

# SAVAGE WORLDS



# RIFTS<sup>®</sup>

## ARCHETYPES SET 1

# RIFTS®

## THE TOMORROW LEGION ARCHETYPES (SET 1)

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# CYBER-KNIGHT

## LADY SARENNA ALDERBRANT

"Sarena the Unwavering," as she became known during the Siege of Tolkeen, fought desperately to aid Lord Coake's efforts to hold the Cyber-Knights together. She understood the burning desire to defend the magic kingdom against the Coalition, yet she also held firm to the belief that the leaders of that doomed land fell too far to darkness to save. As friends and loved ones took up arms to either fight alongside the demons or to attack them, she followed Coake's efforts to save as many innocents as possible. When the war was truly over, she was among those who helped the Cyber-Knight founder bring survivors to Castle Refuge, where she found a new purpose in the Tomorrow Legion. Sarena has little care for subtlety and deceit.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6  
**Skills:** Fighting d8, Healing d6, Knowledge (Computers) d8, Knowledge (Electronics) d4, Knowledge (Engineering) d4, Notice d6, Persuasion d6, Psionics d8, Repair d6, Shooting d8  
**Cha:** +2; **Pace:** 8; **Parry:** 6; **Toughness:** 15 (6)

**Hindrances:** Big Mouth, Code of Honor, Enemy (Major — Coalition), Enemy (Minor — Federation Necromancer), Heroic

**Edges:** Ambidextrous, Arcane Background (Psionics), Champion, Common Bond, Sweep, Two-Fisted

**Powers:** *boost Trait, deflection, smite, speed.*  
**ISP:** 10.

**Gear:** Medium Cyber-Knight Armor, enhanced (+6 Armor, +2 Toughness, *healing*), NG-L5 Laser Rifle (Range 25/50/100, Damage 3d6+2, RoF 1, AP 2), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, RoF 1, AP 4), 2 extra clips each firearm, NG-S2 Survival Pack, silver cross, 6 wooden stakes, 800 credits.

### Special Abilities:

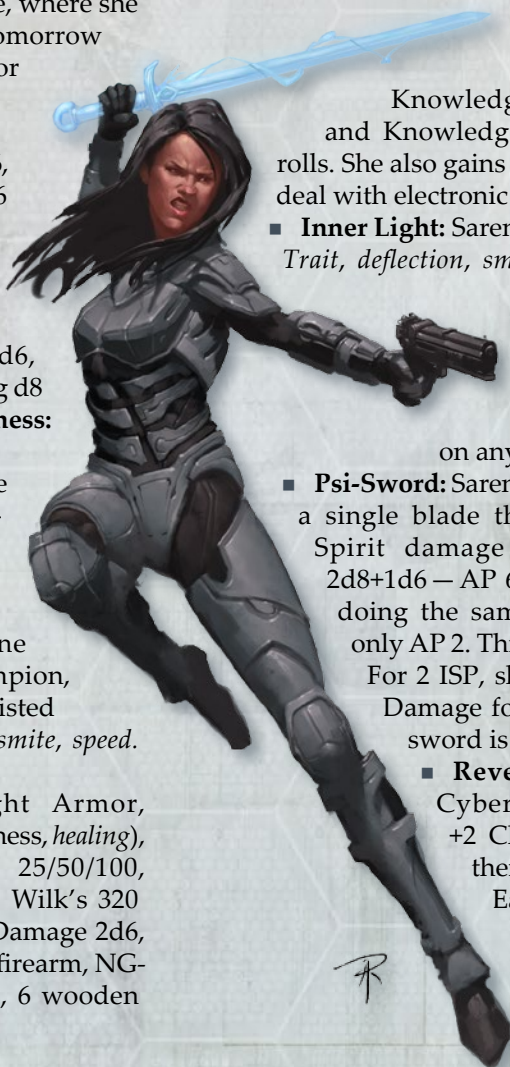
- **Cyber-Armor:** Cyber-Knights have +2 Toughness from their embedded techno-magic nanotech.
- **Cyberkinetic Combat:** Cyber-Knights are always -2 to be hit by technology-based attacks, such as laser rifles and vibro-blades.
- **First Into Battle:** A Cyber-Knight has +2 Pace and a d10 Run die. If she has Fleet-Footed, this stacks, giving her another +2 Pace and a d12 Run Die.
- **Hero's Journey:** Sarena's Hero's Journey rolls granted her (among other things already figured in) +1 on all

Knowledge (Electronics) and Knowledge (Engineering) rolls. She also gains +2 on any roll to deal with electronic security.

- **Inner Light:** Sarena can use *boost Trait, deflection, smite, or speed* on herself as a free action, but she cannot use these abilities on anyone else.

- **Psi-Sword:** Sarena can summon a single blade that does Str+2× Spirit damage—in this case 2d8+1d6—AP 6, or two blades doing the same damage, but only AP 2. This is a free action. For 2 ISP, she can do Mega Damage for as long as the sword is maintained.

- **Revered Protector:** Cyber-Knights gain +2 Charisma due to their status on Rifts Earth among most civilized people.



