

## Answers to Common Questions & Official Erratas

- **Official Erratas:**

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- **Answers to Common Questions:**

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## RIFTS Main Book Errata

PAGE 100: The Horror Factor for Dragon Hatchlings are as follows:

Great Horned hatchling 12  
Fire hatchling 12  
Ice hatchling 10  
Thunder Lizard hatchling 11.

PAGE 171: The spell Resist Fire has a P.P.E. cost of six.

PAGE 205: The prices for vibro and neural weapons are as follows:

Vibro-knife: 7,000cr  
Vibro-sabre: 9,000cr  
Vibro-sword: 11,000cr  
Vibro-claws: 11,000cr  
Neural Mace: 8,000c

## RIFTS Conversion Book (One)

**Experience Point Table for the Warlock O.C.C.:**

1. 0,000 - 2,100
2. 2,101 - 4,200
3. 4,201 - 8,440
4. 8,441 - 17,480
5. 17,481 - 25,500
6. 25,501 - 35,800
7. 35,801 - 51,000
8. 51,001 - 71,200
9. 71,201 - 96,400
10. 96,401 - 131,600
11. 131,601 - 181,800
12. 181,801 - 250,200
13. 250,201 - 300,001
14. 300,101 - 370,200
15. 370,201 - 430,300

## Pantheons of the Megaverse Errata

PAGE 13: The Priest O.C.C. has a starting P.P.E. of their P.E. attribute number plus 6D6 and gains 1D6 P.P.E. per level.

## Coalition Navy Errata

PAGE 33: in the description of the CS Navy Sailor O.C.C., certain MOS skills were referred to but the descriptions of these skills were accidentally omitted. These skills are as follows:

**Naval Tactics**: A basic understanding of the "military doctrine" of the navy in question (CS, Free Quebec, NGR, Nemo's New Navy, freebooters, etc.; each is a little different) and the naval military in general. It includes preferred methods of fighting (on both small scale engagements or full battles), seaman do's and

don'ts, ship weapon systems, ship and naval power armor recognition, naval combat, strategies and tactics, and other basic naval procedures, military methods and operations.

In combat, a successful tactics roll will reveal the obvious and/or some hints as to the best way to approach a potential combat situation (like recognizing a potential attack because torpedo tubes are open, the best way to impair or scuttle a ship, ideal targets, evasive maneuvers, etc.). Otherwise a successful roll will determine an accurate recognition of a naval vessel, use or reading of naval weapon system, proper execution of a naval tactic or maneuver, and proper procedure. **Base skill:** 30% +5% per level of experience.

**Naval History** is a basic historical knowledge of the oceans and seas of Rifts Earth and the beings that travel on and below them. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately about the oceans and seas, or various aquatic creatures and beings. **Base skill:** 30% +5% per level of experience.

**Basic Cybernetics** is similar to the M.D. in Cybernetics skill in the **Rifts® RPG**, page 28, but scaled down. This skill gives the character a basic knowledge of the function and application of various cybernetic mechanics, their structure, function and repair. This is best applied to external bionic and cybernetics such as a bionic arm, leg, eye, body armor, etc. to make "field repairs." The character can also make (or help make) repairs on loose, uninstalled implants. However, they are not Cyber-Docs and can *not* perform surgery to remove or install any internal cybernetic. Nor can they attach or detach bionic systems to the body. Repairs can only be made to the external *machine*, i.e. arm, hand, weapon, etc., not the attachment to the nerves or flesh and blood body. Likewise, the character cannot perform medical procedures of any kind, he's a basic cybernetic mechanic or assistant mechanic/Operator! **Base skill:** 25% +5% per level of experience. **Penalties:** -5% if bionic part is attached to a living being. -10% if repairs are made under-fire or other stressful conditions. -30% if of alien manufacture and design! **Requires:** Mechanical Engineer, Literacy and Advanced Mathematics skills.

**Field Expedient Surgery** is the same as the Field Surgery skill found on page 61 of the **Coalition War Campaign** book. **Base skill:** 16% + 4% per level of experience.

PAGE 46: plastique-type limpet mines do 1D4x100 M.D.

