverlight to his knees, so Huo did not reprimand Krang. The Commander was arrogant, but he was also as loyal as a dog. Krang, like all of Huo's troops, had been raised within a time bubble summoned up by the Watch, and Krang had known and loved his master Huo for the entirety of his life.

The fleet was built similarly. No one in the UWW had even been aware of the fleet's existence until it had first thundered out of the Draconid Hub worlds, guns blazing.

"What kind of resistance can we expect?" Huo asked Krang.

The Commander's yellow eyes surveyed the screen perfunctorily. "Not much, my Lord. A handful of Dwarven Iron Ships. A few Arcane patrol boats, one of the laughably simple Mino-taur ships, and assorted freighter-craft. I should expect some Shadow Bolt fighters, as well. We'll be landing within the hour, my Lord."

Yes, Krang was exceedingly arrogant. But he meant what he said. Huo had no doubt of victory, but he did not discount the Elves as readily as his second-in-command. The Elves were skilled wizards, and they would have defenses aplenty, if none so brazen as a fleet of starships.

"Begin the attack," Huo ordered. He turned and walked across the deck to the throne that sat in the middle of the room. Huo eased himself into the chair and prepared for the coming battle. The Watch on his wrist began to glow with a silver light.

* * *

The shuttle's engines thrummed as Caleb pushed them to their limits.

"Are you certain you know how to fly this thing?" Joriel grumbled from the back seat.

"Nag, nag, nag," Caleb retorted. "I have cosmic awareness. I'm a natural pilot."

At that moment the ship breached Alfheim's atmosphere and exploded into space. Blackness closed in around them through the shuttle's windows, but it was suddenly split with laser fire. Energy bolts skimmed across the shuttle's shields and the craft shook from the impact.

A dozen green fighters, shaped like pterodactyls, closed in on the shuttle, cannons firing. "Hmph," Joriel said. "I recognize the make. Wyvern class fighters. Antiques. They're fast but brittle."

Romana turned in the navigator's chair to look at the Celestine with a worried expression. "They aren't antiques in this era, Joriel. They're not exactly cutting edge tech, either, but they're more than a match for this ship."

"I doubt that," Caleb said, tightening his grip on the controls and buzzing through the squadron of Wyvern ships. The radar showed them breaking and looping around to follow the shuttle. Even as they did, another thirty red dots appeared on the screen as more fighters closed on Thraxus' ship.

Caleb rolled, and laser blasts cut through space where the shuttle had just stood. He revved the throttle and forced the shuttle up to its top speed. The ship groaned at the stress, but it blasted through the cloud of Wyverns like a greased eel. Laser blasts lanced across the shuttle's hull, but the shields held.

Thousands more fighter craft filled nearby space. Most of them dropped into Alfheim's atmosphere, but dozens of squadrons looped towards the shuttle and the defenders of Alfheim. Thraxus' eight Dwarven Iron Ships rose ponderously through the vacuum, guns blazing and runes shimmering brightly as they engaged the enemy. Wyverns exploded in bright bursts of light, but there were a lot of them, and Thraxus had no hope of defeating them all. Laser light, bright reds and yellows and blues, sizzled through space, illuminating the endless night with eerie color.

Beyond the formidable numbers of fighter craft, three hundred Draconid frigates floated serenely in space, waiting for their turn. And in the midst of them all was the massive gray-green bulk of the Beowulf class dreadnought that served Huo's fleet as the flagship. The ship itself was shaped like a gigantic dragon, with a great horned head and wing-shaped ailerons. Compared to the dreadnought's frightening bulk, the shuttle was the size of a sliver, and about as threatening.



Caleb grimaced as a volley of missiles was added to the laser fire battering at his shields. Caleb juiced and rolled, but there were a lot of Wyverns, and it was impossible to evade the field of fire they could lay down. The shuttle's shields were dropping quickly, and the dreadnought was still far away.

Suddenly there came a flash of light, followed quickly by a rumble of thunder that all four of them heard despite the emptiness of space and the thick walls of the shuttle. In the midst of the whirling swarm of Wyverns materialized a chariot, drawn by the two biggest and meanest goats Caleb had ever seen. Holding the chariot's reigns was a giant of a man with flaming red hair and beard, and in one massive gauntlet he held a gigantic hammer that flashed with lightning.

"Thor," Romana breathed.

"Who?" Caleb asked. He looked away from the new arrival to concentrate on his flying, and just barely evaded crashing into an enemy fighter.

"Thor," Romana said, "the Asgardian god of thunder and lightning. I'd always heard that the Elves of the UWW originally came from Asgard, but I never really believed it."

Caleb allowed himself one more look out the window at the chariot. The giant threw his hammer, and with another flash of lightning and crash of thunder, the weapon destroyed three of the Draconid fighters. The small craft wheeled and sent arcs of laser light at the giant and his chariot, but the Draconid attack splattered harmlessly against walls of magical force.

As far as Caleb was concerned, there had only ever been one God, but he was certainly grateful to this Thor fellow, whomever he might be. The Draconids were still bearing down on Thraxus' shuttle, but not as heavily as they were a moment before. Caleb saw his chance and he took it. He throttled the engines and shot forward at full speed, trusting his enhanced senses and preternatural reflexes to keep them safe as the shuttle surged towards the dreadnought. The ship groaned around them at the stress Caleb forced upon it, and the control panel lit up with warning lights.

The shuttle slipped through the cordon of Wyverns, and for a moment, Caleb felt as though he were hot-rodding across the Arizona desert once more. He looped around the frigates, dodging laser fire with a mixture of skill and insane luck, and flew in close to the dreadnought. Almost casually, the guns on the dreadnought began to fire on the shuttle, a giant reaching out to crush a fly. Caleb grinned behind his helmet and buzzed in low, almost scraping the dreadnought's hull. The shields were on their last legs — another volley of laser fire would puncture them.

"Helmets, ladies," Caleb said through gritted teeth. "It's about time to go ee-vee-ay." Romana clipped her helmet over her head, and the shuttle lurched under a concentrated blast from the dreadnought's cannons. The shields collapsed. The control panel sparked and Caleb felt the control stick shudder under his hands. "Joriel, blow the air lock," Caleb said.

"You're mad," the Celestine said, but there was a note of admiration in his voice. His heavy body lurched in the small cabin and he struck the airlock release panel with his fist. The outside panel blew off and flashed away to clatter soundlessly against the dreadnought's hull. Joriel was sucked out into the vacuum along with it, but he was smiling as he went. Caleb hit the release on his seatbelt and gestured for Romana and Arwen to do the same. They had seconds before the shuttle was either vaporized or smashed into the larger ship. He grabbed each of the women by the elbows and flew them out the airlock.

As they flew away, the shuttle, now rudderless, wobbled in close to the dreadnought and scraped against it, coming apart in a silent explosion.

"Was that, or was that not our ride out of here?" Arwen grumbled over the comm.

"Romana said it herself," Caleb told her, "the watch is our ticket home."

"Besides," chimed in Joriel, swooping towards them with his wings outstretched, "with the ship destroyed, the dreadnought's systems should just see us as debris."

"Right," Caleb agreed. "Now let's find ourselves a way onboard this crate."

"I see a maintenance airlock from here," Romana said. Caleb followed her pointing finger. He grinned beneath his helmet once more.

* * *

"The rogue ship is destroyed," Commander Krang reported.

Quajinn Huo grunted. He had a bad feeling about that small shuttle. It had gotten entirely too far across the battlefield before being destroyed. The pilot had to have been either insane or lucky or both, and something about it had triggered all of Quajinn's internal alarms. He felt considerable relief now that it was gone.

The biggest threat was that mad Asgardian mowing down his fighters out there in the midst of the conflict. Huo had expected the Elves to have formidable magical defenses of some kind, but he had not expected Silverlight to summon up a god to fight on Alfheim's behalf. The little shuttle was irrelevant, the Dwarven warships were irrelevant, Silverlight and all his Elves were irrelevant compared to Thor. Wherever he swung or threw that hammer of his, Draconids died.

Huo sighed. There was only one thing to do. Against Thor, his options were limited. Even the full power of the *Strabo* could not hope to stand long against the Asgardian, let alone the lighter and more vulnerable Wyvern fighters. But the Singularity Watch could check Thor, could make him vulnerable to the *Strabo's* heavy cannons. Perhaps not enough damage to kill the immortal, but certainly enough to force his retreat.

"Commander," Huo barked. "Bring us in closer." The Watch was powerful, but it had such a limited range, especially where attack was concerned.

"My Lord," Krang said, clearly puzzled, "are you certain that's wise?"

Huo's yellow eyes flashed dangerously. "Are you questioning me, Krang?"

The Draconid quickly wilted. "Of course not, Lord Huo." He turned to the helmsman and gave the order. The *Strabo* advanced. Her guns found targets and began to fire.

Something nagged at the back of Huo's mind as the *Strabo* moved forward. He forced himself to ignore it, and focused instead on the task at hand. One misstep with Thor could prove disastrous.

* * *

When they first stepped through the airlock into the dreadnought's interior, a pair of curious Draconid soldiers had been waiting for them, handguns at the ready. It took Arwen less than five seconds to put them both into a dreamless sleep.

"We can't fight the whole ship," Caleb said, standing over the unconscious guards.

"Watch me," Arwen said with a laugh.

"It's risky," Romana said, "but we may have no choice. I can use my magic to keep us hidden from prying eyes, but the use of it may alert the Watch, and thus Huo."

Joriel frowned. "I would prefer a straight fight to sneaking around."

"We don't have that luxury," Caleb decided. Which was why they were now creeping around the corridors of the ship like ghosts, somehow placed "out of phase" with local time. Most of the hallways were actually empty, as the crew were at battle stations and manning their posts, but a few security details still patrolled the halls. Looking for what, Caleb wasn't sure, but from the ominous mutterings the Draconids made into their comms in their slithering, raspy language, Caleb suspected someone had found the unconscious guards.

They were running out of time.

Caleb quashed that thought. If Huo was aware of them, somehow Caleb suspected he would know. He shook his head; every corridor looked the same, none of the passages or doorways showed much in the way of variation. And for all their assorted talents, neither he nor his companions knew their way around a Draconid dreadnought.

Then they turned a corner and found themselves facing a set of large and shiny double doors, flanked by two lounging guards with laser rifles. Caleb and Joriel shared a look, and a slow grin crossed the big Celestine's face. "Romana, if you would, drop the mask."

Romana raised an eyebrow but snapped a finger. Caleb didn't notice a change, but the sudden looks of alarm that crossed the Draconids' features told him that the spell was ended. Joriel stepped forward, cracked his knuckles, and looked prepared to do something incredibly violent when the ship shuddered warningly beneath their feet. The Draconid guards, startled, dropped their weapons and lurched down the corridor as quickly as they could move, babbling into their comms and obviously raising the alarm.

Joriel took one step in pursuit of the fleeing guards, but stopped as the ship shuddered again. "That wasn't laserfire," he said ominously. "Something hit the ship."

"Thor," Romana intoned. "Now would be a good time to save the day, with Huo distracted by the angry god just outside the ship."

"Good point," Caleb agreed. The time for subtlety had passed. A bar of red light appeared in his right hand, coalescing into a massive sledge hammer. He hefted it once, then heaved the hammer towards the gleaming double doors and grinned beneath his helmet as they buckled and split and fell inward. The hammer materialized once more in Caleb's hand and he flew through the gap, his friends close beside him. Joriel's blazer, a blue-white line of force that could carve through a spaceship's armored hull, flashed in his hands. A violet field of energy

swirled around Arwen, and Romana stayed close to the monk and her shield.

The bridge looked up at the foursome in surprise and horror. A dozen Draconids spread across as many command stations stared slack-jawed at the intruders. Quajinn Huo stood in the middle of the room, his hands upraised, staff and Watch shining with eldritch light. Beside him stood a mean looking Draconid whose hand dropped quickly to the blaster at his side, an officer of some kind. Beyond them all loomed the view screen, upon which played out the battle in space. It looked to be going in Huo's favor. Most of the Dwarven ships were shattered or drifting, listless in the vacuum. Flares of light in Alfheim's gauzy atmosphere could only be ships landing, ready to attack the surface. Only the red-bearded Viking warrior Thor still raged against the invaders, but one of his goats was dead, and concentrated laser fire hammered against the giant's shields. The mighty warrior raised his hammer to let fly.

The Watch flashed and the giant stilled, frozen in space like a fly trapped in amber. The ship's guns continued to batter him, and it would be only a matter of time before he was destroyed.

Caleb would not let that happen. "Quajinn Huo, in the name of the Cosmic Forge I demand you surren — " The words caught in his throat, and his advance across the bridge was suddenly arrested. He didn't have to look around to know that his friends were similarly stopped.

Frozen. Stopped in Time, but still aware. Caleb had been counting on Romana's magic to counter the Singularity Watch, but he admitted ruefully to himself that she had not actually said she was capable of such an act.

"Fools," Quajinn Huo spat. His sidekick had drawn his pistol finally, and pointed it warily at the four heroes. Huo walked towards them, leaning heavily on his staff. "Do you think I was entirely unaware of your presence on my ship? I am master of Time and Space, and your pathetic powers are no match for me."

Caleb tried to lance the wizard with his eye beams, but even that was denied him.

"I remember you," Huo continued, jabbing an angry claw at Caleb. "You're one of Lothar's lapdogs. A tiresome do-gooder, pawn of the vaunted Cosmic Forge. I've killed many Cosmo-Knights, pup. But one more notch on my staff would please me greatly." The wizard gestured with the Watch, and suddenly Caleb's time-locked body was wracked with horrible pain. He felt it twist and expand within him, racing through his bloodstream like molten lava, searing every nerve in his body. But he couldn't thrash in agony. Huo's spell even denied Caleb the ability to scream.

Huo grinned. "I think I'll keep you around at least until Alfheim lies in ruins. I shall enjoy killing you . . . over time."

Caleb willed his eye beams to fly forward and strike Huo down, but still nothing happened, and the pain drilled deeper and deeper into his body. The unvoiced scream echoed in his mind, on and on.

Then the great Draconid dreadnought shuddered once again, and alarm klaxons began to ring once more. The Draconid officer looked around in confusion. "My Lord," he said to Huo, "we're showing a dozen ships appearing behind and above us. They're coming out of nowhere. More of them!"

"What?!" Huo demanded, looking away from his captives. "On screen!"

The view screen shifted away from Thor, still frozen and still being cut to ribbons by the *Strabo's* cannons, to the aft view. For a moment, Caleb wasn't sure what he was seeing. It appeared as though a mountain range had ripped itself free of its planetary moorings and now soared through space. But then runes flared brightly, and Caleb realized that he was looking at Dwarven warships. Balls of fire and bolts of lightning flashed from the mountain-ships and crashed against the Draconid dreadnought.

"We're being hailed," one of the techs said from his station.

"On screen," the officer snapped.

Thraxus' grinning face appeared on the screen. "Greetings, Quajinn Huo," he said. "By now I hope you've realized you've bitten off more than you can chew this time. Alfheim and the United Worlds of Warlock are under my personal protection, and I'm afraid your little coup is bad for business."

Huo's electric blue face turned purple with rage. "I'll go back to the dawn of time to kill you," he roared at Thraxus, "you arrogant, backstabbing . . ."

Caleb couldn't help grinning. He hated Thraxus nearly as much as he hated Huo, but he was glad to see the pasty-faced immortal, as glad as he'd ever been in his life.

He was grinning.

The pain was gone.

Caleb laughed out loud, and for a split second, Quajinn Huo realized his mistake. With a look of horror, the wizard spun towards the Cosmo-knight, raising his left claw and preparing to use the Watch once more. But Caleb's eye beams were already flashing across the bridge, and with a sizzling flash Quajinn Huo's left forearm flopped to the floor, grasping weakly at the air.

Then everything seemed to happen at once. The Draconid officer fired his pistol, but Joriel was there to deflect the beam with his blazer, and with one swift stroke he cut the officer down. The techs leapt from their seats in a desperate effort to defend themselves, but Arwen was an amethyst blur, faster than the eye could follow and strong enough to defeat beings with skin hard as steel using only her fists and feet.

Caleb flew across the bridge at Quajinn Huo. The wizard raised his staff and his yellow eyes flashed, but Caleb's hammer knocked the staff out of Huo's hand, and his shoulder slammed into the wizard's chest. Huo flopped to the floor and bounced. Lightning erupted from Huo's raised claw, burning through Caleb's chest and out through his limbs. He felt blood fill his mouth as one of his teeth exploded, shredding the roof of his mouth and cutting his tongue. Caleb didn't slow. He'd taken worse punishment before.

Caleb planted a boot across Huo's neck and pressed his full weight down upon it. Huo's eyes bugged out of their sockets and his mouth opened, pink tongue lashing at the air. A thin, reedy croak loosed from his throat, and a dozen hostile spells went off, slamming into and through Caleb with all the strength and rage Huo could muster. Caleb's armor cracked, melted, broke apart. His flesh tore and burned and blood dimmed his eyes. He pressed down harder on Huo's neck and swung his hammer at the wizard's head. Finally the fireworks came to a



stop and Huo's head slumped backward. Unconscious or dead, Caleb wasn't sure. Not that he cared overmuch either way.

Caleb dropped to his knees beside the wizard and spat blood.

Romana knelt down beside him. She had the Singularity Watch in one hand, and she put the other on Caleb's shoulder to

steady him. A look of horror constricted her pretty features. "I didn't save you just to let you kill yourself," she said sharply.

But his body was already repairing itself. Slowly but surely, the gifts of the Forge were undoing all the damage Huo had just inflicted.

Joriel stood at the comm station and tried to hail Thraxus. Arwen moved rapidly to the ruined doors and prepared to guard against any attack from within the ship. The dreadnought shook under the barrage from the Dwarven ships, and the familiar pounding of Thor's hammer had resumed as well. The giant was free of Huo's spell as well, and judging by the ferocity of his attack, he was very, very angry.

"It's no use," Joriel muttered. "I cut through the panel by accident. We'll have to fight our way to the escape pods, I suppose. Hopefully this crate will last long enough for us to make them."

Arwen shot a wicked grin over her shoulder. "If there are any left. There are a lot of troops left on this ship who know where the escape pods are located."

"Unnecessary," Romana said. "I told you that the Watch was our way home. We have that now. There's no reason to linger." Caleb tried to say something, but his tongue was still a ruin, and all he managed was a burble. Romana patted him reassuringly. "Everyone get close."

Joriel moved in, and Arwen jogged back to where Caleb, Romana and the unconscious body of Quajinn Huo lay. "We can't," Caleb finally managed to spit out, "we can't leave Huo here."

Romana nodded. "We're not going to. Everyone grab hold of me." Joriel's huge paw dropped across Romana's shoulder, and Arwen looped an arm through Romana's. The time councillor raised the Watch and pressed a button on its side. The cracked facade flashed and then everything went silver.

Palladium Fantasy RPG®

Card Magic

Optional Source Material for
The Palladium Fantasy RPG®

By Chris Matthys

History

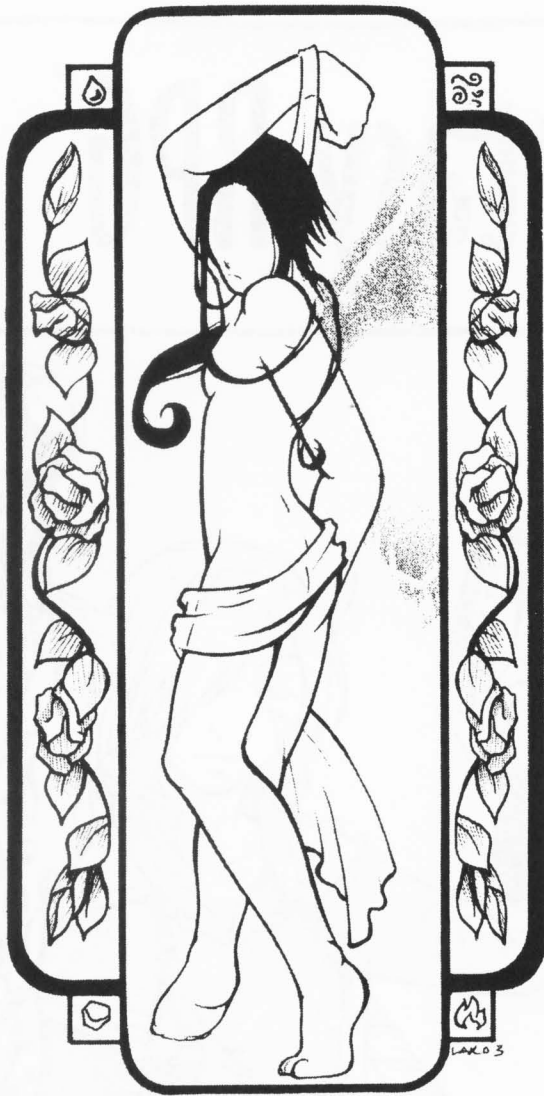
Card Magic was a common magic used during the Time of a Thousand Magicks and is thought to be all but forgotten. The Elves are credited with its creation, but with the link to summoning it could have very well have been the Dwarves, some offshoot of the process that binds creatures to rune weapons. It is rumored to still be practiced in the Old Kingdom by a few Elves in one of those old cities they refuse to give up, as well as in the Land of the Damned (but then, everything is rumored to go on there). Card Magic is probably one more victim of the Millennium of Purification, lost along with Life Force Wizardry and Rune Magic, but then both of those have survived in some way after all. Card Mages tap into mystical energies just like any other man of magic, but they must inscribe this magic just as a Diabolist with his wards or a Summoner's circles. A Card Mage uses magic symbols like the Diabolist, but knows a few more symbols (1D6 ancient mystic symbols) thought lost to this day and age. A good place to start researching this form of magic is at the great library of Bletherad. Though it is doubtful you will uncover any actual formulae. You may just luck into an unused card stuck between the pages of some ancient tome (the monks are pretty thorough, but maybe if you got a look at their uncatalogued works you might get lucky). Just exactly why this form of magic was lost or purposely destroyed remains a mystery. Scholars speculate that the use of bound creatures and runic writing was enough of a reason for both Elf and Dwarf to destroy whatever trace of this magic they could.

Card Mage O.C.C. Powers, Abilities and Bonuses:

- 1. Understands, Creates and Uses Card Magic:** A Card Mage will know many Wizard spells, but can not cast the spells without inscribing the magic to a card.

Card knowledge at first level: Besides the basic knowledge to create Spell Cards, a beginning Card Mage knows how to create one Unique Card to start, as well as one Power Card, even though he can not use it till level three (see below). Any others must be discovered or taught. Choices are made from the following list of known cards:





Summoning Cards: Summon Animal, Summon Lesser Demon, Summon Lesser Deevil, Summon Lesser Elemental, Summon Faerie Folk, Summon Insects, Summon Pawn.

Power Cards: Elemental Power Air, Elemental Power Earth, Elemental Power Fire, Elemental Power Water, Demonic Power and Vampiric Power. (Legend has it that more Power Cards once existed such as Greater Elemental Cards as well as a Dragon Card. What power these cards may have held is probably lost to history unless some current practitioner recreates them.)

Unique Cards: Portrait Card, Disguise Card, Transport Card, Protection Cards, Landscape Card, Soul Card, P.P.E. Card, Portal Card.

Spell Cards: Mimic spell abilities. They cost three P.P.E. per level of the spell to create, then the spell's regular P.P.E. cost to activate. Card Mages can learn spells just like a Wizard, but can only inscribe spells on cards to be cast later. They cannot cast spells from memory. Initial spell knowledge is 1D4 spells from each level 1-4 only, and learns/researches one new spell per level, selected from their current level or lower, starting at second level.

Number of cards, by level and type, a Mage can create and power: (This is the maximum they can have ready at one time, like a Diabolist's ward arsenal, however a Card Mage often knows many more card types than he can use at one time.) 3 Spell Cards per level starting at level one, one

Unique Card at level one and one more for each level of experience, one Summoning Card at level 2 and one more at levels 4, 7, 10, 13 and 15, and one Power Card can be created at level three with an additional one at levels 5, 9 and 14. (For example, a 6th level Card Mage can create and power 18 Spell Cards, 6 Unique Cards, 2 Summoning Cards and 2 Power Cards.) These numbers are assuming they know the specific card type. Remember, a card must still be discovered or researched.