R

# GLITTER BOY

## NOBLE

The Glitter Boy stood there, its gun pointed right at Noble and his pack. The rest of the Coalition troops had abandoned them, demanding the Dog Boys hold off the enemy and cover their escape. Even Ulik, the Psi-Stalker who'd been their pack leader for almost two years, ran away and left the Dog Boys to just die. Noble stood there, waiting for the deafening roar of the gun that would shred them all to bloody chunks. Instead, the Cyber-Knight who'd also fought with those people stepped around the shimmering battle suit and addressed the pack. He explained that the Glitter Boy pilot (Garner was his name) couldn't bring himself to fire, and wanted to give the mutant animals a chance at another life. That was almost a year ago, and after extensive training, Noble is ready to repay the mercy and kindness of the Tomorrow Legion in a Glitter Boy of his own.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d10, Knowledge (Battle) d6, Notice d8, Repair d6, Shooting d10, Stealth d4, Survival d4, Tracking d6

**Cha:** -2; **Pace:** 10; **Parry:** 7; **Toughness:** 30 (18) M.D.C.

**Hindrances:** Enemy (Ma – Ulik), Hard of Hearing, Heroic, Outsider, Wanted (Minor – Coalition)

**Edges:** Breed Advantage (Strong Breed), Danger Sense, Marksman, Power Armor Jock

**Gear:** Glitter Boy Armor (+18 M.D.C. Armor), Boom Gun (Range 250/500/1000, Damage 4d12+6, RoF 1, AP 25, Mega Damage, MBT), NG-LG6 Laser Rifle (Range 25/50/100, RoF 1, Damage 3d6+2, AP 2), NG-LG6 Integrated Grenade Launcher (Range 18/36/72, High Explosive Grenades Damage 3d8, RoF 1, Mega Damage, MBT), Wilk's 227 Pulse Laser Pistol (Range 18/36/72, Damage 2d6+1, RoF 2, AP 2), 2 extra clips/belts each firearm, "Dog Pack" Light Riot Armor (+5 Armor), NG-S2 Survival Pack, Tool Kit, 1300 credits.

**Cybernetics:** Cyber-Wired Reflexes.

### Special Abilities:

- **Big and Shiny:** Glitter Boys are immediately recognizable and often a priority target for heavy weaponry. They suffer -8 to Stealth rolls due to their glittering armored coating. At 10 feet tall and Size 3, Glitter Boys are big targets and man-sized opponents gain +2 to hit them.
- **Digging In:** Activating/deactivating the stabilization system is an action. Firing the Boom Gun without these measures knocks the Glitter Boy 2d6" back and prone, leaving the pilot Shaken. Once



dug in, the Glitter Boy cannot move and can only fire to the front and sides (180 degrees). Digging in makes the Glitter Boy an easier target, attackers gain a +2 to attack rolls against the suit while dug in.

- **Glitter Boy Armor:** Size 3, +18 M.D.C. Armor, Pace 10 (Run d10), Swim 6; half damage from lasers, life support (self-contained breathing; immune to heat, cold, radiation, environmental toxins, and disease), full electronics suite (+2 Notice, night vision and thermal vision).
- **Glitter Boy Strength:** When in the suit, Noble has a Strength of d12+4.
- **Hand-to-Hand:** The Glitter Boy's powerful fists and feet do Str+d6, Mega Damage.
- **Hero's Journey:** A number of bonuses, already figured in, come from Noble's Hero's Journey rolls.
- **Keen Sense of Smell:** Dog Boys have a great sense of smell, similar to their canine counterparts. They gain a +2 bonus on all Notice checks where smell could come into play, as well as +2 on all Tracking rolls.
- **Laser Resistance:** Glitter Boys take only half-damage from lasers.
- **Life Support:** In addition to self-contained breathing, the suit makes Noble immune to extreme temperatures, radiation, poisons, and diseases. He is able to survive in the suit continuously for four weeks.
- **Natural Weapons:** Dog Boys can bite for Str+d6 damage.
- **Psychic Sense:** Dog Boys have the inherent ability to *detect arcana*, interpreting it as a scent. They use the Notice skill (with their Keen Sense of Smell bonus) to detect the presence and location of any psychic or magic energies, beings, or items. They can

also use the Tracking skill (also with the Keen Sense of Smell bonus) to follow a specific magical or psionic entity. This sense works to detect anything psychic, magic, or supernatural, including invisible and astral beings. Psychic Sense doesn't work inside sealed armor or vehicles. Cybernetic implants also cause problems; every point of Strain imposes a -1 penalty when the Dog Boy uses his Psychic Sense (the Cyber-Psychic Alignment Edge can negate this penalty).

- **Sonic Boom:** Anyone within a Large Burst Template who is not in environmentally sealed armor (or having similar protections) must make a Vigor check at -2; failure means they are Shaken, and a modified 1 on the Vigor die means they are stunned. Stunned beings are Incapacitated and must make a Vigor check each round to revive up to Shaken status (with a raise, they aren't Shaken). Anyone in the area effect without serious ear protection is deaf for 1d6 minutes, suffering -2 to Notice checks.
- **Stand By to Fire:** A Glitter Boy cannot move and fire its Boom Gun on the same round. This is why some carry other firearms as alternatives for when they need to move and shoot.
- **Targeting Computer:** The system offsets up to -2 Shooting penalties.
- **Weakness (Ley Line Hypersensitivity):** Dog Boys lose their Psychic Sense when on or close (within 2" or 4 yards) of a ley line. Ley Line storms cause them a level of Fatigue from severe headaches and distress as if for a psychic (which does not stack if they have the Arcane Background), but their Fatigue requires an hour to recover after the storm ends.

## JUICER

### LONGWALKER SURESHOT

The days are growing shorter for Longwalker, and he knows it. It's so easy to grasp power and run with it when there seems no other way, and so easy to feel the fool when looking back. Vengeance ate at Longwalker's heart in the wake of losing family and friends, and that vengeance drove him to earn enough money to become what he is now — a living war machine, designed for combat and action, designed to die. After he killed the monsters responsible for his loss, he was a bundle of shot nerves and spent rage, looking for a good way to die. An open Rift, a horde of demons attacking a village... good as any way to go. Only after the battle was over and a captain in the Tomorrow Legion offered him a ride back to Castle Refuge did he consider he might still have a purpose left.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d10

**Skills:** Climbing d4, Fighting d10, Gambling d4, Intimidation d6, Lockpicking d4, Notice d6, Shooting d10, Stealth d6, Streetwise d4

**Cha:** 0; **Pace:** 16; **Parry:** 9; **Toughness:** 15 (6)

**Hindrances:** Death Wish, Last Call, Loyal, Overconfident

**Edges:** Acrobat, Brawny, Burn Brighter, Fleet Footed, Frenzy, Marksman, Quick, Thief

**Gear:** Juicer Plate (+6 Armor, +1 Toughness), JA-9 Laser Rifle (Range 40/80/160, Damage 3d6+1, RoF 1, AP 3), NG-E4 Plasma Ejector (Range 24/48/96, Damage 3d10, RoF 1, Mega Damage), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, AP 2), Chain Long Sword (Str+2d8, AP 2, Mega Damage), 2 extra clips each firearm, NG-S2 Survival Pack, 1000 credits.