PAGE 83: the description of the *CSS Chi-Town* is missing the stats for the *GR-155 Electromagnetic Howitzer!* Don't ask us how this happened, here are the stats:

**GR-155 Electromagnetic Howitzer** This is a modern electromagnetic version of the pre-Rifts 155mm howitzer. Although this weapon lacks the range and sheer firepower of some larger cannon (like the C-406), its ease of handling and versatility make it a valuable support weapon of the CS navy. This cannon is mostly used to assist in landing operations both through shore bombardment and providing either light or cover (whichever is needed) for the landing troops but will also be employed against enemy vessels.

Primary Purpose: Assault and Fire Support.

Secondary Purpose: Anti-ship and monster.

Shell Type: Armor piercing shells are used for anti-ship combat and inflict 3D6x10 M.D. to a 10 foot (3 m) blast radius. Plasma and Fragmentation shells are used for shore bombardment and inflict (respectively) 1D6x50 to a 50 foot (15.2 m) blast radius, and 2D4x10 M.D. to a 70 foot (21.3 m) blast radius! Illumination shells will light up an area like flares and smoke shells will create clouds of vision-obscuring smoke over a 300 foot (91 m) radius.

Mega-Damage: Varies with shell type as noted above.

Rate of Fire: 4 rounds per minute, maximum.

Effective Range: 18.7 miles (30 km)

Payload: 210 shells total. A standard load includes 90 armor piercing, 60 plasma, 30 fragmentation, and 15 each of illumination and smoke shells.

Strike Penalty: -3 to strike targets or target areas smaller than a truck.

**Note:** In addition to the shells listed above, chemical shells (fire retardant, tear gas, etc.) are sometimes employed. Newer shells (such as laser-guided and rocket-assisted) are in the experimental stage but are not yet available for front-line combat.

PAGE 113: The Pirate O.C.C.'s skill of Pilot water skis & water sleds is actually referring to two separate skills--both of which appear on **Coalition Navy**, page 28. These are Pilot: Water Skiing & Surfing and Pilot Water Scooters.

## Phase World Errata

PAGE 49: the True Naruni R.C.C. has an I.S.P. base of 1D6 x 10

## Phase World Sourcebook Errata

PAGE 39: the Warlock Marine Magic Specialist O.C.C. has a starting P.P.E. of their P.E. attribute number plus 2D4 x 10 + 20 and gains 2D6 P.P.E. per level.

## England Errata

PAGE 69: The Temporal Warrior O.C.C. starts with 1D4 x 10 S.D.C. plus any bonuses from physical skills. Additionally, the Temporal Warrior gains *one* of the following bonuses to their S.D.C. from their years of servitude:

Six years: +20 S.D.C.

Ten years: +40 S.D.C.

Fourteen years: +60 S.D.C.

## Africa Errata

It's been a while since Palladium has made any major mistakes or omissions in one of our books. When we make 'em, we make big ones. Somehow, the experience tables for the many new O.C.C.s were omitted (perhaps dimensionally rifted) from the book. Likewise, we seem to have omitted the last half of the character details for the Tree People O.C.C. Yikes! How this slipped by Siembieda and three editors we'll never know (hence the rift theory). Maybe these guys have been working too hard.

Here's the missing stuff. We apologize for any confusion or inconvenience this may have caused. These omissions will be corrected in the second printing later this year.

### O.C.C. & R.C.C. Experience Levels:

#### Agogwe & Crocodillians

1	0,000-1,825
2	1,826-3,450
3	3,451-6,900
4	6,901-13,800
5	13,801-19,200
6	19,201-29,200
7	29,201-39,200

#### African Priest

1	0,000-2,000
2	2,001-4,000
3	4,001-8,200
4	8,201-16,400
5	16,401-24,500
6	24,501-34,600
7	34,601-49,700

#### African Witch

1	0,000-1,950
2	1,951-3,900
3	3,901-7,800
4	7,801-15,600
5	15,601-30,200
6	30,201-45,400
7	45,401-60,600

8	39,201-49,200	8	49,701-69,800	8	60,601-85,800
9	49,201-70,300	9	69,801-94,900	9	85,801-110,200
10	70,301-99,500	10	94,901-129,000	10	110,201-150,400
11	99,501-130,500	11	129,001-179,100	11	150,401-210,600
12	130,501-180,500	12	179,101-229,200	12	210,601-265,800
13	180,501-230,500	13	229,201-279,300	13	265,801-325,200
14	230,501-280,500	14	279,301-329,400	14	325,201-375,400
15	280,501-320,500	15	329,401-389,500	15	375,401-450,600