2. **Deciphers Spells, Circles, and Unknown Cards** (a rare find these days) for use in creating his own cards. Unique and Power Cards require searching ancient texts or finding a card or someone to teach its secrets.

Decipher spells/circles/scroll conversion: 18% +3% per level plus I.Q. bonus if any. +15% is added if trying to decipher an already existing card. Other bonuses may apply.

3. **Knows All Power Words:** Does not know how to create, use, or energize wards or regular circle magic, but can tell if a ward or circle is real and if it is active or not.
4. **Knows Mystic Symbolology:** Same as the Diabolist (plus knows 1D6 other ancient mystic symbols), also possesses Literacy: Runes at 78% +1% per experience level.
5. **Recognize Enchantment and Magic:** Same as numbers 5 and 6 under the Summoner O.C.C., *Palladium RPG®*, page 136.
6. **Magic Bonuses:** +1 to save vs magic at levels 4, 8 and 12; +2 to save vs Horror Factor at level one, +1 at levels 3, 6, 9, and 13; +1 to Card Strength at levels 5, 9, 13 and 15. Save vs Card Magic spells is 12, Summoning Cards is 16.
7. **P.P.E.:** 3D4x10+10 +P.E. Attribute, gains 2D6 per level, starting at level two. Can also draw on P.P.E. from ley lines, nexuses, blood sacrifice and other people whenever available (see magic section for details).

8. **Read/Decipher Scrolls:** Can read scrolls as well as decipher them for use as Card Magic. A scroll deciphered by a Card Mage has all the potential inherent problems a Wizard has when deciphering a scroll. See Wizards' scroll conversion, *Palladium RPG®*, page 105.

9. **Armor:** Same as a Wizard.

10. **Spells, Circles, and Cards not Created by the Mage:** Although Card Mages know spell incantations and research summoning circles, they cannot cast spells or use circles. All their knowledge goes into the creation of their cards. They can, however, activate a card created by another Card Mage, but at twice the normal activation cost. They can also attempt to decipher it for later use in the Mage's own arsenal (more likely).

Card Mage O.C.C.

Race: Any that can be a Wizard, Diabolist or Summoner, as long as attribute requirements are met.

Alignment: Any, but often Unprincipled, Anarchist or evil.

Attribute Requirements: I.Q. 12, M.E. 14 or higher, high P.E. is also helpful.

O.C.C. Skills: In addition to the above mentioned abilities:

Art (+15%)

Card Shark (+15%)

Cryptography (+15%)
Gemology (+10%)
Language: Native Tongue at 98%.
Language: Two of choice (+15%).
Literacy: Elven at 98%.
Literacy: Two of choice (+20%).
Lore: Demons & Monsters (+20%)
Lore: One of choice (+15%).
Mathematics: Basic (+25%)
W.P.: One of choice.

Hand to Hand: Basic can be selected at the cost of one O.C.C. Related Skill, or Expert for the cost of two O.C.C. Related Skills. Martial Arts and Assassin are not available.

O.C.C. Related Skills: Select seven other skills of choice at level one, plus select one new skill at levels 3, 6, 9 and 12. All new skills begin at first level proficiency.

Communications: Any (+10%).

Domestic: Any.

Espionage: Forgery (+10%) and Intelligence(+4%) only.

Horsemanship: General and Exotic only.

Medical: Any.

Military: Heraldry and Interrogation Techniques only (both are +5%).

Physical: Any; except Acrobatics, Gymnastics, Boxing and Wrestling.

Rogue: Any (+10% to Locate Secret Compartments only).

Science: Any (+10%).

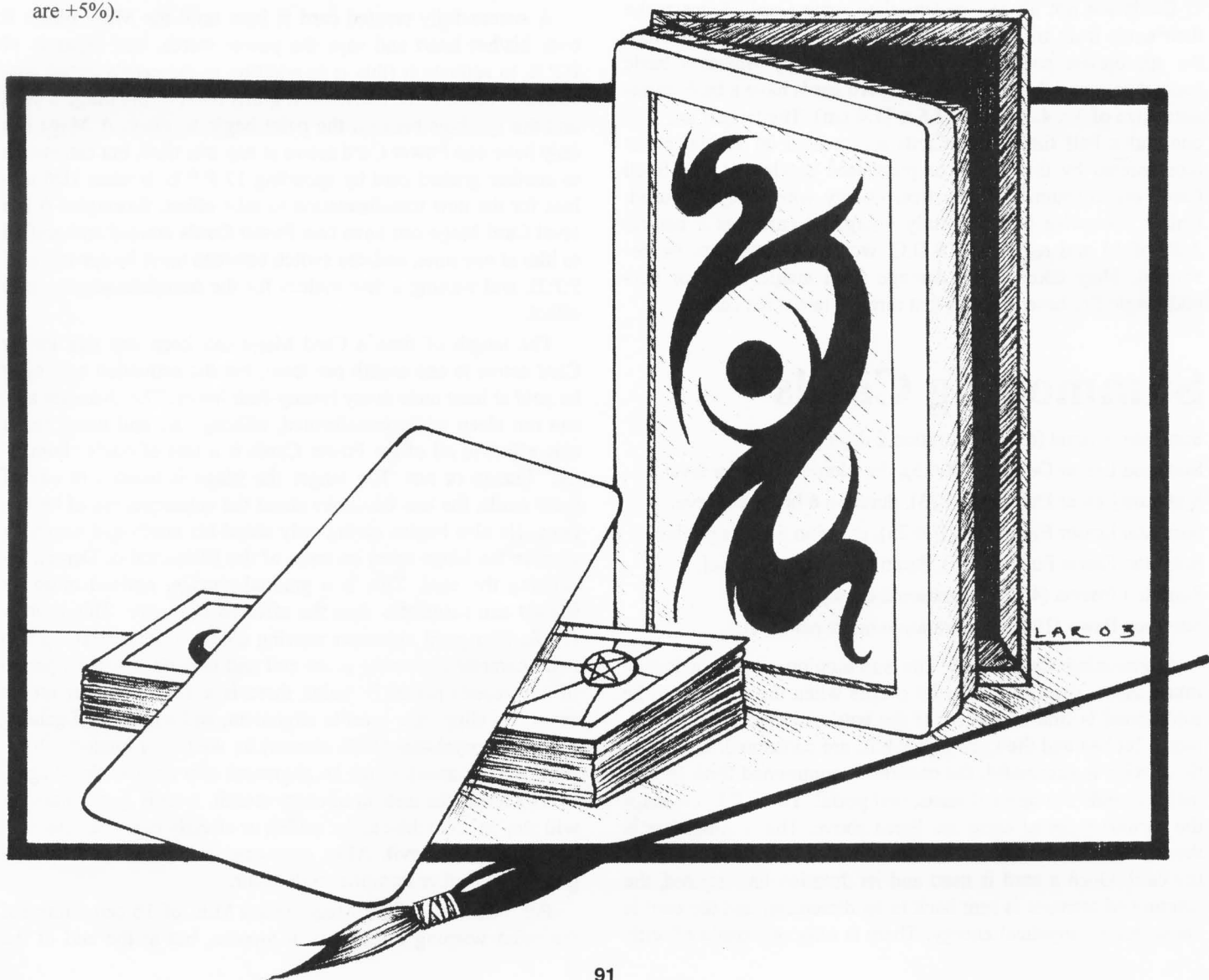
Scholar/Technical: Any (+15%).

Weapon Proficiencies: Any except Lance.

Wilderness: Carpentry (+5%), Identify Plants & Fruits (+10%) and Land Navigation only.

Secondary Skills: The character gets to also select four Secondary Skills from the previous list at level one, and two additional skills at levels 4, 7, 10 and 13. These are additional areas of study that do not get the advantage of the bonuses listed in parentheses. All Secondary Skills start at the base skill level. Also, skills are limited to "any, only and none" as previously indicated on the list.

Starting Equipment: Two sets of clothing, a cape or cloak with or without a hood, Boots, belt, bedroll, backpack, a medium sized belt purse, a small wood and leather card case, 4 small sacks, a medium sack, a waterskin, six glass vials with corks in a small padded case, 4D6 sheets of parchment, 2D6 sheets of paper, two 100 page notebooks made of parchment, 3 crow quill pens, two bottles of ink, 6 paint brushes, a set of 24 pigments for making paint, 3 sticks of chalk, 3 sticks of



graphite, grinding tools, medium sized leather case for art supplies, tinder box.

Armor: Starts with Soft Leather (A.R. 10, S.D.C. 20).

Weapons: One weapon for each W.P. All are S.D.C. weapons of good quality. Other weapons must be bought or acquired through adventuring.

Money: The character starts with 140 gold.

Notes: Current practitioners are believed to include one Elven Card Mage in the Western Empire, an unknown number in the Land of the Damned, and a small number in the Old Kingdom in one of its remaining Elven cities. A number of books at the great library mention and describe some of the different cards in them. An Elven Wizard from Lopan named Alec Lohiro found a deck of cards on the body of a long dead Elf in the burned ruins of a tower in the Baalgor Wasteland, and is currently trying to decipher their secrets with the help of an Eastern Alchemist. Any other sources of this ancient magic remain yet to be discovered.

Card Descriptions, Powers and Costs

Cards are not always rectangular; some Card Mages make their cards from triangles, squares, circles or octagons cut from the appropriate paper or parchment. Basically whatever basic geometric shape the creator desires. All cards have a basic minimum size of 3 x 4.5 inches (7.6 x 11.4 cm). The largest are only one and a half times that. Cards are created on special paper (constructed by the Mage) or purchased parchment. All Spell Cards are consumed by mystical energy when they are used. Unless otherwise noted, a fully energized card has a natural A.R. of 13 and require 52 S.D.C. worth of damage to be destroyed. They take double damage from magic water or normal/magic fire based attacks that directly target the card.

Summoning Cards

Summon Animal (60/25), duration 2 days per level.

Summon Lesser Demon (100/25), duration 6 hours per level.

Summon Lesser Deevil (100/25), duration 6 hours per level.

Summon Lesser Elemental (100/25), duration 6 hours per level.

Summon Faerie Folk (80/25), duration 6 hours per level.

Summon Insects (40/25), duration 2 days per level.

Summon Pawn (100/25), duration 6 hours per level.

Summoning Cards work like summoning circles, although much safer. The battle of wills occurs when the creature to be summoned is first contacted. If the battle is unsuccessful, contact is broken and the Card and P.P.E. are consumed. If the battle of wills is successful, the creature is summoned forth in 1D4 melee rounds through a dimensional portal. The P.P.E. costs for the various types of cards are listed above. The first number is the initial creation cost, and the second is the cost to activate/use the card. Once a card is used and its duration has expired, the summoned creature is sent back to its dimension and the card is consumed by mystical energy. There is only one battle of wills

when using a card, because the amount of time a summoned creature is in the control of the Mage is limited. Usually a couple of days, a little over a week at most. Summoning Cards must be painted to look like the general creature to be summoned, and drawn using the same components and symbols as the corresponding circle. The paper they are created on is made from a blend of cherry and hickory wood pulps combined with a drop of the Mage's blood. The appropriate sacrifice for the summons must be made. Everything but the battle of wills and activation cost is done prior to summoning. A card can be used right away, or days, months or even years later. In order to create a Summoning Card it must be researched just as a circle. The magic is different, but the process of discovery is the same. The Card Mage can send a summoned creature back to its own dimension at any time he desires.

Power Cards

Power Cards are painted on paper that has been made with mahogany wood pulp and powdered dragon bone, and are then inscribed with mystic symbols (some of these symbols are unknown to Diabolists, or are ancient variations). A picture of the creature to be bound is then painted over the symbols, using various components.

A successfully created card is inert until the Mage places it over his/her heart and says the power words, and expends 17 P.P.E. to activate it (this is in addition to the card's initial construction cost). Once activated it grafts itself to the Mage's skin, and the symbols beneath the paint begin to glow. A Mage can only have one Power Card active at any one time, but can switch to another grafted card by spending 17 P.P.E. It takes 1D6 melees for the new transformation to take effect. **Example:** A 6th level Card Mage can have two Power Cards created and grafted to him at one time, and can switch between them by spending 17 P.P.E. and waiting a few melees for the transformation to take effect.

The length of time a Card Mage can keep any one Power Card active is one month per level, but the activation cost must be paid at least once every twenty-four hours. The character also can not sleep while transformed, although he still needs to. A side effect to all of the Power Cards is a loss of one's "humanity," human or not. The longer the Mage is bonded to one of these cards, the less he thinks about the consequences of his actions. He also begins caring only about his needs and wants. In essence the Mage takes on traits of the Elemental or Demon inhabiting the card. This is a gradual change, noticed more by friends and associates than the affected character. This usually results in a good character moving closer to Anarchist, and an evil character becoming more evil and uncaring. After a period of one month per M.E. point, there is a 15% +3% per month chance of slipping a level in alignment, and a chance of gaining a random psychosis (50% chance) as well as a random obsession (40% chance). Once an alignment slip occurs, check again every six months instead of every month. A truly good character will stop at Anarchist and a selfish or already evil character will stop at Diabolic evil. Also, once one insanity of each type is gained, no further insanities will occur.

For example, a Card Mage with a M.E. of 16 can withstand the mind warping effect for 16 months, but at the end of the

16th month he has a 15% chance of slipping a level of alignment and possibly gaining an insanity or two. If he makes the save, the end of the next month would bring about an 18% chance, and so on until the inevitable occurs and you have an insane character running around with no concern for others. Also note that Power Cards are constantly drawing in ambient P.P.E. to keep them eternally powered, as well as to magically keep the creature inside bound and alive (1 P.P.E. every hour).

6. Special attack Hammering Wind blast damage is equal to Supernatural Strength damage; range 30 feet (9.1 m).

7. If the card is destroyed (A.R. 17, S.D.C. 500, only affected by magic attacking the card directly), the Mage loses all powers and takes 1D4x10 damage (plus the damage the Mage would take from someone whacking at the card while it's still grafted on his chest). When the card is destroyed, the Elemental is: 01-30% destroyed, 31-50% released to this world, or 51-100% sent back to its home dimension.

Elemental Power Earth

Costs 500 P.P.E. to make and requires binding a Minor Earth Elemental to the card. When the card is created there is a battle of wills just before the magic is completed. A failed roll means the P.P.E. is spent, the Elemental is dismissed from service and not happy (01-15% destroyed, 16-40% released to this world, or 41-100% sent back to its home dimension), and the card is consumed (sorry, assemble new components, P.P.E. and another Elemental, and start again). If successful however, the Mage has a powerful piece of magic with the following powers:

1. Once activated the Mage takes on the appearance of being possessed by an Earth Elemental; skin becomes gray or brown with a stone or bark like texture, hair takes on the appearance of vines or roots.

2. Gains a Natural A.R. of 15, 25 additional Hit Points and 1D4x10+30 additional S.D.C., +2D6 to P.S. and is considered Supernatural Strength, and gains 2D4x10 P.P.E.

3. Can travel through earth/stone at no cost or limit as per spell, resistant to fire, heat and cold (half damage), night vision 100 feet (30.5 m).

4. Can cast all level 1-2 and 1D6 random level 3 Earth Warlock spells at the Mage's current level.

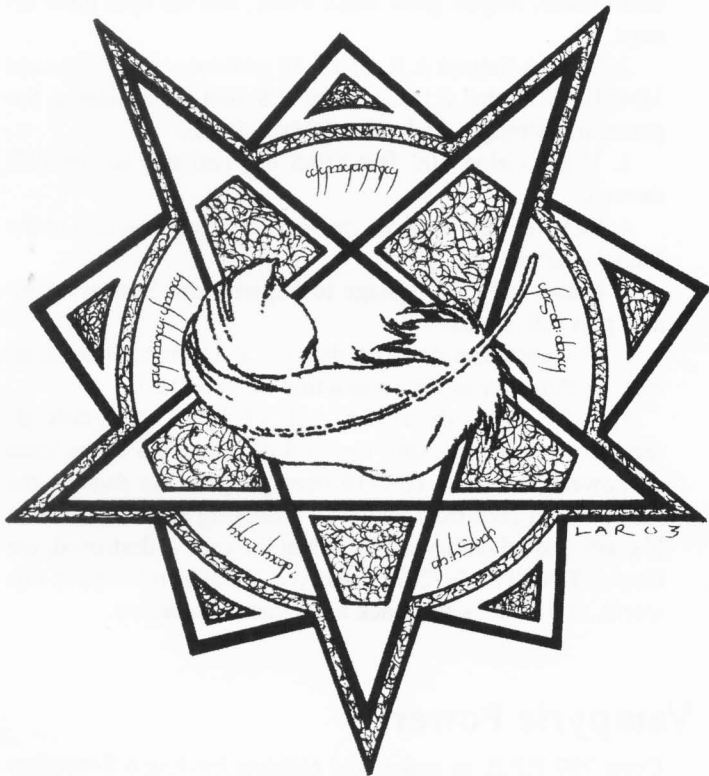
5. Special attack, Vine Whip, damage is equal to Supernatural Strength damage, range 30 feet (9.1 m); a two inch thick vine shoots out of the character's wrist towards the target).

6. If the card is destroyed (A.R. 17, S.D.C. 500, only affected by magic attacking the card directly), the Mage loses all powers and takes 1D4x10 damage (plus the damage the Mage would take from someone whacking at the card while it's still grafted on his chest). When the card is destroyed, the Elemental is: 01-30% destroyed, 31-50% released to this world, or 51-100% sent back to its home dimension.

Elemental Power Fire

Costs 500 P.P.E. to make and requires binding a Minor Fire Elemental to the card. When the card is created there is a battle of wills just before the magic is completed. A failed roll means the P.P.E. is spent, the Elemental is dismissed from service and not happy (01-15% destroyed, 16-40% released to this world, or 41-100% sent back to its home dimension), and the card is consumed (sorry, assemble new components, P.P.E. and another Elemental, and start again). If successful however, the Mage has a powerful piece of magic with the following powers:

1. Once activated the Mage takes on the appearance of being possessed by a Fire Elemental; skin turns shades of black, red and orange, and licks of flame emanate from the head, eyes, mouth and shoulders.



Elemental Power Air

Costs 500 P.P.E. to make and requires binding a Minor Air Elemental to the card. When the card is created there is a battle of wills just before the magic is completed. A failed roll means the P.P.E. is spent, the Elemental is dismissed from service and not happy (01-15% destroyed, 16-40% released to this world, or 41-100% sent back to its home dimension), and the card is consumed (sorry, assemble new components, P.P.E. and another Elemental, and start again). If successful however, the Mage has a powerful piece of magic with the following powers:

1. Once activated the Mage takes on the appearance of being possessed by an Air Elemental; skin pales, hair turns white and billows and flows as if perpetually being blown by wind, and the Mage appears to float 1 or 2 inches off the ground.

2. Gains a Natural A.R. of 12, 20 additional Hit Points, and 1D4x10 additional S.D.C., no P.S. bonus but it is considered Supernatural, and gains 2D4x10 P.P.E.

3. Can hold breath 5x P.E. in minutes, night vision 400 feet (122 m), see invisible 70% 100 feet (30.5 m), Prowl 70%.

4. Fire based attacks inflict double damage.

5. Can cast all level 1-2 and 1D6 random level 3 Air Warlock spells at the Mage's current level.

2. Gains a Natural A.R. of 11, 20 additional Hit Points and 1D4x10 additional S.D.C., P.S. is considered Supernatural, and gains 2D4x10 P.P.E.

3. Impervious to fire/heat, night vision 400 feet (122 m), can see in the infrared spectrum as well as heat emanations as thermo-imaging, both 200 feet (61 m), can start small, normal fires with a touch.

4. Can cast all level 1-2 and 1D6 random level 3 Fire Warlock spells at the Mage's current level.

5. Special attack, Flame Jet, 3D6 damage, range 30 feet (9.1 m); a jet of flame leaps from the Mage's hand towards the target; +3 to strike).

6. If the card is destroyed (A.R. 17, S.D.C. 500, only affected by magic attacking the card directly), the Mage loses all powers and takes 1D4x10 damage (plus the damage the Mage would take from someone whacking at the card while it's still grafted on his chest). When the card is destroyed, the Elemental is: 01-30% destroyed, 31-50% released to this world, or 51-100% sent back to its home dimension.

Elemental Power Water

Costs 500 P.P.E. to make and requires binding a Minor Water Elemental to the card. When the card is created there is a battle of wills just before the magic is completed. A failed roll means the P.P.E. is spent, the Elemental is dismissed from service and not happy (01-15% destroyed, 16-40% released to this world, or 41-100% sent back to its home dimension), and the card is consumed (sorry, assemble new components, P.P.E. and another Elemental, and start again). If successful however, the Mage has a powerful piece of magic with the following powers:

1. Once activated, the Mage takes on the appearance of being possessed by a Water Elemental; skin turns pale green/blue and the character's hair takes on the appearance of flowing seaweed.

2. Gains a Natural A.R. of 12, 20 additional Hit Points and 1D4x10+10 additional S.D.C., +2D4 P.S. and is considered Supernatural Strength, and gains 2D4x10 P.P.E.

3. Breathe underwater, survive ocean depth 1 mile (1.6 km), 400 foot (122 m) night vision, sense water 1 mile (1.6 km).

4. Can cast all level 1-2 and 1D6 random level 3 Water Warlock spells at the Mage's current level.

5. Special attack, Water Jet, 3D6 damage, X2 to Vampires and Fire Elementals, range 30 feet (9.1 m).

6. If the card is destroyed (A.R. 17, S.D.C. 500, only affected by magic attacking the card directly), the Mage loses all powers and takes 1D4x10 damage (plus the damage the Mage would take from someone whacking at the card while it's still grafted on his chest). When the card is destroyed, the Elemental is: 01-30% destroyed, 31-50% released to this world, or 51-100% sent back to its home dimension.

Demonic Power

Costs 500 P.P.E. to make, and requires binding a Minor Demon/Deevil to the card. When the card is created, there is a battle of wills just before the magic is completed. A failed roll means the P.P.E. is spent, the Demon/Deevil is dismissed from

service and not happy (01-20% destroyed, 21-50% released to this world, or 51-100% sent back to its home dimension), and the card is consumed (sorry, assemble new components, P.P.E. and another Demon/Deevil, and start again). If successful, however, the Mage has a powerful piece of magic with the following powers:

1. Once activated the Mage takes on the appearance of being possessed by a Demon or Deevil; skin color changes to an olive or sepia color, hair falls out, the head sprouts 1-6 small horns, fingers grow small claws, and the eyes glow orange.

2. Gains a Natural A.R. of 12, 20 additional Hit Points and 1D4x10 additional S.D.C., +1D6 P.S. and is considered Supernatural Strength, and gains 2D4x10 P.P.E.

3. Night vision 100 feet (30.5 m), resistant to fire (1/2 damage).

4. Can cast 3D4 random spells from levels 1-4, cast at the Mage's current level.

5. Claws add 1D6 damage to Supernatural Strength damage, plus P.S. bonus.

6. Weapons that do extra damage to Demons/Deevils affect the character as if he was a true Demon/Deevil.

7. If the card is destroyed (A.R. 17, S.D.C. 500, only affected by magic attacking the card directly), the Mage loses all powers and takes 1D4x10 damage (plus the damage the Mage would take from someone whacking at the card while it's still grafted on his chest). When the card is destroyed, the Demon/Deevil is: 01-20% destroyed, 21-50% released to this world, or 51-100% sent back to its home dimension.

Vampiric Power

Costs 700 P.P.E. to make, and requires binding a Secondary Vampire to the card (just how you get this Vampire is another story). When the card is created, there is a battle of wills just before the magic is completed. A failed roll means the P.P.E. is spent, the Vampire is dismissed from service and not happy (01-20% destroyed, 21-100% released to world. You had better plan for this!), and the card is consumed (sorry, assemble new components, P.P.E. and another Vampire, and start again). If successful, however, the Mage has a powerful piece of magic with the following powers:

1. Once activated the Mage takes on the appearance of the undead; skin color turns a pale gray with bulging veins protruding from the skin, canine teeth grow and sharpen, and a faint smell of death surrounds the character. Begins to radiate supernatural evil.

2. Does not gain the Vampire's invulnerability, however gains a Natural A.R. of 16(!), 20 additional Hit Points, 1D4x10 S.D.C., and non-magic attacks inflict one half damage. Double damage from weapons made of silver and wood, direct to Hit Points, normal damage vs water attacks, but still direct to Hit Points.