#### Special Abilities:

- **Burn (8):** Longwalker is in Last Call already; he can spend a Burn to add a d12 to any Trait roll or damage roll, but this is also the die he rolls at the beginning of each session to see if he might die.
- **Drug-induced Euphoria/Tranquility:** Longwalker does not gain the benefits of the Quick Edge or the Uncanny Reflexes ability on the first round of combat. He is also at -1 to all Smarts and Smarts-linked traits when not in combat.
- **Hero's Journey:** A number of bonuses, already figured in, come from Longwalker's Hero's Journey rolls.
- **Internal Repair System:** Juicers have Slow Regeneration. As well, three times a day, they can roll a Vigor check at +2 to give themselves a Healing check.
- **Super Endurance:** Juicers only need 4 hours of sleep and gain +2 on all checks against Fatigue.
- **Uncanny Reflexes:** -2 to be hit by all attacks.



# LEY LINE WALKER

## BRANDYN CRYOS

For a time, Brandyn called the Federation of Magic his home, and he saw the unification of magic wielders and D-Bees against the Coalition as a noble, important goal. The fall of Tolkeen strengthened his resolve, and he soon made his way to Dunscon's City of Brass to get more directly involved in the greater effort. There, however, he saw such depravity and darkness, all in the name of power and control, which shook to the core his confidence in the effort. He observed as a group of Cyber-Knights — recently arrived from the Tolkeen war — were belittled, taunted, and ultimately drawn into a fight against demons and Murder Wraiths. Though one of the knights was a woman he'd had a less-than-friendly encounter with years ago (Lady Kyla Foster), he could not stand by and allow the murder of her and her companions in the streets. Helping them effect their escape, he was offered another option, and now the Tomorrow Legion has his service.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

**Skills:** Fighting d6, Investigation d6, Knowledge (Arcana) d6, Knowledge (History) d6, Notice d8, Shooting d6, Spellcasting d10, Stealth d4

**Cha:** -4; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (5)

**Hindrances:** Curious, Enemy (Major — Coalition and Federation), Stubborn, Ugly

**Edges:** Arcane Background (Magic), Luck, Master of Magic, Power Points, Rapid Recharge

**Powers:** *armor, bolt, boost/lower Trait, burst, quickness, teleport.*  
**PPE:** 20

**Mega Powers:** *greater armor, onslaught, greater boost/lower Trait, greater burst, exalted quickness, greater teleport*

**Gear:** Ley Line Walker Medium Armor (+5 Armor, +4 Vigor checks vs toxins and disease), NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, RoF 1, AP 2), NG-S2 Survival Pack, 1000 credits.

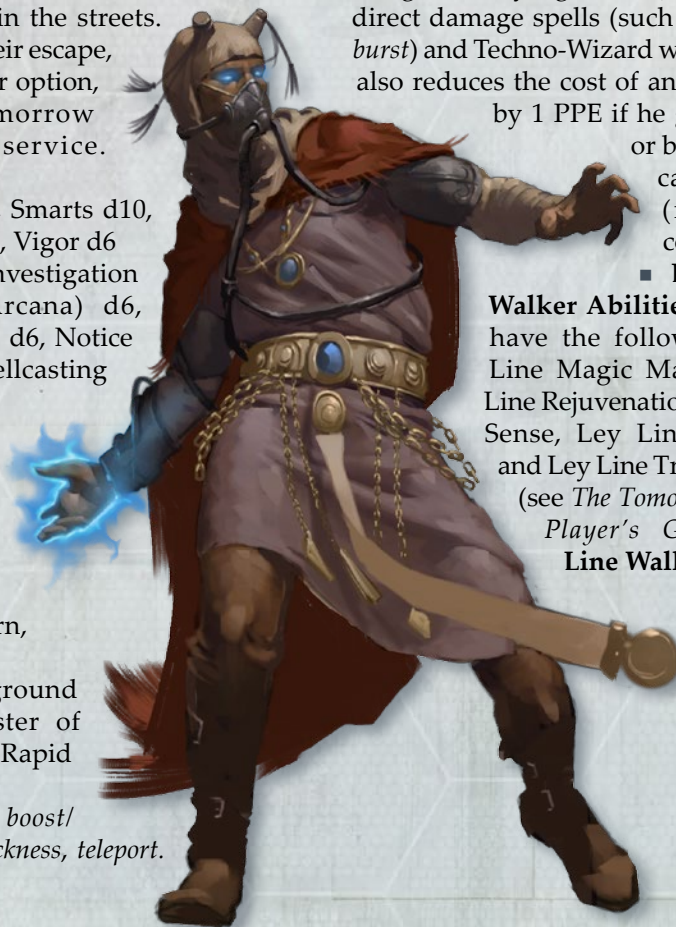
### Special Abilities:

- **Disconnected:** Constantly dealing with the alien and arcane, Ley Line Walkers tend to be awkward with normal people and situations. They suffer -2 Charisma.
- **Expanded Awareness:** Walkers can use *detect arcana* at will, with no PPE cost and as a free action.
- **Hero's Journey:** Brandyn's Hero's Journey rolls granted him (among other things already figured in) +2 with all direct damage spells (such as *bolt* and *burst*) and Techno-Wizard weapons. He also reduces the cost of any spell cast

by 1 PPE if he gets a raise or better on the casting roll (minimum cost 0).

### ■ Ley Line

**Walker Abilities:** Walkers have the following — Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Walking, and Ley Line Transmission (see *The Tomorrow Legion Player's Guide*, **Ley Line Walkers**).