Tree People,  
Pygmy Hunter & Tautons

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1	0,000-1,935
2	1,936-3,870
3	3,871-7,750
4	7,751-15,400
5	15,401-20,000
6	20,001-30,000
7	30,001-40,000
8	40,001-60,000
9	60,001-80,000
10	80,001-110,000
11	110,001-140,000
12	140,001-180,000
13	180,001-230,000
14	230,001-280,000
15	280,001-350,000

African Medicine Man

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1	0,000-2,110
2	2,111-4,220
3	4,221-8,440
4	8,441-16,880
5	16,881-24,880
6	24,881-34,880
7	34,881-48,440
8	48,441-68,440
9	68,441-92,480
10	92,481-128,480
11	128,481-178,480
12	178,481-228,880
13	228,881-278,880
14	278,881-324,480
15	324,481-388,880

Necromancer & Phoenixi

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1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-27,700
6	27,701-37,800
7	37,801-53,900
8	53,901-75,100
9	75,101-100,200
10	100,201-140,300
11	140,301-200,400
12	200,401-250,500
13	250,501-300,600
14	300,601-350,700
15	350,701-425,800

Pygmy Shaman & Ramen

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1	0,000-2,050
2	2,051-4,100
3	4,101-8,250
4	8,251-16,500
5	16,501-24,600
6	24,601-34,700
7	34,701-49,800
8	49,801-69,900
9	69,901-95,000
10	95,001-130,100
11	130,101-180,200
12	180,201-230,300
13	230,301-280,400
14	280,401-340,500
15	340,501-400,600

African Rain Maker

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1	0,000-2,160
2	2,161-4,320
3	4,321-8,640
4	8,641-17,280
5	17,281-25,280
6	25,281-35,560
7	35,561-50,840
8	50,841-72,280
9	72,281-97,560
10	97,561-132,840
11	132,841-190,280
12	190,281-240,560
13	240,561-297,880
14	297,881-360,280
15	360,281-420,560

Mind Bleeder

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1	0,000-2,130
2	2,131-4,260
3	4,261-8,580
4	8,581-17,160
5	17,161-24,910
6	24,911-34,190
7	34,191-49,290
8	49,291-67,390
9	67,391-93,490
10	93,491-131,590
11	131,591-182,690
12	182,691-225,790
13	225,791-272,890
14	272,891-333,190
15	333,191-399,690

Note: The Children of Amon can be any O.C.C.

**Tree People R.C.C.**

Optional Player Character R.C.C. Abilities & Bonuses

1. Psionic abilities: All tree people have the psychic power to sense supernatural evil identical to the dog boys. 10% are also master psionics with psychic healing powers.
2. P.P.E.: Base P.P.E. is 3D6.
3. Nightvision: 1000 feet (305 m), but poor day vision, about 200 feet (61 m) in bright sun; that's why they like the jungle and forest where it is shadowy even during the day. They also have keen hearing and sense of smell.
4. Prehensile feet and opposable thumb: Their feet give them greater speed, mobility and stability when climbing, swinging and gliding from tree branch to tree branch. This also means they can use weapons and tools and carry objects with their feet.
5. Glide: The lightweight critters (typically 30 pounds/13.6 kg) can spread their arms out or forward to fan the leathery membrane under their arms to soar through the trees, make spectacular leaps and

flips, and glide to the ground like a flying squirrel.

\* Leap from standing still - 30 ft (9 m) lengthwise.

\* Running leap - up to 100 ft (30.5 m) lengthwise straight across; +3 to dodge during this speedy leap.

\* Glide down from above or leap - speed is about 11, duration of the gliding free fall depends on the height from which the jump was made and wind conditions. Leaps from great heights can carry the little D-bee up to half a mile away.

6. Attributes: I.Q. 3D6, M.A. 4D6, M.E. 3D6, P.S. 3D4, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd. 4D6 running or climbing, but multiply by ten when they are running, swinging and gliding through the treetops! Size: Three feet to three feet, four inches (0.9 to 1 m) in height and about 30 to 50 pounds (13.6 to 22.6 kg) in weight.
7. Bonuses: +15 S.D.C., +1 additional attack per melee round. +2 on initiative, +3 to save vs all types of poisons and disease. All bonuses are in addition to possible attribute and skill bonuses.
8. Alignment: Typically good or selfish, rarely evil.
9. O.C.C. Attribute Requirements: Not applicable.