3. One vampire metamorphosis ability (roll 1D6: 1-2 bat, 3-5 wolf, 6 mist), Bio-Regenerates 1D6 Hit Points/S.D.C. every 4 melee rounds, nightvision 100 feet, no longer radiates body heat.

4. Gains 2D6x10 I.S.P. and all vampire Psionics except Super Hypnotic Suggestion. Equal to 4th level, considered a

Major Psionic, and saves made against psionics are at 12 or higher.

5. P.S. becomes Supernatural and does damage as per the Supernatural Strength table. Can also affect Vampires with punches and kicks, inflicting damage direct to Hit Points.

6. If the card is destroyed (A.R. 17, S.D.C. 500, only affected by magic attacking the card directly), the Mage loses all powers and takes 1D4x10 damage (plus the damage the Mage would take from someone whacking at the card while it's still grafted on his chest). When the card is destroyed, the Vampire is: 01-20% destroyed, 21-100% released to this world (hope it's daylight, cause he's gonna be upset).

Unique Cards

Portrait Card

This is like a key card for some of the other Unique Cards. By itself the card is inert, but combined with another Portrait Card, Protection Card or Transport Card it is indispensable. There are two types of Portrait Cards a Card Mage can create. The first is his personal Portrait Card, the second is a Scrying Card. His personal card is made from ash wood pulp and the ground bones of a dragon, painted in his own pigmented blood. Once created, the Mage's Card Magically grafts to his wrist. The second type are portraits of friends/servants; they are created on regular parchment and have a drop of the Mage's own blood to link them to his personal card.

The Mage's card can do the following:

1. Allows use of an activated Transport Card. The Mage is magically drawn into his Portrait Card and appears where the Transport Card is. Cost: 8 P.P.E.

2. Can speak to a friend who has another Portrait Card through the card. The receiving person is alerted by the card making a sound, and then he just looks into the card to converse with the Mage. Range is 150 miles (240 km), and costs 4 P.P.E. per 10 minutes of conversation.

3. Can also spy on a friend or servant, if the person's true name is inscribed on the card and they have it on their person. A successful saving throw of 14 vs magic is necessary to avoid contact, and the target feels as though he is being watched. Of course they can always just let the Mage see what is going on. Cost is 1 P.P.E. per minute.

4. Protection Cards can be used on their own or can be shared by linking them to a number of Portrait Cards (1 card per level, plus the Mage's own card). The cost is the P.P.E. of the Protection Card plus 5 P.P.E. per linked card, including the Mage's personal card as part of the initial link. Duration is one half of the Protection Card's normal duration.

Disguise Card

Painted in pigmented Changeling blood, this card allows the Mage to alter his appearance to look like the person depicted. Costs 25 P.P.E. to create, and another 10 P.P.E. to use. Duration is 2 hours per level (if drawn with a combination of Dragon and Changeling bloods, the duration is 2 days per level). only a 60% chance to match an individual exactly (needs to use the Imitate

Voice skill to sound like another person), a generic disguise like a nondescript Elf is 100% believable, and undetectable except by magic detection. Limited in guises as per a Changeling.

Transport Card

Allows the creator to magically step into his Portrait Card, then out of his Transport Card. The range is limited to 100 miles (160 km) per level of caster. But can be as close as throwing the card under a door or gate and appearing on the other side. Another common use is to drop the card from a window and step out on the ground. Some Mages also keep a Transport Card in their home pre-activated, so they can return home at a moment's notice. Costs 25 P.P.E. to make and 10 P.P.E. to activate; once activated the card is a one-way passage that remains open for 1 day per level of the Mage, or until stepped through. This card is linked to his Portrait Card. Transport Cards can be drawn on any paper with any medium.

Protection Card

These cards are in essence the same as protection circles. They create an area of protection around the card's bearer in a radius of 30 feet, or one half that for linked Portrait Cards (linked card users can huddle together to protect more people by overlapping their areas of protection). The cards are limited to Protection from Demons, Protection from Deevils, Protection from true Elementals, Protection from Faerie Folk, Protection from Ghosts, Spirits & Entities, Protection from Magic (simple), Protection from Undead and Protection from Old Ones. P.P.E. cost is the same as for the corresponding circle. The only difference is Protection Cards have a duration of 1 hour per level of the card creator. An advantage though, is the cards are portable even while active.

Landscape Card

Creates a small (1 mile x 1 mile/1.6 x 1.6 km) pocket dimension within the card that has everything pictured on the card, limited to: (number in parentheses is P.P.E. cost for the feature) base grassland (20), small stream (20), small 4 room cottage/house (30), furnishings for house (17), trees (7/dozen), shrubs/bushes (5/dozen), birds/small game animals (5 each), large game animals (10 each). A constant comfortable temperature, moisture, and breathable air are free. The dimension has no ambient P.P.E., and time passes normally inside so normal healing does occur. When in use, the card remains in this dimension and is vulnerable to attack (A.R. 17, S.D.C. 500, affected only by attacks directly against the card). When occupied, anyone within the card dimension is pictured in the card, and the image is updated every hour. This card is painted on plain parchment, and painted with natural pigments. the Mage and one guest per level can spend up to one week per level of the caster inside the card, as long as they have enough supplies. Of course they can leave and restock the dimension, or the Mage can create more game animals assuming he has the P.P.E. available.



Soul Card

This card can be used to trap the soul (and physical body) of any non-supernatural being. They get a standard saving throw vs magic (12), and a failed save means the person's soul (as well as physical body) is absorbed by the card's magic. If the target's full name is inscribed on the card, there is no saving throw! The Card Mage can then do as he wishes with it; sell it to an Alchemist or Demon, set them free, whatever it is you can do with a soul. During the Time of a Thousand Magicks, these cards were commonly used as prisons, and a release date was set into the card. Some had no date, and if a Soul Card is discovered today, an Alchemist or a Card Mage could release its occupant and we would have a living account of their memories of the Time of a Thousand Magicks. They may even be a practitioner of one of the lost arts. Costs 100 P.P.E. to create and 50 to activate. The card is created on plain parchment and painted to depict a cell or cage. It is painted with pigmented blood of a Greater Demon mixed with iron filings. the magic's duration is 10 years per level of the Mage, but for an additional 100 P.P.E. the duration is 100 years per level of the Mage, and for 1000 P.P.E. the duration is permanent until released. (The god Utu can release a soul any time he wants at no cost, most other gods can do so with a 60-80% chance of success, mortal alchemists at 40%, and an Anti-Magic Cloud spell has a 30% chance after the spell's duration ends to permanently disrupt the card, but the prisoner is otherwise free for the duration of the spell. Another Card Mage can attempt to release a trapped soul, if he himself can create the card, at a 30% chance.) In any case, the card is rendered inert when the magic ends or the soul is released, not destroyed. At that point it is powerless, but a Card Mage can still learn from it.

As with Power Cards, the Soul Card is constantly drawing in ambient P.P.E. from its surroundings.

P.P.E. Card

Essentially a P.P.E. battery. They cost 10 P.P.E. to make, and store P.P.E. on a two to one basis, so 70 P.P.E. would create a 30 P.P.E. card (don't forget the initial 10 P.P.E. cost). One card can store 100 P.P.E., but must be charged all at once, requiring 210 P.P.E. to create. These cards are plain parchment painted with the pigmented blood of a Faerie or man of magic. It is rumored that there is a variation of this card that can hold much more P.P.E., but no ancient texts report on their components or construction symbols. The P.P.E. remains in the card until drawn from the card by the Mage, or until the card is destroyed.

Portal Card

This is a card with paper made from oak pulp and powdered stone, painted to depict an archway or open doorway using natural pigments as paint. The card is placed on a section of wall or a locked door, and a doorway appears in its place. The door is 5 feet (1.5 m) wide and 6-10 feet (1.8-3 m) high. It is also 10 feet (3 m) deep per level of the Mage. The card costs 30 P.P.E. to create and 20 P.P.E. to activate. The card is consumed when the magic ends. Duration is 10 melees per level of Mage.

Card Mage Experience Table

1	0,000-2,250
2	2,251-4,500
3	4,501-9,000
4	9,001-18,000
5	18,001-26,000
6	26,001-36,000
7	36,001-51,000
8	51,001-71,000
9	71,001-96,000
10	96,001-135,500
11	135,501-185,500
12	185,501-225,500
13	225,501-275,500
14	275,501-335,500
15	335,501-375,500

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Rifts® Movie

Jerry Bruckheimer producer

This past Spring, Palladium Books signed a film option agreement with *Walt Disney Pictures* to have *Jerry Bruckheimer Films* develop a live action, major motion picture of the *Rifts*® role-playing game.

Jerry Bruckheimer Films has produced some of the biggest blockbusters in film history, including such hits as *Pirates of the Caribbean*, *Top Gun*, *The Rock*, *Con Air*, *Armageddon*, *Blackhawk Down*, *Bad Boys I & II*, and many others, as well as hit TV shows *CSI*, *Cold Case* and *Amazing Race*. We expect exciting days ahead and look forward to working with Jerry Bruckheimer Films and Disney.

"I wish I could reveal more about the film project," said Kevin Siembieda, President of Palladium Books Inc. and creator of *Rifts*®, "but right now I can't say a word – everything is hush, hush. Of course, we are thrilled. You don't get any bigger or better than these two giants in the film industry."

Rifts® creator, Kevin Siembieda, will be a guest at *U-Con*, his last convention of 2003 (November 14-16, 2003, in the Student Union building at the University of Michigan – 734-930-6363 or for info). He'll be at *Origins*® and *Gen Con*® in 2004 (as well as a few other conventions) and hopes to have all kinds of exciting information he can tell excited fans by next summer. Meanwhile, you can find updates in the pages of *The Rifter*® and on Palladium's website (www.palladiumbooks.com).

Surge – licensing agent for Rifts®

Kevin Siembieda, President of Palladium Books, and Mark Freedman, President of *Surge Licensing* are actively exploring the many possibilities for *Rifts*® and other Palladium intellectual properties. *Surge's* President, Mark Freedman, of Teenage Mutant Ninja Turtles® marketing fame, is handling the licensing and merchandising based on the *Rifts*® **Role-Playing Game** series (more than 40 titles). Disney will be handling licensing for the film.

Serious business people interested in licensing *Rifts*® for any number of products may contact Palladium Books Inc. or *Surge* directly.

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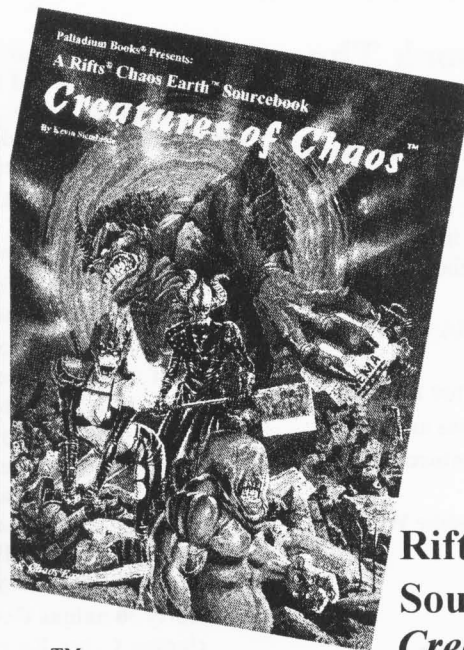
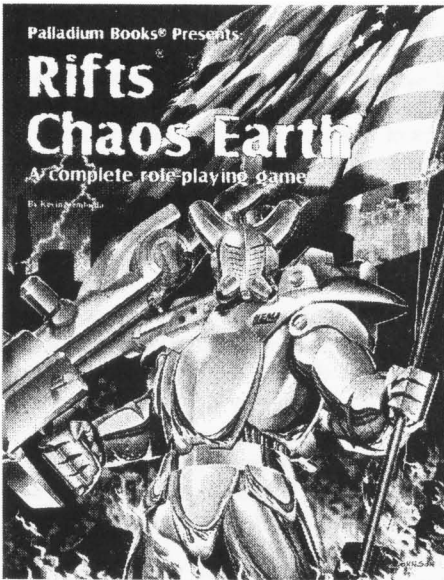
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Rifts® Chaos Earth™ Sourcebook One: *Creatures of Chaos*

Rifts® Chaos Earth™ RPG The Great Cataclysm as it is happening

This is how it all began. The Great Cataclysm as it is happening.

Rifts® Chaos Earth™ is a new series of *Rifts®* books that tell the origin of Rifts Earth. It is set in the time of the Great Cataclysm, where player characters live through the Coming of the Rifts, the collapse of human civilization, and the onset of the Dark Ages. Though completely interchangeable with the **Rifts® RPG**, *Chaos Earth™* is a complete setting and time-line in and of itself and takes place 300+ years *before* the current *Rifts®* setting with the Coalition States. Thus, *Chaos Earth™* is truly unique and different, with new O.C.C.s, heroes, villains, magic and concepts.

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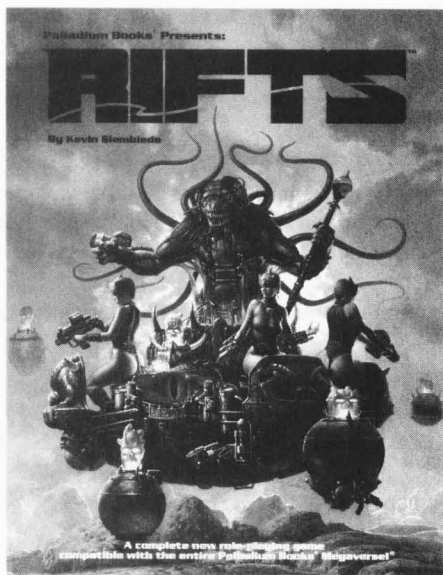
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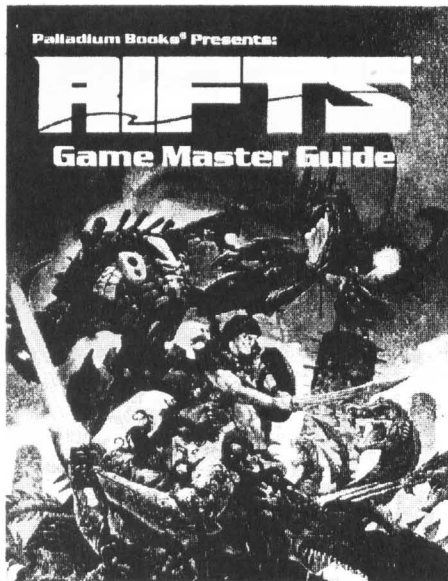
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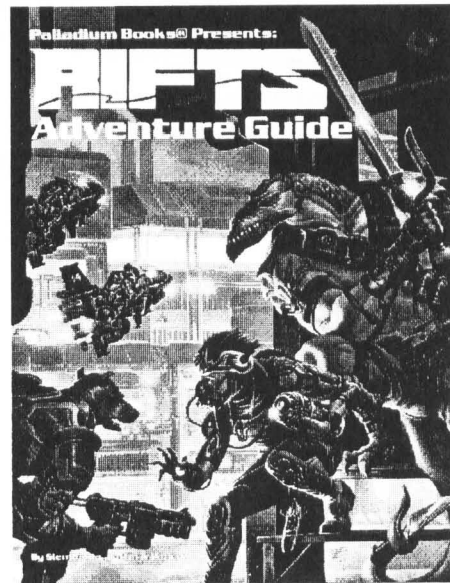
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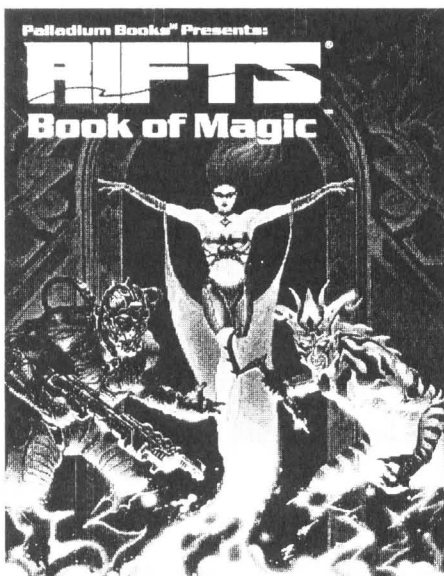
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Rifts® Adventure Guide

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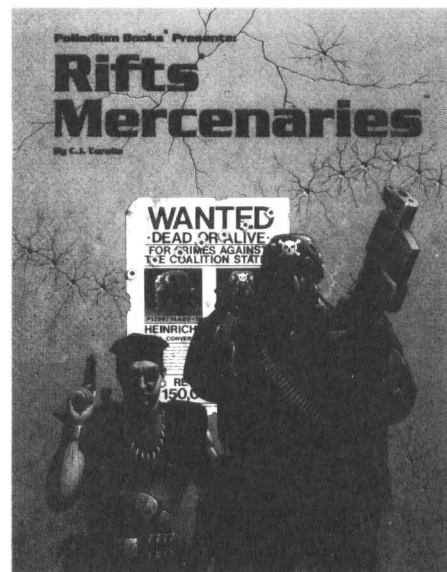
- More than 150 adventure ideas!
- Dimensional Rift creation tables.
- Tables for creating cities, towns, and organizations.
- Finding and building on ideas, and creating names.
- Tips on adventure design, running the game and more.
- Written by Siembieda, Wujcik and Coffin.
- \$21.95 – 192 pages. Cat. No. 849 – ISBN 157457-072-2



Rifts® Book of Magic – Core Book

This core book contains all the magic spells from over a dozen different types of magic disciplines from World Books #1-23, Sourcebooks 1-4 and Siege on Tolkeen 1-6! It is also a vital reference for Rifts® Chaos Earth™, Rifts® Federation of Magic, the Rifts® China books and all Rifts® titles. Don't get caught without it.

- More than 850 spells!
- Elemental, Necromancy, Spoiling Magic, Conjuring and other magicks.



Rifts® Mercenaries™

This book is filled with exciting mercenary O.C.C.s, weapons, equipment, merc organizations, information, great art and adventure ideas.

- Nine mercenary Occupational Character Classes including the Bounty Hunter, Professional Thief, Spy, Safecracker, and Smuggler.
- Rules for creating mercenary organizations.
- Hints and suggestions for playing a mercenary campaign.
- A half dozen major mercenary companies and their key officers.
- Naruni Enterprises (scum bags almost as bad as the Splugorth), Iron Heart Industries, The Manistique Imperium and more.
- Weapons, ammunition, force fields, aircraft, tanks, boats, power armor, robots & vehicles.
- Zillions of ideas and suggestions for adventures.
- Written by C.J. Carella & Kevin Siembieda.
- Still \$16.95 – 160 pages. Cat. No. 813 – ISBN 0-916211-70-3



Rifts® Conversion Book One – “Revised”

The new, updated and expanded edition for adapting and bringing characters, weapons and powers into **Rifts®** or vice versa, as well as rules clarifications, optional tables, and ideas for adventure.

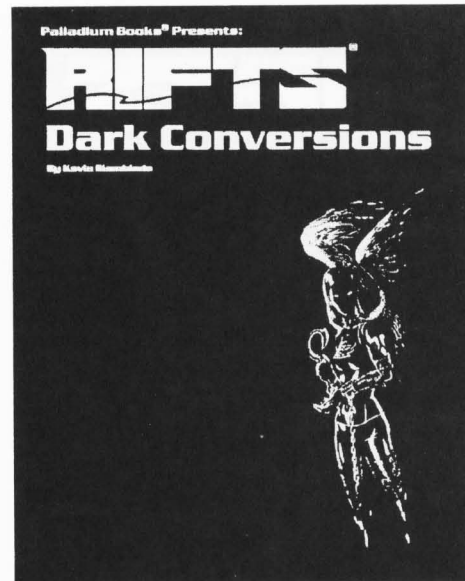
- Specific conversions for over 120 different characters.
- Rifts® stats for 75 monsters, giants, and humanoids.
- 40+ optional player races, including intelligent monsters, giants, superhumans, Wolfen, Minotaurs, Ratlings, Elves and others.
- General conversion rules of adapting other Palladium games.
- Conversion rules for the Second Editions of *Heroes Unlimited™*, *After the Bomb®* and *Palladium Fantasy RPG®*, *Ninjas & Superspies™*, and *BTST™*.
- Written by Kevin Siembieda.
- \$22.95 – 192 pages. Cat. No. 803 – ISBN 0916211-53-6

Rifts® Conversion Book Two: Pantheons of the Megaverse®

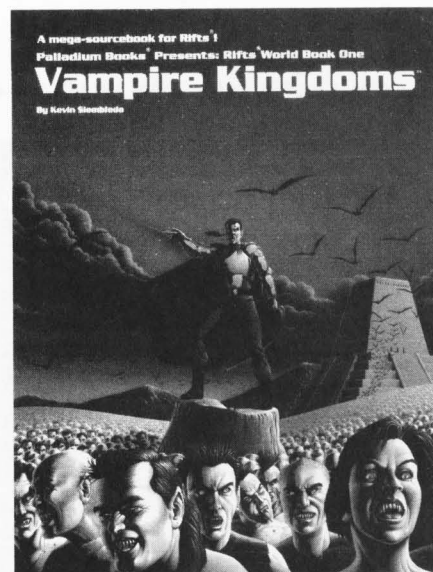
Discontinued. Sorry, but watch for the all new **Rifts® Dragons & Gods™**.

Rifts® Conversion Book Three: Dark Conversions

A Conversion Book dedicated to creatures of darkness, undead, demons, and monsters. Has conversions and specific Rifts® stats for 120+ creatures, as well as some rules clarifications, optional tables, and ideas for adventure.



- Specific conversions for more than 120 different characters.
- Alien Intelligences, Elementals, Demons and Deevils.
- Select supernatural beings from *Beyond the Supernatural™*.
- Legions of Undead from *Palladium Fantasy*.
- The Nightbane and the Nightlords and their minions from *Nightbane® RPG*.
- Written by Kevin Siembieda with others.
- \$22.95 – 192 pages. Cat. No. 852 – ISBN 157457-79-X

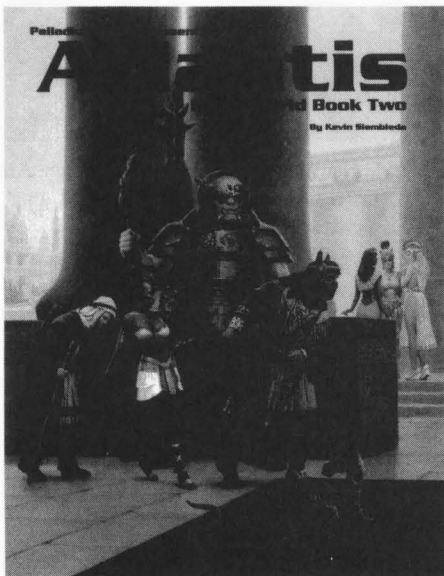


Rifts® World Book 1: The Vampire Kingdoms™

Delve into the world of vampires as you've never imagined them in your wildest nightmares! Entire cities of blood sucking fiends preying on humans and D-Bees. Some treat humans like cattle (as in a domesticated animal to be bred, fattened and eaten/drained), others enslave and abuse humans, while others are surprisingly civilized and love their submissive humans, like favorite pets.

Plus world data focusing on New Mexico, Central America, and parts of South America. More villains, monsters, animals, adventure ideas, maps of the land and major communities, ley line locations, monsters and menaces other than vampires, new weapons, and equipment.

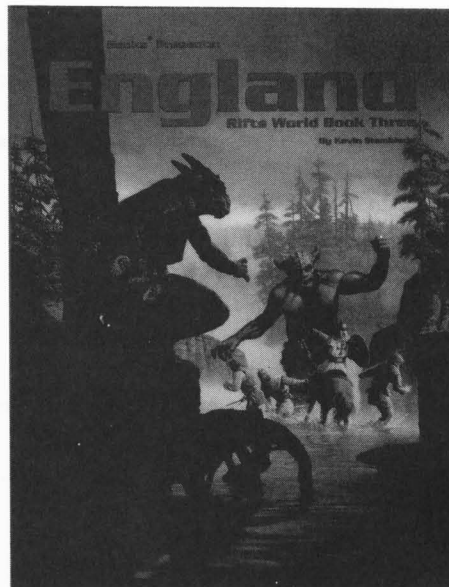
- Vampires, their kingdoms, society, hierarchy, powers and diabolical plots.
- Techno-Wizard weapons for slaying vampires.
- 12 optional Racial Character Classes.
- Traveling shows, carnivals and freak shows.
- The famous Reid's Rangers. Protectors of the people ... or are they?
- Mayan gods, demons, werebeasts, dragon slayers, and other monsters & D-Bees.
- Central America mapped and detailed. Adventure ideas, villains and more.
- Written by Kevin Siembieda. Illustrated by Truman and Long.
- Still \$16.95 – 176 pages. Cat. No. 802 – ISBN 0-916211-52-5



Rifts® World Book 2: Atlantis

Rifts® Atlantis is an alien civilization transplanted to Earth. It is a multi-dimensional kingdom inhabited by monstrous aliens dominated by the Splugorth. Ley lines are tapped by giant, mystic pyramids. Anything and anybody can be bought or sold at the Dimensional Market at Splynn, while the city of Dragcona serves as a haven for dragons and supernatural beings. Located in the southern mountains is the Gargoyle Kingdom and to the north is the Valley of Wonders. Alien creatures lay claim to the land and others are sold at the trans-dimensional slave markets.