## MIND MELTER

### ORSON JAKANDE

The battle went poorly, despite everyone's best efforts. The sorcerer, Beltran, betrayed them all (to this day, Orson does not know why, but he intends to find out), and the Coalition was waiting just outside the village even as the ley line storm subsided. Orson fought with everything he had, as the smoking hulk of the UAR-1 Enforcer attested, but his inner strength waned, and there were more Skelebots swarming in. He gritted his teeth, reloaded his pistol, and prepared for the inevitable — when a boom gun went off and shattered the ranks of the enemy! Suddenly there was a Cyber-Knight and a Juicer slicing their way through the CS forces, and then Orson saw the remaining Deadboys running for their lives. Perhaps these new allies offered a chance to fight alongside those he could trust, for once? Perhaps he might even find a place where they did not fear him so?

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d6, Knowledge (Arcana) d4, Notice d8, Psionics d10, Shooting d4, Stealth d6

**Cha:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (5)

**Hindrances:** Enemy (Major — Coalition), Enemy (Minor — Federation Sorcerer Beltran), Heroic, Quirk (Regularly analyzes thinking of everyone around)

**Edges:** Arcane Background (Psionics), Major Psionic, Master Psionic, Power Points, Power Surge, Psi-Blade

**Powers:** armor, mind reading, puppet, smite, telekinesis, telepathy. **ISP:** 30

**Mega Powers:** greater armor, mind walk, mind control, greater smite, exalted telekinesis, exalted telepathy

**Gear:** Huntsman Armor (+5 Armor, +1 Toughness), NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, RoF 1, AP 2), 2 clips of ammo, NG-S2 Survival Pack, 1100 credits.

#### Special Abilities:

- **Expanded Awareness:** Mind Melters can use *detect arcana* at will as a free action.
- **Generally Feared:** Most folks are terrified of Mind Melters. They suffer -2 Charisma.
- **Hero's Journey:** Orson's Hero's Journey rolls granted him (among other things already figured in) the ability to spend a Benny to substitute his Spirit die for any one Trait roll. He also automatically gains the raise effect whenever he successfully activates *armor*.
- **Mental Resistance:** +4 all opposed checks to resist psionic effects, +4 armor versus psionic damage.





# OPERATOR

MAYEENA

So many people needed rescuing in the wake of Tolkeen's fall to the Coalition, and it was an absolute nightmare getting out of the battle zone. The Coalition States' determination to wipe out the entire population, instead of letting them flee, made things even more horrific. Originally, Mayeena wanted nothing to do with the mess, but she'd done more than a few favors for Lord Coake in the past, and he'd always been a stand-up guy who got her out of more than one scrape. When he asked, she didn't hesitate, and her gifts with machinery and her exceptional driving saved a lot of lives. Even so, she saw a lot of death, and when it became clear that this Tomorrow Legion was going to kick the shins of the Coalition a few times, she signed right up. As a Quick-Flex, she's got plenty of reason to have a mad-on against the CS, and what she saw in Tolkeen only strengthens that resolve.

**Attributes:** Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d4, Driving d12, Fighting d8, Knowledge (Computers) d6, Knowledge (Electronics) d6, Lockpicking d6, Notice d8, Persuasion d6, Piloting d8, Repair d8, Shooting d10, Stealth d4, Streetwise d6

**Cha:** +2; **Pace:** 8; **Parry:** 7; **Toughness:** 15 (6)

**Hindrances:** Curious, Loyal, Overconfident, Stubborn

**Edges:** Ace, Ambidextrous, Charismatic, Combat Ace, I Know a Guy, McGyver, Steady Hands, Two-Fisted, Upgrade (x2)

**Gear:** Triax T-13 Field Mechanic Armor (+9 Armor, +1 Toughness, Full Environmental), Wilk's 227 Pulse Laser Pistol (Range 18/36/72, Damage 2d6+1, RoF 2, AP 2), NG-S2 Survival Pack, tool kit, 2 clips of ammo, 1200 credits.

**Cybernetics:** Core Electronics Package (+4 Repair and Common Knowledge, computer, radio); Optics Package (+2 sight-based Notice checks); Targeting Eye (+2 Shooting rolls).

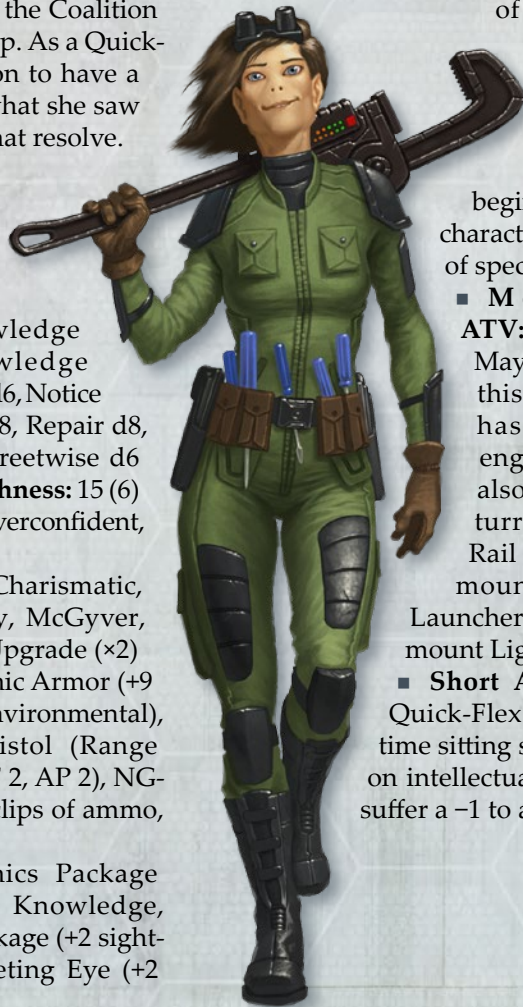
## Special Abilities:

- **Distinctive D-Bee:** Unless they hide their non-human appearance, a Quick-Flex faces prejudice from the Coalition. They suffer -4 Charisma with such folks.
- **Elusive:** Quick-Flex are difficult to pin down in close-quarters, giving them a natural +1 to their Parry rating.
- **Fast:** Quick-Flex have +2 to Pace and increase their Running die by one die type (usually a Pace of 8 and d8 Running die).
- **Hero's Journey:** A number of bonuses, already figured in, come from Mayeena's Hero's Journey rolls.