### **R.C.C. Skills:**

Speaks native tongue at 98%

Gobbely, Pygmy, Swahili and Euro at 85%

Select one other of choice (+10%)

Acrobatics (+10%)

Gymnastics (+5%)

Climb (+20%)

Prowl (+10%)

Running (+1 to P.E., +4D4 to spd, +1D6 to S.D.C.)

Track Animals (+10%)

Land Navigation (+15% in the jungle, reduce to 5% elsewhere)

Wilderness Survival (+20%)

Identify Plants & Fruits (+15%)

Cook (+10%)

W.P. Targeting (60% use throwing sticks and spears, 40% bows & arrows)

W.P. Blunt (use war clubs and throwing sticks)

W.P. Ancient of choice

Hand to Hand: Expert. Other hand to hand combat skills are not available. Females and those who are not a hunter-warrior have the hand to hand: basic skill.

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

Secondary Skills: At levels three and eight the character also gets to select three secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Radio: basic only

Domestic: Any (+10%)

Electrical: None

Espionage: None

Mechanical: None

Medical: First Aid or Holistic only (+5%)

Military: None

Physical: Any except acrobatics, boxing and S.C.U.B.A.

Pilot: Horsemanship, water vessels, and hover vehicles only.

Pilot Related: None

Rogue: Any (+5%), except computer and streetwise.

Science: Basic math.

Technical: Lore and language only (+10%).

W.P.: Any

Wilderness: Any (+10%)

Standard Equipment: Rope belt, 10 feet (3 m) of rope and a small sack. 40% have such modern amenities as a canteen, utility belt, sunglasses, tinted goggles, air filter, infrared distancing binoculars, mirror, small knives and tools. Most items, particularly clothes, shoes and electronic equipment, are regarded as useless junk.

Weapons: War club (2D6 S.D.C.) or 1D4 wood throwing sticks (1D6 S.D.C.) and/or a spear. 10% have a vibro-knife, neuro-mace, laser scalpel, handgun or tool of some kind. 15% have magic pygmy charms, talismans, millennium tree items or other magic weapon or item. They rarely wear body armor of any kind, even Millennium Tree leaves.

Vehicle: None. Travels on foot, swings through trees or glides.

Money: None. Personal possessions mean little in this society. All work together and share to survive.

Cybernetics: None. Never heard of the stuff and don't want any.

Note: Tree people hate supernatural monsters, witches and evil magic and try to chase such beings out of their jungle or destroy them.

## South America 1 Errata

PAGE 81: The *Kittani Raptor Power Armor/Robot's* leap kick inflicts 6D6 M.D., not 6D6x10 M.D.

PAGE 146: The Totem Warrior O.C.C. starts with 8 O.C.C. Related skills, and gains two more at levels 3, 6, 9, and 12.

## Underseas Errata

PAGE 103: the mini-torpedo tubes for the *T-23 "Bottom Feeder" mini-sub* usually have a payload of 4-6 torpedoes per tube. They may be assigned more or less depending upon the nature of their current mission.

## Japan Errata

Several of the O.C.C.'s (True Samurai, Fighting Monk, etc.) are listed as having a Chi M.D. Death Blow. This special attack uses up 2D6 P.P.E. each time it is used (roll 2D6 and subtract from the character's P.P.E. reserve).

## South America 2 Errata

PAGE 35: The Nazcan Line Magic drawing Fire Lines has a duration equal to one minute (four melees) per level of the caster.

PAGE 134: The following skill categories should have been included in the O.C.C. Related Skills for the Blood Rider O.C.C.:

Physical: Any (+5% if applicable).

Pilot: Any (+5%)

Pilot Related: Any (+5%)

## **Psyscape Errata**

PAGE 78: The Psi-Warrior R.C.C. receives the psionic power Intuitive Combat at third level (Combat Initiative was a typo).

PAGE 138: The Zenith Moon Warper's M.A. attribute is 1D6+2 (the "1D6+2-" was a typo).

## **Warlords of Russia Errata**

PAGE 178: Long G-Clips cost 4,500 credits, and short G-clip cost 2,500 credits.

## **Do Amplified Hearing and Vehicles Mix?**

The inherently noisy nature of power armour, robot vehicles, and virtually all vehicles prevent their pilots and crew from benefiting from the initiative bonuses derived from amplified hearing cybernetics.