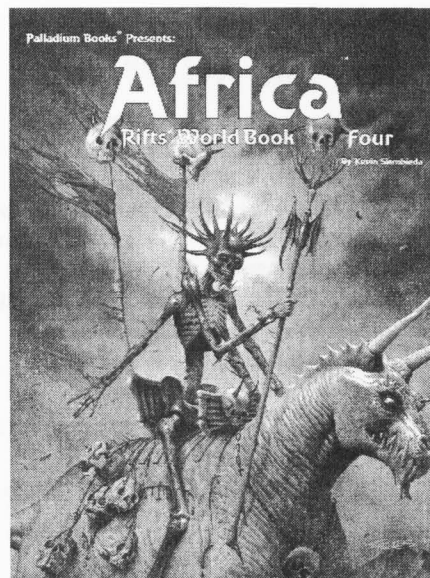
- Over 20 optional player characters, including Tattooed Men, True Atlanteans, Undead Slayers, Sunaj Assassins, Stone Masters, aliens, and others.
- Stone Magic: The manipulation of rock, drawing power from gems, and the wonders of pyramid technology.
- Tattoo Magic that enables T-Men to bring their tattoos to life, creating mystic weapons, animals and monsters.
- Bio-Wizardry: the magic of the Splugorth incorporating living organisms for transmutation, augmentation and the creation of magic weapons and devices.
- Rune Magic, general types of weapons, a dozen specific rune items and other magic weapons, statues, gems, and creations of all kinds.
- Complete stats on the Splugorth and their many minions.
- Atlantis, briefly described, The City of Dragons, Ley Line Storms and more.
- Cover by Keith Parkinson.
- Still \$16.95 – 160 pages. Written by Kevin Siembieda.
- Cat. No. 804 – ISBN 0-916211-54-1



Rifts® World Book 3: England

Rifts® England seethes with mystic energy from hundreds of ley lines and nexus points, transforming the British Isles into a land of enchantment and home to the legendary Millennium Tree, Brain Trees, ancient gods, Temporal Raiders and Wizards, Woodland Druids, Dryads, Blood Druids, Nexus Knights, Ghost Knights, Stonehenge and more.

- Temporal magic, with 25 new spells and three related O.C.C.s.
- Herb magic with magic teas, potions, wands, staves, poisons & Herbalist.
- 21 New O.C.C.s, the Chiang-Ku dragon & Temporal Wizard.
- The Millennium Tree, intelligent, benevolent and magical.
- New Camelot, a place of bright hope and dark magic.
- Monsters and villains. Cover by Keith Parkinson.
- Still \$16.95 – 152 pages. Written by Kevin Siembieda.
- Cat. No. 807 – ISBN 0-916211-57-6



Rifts® World Book 4: Africa

Rifts® Africa outlines key types of magic, places, people, customs, and societies of Rifts Africa. Plus the demonic Four Horsemen of the Apocalypse threaten to destroy all life on Earth. Once life has been

obliterated on Earth, the monsters will use the dimensional Rifts to carry their destruction throughout the Megaverse®. If they can be defeated one at a time, the Earth and the entire Megaverse *may* be spared. Failure means oblivion for all.

- **The Four Horsemen of The Apocalypse!** Four of the most powerful monsters ever.
- **Nine new O.C.C.s and R.C.C.s.**
- **Mind Bleeder R.C.C. and its psionic powers!**
- **Necromancy and the Necromancer O.C.C.**
- **Character stats for *Erin Tarn* and *Victor Lazlo*.**
- **The return of Egyptian Gods and their minions.**
- **New weapons, vehicles, and magic.**
- **The Phoenix Empire, ruled and inhabited by monsters.**
- **Africa mapped and outlined.**
- **Still \$16.95 – 160 pages. Written by Kevin Siembieda.**
- **Cat. No. 808 – ISBN 0-916211-58-4**



Rifts® World Book 5: Triax™ & The NGR™

A spectacular 224 page book of robots, power armor, weapons and the creations of Triax™ and the New German Republic (NGR); the most powerful *human* kingdom on Earth.

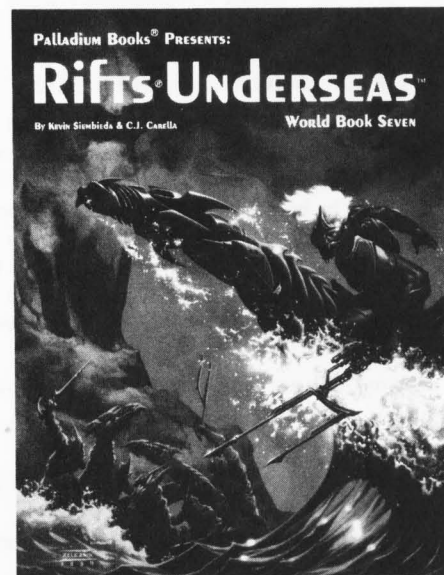
- **Over 60 high-tech Triax™ creations: body armor, power armor, giant robots, cyborgs, androids, combat vehicles, tanks, fighter jets, weapons and equipment.**
- **Over 20 new Occupational Character Classes including NGR soldiers, the Euro-Juicer, gypsies, and gargoyles.**
- **The Gargoyle Empire, with their own giant robots, armor, and weapons.**
- **The New German Republic, its history, allies and enemies.**
- **Written by Kevin Siembieda. Art by Kevin Long.**
- **\$21.95 – 224 pages. Cat. No. 810 – ISBN 0-916211-60-6**

Rifts® World Book 6: South America One

Explore the jungles of **South America** and discover the secrets of Biomancy, living power armor, anti-monster cyborgs, bio-modified female super-warriors, reptilian D-Bees, pincer warriors, voodoo priests, and dark conspiracies. Plus, pirates, insectoid D-Bees, dragons, new weapons and equipment, magic, adventure and more!



- **Over 20 new O.C.C.s and R.C.C.s including the Amazon warrior, Monster Hunter, Lizard Men, Flying Tigers, Felinoids, minions of Inix, pirates, warriors & more.**
- **Biomancer O.C.C., bio-weaponry, and Biomancy magic.**
- **Voodoo magic, priests, spirits and characters.**
- **New Kittani weapons, high tech and magic weapons and equipment.**
- **World information includes legendary El Dorado, Pyramid City, The Land of the Lizard Men, The Splugorth of Atlantis, The Pirate Kingdom, vampire wars, slavers, D-Bees and monsters.**
- **Still \$16.95 – 168 pages. Written by C.J. Carella.**
- **Cat. No. 814 – ISBN 0-916211-71-1**

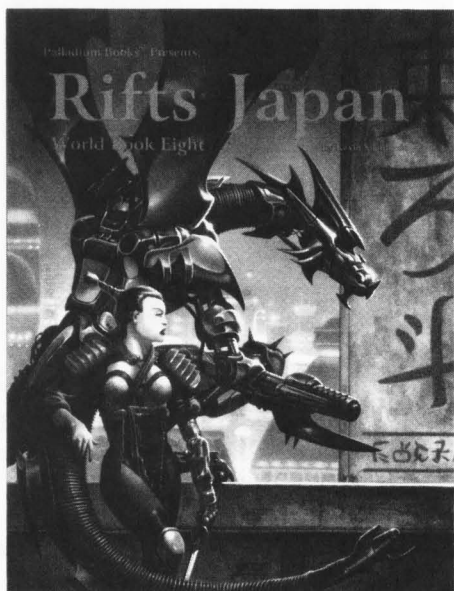


Rifts® World Book 7: Rifts Underseas™

Rifts® Underseas is a fabulous world as unique and expansive as any *Rifts® Dimension Book™*! Gamers may be surprised at the scope of characters, abilities and adventure available to them, both undersea and on dry land.

- **10 O.C.C.s including Marines, Ocean Wizards, Sea Druid, & Sea Inquisitor.**
- **20 R.C.C.s including the Whale Singer, Sea Titan, Amphib, Dolphins, Horune Pirates, and others.**
- **Over 40 Ocean Magic spells, 20 Whale Songs, plus Dolphin Magic.**

- Underwater bionics, power armor and weaponry.
- Submarines, submersible aircraft carriers, mini-sub, aircraft, robots and more.
- Tritonia, the New Navy, and other kingdoms, each with its unique history, technology, and O.C.C.s.
- The Lord of the Deep and his terrible minions.
- More on Triax™, Atlantis and other places.
- Gene-Splicer™ creations, ley line mutants, Dead Pools, and an entire world of adventure as strange and wondrous as any alien world.
- Still \$20.95 – 216 pages. Written by Siembieda & Carella.
- Cat. No. 815 – ISBN 0-916211-72-X



Rifts® World Book 8: Rifts Japan

Four pre-Rifts cities suddenly materialize from a pocket dimension. For them, three days have passed since the Great Cataclysm began, for the rest of humankind its has been 300 years. Pre-Rifts Glitter Boys, people, and technology clash with anti-technology traditionalists, magic, and Oni demons! Traditional O.C.C.s like the Samurai, Mystic Ninja, Yamabushi priest and warrior monks, blend with high tech marvels like the Dragon-Borg, Ninja Juicer, and Cyberoid.

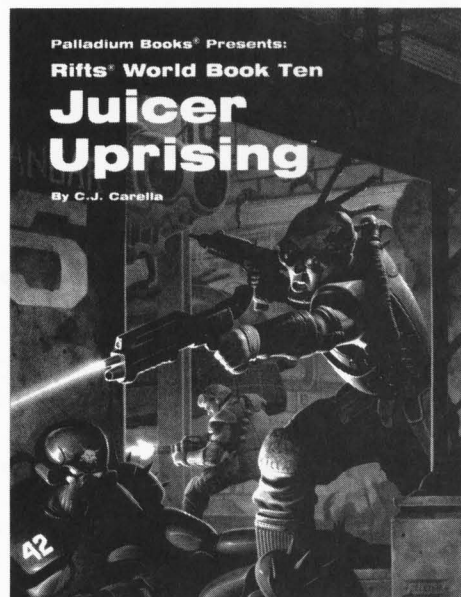
- Dragon Cyborgs and new bionics and implants
- Japanese dragons, demons, monsters and magic.
- Japanese body armor, robots, power armor and weapons.
- Over 20 character classes including Demon Queller, Samurai, Mystic Ninja, Juicer Ninja, Glitter Force Trooper, Tengu Birdmen, and others.
- Mysticism and martial arts. The “living” samurai sword, and more.
- World information about Japan and surrounding areas. Lots of insight and info about the high-tech Republic of Japan, the anti-technologists of the New Empire, the evil Otomo Shogunate, the monster ridden Zone and more.
- Written by Kevin Siembieda with Pat Nowak.
- \$21.95 – 216 pages. Cat. No. 818 – ISBN 0916211-88-6

Rifts® World Book 9: South America Two™

Rifts South America is a hotbed of intrigue and conflict. There are the mysteries of the Nazca Lines (a magic, alien defense system), the

return of ancient gods, alien invaders, mutants, Inca undead, trans-dimensional raiders, and more. Tons of great new character classes, magic, weapons, armor and equipment.

- Over 30 new O.C.C.s and R.C.C.s.
- The Nazca line maker and line drawing magic.
- Larhold magic of the Blue Flame.
- The return of the Inca Empire led by the return of the Inca gods.
- The Silver River Republic, conspiracies and war.
- Written by C.J. Carella. Cover by Brom.
- Still \$20.95 – 192 pages. Cat. No. 819 – ISBN 0916211-89-4



Rifts® World Book 10: Juicer Uprising™

A Coalition plot fools a number of innocent people into undergoing Juicer augmentation. When the *lies* are revealed, a Juicer army rises up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the countryside. Action packed adventure and source material.

- 15 new types of Juicer O.C.C.s, including the Hyperion speed-demon, the giant Titan with his supernatural strength, the mysterious Mega-Juicer, the Dragon Juicer (dependent on the blood of dragons to sustain his powers) and others.
- The Juicer O.C.C., developed and expanded; the motivations behind these suicidal warriors, and the process and effects of being “juiced” completely described.
- The Prometheus Treatment: Immortality for the Juicers or a Coalition lie?
- More world information, Newtown, Fort El Dorado & hints of things to come.
- \$17.95 – 160 pages. Written by C.J. Carella with Siembieda.
- Cat. 820 – ISBN 0-916211-92-4

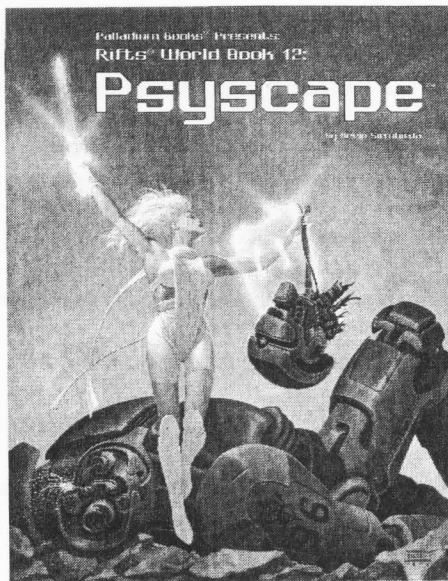
Rifts® World Book 11: Coalition War Machine

This is “the” guide to Coalition military vehicles, power armor, weapons, and equipment. Emperor Prosek launches a surprise military campaign of conquest and genocide, starting the Siege on Tolkeen, the (short-lived) war on Free Quebec and unveiling a new high tech army.

- CS power armor and robots like the SAMAS, Super SAMAS, Hellraiser, Hellfire, Glitter Boy Killer, Terror Trooper and others.



- Tanks, APCs, the Spider Scout Walker, hover cars, rocket bikes, mobile fortress, aircraft, & more.
- Skelebots, Dead Boy armor, weapons & equipment.
- More than a dozen CS military O.C.C.s including CS Cyborg, CS Juicer, Ranger, Ace, Special Forces, Robot pilots & more.
- The ISS, Psi-Net, and NTSET city protectors & Police.
- CS military activity, troop movement, build-ups and invasion plans.
- The Coalition's military bases, structure, ranks, key leaders, etc.
- World information and maps about the Coalition States and North America.
- Still \$20.95 – 224 pages. Written by Kevin Siembieda.
- Cat. No. 821 – ISBN 0916211-93-2

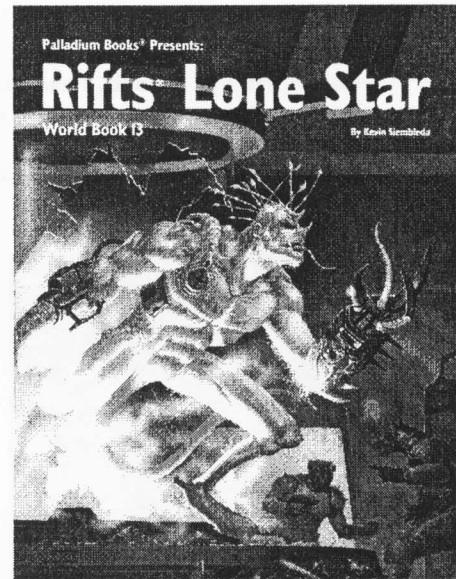


Rifts® World Book 12: Psyscape™

Fabled Psyscape™, the stuff of myths and legends revealed at last! The history, power and key figures of this mysterious realm.

- 11 New psychic O.C.C.s like the Psi-Ghost, Psi-Nullifier, Psi-Slayer, Zapper & others.
- 20 new monsters, some psychic, many just evil.
- Cybernetic psi-implants and side effects.
- Notable factions, villains, and heroes.

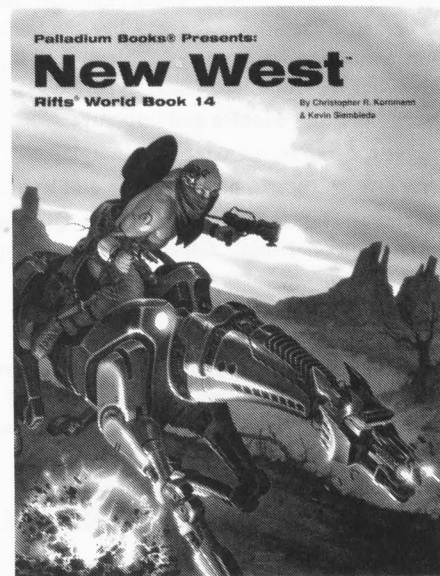
- The danger of Nyla Harvester of Souls.
- Psyscape, D-Bees, aliens, dark secrets and world information.
- Written by Kevin Siembieda. Cover by John Zeleznik.
- Still \$16.95 – 160 pages. Cat. No. 822 – ISBN 0-916211-94-0



Rifts® World Book 13: Lone Star

Birthplace of the Dog Boys and scene of forbidden and horrific experiments on human and mutant animals. Background on the Lone Star Complex and the mad man who runs it.

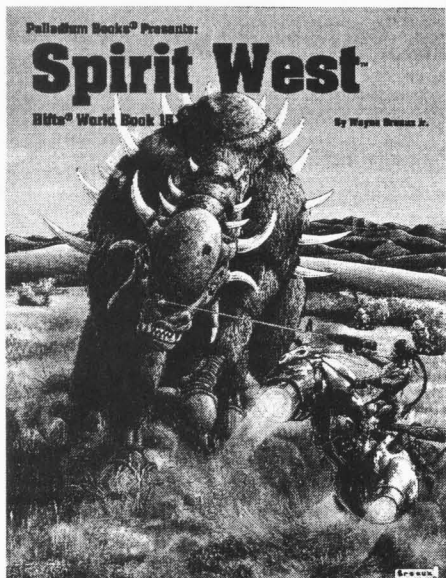
- 20 new R.C.C.s, six of them Dog Boys.
- History and background on Dog Boys and runaway mutants.
- History and background on the Lone Star Complex.
- Combat hover cycles and misc. equipment.
- Cybernetic psi-implants and side effects.
- The Pecos Empire, bandits and cutthroats.
- Written by Kevin Siembieda. Cover by John Zeleznik.
- Still \$16.95 – 176 pages. Cat. No. 825 – ISBN 157457-000-5



Rifts® World Book 14: New West™

At last, the Western Wilderness. Called the New West, it is a no man's zone filled with bandits, Simvan Monster Riders, dinosaurs, monsters, intrigue and danger.

- 17 new O.C.C.s, including the Cowboy, Gunslinger, Psi-Slinger, CyberSlinger, Bounty Hunter, and Justice Ranger.
- 9 R.C.C.s and 25 monsters of the New West.
- The history of Wilk's Inc. and a new array of weapons.
- Bandito Arms, the western arm of the Black Market.
- New body armor, robot vehicles and weapons.
- Techno-Wizard items, weapons and vehicles.
- Cloud Magic and the Golden Ones.
- The Colorado Baronies: Kings of Techno-Wizardry.
- "The Law" – or what passes for it.
- Overview of the New West™, maps & world information.
- Written by Kevin Siembieda & Chris Kornmann.
- Still \$20.95 – 224 pages. Cat. No. 826 – ISBN 1-57457-001-3



Rifts® World Book 15: Spirit West™

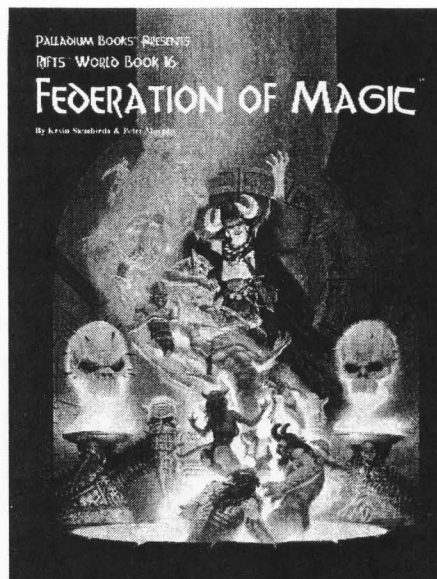
An in-depth look at the *new* American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-Bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West.

- 11 new O.C.C.s, including several different Shamans, Totem Warrior and others.
- New magic spells and powers.
- Fetish magic — powerful magic items.
- Kachina Dolls and the cult behind them.
- Animal Totems that help shape and empower characters.
- Ancient Indian Spirits and Gods.
- Indian history, culture and beliefs in the New West.
- Notable Indian nations, places, maps and world information.
- A Wonderful exploration of another culture.
- Written by Wayne Breaux Jr. with Kevin Siembieda.
- Still \$20.95 – 208 pages. Cat. No. 827 – ISBN 1-57457-002-1

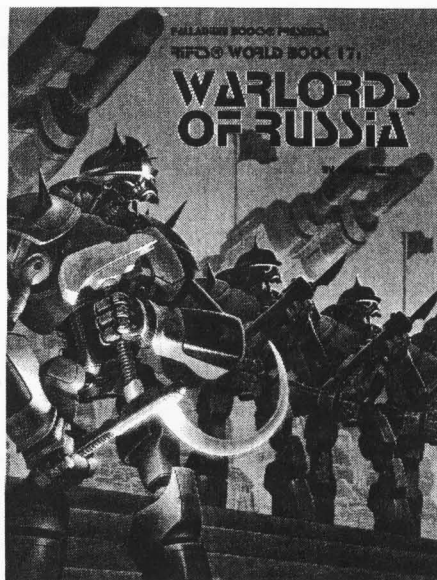
Rifts® World Book 16: Federation of Magic™ Revised

Rifts® Federation of Magic™ delves into the legendary Magic Zone and explores the many factions, faces and magicks of the Federation of Magic.

- 34 pages of brand *new* source material on the city of Dweomer.
- Plus the all the popular original material, of which highlights include:



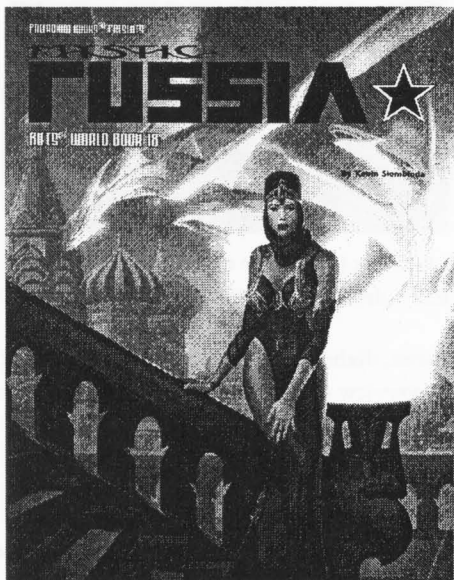
- Eight magic O.C.C.s (character classes).
- Techno-Wizard devices, vehicles and Federation of Magic Automotons.
- Alistair Dunscon, diabolical leader of the Federation of Magic.
- History and overview of the Federation of Magic, notable places and people.
- The movers and shakers of the Federation of Magic, both good and evil.
- Key figures in the Federation.
- The Federation's plans to destroy the CS, maps & world information.
- Written by Siembieda & Murphy. Cover by Keith Parkinson.
- \$17.95 – 160 pages (34 new). Cat. No. 829 – ISBN 1-57457-005-6



Rifts® World Book 17: Warlords of Russia™

Rifts Russia is a savage wilderness infested by demons and other supernatural horrors. From the chaos, the Warlords have risen as Russia's self-proclaimed saviors, but they are also its conquerors and tyrants who use fear, force and hordes of monstrous cyborgs to dominate the land. This book focuses on the people and Warlords of Russia, their goals, armies, weapons and technology.