- **M.A.R.S.:** Operators are one of the Mercenary, Adventurer, Scholars, and Rogues options, which means Mayeena begins as a Seasoned character with a number of special bonuses.

■ **Mountaineer ATV:** As an Operator, Mayeena begins with this vehicle, which has the nuclear engine option. It's also armed with a turret-mount Light Rail Gun; a forward mount Mini-Missile Launcher; and a forward-mount Light Laser.

■ **Short Attention Span:** Quick-Flex have a difficult time sitting still and focusing on intellectual pursuits. They suffer a -1 to all Smarts rolls.



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# CITY RAT

## HALIMA CORTEZ

Hamadi was a fool! He should have never tried to steal from an electronics dealer with so many friends inside of Chi-Town. When the security forces came for him, she saw no choice but to help him escape. Halima dragged her brother onto her hovercycle and led Coalition forces on one of the wildest chases the 'Burbs had known in years. Through luck and wild talent, the Cortez siblings got away, though both of their faces are on wanted posters all over the Coalition now. Grateful, but still foolish, Hamadi took up with the Black Market. Halima decided to seek different challenges. On the road, she'd picked up rumors about the Tomorrow Legion, so she decided to see how her talents might prove useful with them.

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d6, Driving d6, Fighting d8, Lockpicking d6, Notice d6, Piloting d10, Shooting d10, Stealth d8, Streetwise d6, Taunt d6, Throwing d6

**Cha:** 0; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (5)

**Hindrances:** Overconfident, Loyal, Wanted (Minor)

**Edges:** Ace, Acrobat, Ambidextrous, Scrounger, Strong Willed, Thief, Two-Fisted, Upgrade (x2)

**Gear:** Huntsman Armor (+5, +1 Toughness), Two Wilk's 237 Laser Pistols (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), Vibro-Blade Vambraces (Str+d8, AP 4, Mega Damage, +1 Parry), 2 extra clips/belts each weapon, NG-S2 Survival Pack, Lockpicks, 800 credits.

**Cybernetics:** Bionic Strength Augmentation (+1 die type, Strength, figured in), Core Electronics Package (+4 Repair and Common Knowledge, computer, radio), Cyber-Wired Reflexes (+1 die type, Agility, figured in), Optics Package (+2 sight-based Notice, thermal and night vision, video recording), Subject Matter Expert Port IV (up to four die types in Smarts-linked skills), Targeting Eye (+2 Shooting).

### Special Abilities:

- **Hero's Journey:** A number of bonuses, already figured in, come from Halima's Hero's Journey rolls.
- **M.A.R.S.:** City Rats are one of the Mercenary, Adventurer, Scholars, and Rogues options, which means Halima begins as a Seasoned character with a number of special bonuses.
- **Subject Matter Skill Sets:** Though physically switching between sets is a free action, it takes a full round for a new set to come online. Halima has two chips: First Aid (Healing d10) and Hacking (Knowledge: Computers d10).
- **Sweet Ride:** Halima has an NG-357 Magnum-Turbo Hovercycle with the nuclear engine option (but no mounted weapons yet).



# BURSTER

## ARIEL FIREDANCER

The renegade Altara just wanted to prove what she could do. She didn't feel particularly heroic when she made her way to the Tolkeen war zone; she was just wanted to flex her powers upon running into a rather large contingent of CS troops and decided to start practicing on them. Barely surviving the encounter, she wiped out most of the platoon in the process. She limped away and hid, nursing wounds and a grudge. Hearing rumors about Castle Refuge and the Tomorrow Legion, Ariel decided they presented an excellent opportunity to get payback.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d10, Intimidation d8, Knowledge (Arcana) d4, Notice d6, Psionics d8, Shooting d4, Stealth d6, Survival d4

**Cha:** +2; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (6)

**Hindrances:** Bad Reputation, Enemies (Minor – Coalition), Loyal, Overconfident, Quirk (Pyromaniac), Vengeful (Minor), Wanted (Minor – Atlantis)

**Edges:** Alertness, Arcane Background (Psionics), Attractive, Danger Sense, Elan, Frenzy, Improved Fiery Aura, Major Psionic

**Powers:** *armor, darksight, fly*. **ISP:** 30.

**Gear:** NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, AP 2), NG-S2 Survival Pack, 2 extra clips, 1800 credits.

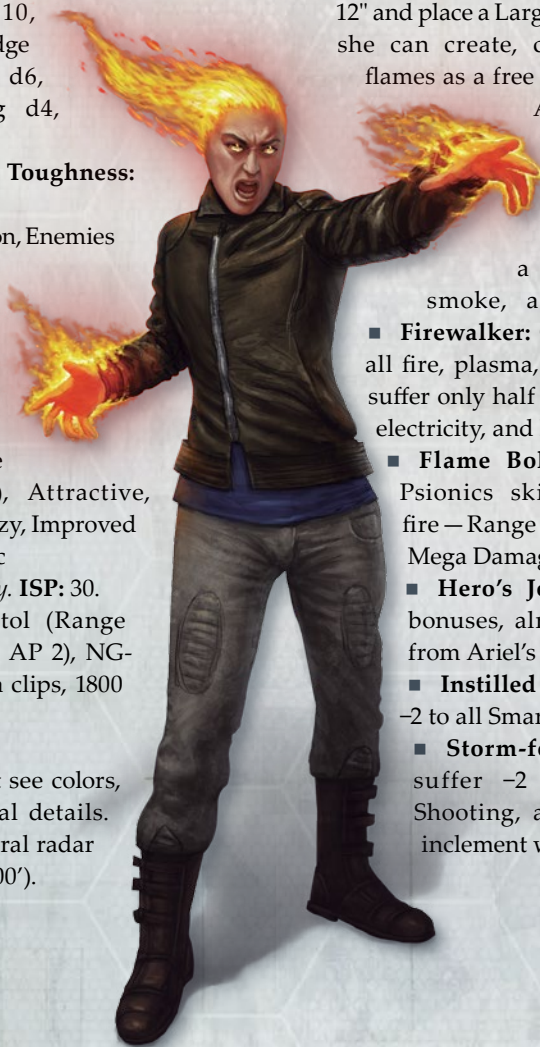
### Special Abilities:

- **Blind:** Altara cannot see colors, read, or notice visual details. This is offset by natural radar that extends 200" (1200').

- **Everything Burns:** The flames of a Burster set most things on fire. See Burster in the see *The Tomorrow Legion Player's Guide*.
- **Fiery Aura:** Ariel can surround herself with a fiery aura at will, no roll required. The aura grants her +6 Armor (which stacks with the *armor* power, but not worn armor) and a damage field of 3d8. Both remain active for as long as she wishes, or until she is Incapacitated or otherwise unconscious. If she spends 3 ISP when activating the field, the armor is M.D.C. capacity. She can extend this aura to a Medium Burst Template.
- **Fire Mastery:** Ariel can pick a spot within 12" and place a Large Burst Template, where she can create, control, or extinguish flames as a free action, no roll required.

As an action, she can roll her Psionics skill to impose -2 to Trait rolls over the area (-4 with a raise) due to heat, smoke, and other conditions.

- **Firewalker:** Completely immune to all fire, plasma, and heat effects. They suffer only half damage from lightning, electricity, and lasers.
- **Flame Bolt:** Ariel can use her Psionics skill to hurl a bolt of fire – Range 12/24/48, Damage 4d6, Mega Damage.
- **Hero's Journey:** A number of bonuses, already figured in, come from Ariel's Hero's Journey rolls.
- **Instilled Ignorance:** Altara suffer -2 to all Smarts rolls.
- **Storm-fouled Senses:** Altara suffer -2 to Notice, Fighting, Shooting, and Throwing rolls in inclement weather.



# COMBAT CYBORG

## HARV

Harv was fine with taking Coalition money for whatever jobs they might need mercs for. He didn't mind blowing away some demons or other monsters to earn the credits. Blowing away helpless refugees—men, women, and children—just because they had pointed ears or might have used magic, was a different matter. Harv wanted nothing to do with it. His boss, Mac Basila, saw things differently, and blood was spilled (though Mac's still out there and ready for a rematch). Harv eventually found Castle Refuge and a new job he could live with.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

**Skills:** Fighting d10, Intimidation d6, Notice d6, Repair d6, Shooting d10, Streetwise d4

**Cha:** -2; **Pace:** 8; **Parry:** 7; **Toughness:** 22 (8)

**Hindrances:** Enemy (Minor—Mac Basila), Heroic, Stubborn

**Edges:** Fleet-Footed, Quick, Rock and Roll!, Steady Hands, Upgradeable

**Gear:** Mini Rail Gun (Range 75/150/300, Damage 2d8+4, RoF 4, AP 6, Mega Damage), NG-56 Ion Pistol (Range 10/20/40, RoF 1, Damage 1-3d6), Chain Greatsword (Str+2d10, AP 2, Mega Damage), 2 extra clips/belts each firearm, communicator, 2000 credits.

**Cybernetics:** Armor Plating (+4 Armor), Audio Package (+2 hearing-based Notice), Bionic Strength Augmentation, Core Electronics Package (+4 Repair and Common Knowledge), Cyber-Wired Reflexes, Optics Package (+2 sight-based Notice, thermal and night vision), Reinforced Frame II (+4 Toughness), Synthetic Organ Replacement.

### Special Abilities:

- **All Those Moving Parts:** Harv cannot be healed or treated with medicine—he must be repaired. Fixing a Harv requires the Repair skill—which is used like the Healing skill, only with no Golden Hour.
- **Heavy:** Borgs suffer -2 to operate any Power Armor, Robot Armor, or vehicles (including weapons and systems) if the machinery is not customized for them.

- **Hero's Journey:** A number of bonuses, already figured in, come from Harv's Hero's Journey rolls.
- **Inhuman Appearance:** Cyborgs suffer -2 to their Charisma.
- **Loss of Dexterity:** Cyborgs suffer -2 to Agility rolls and any Agility-linked skills not directly related to combat.
- **Malfunctions:** Harv is subject to the Technical Difficulties Setting Rule.
- **More Machine:** +2 to recover from Shaken; ignore one wound level; self-contained breathing; immune to diseases and poisons.
- **Size +1:** Big and heavy.
- **Unarmed Damage:** Str+d6, Mega Damage, always considered armed.
- **Upgradable:** Six Strain remaining.



## CRAZY VALKA MAD-EYES

The bunny rabbits exploded, the bluebirds scattered to the skies, and the sweet baby deer's mother got completely blown away. The Magic Kingdom burned to the ground, and Valka can't stop crying at night as she remembers all the screaming and the sad and the blood. The Dark Skull Facers—there were so many of them, and they were so evil. She and her friends just couldn't save the poor bunnies! Valka Mad-Eyes knows her friends drug her away from the Burning Magic Kingdom and delivered her to the Good Dwarf Kingdom, though she barely remembers the journey. She hopes serving alongside the Knights of Tomorrow will help her keep the bad dreams away and, maybe, rescue some more bunnies.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d8, Intimidation d4, Notice d6, Psionics d6, Shooting d10, Stealth d6, Streetwise d4, Survival d4, Throwing d6, Tracking d4