## **Apok M.D.C. and Healing**

The Apok O.C.C. normally regenerates at the rate of 2D6 M.D. per 24 hours, or if wearing the Demon Mask, the Apok heals 5D6 M.D. every six hours. The 200 M.D.C. bonus gained from wearing the Mask regenerates separately from the Apok, and it heals 5D6 M.D. per every six hours regardless of if it is being worn or not.

Example 1: Droshalla the Apok has 125 M.D.C. and takes 150 M.D. during a battle where she was wearing her Demon Mask. After the battle is over, she removes her Mask. Since all of the battle damage was absorbed by the M.D.C. bonus of the Demon Mask, she still has 125 M.D.C. The Mask's 200 M.D.C. bonus has been reduced to 50 M.D.C. which regenerates at the rate of 5D6 M.D.C. every 24 hours.

Example 2: G'Jan the Apok has 120 M.D.C and takes 280 M.D. in battle while wearing his Demon Mask. After defeating his enemies, G'Jan removes his Mask. At this point the Mask's 200 M.D.C. bonus has been reduced to 0 M.D.C. which regenerates at 5D6 M.D. every six hours. G'Jan himself has a mere 40 M.D.C. and will heal at the rate of 2D6 per 24 hours if he does not wear his Mask, or 5D6 M.D. per six hours when wearing the Demon Mask.

## **What are Auto-G's?**

The Auto-G's are Archie-style robots once slaves of mankind, now on the loose and siding with supernatural beings and magic users (hence why the Coalition States consider them to be an enemy). The name Auto-G is



short for "Automatically Generated Lifeform" and they are first mentioned on page 51 of the Main RIFTS Book.

## Borg Attributes

People often ask what the P.E. and P.B. attributes are for Borgs. Unless otherwise noted, all Borgs are assumed to have a standard attribute roll for P.B. (3D6 for humans).

The P.E. for partial conversion borgs is the character's normal P.E. attribute plus a 2D6 bonus (having all the limbs replaced with bionic ones causes less strain on the cardiovascular system) with a maximum of 24.

Although P.E. is not normally applicable for full conversion borgs, for the purpose of the length of time a character may survive in a coma, it should be regarded as a P.E. of 24.

## Indestructible Carpet of Adhesion

The carpet of adhesion created by the spell of the same name is made up of a magical energy that bonds to anything that touches it. As the carpet is made up of mystical energy, it is effectively indestructible for the length of its duration, and cannot be cut or burned, however it can be buried or covered up.

## What is Chi?

The Chi attribute listed on the character record sheets in the back of RIFTS Sourcebook 1 is a reference to the Chi attribute introduced in Ninjas & Superspies. Chi is the energy of life that flows through the earth and every living thing. It was included on the Sourcebook character sheet because that character sheet was originally designed to encompass that system as well. On the later character sheets (such as those in RIFTS: Mechanoids and RIFTS: England), Chi was dropped. If you are integrating Chi into a RIFTS campaign, it is equal to a character's P.E. plus any modifiers for specific martial arts.

## How do Dodge and Automatic Dodge Work?

A character dodges by moving out of the way of the attack. Dodging always takes up one attack/action per melee round. To successfully Dodge, the defender must roll higher than the attacker's strike roll on a twenty-sided die. If all the character's attacks per melee round have been used up, then the character can not Dodge or Strike for the rest of the melee.

**Multiple Dodge** is the ability to Dodge all incoming attacks, no matter where they are coming from.

**Automatic Dodge**, also known as auto dodge, is like the Automatic Parry in that it allows the character to Dodge without using up a melee round action.

## Do Dodge and Automatic Dodge Use the Same Bonuses?

Generally speaking, all combat bonuses are cumulative, however, a notable exception is Dodge and Automatic Dodge. While these two combat techniques have similar results (getting out of the way of your

opponent's attack), they are very different tactics that receive separate bonuses. The normal Dodge technique receives bonuses from high P.P. attribute scores, physical skills, and level advancements in hand-to-hand combat skills. On the other hand, Automatic Dodge gains bonuses from high P.P. attributes and only those physical skills or hand-to-hand combat skills that specifically give a bonus to Automatic Dodge.