- The Warlords of Russia, their armies, politics, plans and enemies (which includes other Warlords).
- The Sovietski and its history.
- Cyborgs like you've never seen 'em.
- Over 20 O.C.C.s.
- Weapons, bionics and vehicles.
- Hostile territories & monstrous enemies.
- World information & adventure ideas.
- Written by Siembieda & Krueger.
- Still \$20.95 – 224 pages. Cat. No. 832 – ISBN 157457-010-2



Rifts® World Book 18: Mystic Russia™

This book is rich in monsters and magic based on Russian mythology and superstition. Rifts Russia is a land unlike anywhere else. The wilderness abounds with mischievous spirits, shape changers and demons. Several unique types of magic are also found in Russia (including a comprehensive look at Necromancy). Plus more on the Sovietski, the country and the people.

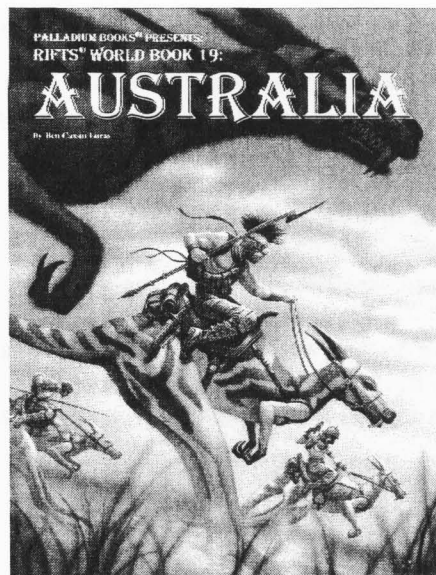
- Magic galore! Over 100 new spells.
- Nature and Spoiling Magic.
- Living Fire Magic.
- Bone Magic & Necromancy.
- Russian Gypsies and their secrets.
- 28 Russian demons & spirits.
- Sovietski tanks & war machines.
- More world information & adventure ideas.
- Written by Kevin Siembieda.
- Still \$16.95 – 176 pages. Cat. No. 833 – ISBN 157457-011-0

Rifts® World Book 19: Australia

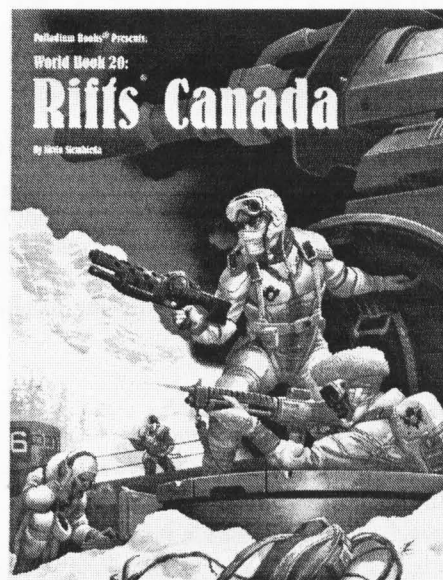
The Land Down Under has been ravaged by the Great Cataclysm and madness even more than most places. Humankind survives as *Outbackers* (low-tech survivalists and scavengers) and the *City-Goers* (the few who live amongst technological splendor after turning their backs on the rest of humanity). Both are hard-hearted, paranoid, & cruel. Both may become the equivalents of the Coalition States Down Under.

Rifts Australia is a savage and alien land reshaped by the Coming of the Rifts and the brutality of survival. A land inhabited by strange creatures and forces of magic.

- The Tech-Cities Melbourne & Perth.



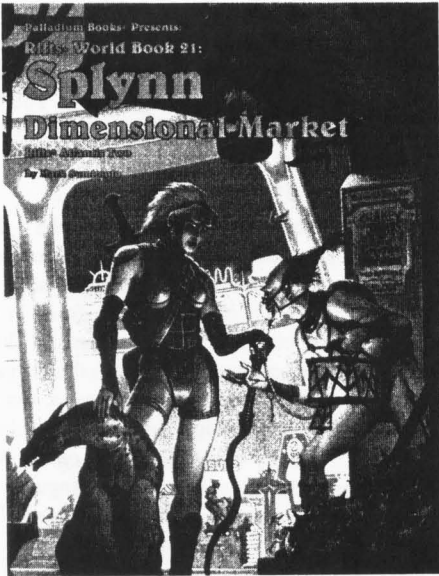
- Rules for creating Outback towns.
- Over 20 O.C.C.s like the Roadganger, Jackaroo, Bushranger & Road Sentinel.
- Mystic O.C.C.s include the Sham-Man & Songjuicer.
- Mutants, monsters, and Dreamtime menaces.
- New weapons and technology.
- World information and adventure ideas.
- Still \$20.95 – 224 pages. Written by Lucas & Siembieda.
- Cat. No. 834 – ISBN 157457-018-8



Rifts® World Book 20: Rifts® Canada

An in-depth overview of Canada, its population centers, great cities, ruins, wilderness and supernatural horrors.

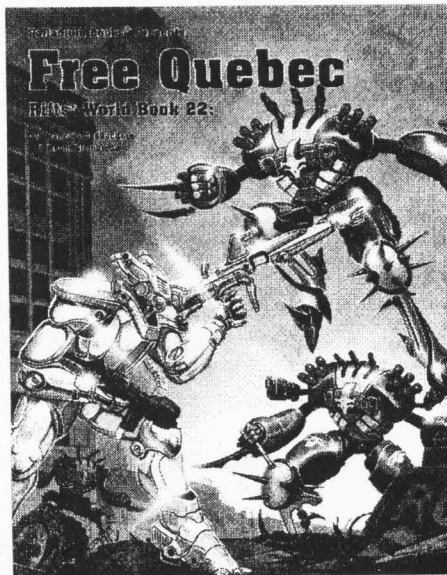
- Rules for surviving a cold wilderness environment.
- Notable towns and independent kingdoms.
- Headhunter O.C.C. redefined (5 different types).
- Tundra Rangers and their weapons and vehicles.
- Over two dozen monsters and D-Bees.
- Inuit Shaman, spirits, magic and Techno-Wizard items.
- Tons of world information, adventure ideas & more.
- Still \$20.95 – 192 pages. Cat. No. 835 – ISBN 157457-025-0



Rifts® World Book 21: Splynn Dimensional Market™

Atlantis Book Two takes us to the legendary **Splynn Dimensional Market**. A place where it is said that one can purchase *anything*, including forbidden magic, alien technology and humanoid slaves. Anything goes and one must fend for one's self. The only laws are those governing commerce, and life and death.

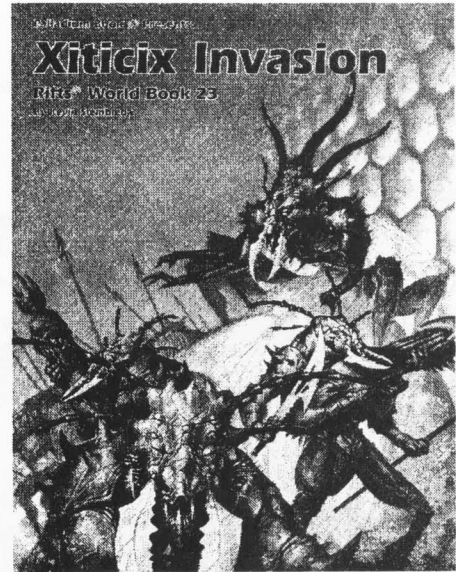
- The Splynn Market's history, laws, and description in detail.
- More than two dozen places of interest and key figures.
- New magic, magic items, rune weapons and Faerie Weapons.
- New Bio-Wizard organisms, Symbiotes and devices.
- 15 new monsters and aliens.
- Many avenues of adventure and intrigue.
- Written by Sumimoto & Siembieda.
- Wrap-around cover by Zeleznik.
- Still \$20.95 – 192 pages. Cat. No. 836 – ISBN 157457-027-7



Rifts® World Book 22: Free Quebec™

The Coalition War between Free Quebec and the Coalition States. Though the war becomes short-lived and the CS turns all of its attention on wiping out Tolkeen, this book presents all of Free Quebec's defenses, secrets and war machines.

- Quebec's Glitter Boy Legions & six new types of GBs.
- Cyborg Shock Troopers and the GB Side Kick.
- The Quebec Army and Navy, its weapons and vehicles.
- Violator SAMAS, Cyborg Shock troopers, Sea Dragon & more.
- Old Bones, a place for rumors and spying.
- Key people, history and world information.
- Written by DesRochers & Siembieda.
- Still \$20.95 – 192 pages. Cat. No. 837 — ISBN 157457-030-7



Rifts® World Book 23: Xiticix Invasion™

Peter Murphy and Kevin Siembieda (the team behind *Rifts® Federation of Magic*) delve into the frightening and alien world of the insect-like humanoids known as the Xiticix.

- New varieties of Xiticix.
- Xiticix magic and psionics.
- Xiticix weapons and technology.
- The Xiticix's domains in North America.
- A look inside the hive network.
- New O.C.C.s and R.C.C.s.
- Still \$16.95 – 160 pages. Cat. No. 838 – ISBN 157457-031-5

Rifts® World Book 24: China One

When we sat down to plot the book, we quickly realized that we could never squeeze it into one volume, so we're releasing **Rifts® China One** and **Rifts® China Two**, back to back only one month apart – November and December.

Rifts® China, Book One presents the Hell on Earth setting, monsters, demons, villains and more. That says it all.

- The Yama Kings bring Hell on Earth, making China one of the weirdest places on the planet.
- The Yama Kings' Minions: Demon Legions and armies of human warriors and assassins.
- Weapons of magic and evil.
- The setting, conflicts and key people and locations.
- Written by: Kevin Siembieda and Wayne Smith.
- \$17.95 – 160 pages. Cat. No. 857 – November 2003 release.

Rifts® World Book 25: China Two

Rifts® China, Book Two presents the character classes, powers, abilities, magic, good guys and champions (not to mention the Celestial Court working behind the scenes). 'Nuff said.

- The Celestial Court.
- Martial Artist character classes – Rifts® style! Count on it!
- Oriental Mystic powers, Oriental Magic Tattoos and more!!
- Secret Monasteries where the Demon Quellers and other champions are born.
- More background and setting for Rifts China.
- Written by: Kevin Siembieda and Wayne Smith.
- \$17.95 – 160 pages. Cat. No. 858 – December 2003 release.

Palladium Books® Presents:

RIFTS
Adventure Sourcebook
By Kevin Siembieda



Chi-Town 'B
Forbidden Knowledge



Rifts® Adventure Sourcebook Series

A series of 48-64 page books placed in a particular setting or focusing on a particular group, people, or O.C.C. in a specific environment. Each presents an adventure setting and ideas and fodder on which to build your own adventures. Plus Non-Player Characters, villains, gizmos and other source material upon which the Game Master can expand. At the same time, these books provide more information on organizations and people like the Vanguard, spies, Retributionists, The Republicans, Archie-3, the Cyber-Knights, Erin Tam and others, as well as places like the Chi-Town 'Burbs, the Black Vault, and the Federation of Magic.

The idea is to provide Rifts® fans hungry for more world and adventure information with more frequently released books that focus on details and specific people and places.

All are written by *Kevin Siembieda* with a little help from his friends.

- **Rifts® Adventure Sourcebook: Chi-Town 'Burbs – Forbidden Knowledge.** Overview and history of the Chi-Town 'Burbs. Key people places in the 'Burb of Firetown, with maps, stats, rumors and plenty of adventure hooks.

\$8.95 – 48 pages. Cat. No. 853 – ISBN 157457-082-X

- **Rifts® Adventure Sourcebook: Chi-Town 'Burbs – Firetown & the Tolkeen Crisis.** Retribution Squads are out for blood, magic and forbidden books are flooding in from the fallen Kingdom of Tolkeen and trouble seems to be brewing in every corner. Revenge Squad Ragnarok, and more of Firetown described and mapped, with a ton of adventure hooks and rumors.

\$10.95 – 64 pages. Cat. No. 854 – ISBN 157457-085-4

- **Rifts® Adventure Sourcebook: Chi-Town 'Burbs – The Black Vault.** Learn about the mysterious Black Vault where the Coalition States lock away forbidden and dangerous magic items. The history of the Black Vault, its defenses and protectors, CS Anti-Magic Recovery Squads and 101 new magic items!

\$8.95 – 48 pages. Cat. No. 855 – ISBN 157457-086-2

- **Rifts® Adventure Sourcebook: Chi-Town 'Burbs – The Vanguard.** Practitioners of magic loyal to Chi-Town, Emperor Prosek and the Coalition States and who have formed an ultra-secret society to preserve them all and strike down their enemies. They do so in secret, as wolves in sheep's clothing, quietly undermining agents of the Federation of Magic and other CS hate groups. Learn about their organization, goals, current operations and how they continue to serve the CS, even though they are hunted as dangerous fugitives by the CS themselves. Six new Vanguard O.C.C.s, history and background on the Vanguard, their methods of operation, adventure ideas and Vanguard agendas. Vanguard as optional player characters plus the Firetown 'Burb Part Three.

\$8.95 – 48 pages. Cat. No. 856 – ISBN 157457-091-9

Rifts® Bionics Sourcebook

A compendium of new and old information on the *cybernetics* and *bionics* of Rifts Earth, all collected and gathered in one useful book.

- The Cyborg O.C.C. redefined – Four main types: Partial 'Borg, Full Conversion 'Borg, Cyber-Humanoid, and Mining 'Borg, as well as notes on Slave Borgs.
- Six City Rat O.C.C.s and the Cyber-Snatcher Villain NPC fleshed out.
- New cybernetic and bionic weapons, disguises and augmentation.
- Over 160 cybernetic systems: weapons, sensors, implants, etc.
- Over 120 bionic systems: Weapons, tools, sensors, armor and more.
- New – Cosmetic cybernetics and foreign cybernetics.
- More on the Cyber-Doc and Black Market cybernetics.
- Background data, optional tables, making repairs and more.
- Written by Kevin Siembieda.
- \$13.95 – 112 pages. Cat. No. 850 – ISBN 157457-075-7

Rifts® Sourcebook One

Out of print and discontinued.

Rifts® Sourcebook Two:

The Mechanoids®

Archie 3 and Hagan have inadvertently unleashed **The Mechanoids®** into the world. Creatures with one driving goal: To destroy all humanoid life! This book has it all. Source material, the Mechanoids, new equipment, monsters and adventure. Written by Kevin Siembieda.

\$12.95 – 120 pages. Cat. No. 805 – ISBN 0916211-55-X

Rifts® Sourcebook Three: Mindwerks™

Mindwerks™ is a companion to **Triax & The NGR™** with the techno-horrors of the **Mindwerks Corporation** and its insane mastermind, the Angel of Death. More on the NGR, Gargoyle and Brodkiil Empires, robots and equipment, plus the Gene-Splicers, a dozen D-Bee races (optional player characters), an evil Millennium Tree and mind altering cybernetic implants that provide incredible psionic and other

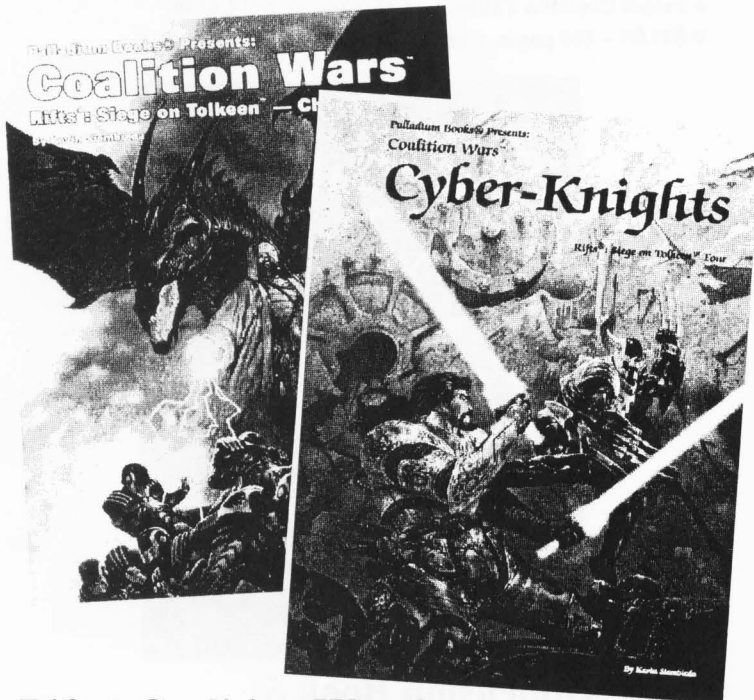
abilities. 14 O.C.C.s and R.C.C.s including the Lycanmorph, Null Psyborg, Psi-Bloodhound, Ecto-Traveller, and others. Mindwerks bots, cyborgs, weapons & equipment. Mindwerks M.O.M. conversions, Cra-zies and insanity. Written by Kevin Siembieda.

\$12.95 – 112 pages. Cat. No. 812 – ISBN 0-916211-69-X

Rifts® Sourcebook Four: Coalition Navy™

An in-depth look at the burgeoning power of the Coalition Navy, its robots, subs, ships, weapons, troops and organization. Navy O.C.C.s, ranks and objectives, Sea SAMAS, Trident power armor, Sea-Spider Walker, Navy body armor and other equipment, CS warships, submarines, patrol boats, and water sleds and more. Written by Patrick Nowak with Kevin Siembieda.

\$12.95 – 128 pages. Cat. No. 828 – ISBN 1-57457-003-X



Rifts® Coalition Wars®: Siege on Tolkeen™

A six part series plus **Rifts® Aftermath**. If you are looking for an epic battle of magic vs technology – sorcery vs the Coalition States – then this is the series you've been looking for. All are written by *Kevin Siembieda* with a little help from his friends.

- **Coalition Wars® One: Sedition.** The groundwork for the war is laid out. An overview of Tolkeen, its resources, special magic artifacts, Iron Juggernauts, TW weapons and vehicles, Monster Squads, Coalition and Tolkeen war plans, key locations, maps and some history of Tolkeen and the animosity between the kingdom and the CS.

\$16.95 – 160 pages. Cat. No. 839 – ISBN 157457-045-5

- **Coalition Wars® Two: Coalition Overkill.** The war escalates as the Coalition Army draws first blood and engages in wholesale slaughter and genocide. More than 60 villains and NPCs. The role of bounty hunters and mercenaries, Tolkeen's strategies and tactics, the Coalition's campaign of revenge. The introduction of the *Daemonix* and *General Drogue*, plus the Asher's Revenge adventure and several Hook, Line and Sinker adventures.

\$12.95 – 112 pages. Cat. No. 840 – ISBN 157457-046-3

- **Coalition Wars® Three: Sorcerers' Revenge.** Tolkeen's surprise blitzkrieg routs the CS and sends the mighty Coalition army in re-

treat. Iron Juggernauts of the air and water, Shadow Dragons, Auto-G's, Devilmen, Larmac and a dozen other D-Bees, 25 NPC Tolkeen warriors, adventure generation tables and more.

\$12.95 – 112 pages. Cat. No. 841 – ISBN 157457-050-1

- **Coalition Wars® Four: Cyber-Knights.** The most comprehensive look at the Cyber-Knights, ever! Lord Coake, leader of the Knights, and other key heroes. Code of Chivalry, rules of conduct, Cyber-Knight factions, the Cyber-Knights' role at Tolkeen. Plus, Fallen Knights, adventure outlines and more.

\$12.95 – 112 pages. Cat. No. 842 – ISBN 157457-051-X

- **Coalition Wars® Five: Shadows of Evil.** The Coalition Military is back with a vengeance. Key Tolkeen strongholds like the Barrrens, Mad Town, BlueLine and others are under siege. Random encounters, notorious bands of heroes, villains and madmen. Maps, diagrams, adventure ideas and the fate of *CS General Jericho Holmes*.

\$12.95 – 112 pages. Cat. No. 843 – ISBN 157457-052-8

- **Coalition Wars® Six: Final Siege.** The City of Tolkeen in its final days mapped and described. Freehold, the city of dragons, described. King Creed, the Council of Twelve, top Warlords, Dragon Kings, and 40 NPCs in all. Plus secret weapons, the Wing-Blade and Millepede Iron Juggernauts, weird beasts of war, and the fall of Tolkeen.

\$20.95 – 224 pages. Cat. No. 844 – ISBN 157457-053-6

- **Rifts® Aftermath.** An expansive overview of North America *after* the fall of Tolkeen. How things have changed, the fate of Tolkeen's refugees, Cloud Castles, the appearance of Retribution Squads and freedom fighters, Larsen's Brigade, Julian the First, the rescue by Cyber-Knights, and what else is happening around the *world*. Includes updates on Lazlo, the Federation of Magic, the Splugorth of Atlantis, Nxlx the Harvester of Souls, Triax & the NGR, Australia, the moon and scores of other places worldwide.

\$21.95 – 208 pages. Cat. No. 846 – ISBN 157457-068-4

Mutants in Orbit™

For Rifts® & After the Bomb®

Rifts® Space: The startling answers to the question of what lays within Earth's orbit, on the moon and Mars. A.R.C.H.I.E. Seven, the Cyberworks Corporation, CAN Republic, Virtual Reality defense system, three new Glitter Boys, The Steel Dragon, robots, killer satellites, mutants, monsters and more! Designed for both **Rifts®** and **After the Bomb®**, with a full 60 pages devoted to Rifts®. Written by Kevin Siembieda and James Wallis. Keith Parkinson Cover. This book is packed with surprises and cool tidbits.

Still only \$11.95 – 120 pages. Cat. No. 514 – ISBN 0-916211-48-7

Rifts® Dimension Book One: Wormwood

Wormwood™ is a weird, decadent, and violent world ruled by demonic creatures and evil clergy who control powerful kingdoms of monsters and enslave humans. The demonic destroyers command the *Crawling Towers* and *Life Force Cauldrons* to do their bidding. One of countless alien worlds linked to Rifts Earth by the many dimensional gateways of the ley lines.

- **17 new Occupational Character Classes & R.C.C.s including the Apok, Holy Terror, Worm Speaker, Symbiotic Warrior, Knights of the Temple, Priest and others.**

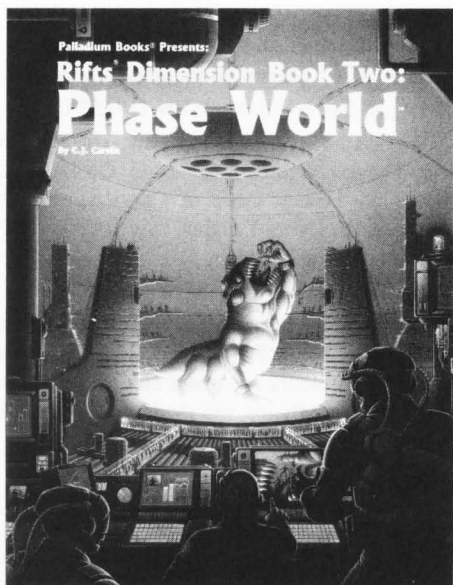
- **Over 30 horrific monsters, villains and characters.**

- **Symbiotic magic, slime, Crystal magic, and mystic weapons.**

- **A 20 page comic strip by Tim Truman & Flint Henry!**

- **Written by Siembieda. Based on concepts and characters created by Timothy Truman and Flint Henry. Art by Truman, Henry.**

- **Still \$16.95 – 160 pages. Cat. No. 809 – ISBN 0-916211-59-2**



Rifts® Dimension Book 2: *Phase World*®

Phase World™ is an incredible trans-dimensional city that is also a space port located at the edge of Three Galaxies. This means that visitors come not only from other dimensions but from the neighboring galaxies as well. Consequently, Phase World is one of the more unique ports in the Palladium Megaverse. Engage in cosmic adventure, space exploration, smuggling, bounty hunting and more.

- The people, empires and technology of the Three Galaxies.
- Techno-Wizard spaceships, power armor and weapons.
- Phase technology and space ships, robots, weapons and equipment; Cosmo Knights, Kreeghor and Prometheans.
- Over 30 new O.C.C.s and R.C.C.s.
- More on the Naruni and Splugorth.
- Written by C.J. Carella.
- \$19.95 – 208 pages. Cat. No. 816 – ISBN 0-916211-73-8

Rifts® Dimension Book 3: *Phase World*® Sourcebook

The exciting companion book to **Phase World®**, with more alien races, weapons, armor, space ships and adventure. Plus more about the Kreeghor Empire, the Cosmic Forge, Naruni Enterprises, and Cosmo-Knights.