**Cha:** 0; **Pace:** 12; **Parry:** 7; **Toughness:** 13 (5)

**Hindrances:** Delusions (Major), Heroic, Loyal, Stubborn

**Edges:** Acrobat, Arcane Background (Psionics), Dirty Fighter, Gun Nut, Frenzy, Off the Handle, Quick, Woodsman

**Powers:** *deflection, fear, illusion*. **ISP:** 10.

**Gear:** Huntsman Armor (+5 Armor, +1 Toughness), Wilk's 447 Laser Rifle (Range 40/80/160, Damage 3d6, RoF 1, AP 2), Wilk's 237 Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), Vibro-Sword (Str+1d10, AP 4, Mega Damage), Six Frag Grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT), Four AP Grenades (Range 5/10/20, Damage 3d8, AP 8, Mega Damage, SBT), Three Plasma Grenades (Range 5/10/20, Damage 3d10, SBT), 2 extra clips each firearm, NG-S2 Survival Pack, 1200 credits.

### Special Abilities:

- **Bio-Regeneration:** Valka makes a natural healing roll once per day.
- **Distinctive Appearance:** Valka has the classic protruding Mind-Over-Matter (M.O.M.) nodules on her head.

- **Enhanced Speed:** Crazies double their normal Pace.
- **Heightened Senses:** Valka gains +2 on all Notice and Tracking checks. She also ignores two points of Range Penalties.
- **Hero's Journey:** Valka's Hero's Journey rolls granted her (among other things already figured in) the ability to spend a Benny whenever she gets a raise on a Trick check to gain the Drop against that opponent. If she's ever out of grenades, she begins a new session with 1d4 Frag Grenades. Finally, she gains a +2 when using Intimidation or Persuasion, as well as when she uses the *fear* power.



■ **Losing It:** As a free action (due to Off the Handle), Valka can go Berserk (as per the Edge) at will. She is also Fearless (as per the Monstrous Ability) while in this state. The Gun Nut Edge allows her to use firearms while Losing It. Coming out of this state is called Getting It Together, and for a period of time, Valka suffers a -2 to all Trait rolls as she deals with the after-effects of her delusions and other psychological issues (see the Cuckoo for Competence sidebar). The duration for this effect is based on what she rolls on her Smarts die after Losing It. Valka cannot use Losing It while she is Getting It Together.

- **Raise:** She only spends 1d6 minutes Getting It Together.
  - **Success:** She spends 1d6 × 10 minutes in the Getting It Together state.
  - **Failure:** She spends 1d6 hours Getting It Together.
  - **Critical Failure:** She spends the next 24 hours Getting It Together.
- **Needs Action:** When Valka goes without action for an extended period of time, she tends to become agitated, irritable, and fidgety. This gives her a -2 Charisma and -1 on all Trait rolls until she sees some action again.
- **Super Endurance:** Crazies only need 4 hours of sleep and gain +4 on all checks against Fatigue.
- **Super Reflexes:** -2 to be hit by all attacks.
- **Valka's Delusion:** Valka Mad-Eyes awoke from her M.O.M. conversion to discover she lives in a fully-animated version of the world she once knew. As a child, she saw a few old animated movies on an ancient device, one of her fondest memories of time shared with her family. Bright colors and imaginary beings defined the world of those movies, and now that's the world she lives in. Most innocent people are humanoid rabbits or other anthropomorphic animals.

The Coalition soldiers and their machines are overblown caricatures of their real-life counterparts, and her allies are melodramatically enhanced animated versions of themselves. When she's Getting It Together, all the color drains out of this cartoon world, and things seem to pause or stutter to her (as though the machine running the "movie" is experiencing technical difficulties). It makes things strange for those who work with her, but she still manages to function.

## CUCKOO FOR COMPETENCE

Valka Mad-Eyes is a Crazy, someone who's had Mind Over Matter process done to her. The main part of the M.O.M. conversion involves placing a series of small implants in the subject's skull, using nanotechnology to stimulate the brain in complex ways. Effectively, it overclocks the body into superhuman performance levels. Though the actual implants of today's iteration of the tech are small and concealable, the vast majority of Crazies insist on the traditional rods and domes that extrude prominently from the head.

M.O.M. implants permanently enhance a Crazy's speed, endurance, strength, and senses, as well as dramatically increasing her healing factors. She gets all this at the low, low price of rational thought and emotional stability. In a world where Hell can literally erupt right around the corner and a large percentage of the population of the planet wants to kill her, many would consider her choice ironically rational.



## MYSTIC

### KAI-SEIL

In the aftermath of the war against Tolkeen, the Lyn-Srial Kai-Seil was among the many practitioners of magic who did all he could to rescue survivors. He refused to fight alongside those who would violate every tenet of decent thought and rationality, corrupting the earth with the foul taint of summoned demons. Yet he also refused to see so many innocents fall at the hands of the vengeful Coalition. Escorting a few dozen refugees southward and away from the ruins of battle, Kai ran into Lieutenant Jennifer Killian and her CS patrol. Instead of opening fire on unarmed civilians, Jennifer insisted Kai turn over any magic wielders he knew were responsible for the demons. To save his charges, he turned over a necromancer and a Shifter he knew hid among the refugees. True to her word, Killian let the rest go. Kai-Seil went on to join

the Legion, wondering if he will ever see the blue-eyed, surprisingly reasonable soldier again.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d6

**Skills:** Fighting d6, Healing d6, Knowledge (Arcana) d6, Mysticism d10, Notice d6, Persuasion d4, Psionics d8, Shooting d4, Stealth d6

**Cha:** 0; **Pace:** 4; **Parry:** 6; **Toughness:** 12 (7)

**Hindrances:** Enemy (Coalition, Major), Enemy (Federation of Magic, Major), Heroic, Loyal, Quirk (Speaks to the spirits out loud), Vow of Path (Mix of Shinto and Buddhism, Major), Wanted (Major – Coalition)

**Edges:** Alertness, Arcane Background (Miracles), Arcane Background (Psionics), Danger Sense, Holy Warrior, Luck, Master of Magic

**Powers (Miracles):** *bolt, boost/lower Trait, healing, smite.* PPE: 20



**Powers (Psionics):** *clairvoyance, mind reading, telepathy*. **ISP:** 10

**Gear:** Combat Mage Armor (+7 Armor, Full Environmental, +1 die type Strength—figured in), NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, RoF 1, AP 2), Magic Staff (Str+d6, Reach 1, +1 Parry, two hands), NG-S2 Survival Pack, 2 clips for firearm, 6000 credits.