Normally a character's Dodge bonuses will be quite a bit higher than their Automatic Dodge bonuses and the player will have to decide to either Auto Dodge (and save their attack) or Dodge (lose their attack, but have a higher bonus and a better chance at dodging).

## Dodging Ranged Weapons

The following penalties should be used when attempting to dodge the various types of ranged weapons:

Ancient ranged weapons (arrows, sling shots, etc.): -3

Modern ranged weapons (bullets, etc.): -6

Energy weapons at short range (100 - 500 feet): -10 with NO bonuses

Energy weapons at long range (500+ feet): -8 with NO bonuses

Note that if all the character does is dodge for that melee, the character receives a +2 bonus to dodge

## Dragon Level Advancements

Dragons do not gain additional I.S.P., P.P.E., or M.D.C. as they go up levels. These values only increase when the dragon reaches maturity.

## Dual O.C.C.s

Characters that wish to learn a new O.C.C. must first advance at least one level in their current O.C.C./R.C.C. At second level (or wherever desired), they may opt for training in the new O.C.C. as **soon** as they reach that new level (it cannot be done after they have advanced in their new experience level).

When the character begins their new training, they are zero-level in the new O.C.C. The character must earn experience points equal to the new O.C.C.'s second level (if Men of arms or adventurers) or third level (if magical or psychic). When that amount of experience points is acquired, the character has passed their apprenticeship and is now at first level in his new O.C.C.

Once characters change over to their new O.C.C., they retain their old skills (but frozen at the levels they achieved before the change) but all new P.P.E., S.D.C., and other increases will be based upon their new O.C.C. ALL new experience points are awarded to the new O.C.C. Characters who change to a new O.C.C. will get all of the O.C.C. skills and special abilities, but only **half** the number of O.C.C. related and secondary skills. When powers/skills are duplicated, they get whichever is the better of the two, they do **not** add them together. For special powers and abilities that specific O.C.C.s may possess, adjust where necessary.

At the GM's discretion, characters may continue to change O.C.C.s repeatedly as long as they pay the experience points for their apprenticeships.

## E-Clip Recharge Times

The length of time required to recharge eclips is as follows:

Type of Clip	Time to Recharge
Standard E-Clip	1 hour
Long E-Clip	90 minutes
E-Canister	90 minutes
FSE-Clip	3 hours
E-Pack or Power Pack	7 hours
G-Clip	1 hour
Long G-Clip	2 hours

## Size of E-Clips

Generally, there are only a few standard sizes of E-clips: the North American standard and the NGR are two of the most common

## How Loud Are Energy Weapons?

Lasers emit a coherent beam of light, so they are virtually silent. Ion blasters fire charged ions, so they are noisy. Fairly quiet weapons include plasma weapons (eject superheated plasma), and particle beam weapons (fire off super-accelerated particles).

## Shoot through Energy Fields?

Psychic and mystic energy fields (such as Energy Field, Telekinetic Force Field, etc.) block anything attempting to travel through them. This means that a character cannot fire through their magic or psionic defensive field without damaging the field.

## Faerie Folk XP

As a rule, Faerie Folk have a set of unchanging skills and abilities. Each faerie type has their own R.C.C. skills but these don't increase with experience. At the GM's discretion, a Faerie Folk player character may be permitted to improve, but this should be a very slow progression (such as the Dragon's experience table).

## Healing M.D.C. with Spells/Psionics

Unless otherwise stated, when healing psionic powers (Healing Touch, etc.) or magic spells (Heal Wounds, etc.) are used on M.D.C. beings, the being heals only the M.D.C. equivalent of the H.P. component of the power or spell. For example, if a Sphinx Mystic were to use the psionic Bio-Regeneration (normally healing 2D6 H.P. or 3D6 S.D.C.), she would heal 2D6 M.D.C. Alternatively, if a Rahu-Man were to have the magic

invocation Heal Wounds (normally restoring 1D6 H.P. and 3D6 S.D.C.) cast on him, he would heal 1D6 M.D.C.

## Invisibility

Here are some lesser known facts about Invisibility:

### Invisibility Simple:

- unless otherwise noted, magic/supernatural creatures that have the ability to turn invisible at will, use Invisibility Simple (which requires an action to turn themselves invisible)
- characters suffer the following penalties when attempting to defend themselves from an invisible attacker: -8 to parry and dodge
- characters are at -8 to strike an invisible opponent
- invisible characters cannot be detected with infrared or regular video, but can be found via psychic or magic senses (such as a Psi-hound's P.P.E. scent)

## Leaping Distance

Normal, untrained (human) characters can leap 4ft high and 5ft long. Characters with either the acrobatics or gymnastics skills increase their distance by 2ft per level of experience (Note: This is 2ft for either skill; having both skills will **not** increase the distance beyond the 2').