- Over a dozen new O.C.C.s and R.C.C.s, including Oni Ninja, T-Zee aliens, the Invisible Guardsmen and others.
- Micro-missiles, plasma cartridges and other weapons.
- Solid energy space ships and body armor!
- Galactic adventure as only Palladium can provide!
- Written by C.J. Carella.
- \$12.95 – 112 pages. Cat. No. 817 – ISBN 0-916211-79-7

Rifts® Dimension Book 4: *Skraypers*™

Epic super-hero adventure on an alien planet, as alien heroes fight to liberate their worlds from the tyranny of the world conquering Tarlok.

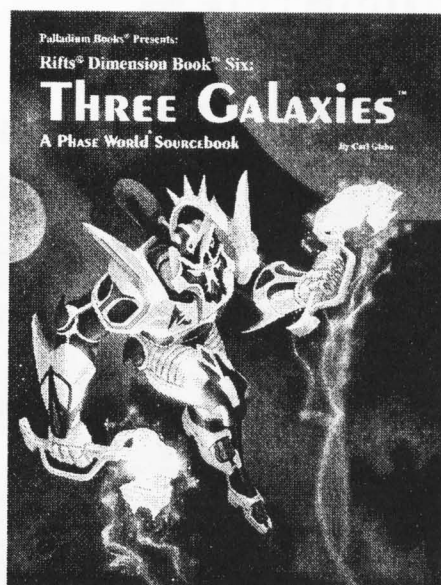
- Character creation and world information.
- New superpowers, weapons and equipment.
- Tons of villains, heroes and adventure.
- Written by Kevin Siembieda, based on the art & concepts of John Zeleznik.
- For use with *Rifts®* and *Heroes Unlimited™*, 2nd Edition.

- Wrap around cover and interior art by John Zeleznik.
- \$16.95 – 160 pages. Cat. No. 830 – ISBN 0-916211-78-9

Rifts® Dimension Book 5: *The Anvil Galaxy*™

This **Phase World®** sourcebook presents a dynamic overview of the Anvil Galaxy, and its many alien races, technologies, conflicts and secrets.

- Legends of the Cosmic Forge and the escalating Forge War.
- Overview of the Anvil Galaxy.
- Nearly 20 alien races, including Star Elves, Ratanoids & Zebuloids.
- More on the Trans-Galactic Empire and Consortium of Civilized Worlds.
- New technology, spacecraft and equipment.
- Planet Creation Tables. • Written by Bill Coffin.
- \$17.95 – 160 pages. Cat. No. 847 – ISBN 157457-019-6



Rifts® Dimension Book 6: *Guide to the Three Galaxies*™

This **Phase World®** sourcebook will replace *Cosmo-Knights™* in the schedule and presents a dynamic overview of the Three Galaxies' alien technologies, people and conflict. Tons of adventure ideas. The first printing sold out in six months! This book is hot!

- Overview of the Three Galaxies with *Hook, Line & Sinker™* adventures for each.
- 16 new O.C.C.s and alien races. A half dozen monsters.
- New equipment and spacecraft and space station creation rules.
- Introducing the Demon Star, Demon Planets, and living space-ships.
- Written by Carl Gleba (some additional material by Siembieda).
- \$17.95 – 160 pages. Cat. No. 851 – ISBN 15757-078-1

Rifts® T-Shirts

Cat. No. 803-TS Dog Pack: A black T-shirt with white artwork of the classic Dog Pack illustration on page 108 of the RPG. High quality 50/50 blend. Sizes are limited to X-large and XX-large. \$14.95 each.

Cat. No. 804-TS Rifts Logo: A black T-shirt with the famous Rifts Logo in white across the chest. High quality 50/50 blend. Sizes are limited to X-large and XX-large. \$14.95 each.

Rifts® Novels

Fans of **Rifts®** have been begging us to do novels for years; now you have them!

Adam Chilson's *trilogy* is just the starting point for a series of novels based on the popular **Rifts®** RPG series. If the sales of these three novels are as strong as we expect, you can count on many more to follow. Who knows, maybe we can even get Kevin Siembieda to write one someday?

Book One: Sonic Boom centers around a squad of Coalition soldiers on a "seek and destroy" mission to eradicate a rebel group known as "The Army of the New Order." A task they find to be more daunting and dangerous than expected. As the hunt unfolds, the plot thickens, twists, and leads to the Federation of Magic. The cliffhanger ending leaves the reader panting for more. \$7.95 – 406 pages. Cat. No. 301, ISBN 157457-026-9.

Book Two: Deception's Web starts with a bang and keeps on going. Intrigue and treachery abound, and for every few answers, there is a new question. \$7.95 – 409 pages. Cat No. 302, ISBN 157457-029-3.

Book Three: Treacherous Awakenings. This is the big finale. Questions are answered and conflicts are resolved, but perhaps not quite the way you imagined. \$8.95 – 506 pages. Cat No. 303, ISBN 157457-032-3.

The Rifter™

The Rifter™ is a synthesis of a sourcebook, Game Master's guide, a magazine, talent show and fan forum for the *entire* Palladium Megaverse®, not just *Rifts®*.

The Rifter® is like a sourcebook because it features optional and official Palladium rules, characters, O.C.C.s, R.C.C.s, psionics, magic spells, powers, NPCs, heroes, villains, monsters, weapons, conversion rules, adventure settings, adventures and other source material for the entire Palladium Megaverse.

The Rifter™ is like a G.M.'s guide because it includes special articles and tips on role-playing, how to handle common problems, how to build an adventure, and lots of source material.

The Rifter™ is like a magazine because it comes out four times a year, and because it features Palladium news, advertisements, serialized articles and continuing features.

The Rifter™ is a fan forum and talent show because much of each issue is written by gamers just like you who want to share their ideas with other fans.

Each issue is designed to be a useful and fun tool for serious Palladium fans and to pique the interest of newcomers.

The focus will be on the vast *Palladium Megaverse®*, so each issue provides official and optional source material for **Rifts®** and 2-5 other Palladium RPG lines: **Palladium Fantasy RPG®, Heroes Unlimited™, Nightbane™, Beyond the Supernatural™, Ninjas & Superspies™, RECON®, After the Bomb®** and all the rest, as well as special features, comic strips, fan fiction, previews and experimental RPG ideas.

Frequent contributors include *Kevin Siembieda, Pat Nowak, Erick Wujcik, Wayne Breaux, Todd Yoho, Carl Gleba,* and *James M.G. Cannon,* among others.

\$9.95 – 96 pages per issue, perfect bound and looks like a regular Palladium sourcebook. You can't touch a sourcebook that size for only ten bucks.

Subscription price. \$35.00 for a four (4) issue subscription; free shipping.

Most issues, #1 to present, are still available, though numbers 4 & 21 are gone and numbers 1, 2, 5, 8, 9, 10, 17, 18, 22, and 23 are running very low (#8 has fewer than 50 copies). Once sold, they are retired and out of print.

Rifts® Metal Miniatures \$4.00

Get your favorite **Rifts®** characters as 3-Dimensional pewter figures. We've decided that the miniature market is not for us, so we've stopped producing new "minis" and are selling our remaining stock at *blow-out* prices.

Palladium's departure from the miniature market makes these figures effectively "limited edition" figures with a typical press run of 3000 to 5000.

Special Discount available through mail order only: Most packs are only \$4.00 each!

- **No lead content! All of Palladium's miniatures are made of non-lead metal alloys.**
- **25 mm scale with figures ranging from one to seven inches tall for a real and consistent feeling of scale.**
- **Most packs feature four human figures or one or two large figures.**
- **Some assembly and clean up may be required. Excellent quality & appearance.**

___ 8001 Glitter Boy #1 – SOLD OUT –

___ 8002 Xiticix Pack (3 figures): \$4.00

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___ 8004 Coalition Dog Pack #1 (4 figures; hot!): \$4.00

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___ 8009 Coalition SAMAS (2 large, beautiful figures. Hot!): \$6.00

___ 8010 Coalition Sky Cycle (an incredible piece!! Hot!): \$6.00

___ 8011 Coalition Dog Pack #2 (4 different figures): \$4.00

___ 8012 Juicers & a Crazy (4 dynamic figures): \$4.00

___ 8013 Cyborgs #2 (4 new, great figures!): \$4.00

___ 8014 Atlantis Set #1 (Overlord & 3 others; incredible): \$4.00

___ 8015 Damaged Skelebots #1 (3 figures, one dead on base): \$4.00

___ 8016 Cyber-adventurers #1 (Cyber-Knights & a new Juicer): \$4.00

___ 8017 Rogues & Scout #1 (4 figures, nice): \$4.00

___ 8018 Brodkil & Witchling (2 giant figures, one small): \$4.00

___ 8019 Damaged Skelebots #2 (4 battle damaged bots): \$4.00

___ 8020 Psi-Stalkers & Scouts #1 (4 figures, nice): \$4.00

Glitter Boy at War

Limited Edition Print

What's that? You haven't heard about this big, dynamic Scott Johnson limited edition print? Then you don't know what you're missing!

This is Palladium's *first* ever, poster-size limited edition print! It is the pulse pounding cover to **The Rifter® #18** (minus the Logo and type, and NEMA, of course) depicting a Glitter Boy standing defiantly in flames, holding a tattered American flag. It is an impressive piece, suitable for framing.

- **Image Size is a big, 20 x 28 inches.**
- **Hand signed by the artist, Scott Johnson and Rifts® creator, Kevin Siembieda.**
- **Limited to 700 signed and numbered copies (plus printer proofs and some "unsigned" promotional prints) High quality printing and paper.**
- **Printed on a high quality, 100 lb., Silk paper stock.**
- **Shipped rolled in a sturdy mailing tube.**
- **Only \$20.00 plus \$6 for postage and handling in the USA. Shipping is \$10 for Canada and Foreign orders. Available while supply lasts.**



Heroes Unlimited™, 2nd Ed.

Heroes Unlimited® 2nd Edition is one of the few comic book inspired role-playing games on the market. So if you're looking to create and play *superhumans*, HU2 is the game for you. Not just superhumans, but every type of hero and villain imaginable: Aliens, mutants, super soldiers, super-detectives, geniuses, tricksters and vigilantes, robots, power armor, cyborgs, weapons experts, martial arts masters, sorcerers, Mega-Heroes, super beings of all kinds and others!

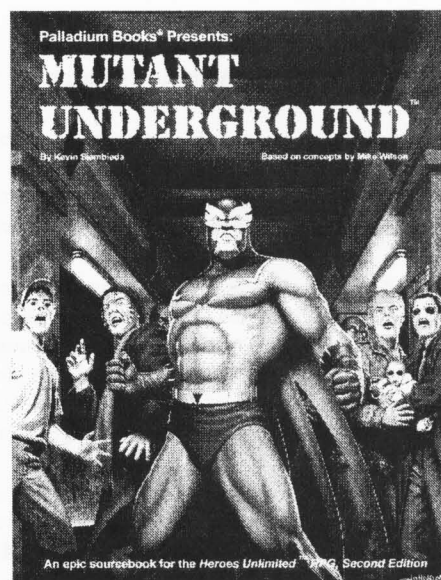
If you're looking for a game that really cuts loose and covers every conceivable type of superhuman and hero, then this is the game you've been looking for! Plus, there are a number of sourcebooks coming out for HU2 to empower you more than ever before.

- Creation rules for virtually *every* genre of hero.
- Over 100 super-abilities plus special skills and genius.
- Over 40 psionic powers.
- Over 100 magic spells, plus enchanted weapons & objects that bestow power.
- Cyborg and robot hero creation rules.
- Super-vehicle creation rules, gimmicks and high technology.
- Secret identities and secret organizations.
- Rules clarifications, tweaks and additional information.
- *Steranko* cover and dynamic interior artwork.
- Adventure ideas, guidelines and tons of fun.
- A complete game. Easy to learn. Fun to play.
- Compatible with *Rifts®* and the entire *Palladium Megaverse™*.
- Written & created by Kevin Siembieda.
- \$26.95 – 352 pages. Cat. No. 500 – ISBN 1-57457-006-4

Mutant Underground™

The age of genetic engineering, mutants and superhumans has created a dangerous subculture – a mutant underground – of freaks, rejects and monsters. This book explores their world and provides a unique, urban setting for comic book style adventures.

- Dozens of mutants – villains, heroes, anti-heroes and lost souls.
- New ideas and variations for mutant humans and mutant animals (like animals with super abilities).
- The secret underground society of mutants, runaways, criminals & rejects.
- The super beings who protect them.
- The super-villains and agencies who hunt them.



- Art by Wilson, Burles and Breaux. Cover by Scott Johnson.
- Written by Kevin Siembieda, based on character concepts by Mike Wilson.
- \$13.95 retail – 96 pages. Cat. No. 520 – ISBN 157457-065-X



New! Powers Unlimited™ One

Page after page of *new* super abilities by Carmen Bellaire and Kevin Siembieda. More than 120 Minor Super Abilities and over 45 Major Super Abilities for nearly 200 total. Like: Matter Explosion, Chemical Secretion, Battle Rage, Energy Shield, Gun Limb, Hyperdensity, Immunity to Magic, Sensory Orb, Sliding, Sonar, Swing Line, Super Wind Blast, Tractor Beam, Blur, Absorb Bio-Mass, Animal Attributes, Gateways, Geo-Thermal Energy, Liquefaction, Mega-Wings, Create Force Constructs, Weapon Melding, several new Energy Expulsion and Alter Physical Structure powers, and more. This is just a small sampling of what awaits you inside **Powers Unlimited™ One**.

- More than 120 new Minor Super Abilities.
- More than 45 new Major Super Abilities.
- More than 20 new psionic powers.
- Suitable for *any* super-hero campaign.
- Written by Carmen Bellaire.
- \$13.95 retail – 96 pages. Cat. No. 521 – ISBN 157457-087-0

New! Powers Unlimited™ Two

Powers Unlimited™ Two presents new *Power Categories* of heroes and their unique abilities, gimmicks and vulnerabilities.

- Written by Carmen Bellaire with contributions from Kevin Siembieda and others.
- Color cover by Ramon Perez. Art by Williams and others.
- In stores early November 2003.
- \$13.95 retail – 96 pages. Cat. No. 522 – ISBN 157457-090-0

Villains Unlimited™, Second Edition

Coming 2004

An updated version for this fan favorite is scheduled of a *Spring or Summer 2004* release. Page after page of unique and interesting villains, anti-heroes, and secret organizations.

No knock-off “generic” characters in this book! Each and every character is distinct and different, with his own origin, history, personality, powers, and point of view. Homicidal maniacs, would-be world conquerors, speed demons, supernatural monsters, superhuman mutants, aliens, cyborgs, robots, wizards, and much more. All major villains are illustrated by Kevin Long, Kevin Siembieda and/or Mike Gustovich. Plus adventures and adventure ideas.

- Over 80 villains and a dozen heroes/anti-heroes.
- Secret villainous organizations like the Fabricators and Dark Tribunal; eight in all.
- How to design your own super organizations.
- S.C.R.E.T.: Superbeing Control, Retrieval, and Elimination Teams – government agencies developed to counter the threat of “super humans.”
- New super abilities and material replaces the old powers.
- New robots, weapons, gimmicks, equipment and more.
- Writing and Art by Long & Siembieda.
- \$21.95 – 224 pages, Cat. No. 501 – ISBN not yet assigned.

Aliens Unlimited™ (One)

This giant sourcebook is packed with aliens, mutants, cyborgs, power armor, robots, weapons and super beings from across the universe. Suitable for contemporary super-hero adventures or cosmic adventure.

- Expanded alien character generation tables.

- 84 alien player character races and over a hundred aliens and monsters in all. Complete with background descriptions, powers and creation stats.
- High-tech weapons, robots, power armor and equipment.
- Secret Organizations, alien bounty hunters, government agencies, and an underground that hides and protects extraterrestrial visitors.
- The evil Atorian Empire and other villains.
- All artwork and designs by Wayne Breaux.
- Written by Wayne Breaux Jr. and Kevin Siembieda.
- Includes *Rifts*® and *Phase World*® conversion notes throughout.
- \$20.95 – 208 pages. Cat. No. 515 – ISBN 0-916211-76-2

Aliens Unlimited™ Galaxy Guide™

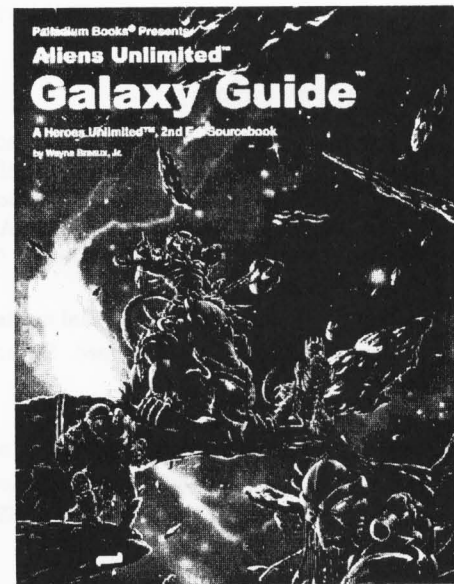
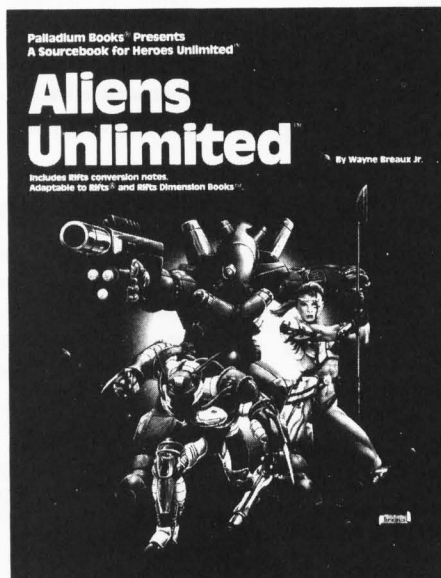
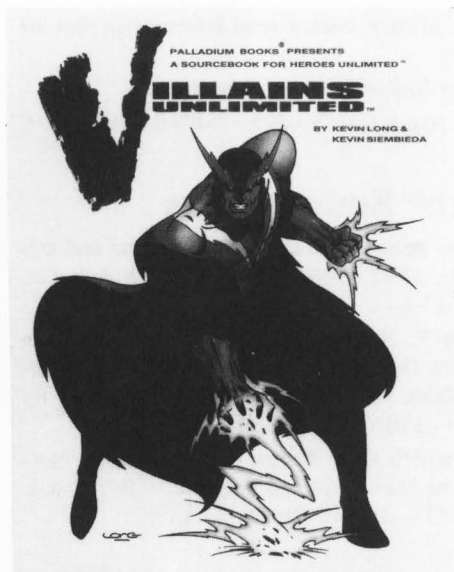
At last, outer space Heroes Unlimited™ style! The long awaited rules for space travel, combat and building spaceships. Space skills and skill programs, aliens, fun and adventure. Explore the Milky Way Galaxy and scores of alien worlds and civilizations (as well as create your own). Discover the Federation of Allied Races, beware the conquering Atorian Empire, visit the crime world of Grymdin, and countless others. This book presents everything one might need or want to launch an interstellar super-hero campaign or straightforward science fiction adventure.

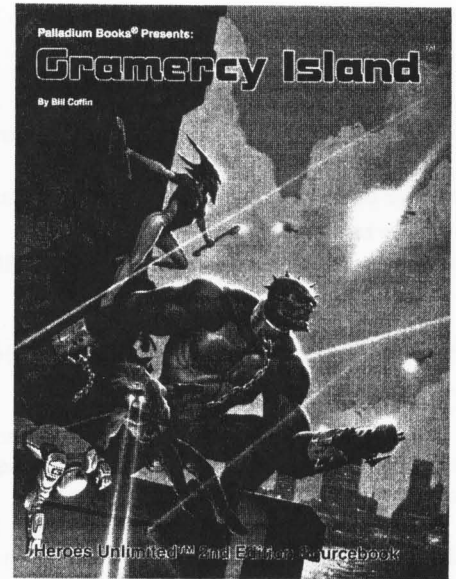
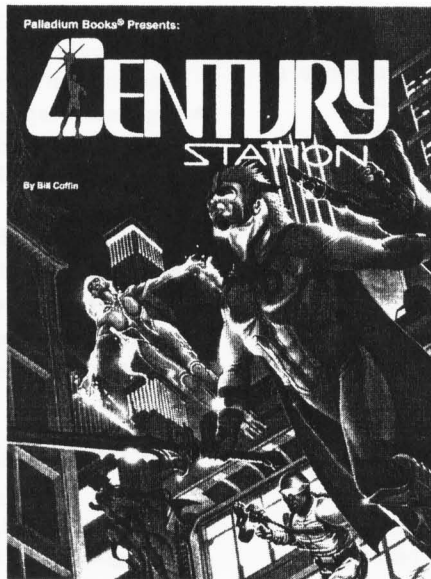
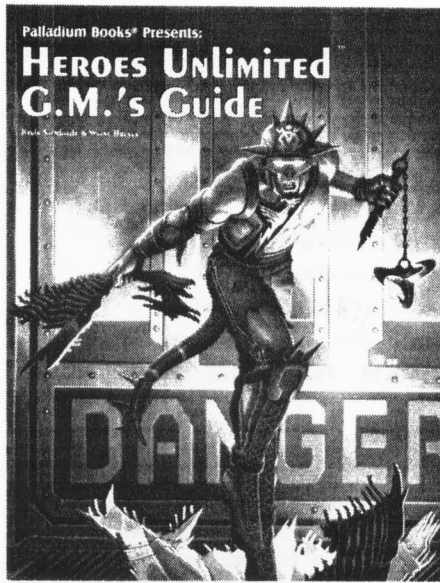
- Spaceship construction rules. Space travel and combat rules.
- Space skills and skill programs.
- Space super abilities and magic spells.
- New alien races & worlds to explore.
- More on the Riathenor, TMC and the Atorian Empire.
- Galactic time-line and overview of the galaxy.
- Key people, monsters and adventure ideas.
- Written by Wayne Breaux & Kevin Siembieda.
- \$20.95 – 224 pages. Cat. No. 519 – ISBN 1-57457-054-4

Heroes Unlimited™ G.M.'s Guide

A big adventure sourcebook with Game Master guidelines, reference information, playing tips, optional rules, clarifications, additional equipment, new characters, new villains, new magic, ten adventures and adventure ideas.

- Rampage combat rules and quick roll villains.
- Vigilantes and the law. Crime and punishment.





- Anti-Heroes and tips on playing in character.
- Vehicles and equipment. New magic and more.
- Game Master (and player) tips, alignment guidelines.
- 10 full adventures and ideas for more.
- Written by Wayne Breaux & Kevin Siembieda.
- Temporarily out of stock – should be back in print Nov/Dec, 2003.
- \$20.95 – 224 pages. Cat. No. 516 – ISBN 157457-035-8

Century Station™

The entire city of Century Station is described, complete with its resident heroes, villains, underworld, and notable people and places.

- Over 40 villains, 50 heroes, 101 adventure ideas (really), and heart-stopping artwork (starting with the cover). This book has it all!
- Over 90 NPCs: 51 villains, 40 heroes & others.
- The Mega-City mapped and described.
- A wealth of world information.
- Criminal masterminds and syndicates. The Sector and anti-alien groups.
- 101 adventure settings and ideas.
- Written by Bill Coffin. Cover by Zeleznik.
- \$20.95 – 224 pages. Cat. No. 517 – ISBN 1-57457-040-4

Gramercy Island™

Gramercy Island is a penitentiary in the tradition of Alcatraz and Ryker's, only it specializes in the containment of "superhumans." Century Station's and many of America's worst super-criminals find themselves locked away in this foreboding prison. A great sourcebook for G.M.s and players alike with scores of villains, Mega-villains, vigilantes and lunatics of every level and stripe.

- Over 90 new super-villains & criminal masterminds.
- The prison, described and mapped. Superhuman containment systems.
- A look at superhuman prison culture.
- Loads of background, secrets & 101 adventure ideas.
- Written by Bill Coffin, additional text by Kevin Siembieda.
- \$20.95 – 224 pages. Cat. No. 518 – ISBN 1-57457-055-2

After the Bomb® RPG

After a long and painful nuclear winter, the last bastions of human civilization slowly crawl out from the ashes — only they are not alone. A new breed of life lays claim to much of the world: intelligent mutant animals! Some are barbaric and monstrous, others seek to build a new and better world.