**Special Abilities:**

- **Cosmic Confluence:** Kai can exchange ISP for PPE, and vice-versa, at a 2-for-1 rate. He must immediately use points exchanged this way.
- **Distinctive D-Bee:** Lyn-Srial are highly distinctive and suffer a -4 Charisma dealing with anyone loyal to the Coalition.
- **Flight:** The wings of a Lyn-Srial grant him flight at his normal Pace +6 (12").
- **Four Arms:** Lyn-Srial have four arms, granting them one additional non-movement action each round at no multiple action penalty.
- **Hero's Journey:** A number of bonuses, already figured in, come from Kai's Hero's Journey rolls. All of his damage-dealing spells automatically do Mega Damage, and if they normally would, he gains +5 AP.
- **Higher Standard:** If Kai fails to live up to his Heroic or Vow Hindrances, he can lose access to his Arcane Background (Miracles) until he atones.
- **Inherent Nature:** The Golden Ones are supernaturally good beings.
- **Low Light Vision:** Kai suffers no penalties for Dim or Dark lighting.
- **Magic Staff:** Kai-Seiil's magic staff grants the following bonuses:
  - +1 to all Mysticism rolls;
  - A pool of 10 PPE, which regenerates at the same rate Kai's PPE does;
  - The ability to do Mega Damage for a single round for 2 PPE.
  - Two spells, *banish* and *dispel*, and Kai can use the Mega Power versions of each.
- **Mystic Awareness:** Mystics can use *detect arcana* at will, at no PPE or ISP cost. They can also sense supernatural beings with a Notice check within line of sight.
- **Non-Standard Physiology:** Armor is twice as expensive to purchase and repair for Lyn-Srial, and they suffer -2 to operate any gear in Power Armor, Robot Armor, or vehicles not customized to their bodies.
- **Poor Ground Speed:** Lyn-Srial suffer a -2 Pace when on the ground, and a d4 running die.
- **Regeneration:** Kai gains a natural healing roll once every 24 hours. If he suffers a permanent injury, he makes a Vigor roll after recovering from Incapacitation; if he succeeds, the injury heals after 1d6 days.
- **Spiritual Channel:** Mystics have a connection to the divine or spiritual, allowing them to use the *divination* power at will, costing no PPE or ISP. However, each time the power is used, a Vigor check is rolled to resist Fatigue, and a cumulative -1 penalty is applied for each added use over a day. The penalties are removed after a full night's rest, which also gets rid of any Fatigue accumulated this way.

# TECHNO-WIZARD

## ULYSSES CHANCE

Ulysses Chance made a great living working for the Black Market. He kept the machines running, made useful stuff for others to use in field operations, and had plenty of time to experiment, tinker, and invent. One day, he went out with a team to examine a machine his Black Market colleagues discovered hidden away in a small town. The inhabitants had fought desperately to protect the device; Ulysses saw nothing but bodies and blood everywhere. When he realized his employer had wiped out an entire population just to grab a piece of alien tech, Ulysses snapped. A smoking crater where the machine once stood covered his escape. Not long after, he signed up with the Tomorrow Legion.

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d4, Investigation d6, Knowledge (Arcana) d6, Knowledge (Engineering) d6, Knowledge (Science) d6, Notice d8, Piloting d4, Repair d8, Shooting d6, Streetwise d6, Survival d4, Techno-Wizardry d10

**Cha:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

**Hindrances:** Enemy (Minor – Black Market), Heroic, Quirk (Argues with machines), Overconfident

**Edges:** Arcane Background (Weird Science), Mr. Fix It

**Powers (Weird Science):** *armor, burst, speed.* **PPE:** 15

**Gear:** TW Adventure Survival Armor (+4 Armor, +2 Vigor versus environmental effects), TK Revolver, enhanced (Range 12/24/48, Damage 2d6+2, RoF 1, AP 4, +1 Shooting, 5 PPE), Tool Kit, Shadow Cloak,

Communications Band, NG-S2 Survival Pack, 8000 credits.

### Special Abilities:

- **Arcane Machinist:** Create any device from the following list as an action, up to 5 times a session: *armor, barrier, blast, blind, bolt, boost/lower Trait, burrow, burst, clairvoyance, confusion, damage field, darksight, deflection, detect/conceal arcana, dispel, drain Power Points, entangle, environmental protection, farsight, fly, havoc, healing, intangibility, invisibility, light/obscure, pummel, quickness, slumber, smite, speak language, speed, stun, succor, telekinesis, teleport, wall walker, and warrior's gift.* Requires an action and a Techno-Wizard roll (-2 per rank of power higher than Seasoned).
- **Communications Band:** This device grants Ulysses the *speak language* power, as well as +2 Charisma and an additional +1 (for a total of +3) to Persuasion and Streetwise rolls.
- **Hero's Journey:** Ulysses' Hero's Journey rolls granted him (among other things already figured in) the ability to reduce PPE expended by 1 whenever he gets a raise or higher on a power use roll. He also gains +2 to Streetwise, Survival, and Common Knowledge rolls related to North America.
- **Machine Maestro:** +2 all non-combat skills relating to machines (bypassing security, picking locks, operating vehicles, using sensors, etc.). +4 if the item or device is Techno-Wizard in nature. For combat-related checks, bonuses become +1 and +2 respectively.
- **Shadow Cloak:** This item grants +2 to all Stealth checks, as well as the *feared* and *invisibility* powers.