Modifying a character's leaping distance for physical attributes (i.e. speed, strength, and/or prowess) is an option for the individual GM. If so applied, characters with Superhuman/Supernatural Strength would leap twice the normal distance (i.e. 8ft high and 10ft long, plus 4ft per level of experience).

## Ley Lines Physical Component

Ley Lines do not have a physical component and are completely ethereal and energy-like in nature.

## M.D.C. Healing

Unless otherwise stated, supernaturals and creatures of magic that are M.D.C. beings but do not have bio-regeneration (Sphinx, Vanguard Brawler, etc.) heal 2D6 M.D.C. every 24 hours.

## Nightbane S.D.C.

Any additional S.D.C. or H.P. that a Nightbane has in morpheus form are lost when they change back to their facade.

## Ley Line P.P.E. Absorption

While in close proximity to Ley Lines and Nexuses, mages (and other magical creatures) can absorb up to three times their normal limit in P.P.E. This borrowed P.P.E. can only be held for a short period (the mage's P.E. attribute in hours) before dissipating.

## Magic Scrolls

Reading/using a magic scroll requires the character to be literate in the language that the scroll is written in. The chance of success for the scroll is equal to the character's literacy skill percentage. Reading a scroll requires at least two melee rounds, and the higher level spell scrolls may require up to four melees.

## Phase Weapons vs. Borgs

Phase weaponry completely bypasses a Borg's normal (M.D.C.) armor and does damage directly to the Borg's living parts (which are S.D.C./H.P.)

## Rate of Fire: Standard

Any weapons listed as having a Rate of Fire of Standard can only fire single shots; bursts or sprays are not possible.

**Rate of Fire: Aimed, Burst, Wild-** this means that the weapon can fire single shots *or* bursts

**Rate of Fire: Standard-** unless otherwise noted, these weapons may only fire single shots, however, generally figure that energy weapons can fire bursts unless it specifically says that particular weapon cannot. Pulse rifles (like the Wilks 457) can not fire bursts on the single shot setting (their burst is the multi-pulse). Particle Beams and Plasma Ejectors (such as the NG-12) are not usually burst weapons.

**Rate of Fire: Equal to Number of Hand-to-Hand Attacks-** means that the character can fire an aimed shot or burst for each action that he would normally get. Thus, a character with 3 attacks per round may take 3 aimed shots or bursts.

## Who Can Resist Soul Drinkers

As Soul Drinkers are Greater Rune weapons, there are very few beings that can resist their power. Among such entities are:

- The Old Ones- all are immune to soul drinking.
- Alien Intelligences (the Lord of the Deep, Apsu of the Abyss, etc.), gods that can be considered the supreme being of their pantheon, and the Splugorth- easily resist souldrinking because of their power level, but can be affected by continuous attacks.
- Supernatural Intelligences (Modeus, Mictla, Mephisto, etc.), major gods, and Death (of the Four Horsemen)- can resist soul drinking with some effort but can be affected by repeated attacks.

- Vampire Intelligences, Apocalypse Demons (excluding Death), minor gods, and ancient dragons- subject to soul drinking but will have a number of pluses to save (the bonus will vary the power level of the entity).

Creatures with power levels below those already mentioned have no special resistance vs. soul drinking.

## Supernatural Endurance

Unless otherwise noted, any creature with either supernatural endurance or a supernatural P.E. attribute is able to keep running almost indefinitely without tiring, resist magical disease, and heal faster than normal (2D6 M.D.C. per 24 hours).

## Is Supernatural HTH a Magic Attack?

Hand to hand combat damage done by creatures of magic and supernatural beings count as magical attacks against beings that take extra damage (double damage, etc.) from magic.

## Vampires and Thermonuclear Weapons

Sunlight harms vampires due to a supernatural effect, **not** the scientific effect of a thermonuclear reaction. Thus, sunlight will destroy a vampire where as a non-supernatural thermonuclear reaction (such as nuclear missiles, atomic bombs, etc.) will not.