The original designer of the Ninja Turtle® RPG and creator of the original After the Bomb® series, Erick Wujcik, has created a stand-alone role-playing game and breathed new life into this famous apocalyptic setting. The After the Bomb® Role-Playing Game is a complete game in and of itself. Easy to learn and a blast to play. Everything one needs to play except dice, players and imagination.

- Nearly 100 mutant animals, plus — more if you include the many additional "breeds" tables.
- Expansive mutant animal section often divided into species, "pure breed" and others.
- Over 40 mutant animal powers — many more if you include the weird abilities exclusive to certain animal species, breeds and genetic "chimeras."
- Chimeras, the product of genetic engineering.
- Mutant animal psionics. Optional appearance and background tables.
- Human mutations.
- Five adventures, world history, background information and the Empire of Humanity.
- Compatible with *Heroes Unlimited™ 2nd Edition*.
- Still \$20.95 retail – 224 pages. Cat. No. 503 – ISBN 0-916211-15-0

After the Bomb® Sourcebooks

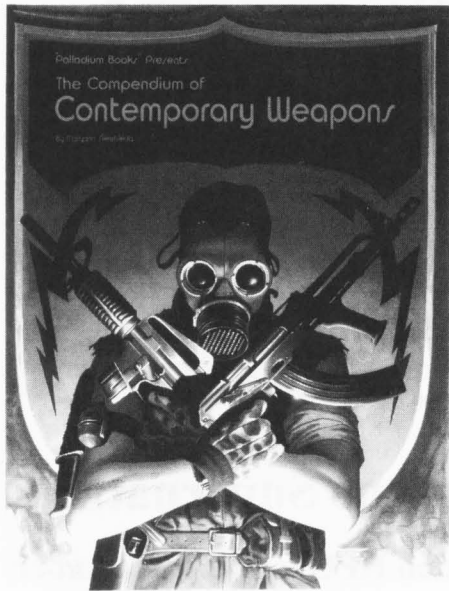
Road Hogs™: 20 new mutant animals, vehicle combat and creation rules, four adventures. \$7.95 – 48 pages. By Erick Wujcik. Cat. No. 505 – ISBN 0-916211-20-7.

Mutants Down Under™: Nearly 30 new mutant animals from Australia. Plus giant insects, Dream Time magic, psionic powers, airship construction, new villains, and adventures. \$7.95 – 48 pages. By Erick Wujcik. Cat. No. 507 – ISBN 0-916211-34-7.

Mutants of the Yucatan™: Over 20 new mutant animals, more trouble from the Empire of Humanity, and adventures. By Wujcik. \$7.95 – 48 pages. Cat. No. 511 – ISBN 0-916211-44-4.

Mutants in Avalon™: King Arthur is back, but as a mutant animal! More mutant animals, mutant insects, druids, druid magic, invasion and adventure. \$9.95 — 80 pages. Cat. No. 513 — ISBN 0-916211-47-9.

Mutants in Orbit™: Killer satellites, space stations, a moon base, new villains, monstrous insects, adventure ideas and more. Half this book is for After the Bomb® and half is for Rifts®. \$11.95 — 120 pages. Cat. No. 514 — ISBN 0-916211-48-7.



Compendium of Contemporary Weapons

The ultimate weapons reference! Suitable for use with all role-playing games of modern combat from military to super-heroes. Ideal for Palladium's **Heroes Unlimited®**, **Ninjas & Superspies™**, **Beyond the Supernatural™**, and **RECON®**.

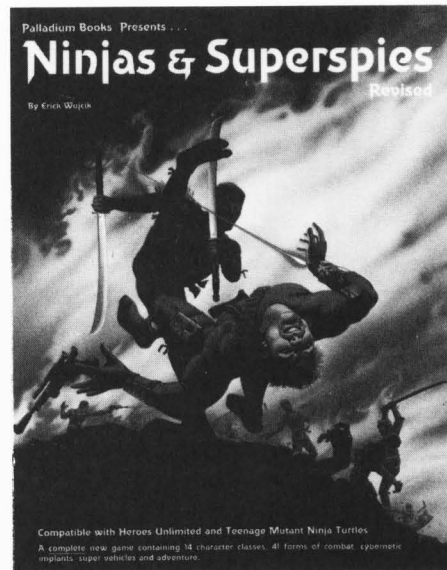
- Easily adaptable to *ANY* game systems!!
- Over 400 weapons from around the world!
- Machine-guns, submachine-guns, bazookas, LAWs & mortars.
- Rifles, shotguns, pistols, revolvers, knives and modern body armor.
- EOD equipment, grenades, riot control and pyrotechnic devices.
- Tanks, APCs, armored cars, and light artillery.
- Scopes, surveillance, special rounds and combat accessories.
- Optional rules for determining damage, shock and blood loss.
- Optional hit location tables. Every weapon is illustrated.
- Written by Maryann Siembieda.
- \$19.95 — 176 pages. Cat. No. 415 — ISBN 0-916211-65-7

Revised Ninjas & Superspies™

Forty (40) forms of martial arts combat as you have *never* seen them in any other role-playing game.

Oriental combat skills accurately portrayed, each with its own unique fighting style, methods of attack and defense presented on an epic scale, complete with legendary *mystic* powers.

But that's not all! The super-spy section includes spies of all kinds, cyber agents, gadgeteers, secret organizations, secret identities, gimmick weapons and clothing, cyber-disguises, cybernetic implants, and more. Plus don't miss **Mystic China**, an action packed sourcebook of ancient magic and mystery.



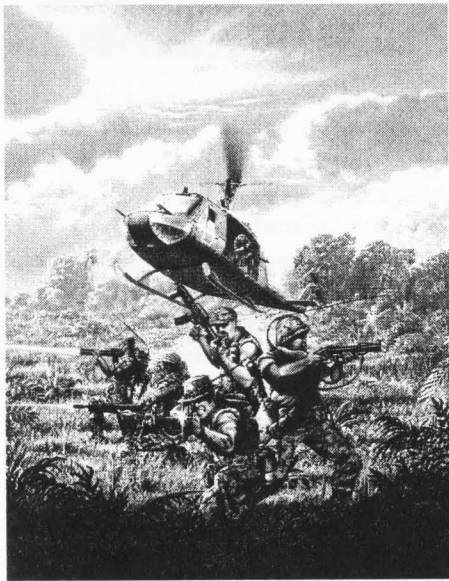
Completely compatible with **Heroes Unlimited™**, **Villains Unlimited™**, **Ninja Turtles®**, **Rifts®**, and the entire **Palladium Megaverse®**!

- 17 Occupational Character Classes for spies, mercenaries, martial artists and special operatives.
- 40 types of hand to hand combat — effectively offering 40 types of martial arts character classes!
- 48 mystic martial art super-powers.
- Dim Mak, Chi Mastery, the Arts of Invisibility and more.
- Bionic implants, disguises and attachments.
- Weapons, equipment, gimmicks and creating super-vehicles.
- Secret identities and spy agencies.
- Rules for creating Secret Organizations.
- Compatible with **Heroes Unlimited™**, **Ninjas & Superspies™**, **After the Bomb™**, **BTST™**, **Nightbane®** & **Rifts®**.
- \$16.95 — 176 pages — Written by Erick Wujcik.
- Cat. No. 525 — ISBN 0-916211-31-2

Mystic China

China as you never envisioned it! Ancient magic, martial arts masters, supernatural predators, and the dark underworld of mystic China as you have never dreamed.

- 14 new classes of Chinese Martial arts.
- Mudra — The power to deflect any attack.
- More Atemi, Chi, Katas, Zenjoriki, and other mystic abilities.
- Over a dozen new character classes suitable for **Rifts®** China, **Heroes Unlimited™**, **Ninjas & Superspies™**, **BTST™** and **Nightbane®**. Including the Wu Mage, Blind Mystic, Fang Shih the Master of Geomancy, Monster Hunters, Hong Kong millionaires, and many more.
- Chi magic with 87 new spells, Geomancy, Celestial calligraphy and more.
- 10 different types of Immortals imprisoned for centuries now make their bid to enslave the human race and achieve ultimate power. Adventures and adventure ideas.
- Written by Erick Wujcik.
- \$19.95 — 208 pages. Cat. No. 526 — ISBN 0-916211-77-0



Deluxe Revised RECON®

The Deluxe edition collects the original *Revised RECON® RPG* and the *Advanced RECON® sourcebook* into one, big, package. A dynamic new cover, some new interior art and artful repackaging make the re-release of this highly requested classic a beauty.

This complete role-playing game should not be confused with the long awaited *RECON® Modern Combat*. **Deluxe Revised RECON®** is the Vietnam era based role-playing game created by Joe Martin and later "revised" for Palladium Books by Erick Wujcik.

It is a fast-paced, realistic game of jungle combat and military operations in Southeast Asia. The setting is Vietnam, Laos, Cambodia, Burma and Thailand.

Note: This RPG does *not* use Palladium's Megaversal role-playing game rules. It is a different game system.

- **A complete role-playing game.**
- **Quick character creation.**
- **Joe Martin's original miniature combat rules.**
- **Several adventures and adventure ideas for Vietnam era combat.**
- **RPG rules are unique and different from Palladium's famous Megaversal game system.**
- **Inspired by Joe Martin's original RPG.**
- **Written by Erick Wujcik.**
- **\$20.95 – 224 pages. Cat. No. 600 – ISBN 157457-023-4**



BTS 2™ –

Beyond the Supernatural™

2nd Edition RPG – Ships December, 2003

"BTS-2 is much more than a retooled second edition of a classic, fan-fave," said Kevin Siembieda, chief designer and publisher, "it's fresh and different. Personally, I think it's more unique and innovative than the original and has the potential to really catch fire with gamers looking for something different. The theme, concepts and characters should resonate with today's gamers more than ever. It has a whole new look, too. This isn't your brother's BTS – this is something hot and dynamic."

Palladium is putting the highest production value into BTS-2™, with cover art by John Zeleznik and interior art by Ramon Perez, Michael Dubisch and other top Palladium artists.

The setting is our modern world. A place and time where science refutes old ideas of magic, ghosts, demons and psychic phenomena. But all exist! Magic and the supernatural are real. Psychic abilities and the paranormal are real. And only a tiny handful of people operating outside the mainstream know the truth.

The player characters are people who challenge the laws of science, bend the laws of society, and dare to face the supernatural forces that walk our streets unfettered because society and the law ignores them.

The characters wield forbidden and secret knowledge that helps them navigate through a shadowy world of magic, superstition, disbelief and monsters that science says doesn't exist. Yet it is all too real for those who come face to face with the supernatural. They are the unsung heroes behind the scenes trying to help and protect their fellow man, while they simultaneously seek to unravel the mysteries of the unknown.

- **New psychic, magic and spiritual O.C.C.s.**
- **Magic, psychic and weird abilities.**
- **Victor Lazlo and his lasting legacy: The Lazlo Agency.**
- **More world background and guides to adventure.**
- **Horror, mystery, monsters, and more.**
- **Adventure ideas and guidelines.**
- **Written by Kevin Siembieda & Randy McCall.**
- **\$22.95 – 192 pages. Cat. No. 700 – ISBN 157457-083-8**

Boxed Nightmares™

Suitable for Nightbane™

This classic, 80 page, *BTS* horror adventure and sourcebook is easily adaptable to **BTS-2** or **Nightbane®** and includes seven adventures, Jack the Ripper, Tasmanian Devils, monsters and source material.

There are fewer than 30 copies of this classic left in print, and once gone, it is not likely to be reprinted.

The most unusual thing is a *16 page tabloid* that comes with the sourcebook. It is Palladium's version of a sleazy tabloid that ties to the adventures in the sourcebook and offers clues or insight to them. But the fun inside track to this tabloid is the photographs of Kevin Siembieda as a pregnant man, his "punked out" stepdaughter (15 at the time), a shot or two of old Palladium staff members, a homemade flying saucer and other fun things. The articles are a hoot, too.

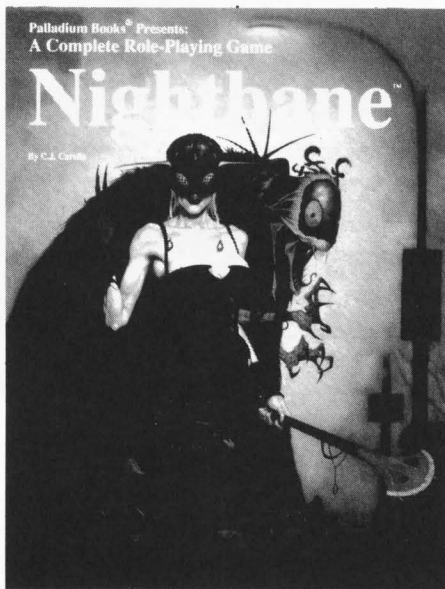
This may be your last chance to get this awesome classic.

- Written by Kevin Siembieda. Artwork by Kevin Long.
- \$11.95 – 80 pages plus a 16 page newspaper.
- Cat. No. 701 – ISBN 0-916211-41-X

Coming in 2004 for BTS-2™

BTS-2: Arcanum. All sorts of magic, magic O.C.C.s, cults/brotherhoods, different magic, witches, spells, artifacts, ley line networks, nexus points, places of magic/dimensional portals, and similar. Probably \$17.95 – 160 pages.

BTS-2: Tome Grotesque. A reference guide to demons, supernatural horrors and the denizens of the night. Probably \$17.95 – 160 pages.



Nightbane™ Horror Role-Playing Game Series

The Nightbane® appeared after *Dark Day*, the day the sun failed to rise. The world was imperceptibly changed that day, for a supernatural power known as the Nightlords seized control of the world governments. The inhuman minions now lurk in the shadows, assume the shape of others and work behind the scenes to enslave all mankind.

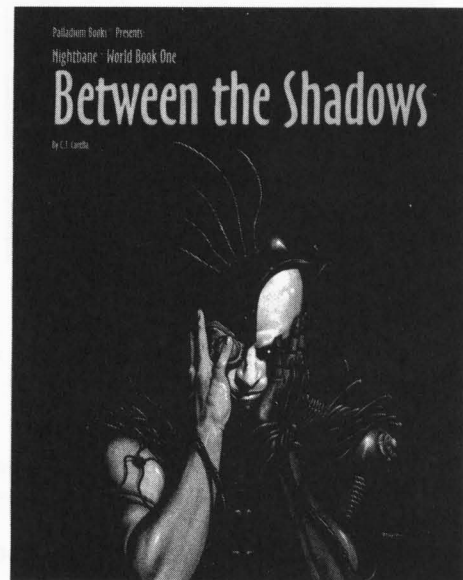
Only a handful seem to be aware of the change, among them the Nightbane. Ordinary humans given the gift to transform into powerful supernatural beings. The human "Facade" is their old self, their human face, the "Morphus" their new self, the supernatural being they have

become. If there is a problem, it is that the Nightbane can use their supernatural abilities only by transforming into their superhuman Morphus, and the Morphus always has an unmistakably inhuman appearance. Though a Nightbane Morphus may be beautiful, most are horrifying and ugly, and not even the Nightbane know why. Additionally, one just wakes up, one day, as a Nightbane. There is no instruction manual or guidelines, and one must come to terms with the change on their own terms.

The Nightbane are also coming to realize they may have a special destiny, for the evil Nightlords fear and hunt their kind, making them the natural enemy of the "establishment" in more ways than one.

A truly off-beat setting with unlikely heroes that combines elements of the super-heroic with horror, conspiracy and suspense.

- Information about Dark Day and the Nightlords.
- Nightbane O.C.C.s; more than a dozen O.C.C.s in all.
- Nightbane Morphus Tables, "talents" (special powers) & magic.
- The Nightlords and their minions.
- Additional creatures of the night.
- World information and adventure ideas.
- Written by C.J. Carella. Cover by Brom.
- \$20.95 – 240 pages. Cat. No. 730 – ISBN 0-916211-86-X



Nightbane®: Between the Shadows™

Thousands (perhaps tens of thousands) of people have discovered another fabric of reality concealed *between the shadows* of the world they once knew. A terrifying world of the supernatural of which they are charter members — they are the *Nightbane™*.

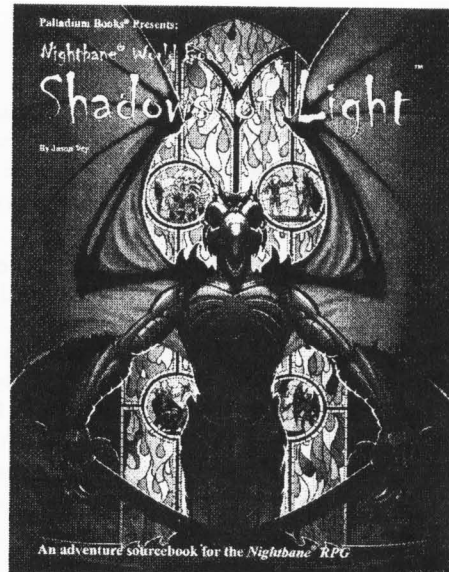
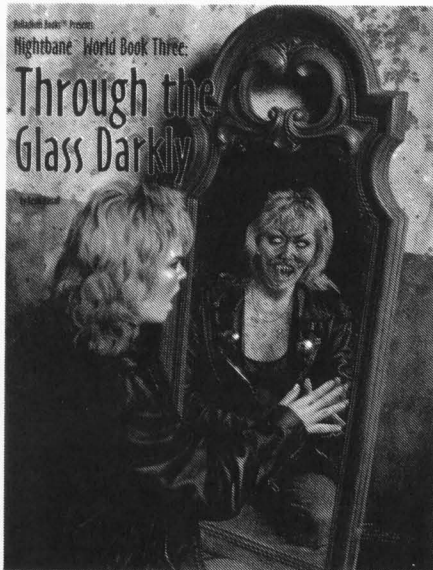
- More information about the shadow world of the Nightbane.
- More details about the Nightbane and Nightlands.
- Discover the *Astral Plane* and the *Dreamstream*.
- Spook Squad described in full detail.
- Additional Nightbane Talents, Morphus shapes and data.
- Additional character classes like the Astral Mage.
- Additional psionic abilities and campaign ideas.
- Written by C.J. Carella. Cover by Martin McKenna.
- \$16.95 – 144 pages. Cat. No. 731 – ISBN 0-916211-90-8

Nightbane®: Nightlands™

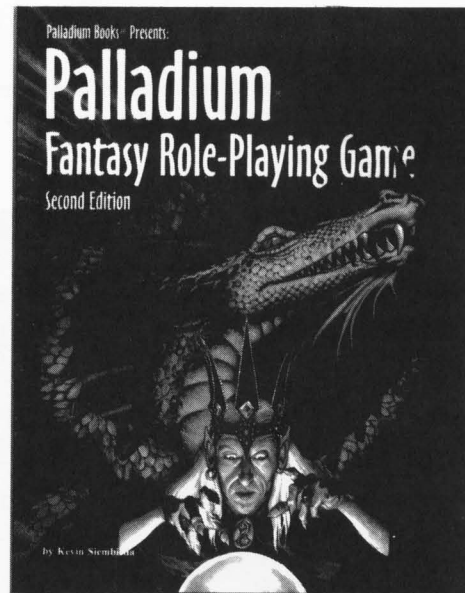
Nightlands™ takes the players into the strange and frightening domain of the demonic *Nightlords!* Places like *Doom Harbor*, a twisted

version of New York City, and *Devil City*, the Nightlands' evil, mirror image of Los Angeles, and others. Discover the true power behind the Ba'al and their plans for Earth and the Nightbane.

- The world and people of the Nightlands™ revealed!
- The Hierarchy of the Nightlords.
- A slew of demons, monsters and villains.
- New character classes and strange powers.
- More Nightbane™ Talents, Morphus shapes and data.
- Campaign and adventure ideas.
- Cover by John Zeleznik. Written by C.J. Carella.
- \$16.95 – 160 pages. Cat. No. 732 – ISBN 0-916211-97-5



- The vampire conspiracy and an outline for adventure.
- Written by Jason Vey. Cover by Scott Johnson.
- \$17.95 – 160 pages. Cat. No. 734 – ISBN 157457-088-9



Nightbane®:

Through the Glass Darkly™

Could magic spells be alive and intelligent?
Can they take on a life and identity all their own?

These and other questions are addressed as **Through the Glass Darkly** explores the underground world of magic and sorcerers in the world of the **Nightbane™**

- Magical O.C.C.s, including the **Flesh Sculptor™**, **Cybermage™**, & **Mirror Mage™**.
- Over 50 new magic spells.
- Magic artifacts, talismans and charms.
- Rules for creating variant magic and modifying current spells.
- Nemesis R.C.C. — a dangerous reflection from the Nightlands.
- Three adventures, scores of adventure ideas and more.
- Cover by Fred Fields. Written by Kevin Hassall.
- \$16.95 – 152 pages. Cat. No. 733 – ISBN 1-57457-004-8

Shadows of Light™

A Nightbane® Sourcebook

The forces of Light and Darkness clash as never before in the modern realm of **Nightbane®**. *Shadows of Light* is the first new sourcebook for **Nightbane®** in three years, and it is epic! The first of several new sourcebooks coming your way.

- More on the **Lightbringers**, **Nocturnes** and other factions.
- **Psychic Agents** and new psionic powers.
- Introducing the angel-like **Athanatos**.
- **Fallen Guardians** and the mystery of the **Reapers**.

The Palladium Fantasy Role-Playing Game®, 2nd Edition

The **Palladium World** is one of epic fantasy. A world torn in conflict with the non-human barbaric races, creatures of magic and supernatural forces.

Non-Human playing characters provide a host of unusual creatures as regular characters. They include the feared Changeling who can assume the shape and appearance of any humanoid. The giant races of Troll, Ogre and Wolfen. The small and agile Goblin, Kobold, Gnome and the mighty Dwarf, as well as Elf, human, and dozens of “optional” creatures found in both the **Palladium RPG** and **Monsters & Animals**.

The **skill system** embellishes characters with knowledge and abilities that make him or her more than a simple fighter or mage.

Combat is realistic with strikes, parries, dodges and considerations for shields and armor. Yet it remains extremely quick and playable.

An **Experience System** in which characters are rewarded for acts of ingenuity, ideas, cunning, discretion, trickery and bravery. Not hack and slash.

Magic: Over 300 spells, plus elemental magic, circles, symbols and runes are yours to command. The most original forms of magic found only in the Palladium RPG are the Diabolist and Summoner. **The Diabolist** casts no spells, instead he uses the nearly forgotten magic of wards (mystic symbols) and circles of power. **The Summoner** too, is versed in the mystic arts of magic circle making, but his is a far more dangerous and often malevolent power, for he dares to summon and command creatures of magic.

The Wizard, Warlock, Priest and other more traditional characters also break away from their more common game molds, with a vast array of spells and abilities that make them truly unique.

The basic game is everything one needs to play. The 336 page rule book lays out the exotic fantasy world of Palladium with unique disciplines of magic, powers and races unlike those of most other RPGs. The Palladium Fantasy RPG® includes:

- **Step by step character creation that is easy and fun. Create fictional characters that will come to vivid life.**
- **Fast, realistic combat, with initiative, parries, dodges, entanglement, paired weapons and more. Warriors and men at arms with real power and distinct skills.**
- **Over 20 character classes with in-depth skills and training. Wolfen, Changelings, Ogres, Orcs, Goblins, Kobolds, Dwarves, Elves and other inhuman races available as player characters.**
- **Over 300 magic spells for the Wizard character. 60 wards for the Diabolist. 50 magic circles for the mystical Summoner. Druids, Healers, Priests and others, too.**
- **80 psionic powers for the Mind Mage.**
- **Magic items, rune weapons, potions, poisons and herbs, armor and weapons.**
- **Demons, world information and more.**
- **Written by Kevin Siembieda.**
- **\$24.95 – 352 pages. Cat. No. 450 – ISBN 0-916211-91-6**

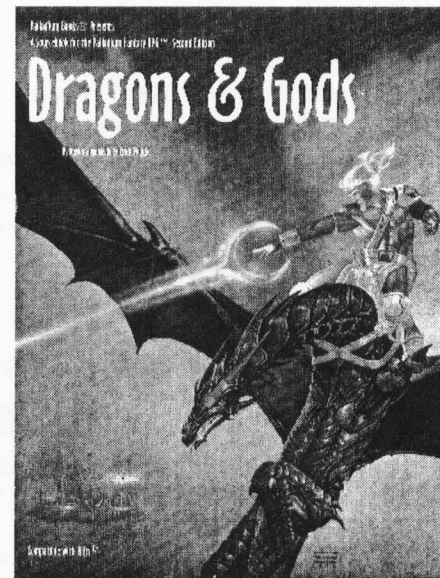
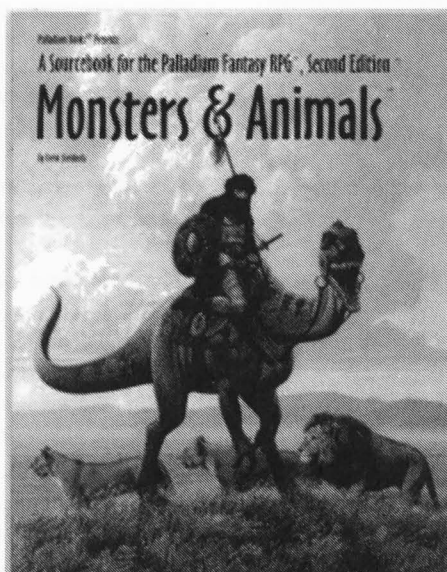
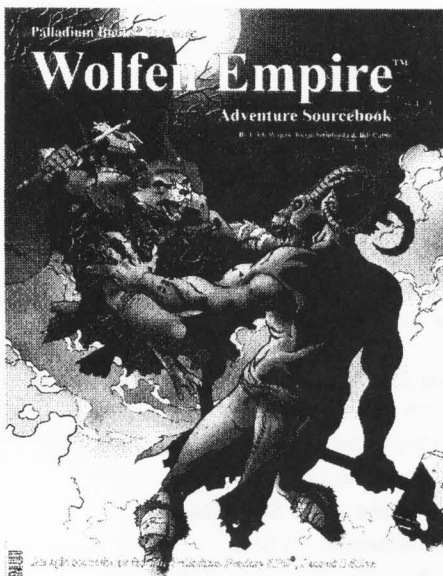
Wolfen Empire Sourcebook

(Replaces Adventures in the Northern Wilderness)

The Wolfen Empire sourcebook outlines Wolfen society, land holdings and culture, helping to set the stage for the coming *Wolfen War*.

The adventures are set in the Great Northern Wilderness and lead our heroes into the heart of Wolfen country.

- **History and details about the 12 Wolfen Tribes.**
- **Information about Wolfen society and economics.**
- **The Wolfen Army and the Coyle Hordes.**



- **Allied races and places, and Killer Winters.**
- **Six complete adventures and additional monsters.**
- **101 adventure ideas and more.**
- **Written by Erick Wujcik, Kevin Siembieda, Bill Coffin and others.**
- **\$17.95 – 160 pages. Cat. No. 471– ISBN 157457-063-3**

Monsters and Animals™, 2nd Edition

A big juicy book of strange and exotic creatures, monsters and animals. Most of its 90 monsters are new and original, not the usual fare of typical monsters from myth. Many, like the Bearman, Coyle, Eandroth, giant Rahu-Man, Ratling, Dwarvling, Lizard Mage, and others are available as optional player character races.

Players of the Palladium RPG will find the Palladium World brought into clearer focus, with much more information about the world over-all and the creatures that inhabit it. The conniving Waternix, the ferocious Devil Digger, Bogeymen, Beast Dragon, Rock Crawler, Scorpion Devil, Snaggletooth Gobbler, Serpent Beast, Tri-Fang, Waterbat and Wing Tips, are but a few of the wondrous creatures waiting to fill your campaign.

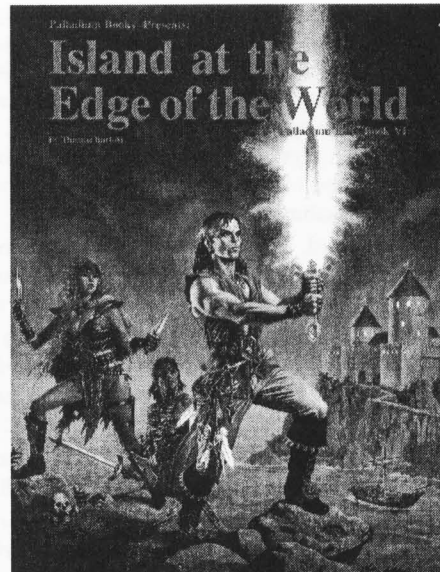
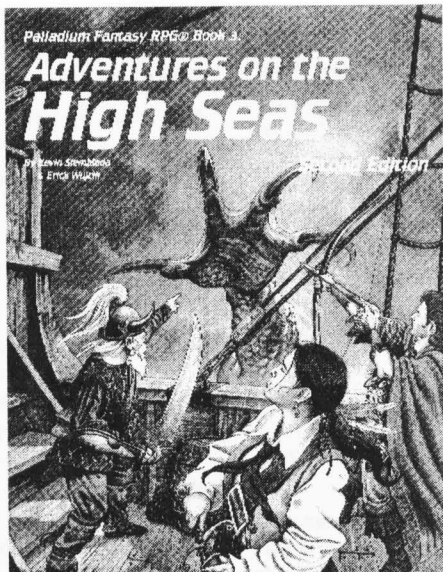
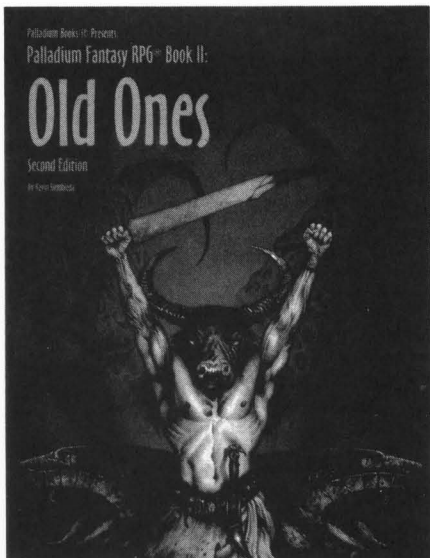
The second section of the book contains complete stats on nearly 200 real animals, from canines and felines to poisonous snakes and birds of prey.

Suitable for use with the *Palladium Fantasy RPG®*, *Rifts®*, *Heroes Unlimited™*, and *Beyond the Supernatural™*, or any fantasy game.

- **90 Monsters including some optional as player characters.**
- **Nearly 200 animals.**
- **Each monster and animal has a map showing its range of habitation in the Palladium World. Includes Rifts® conversion notes.**
- **World information and adventure ideas.**
- **Written and illustrated by Kevin Siembieda.**
- **Still \$20.95 — 240 pages (price will be increasing to \$22.95).**
- **Cat. No. 454 – ISBN 0-916211-12-6**

Palladium Book of Dragons & Gods

An expansive book about the mythical dragons and gods of the Palladium World. Includes sections about Dragonwright, the Gods of Taut, Elementals, Demon Lords, dragons, and the forces of light and dark.



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- Elementals and Creatures of Light.
- Deific powers of the gods and how they use them.
- Rune and holy weapons. Magic items made from dragons.
- Temporarily out of stock. Should be back in print January 2004.
- Written by Kevin Siembieda and Erick Wujcik.
- \$22.95 – 232 pages. Cat. No. 451 – ISBN 0-916211-98-3

Palladium® Fantasy RPG Book 2: Old Ones™, 2nd Edition

The *Old Ones* is a giant adventure sourcebook for the Palladium Fantasy RPG™. The *nine adventures* range from short, one night scenarios to two epic adventures that can easily turn into a campaign (one took five months to play-test)!

Furthermore, *Old Ones* is the largest book of cities ever published!! It contains 34 towns and cities (and 22 forts), all clearly mapped and described. Major shops, production centers, thieves' guilds, royalty, temples and notable personalities are included with brief descriptions. Each town or city is unique, with its own set of virtues and problems. The entire Timiro Kingdom is laid at your fingertips.

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- Seven adventures including the epic *Place of Magic*.
- Written by Kevin Siembieda.
- \$20.95 – 224 pages. Cat. No. 453 – ISBN 0-916211-09-6

Palladium Fantasy® RPG Book 3: Adventures on the High Seas™

A super-sourcebook that maps and explores the islands around the Palladium Continent, including the *Isle of the Cyclops*, *Bizantium*, and *Floenry Islands*.

Six big adventures on the high seas and oceans of the Palladium world take you from an uncharted island in the *Sea of Despair* to the

noble walls of the *Bizantium Kingdom*, the isles of *Y-Oda* and *Zy*, then south to the pirate and serpent infested waters of the *Floenry Isles* (all 14 islands are described), and finally west to the seldom visited *Island of the Cyclops* and its four sisters islands. A truly comprehensive addition to the Palladium RPG fantasy system.

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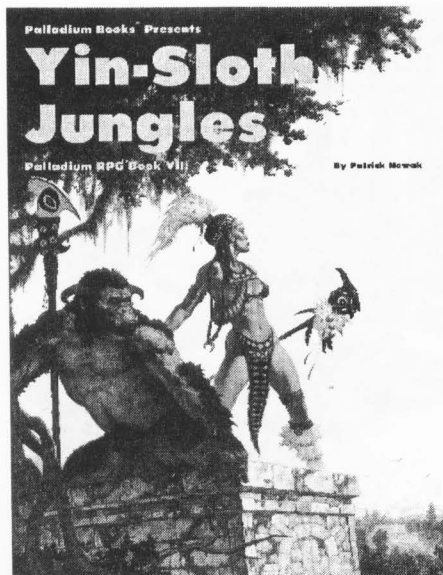
The Palladium RPG® Book 6 (1st Edition rules): Island at the Edge of the World

Is it the end of the Palladium World as foretold in the *Tristine Chronicles*?

The ocean seems to be disappearing. Strange storms and ill winds smother the coasts. The cause of it all? Nobody knows with certainty, but the answers seem to rest at a legendary island at the edge of the world.

Epic adventures carry our heroes through the Old Kingdom, ancient tombs, crystal palaces, and the south seas. Crystal magic, mystic swords, death traps, strange encounters, insanity, and dark secrets are all part of the adventures. Travel beyond the known world to a mysterious island locked in a deadly confrontation that threatens the entire world.

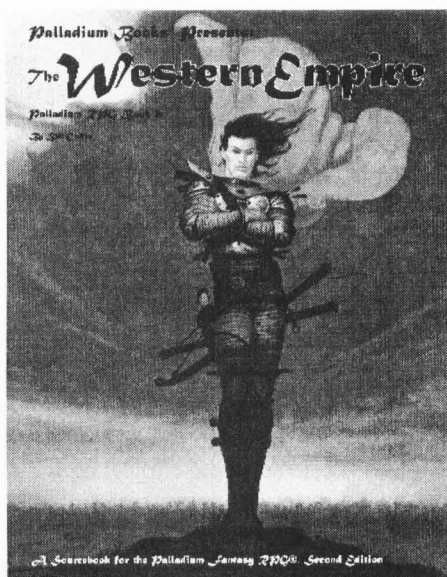
- Crystal magic, swords, wands and weapons.
- Five powerful rulers, their fortresses, their insanities and their subjects.
- The mysterious lord of the Crystal Fortress.
- The Ghost Kings of the haunted tombs, filled with death traps and the dead.
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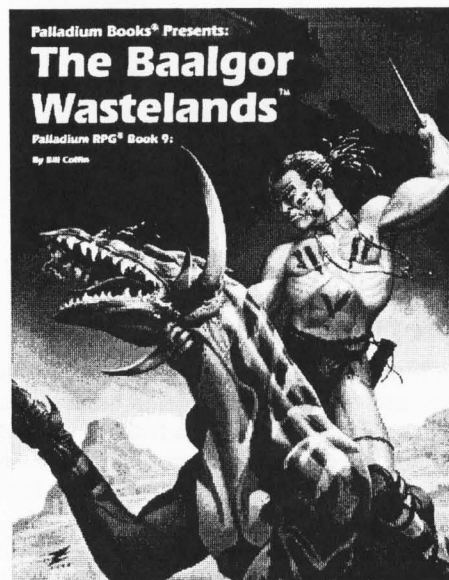
- New Occupational Characters Classes including the Undead Hunter, Witch Hunter, Enforcer and Beastmaster.
- New skills and abilities.
- Monsters, animals, villains and world information.
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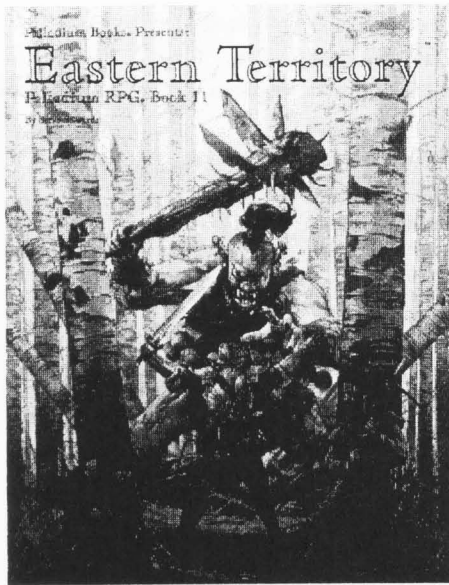
This is an epic adventure sourcebook detailing the notorious *Baalgor Wastelands* — Eandroth tribes, Gromek war-bands, monstrous raiders, forgotten catacombs, pirates, Minotaurs and much more.

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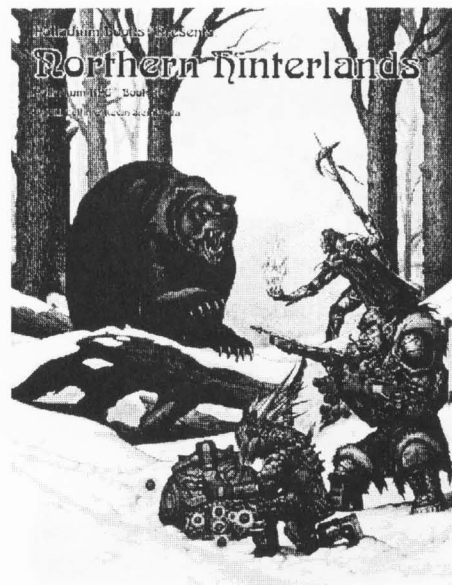
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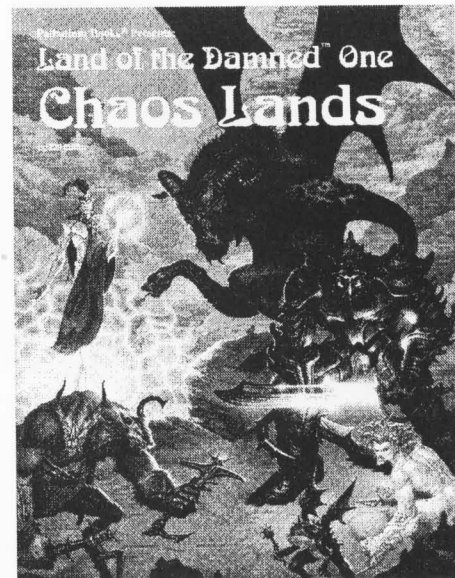
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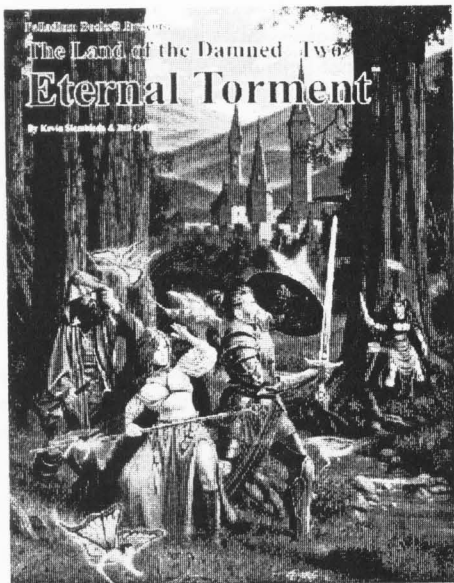


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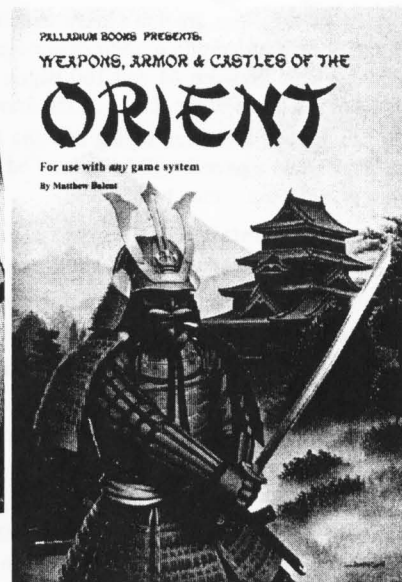
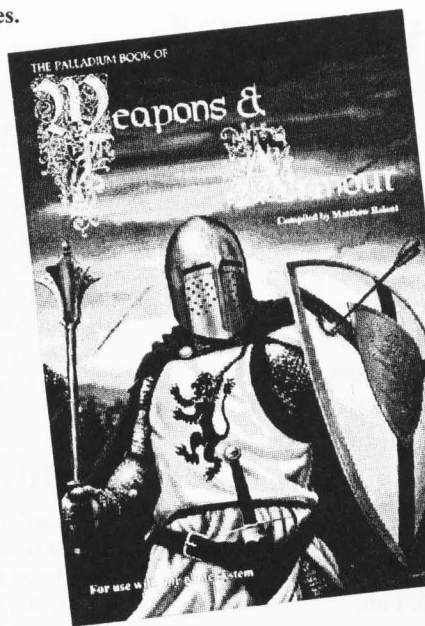
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Compendium of Weapons, Armor & Castles™

Discontinued and replaced with our small book format, see previous description.

Coming Attractions 2004

Note: At this time, we don't know exactly when these titles are coming out, nor are we certain of their final page count and price. Most will probably range between 64 and 160 pages, a few will hit 192 or 224. These are just some of the things on the drawing board for 2004.

Yeah, I know I've been saying this one for the last four years or so, but **Mechanoid Space®** will be unleashed next year. I'm shooting for Summer 2004, but it may be fall.

Palladium Fantasy RPG® – Land of the Damned Three

Palladium Fantasy RPG® – Mysteries of Magic Vol. One

Palladium Fantasy RPG® – Magic and Monsters

Palladium Fantasy RPG® – and maybe, The Wolfen War.

Mechanoid Space RPG™ – The long awaited space epic.

Heroes Unlimited™ – Atorian Empire

Heroes Unlimited™ – At least one or two new adventure sourcebooks.

Chaos Earth™: The Psychic Earth™

Chaos Earth™: NEMA™ Mission Book Two.

Beyond the Supernatural™ – Arcanum (magic galore).

Beyond the Supernatural™ – Tome Grotesque (things that go bump in the night).

Additional sourcebooks and a few surprises . . .

Coming for Rifts® in 2004

Rifts® World Book: Dinosaur Swamp™ – 160 pages of Dinosaurs, mutants, Florida and the surrounding area.

Rifts® World Book: Africa Two – the Four Horsemen of the Apocalypse have been defeated (maybe by you) but their passing is still felt in strange and unusual ways. More world data, too. 160 pages.

Rifts® Dragons & Gods – new material created specifically for Rifts®; 160-192 pages.

Rifts® Australia Two: Dreamtime

Rifts® Chaos Earth series – more on NEMA, practitioners of magic, psychics, Juicers, madness, invasions and adventure as one fights to survive the Great Cataclysm.

Rifts® Adventure Sourcebooks – 64 page books on a variety of subjects.

Rifts® Dimension Book: Worlds of Warlock™ – a 160 page *Phase World®* sourcebook.

Rifts® Dimension Book: Hades

Rifts® World Book: Dinosaur Swamp™ – 160 pages of Dinosaurs, mutants, Florida and the surrounding area.

Rifts® World Book: Africa Two – the Four Horsemen of the Apocalypse have been defeated (maybe by you), but their passing is still felt in strange and unusual ways. More world data too. 160 pages.

Rifts® Chaos Earth series – more on NEMA, practitioners of magic, psychics, Juicers, madness, invasions and adventure as one fights to survive the Great Cataclysm.

And more . . .

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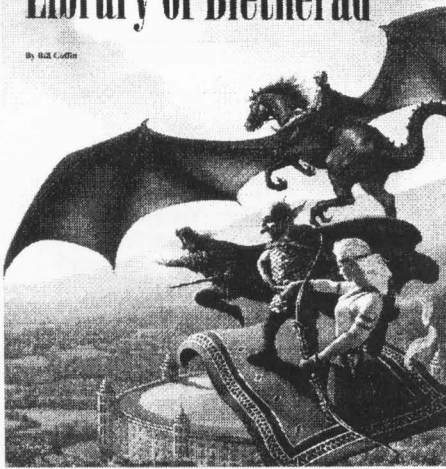
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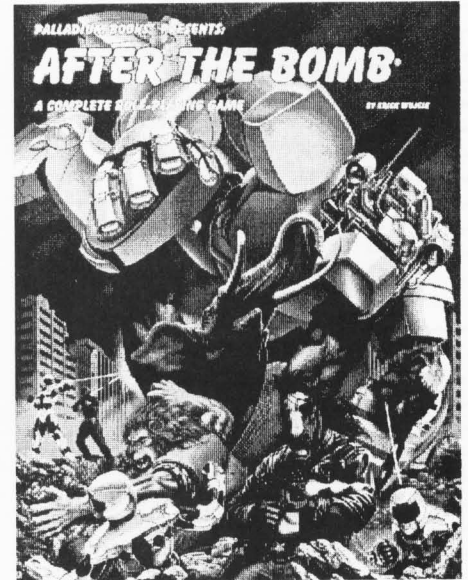
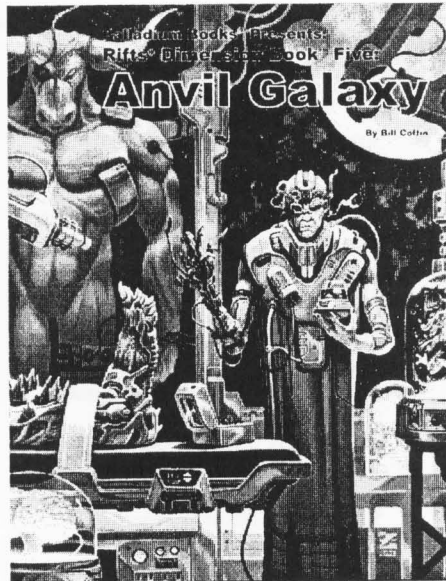
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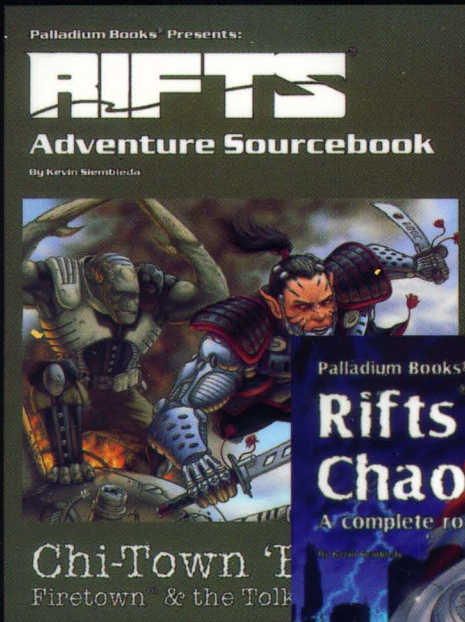
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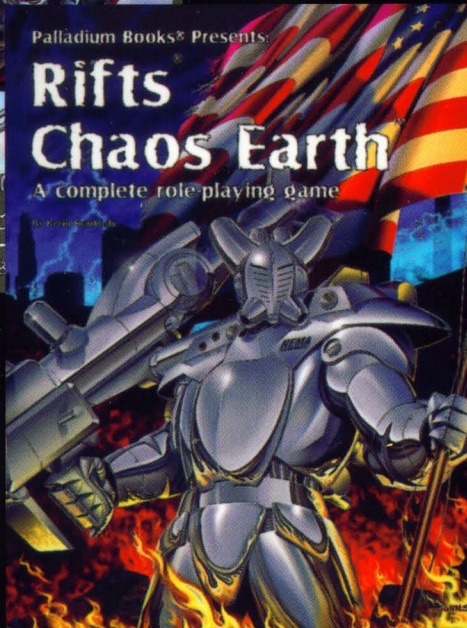
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