



SAVAGE WORLDS



RIFTS[®]

THE TOMORROW LEGION PLAYER'S GUIDE

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Written By: Sean Patrick Fannon

Additional Material: Clint Black, Shane Hensley, Ross Watson

Lead Developer: Ross Watson

Art Director: Aaron Acevedo, Alida Saxon

Graphic Design & Layout: Aaron Acevedo,
Jason Engle, Thomas Shook

Editors: Jodi Black, Matthew Cutter

Cover Illustration: Aaron Riley

Interior Illustrations: Martin de Diego Sádaba, Aaron Riley, Matheus Calza, Dennis Darmody, Tyler Clark, Donald Crank, Chris Malidore, Will Nunes, Gunship Revolution's Brian Valeza, Justine Cruz, Timothy Terrenal and Oliver Morit

Playtest and Advice: the Arizona Garage Band: Shane Hensley, John Wick, Ross Watson, Jimmy Macias, Michael Conn; the Monday Night Savages: Carinn Seabolt, Kimber Meyers, Scott Crosson, David Forby, Daniel Wong, Ben Keeler, Chris Parks, Katherine Strasser, Jeff Fleischner, Benjamin Boardwell, Lee Langston, Donavin Santini, Megan Moreno, Michael Shippee; Jason "Breachworld" Richards; The Doodle Group: Greg Marquis, Louis Marketos, Chris Weaver, Robert Beights, Aaron Bandell, Charles Thornton; The Aethercon Five: Rick Sardinas, Raymond Arrastia, David Morris, Gary Phillips, Dartanian McLevish; Eric Champion, Alfred Schmidt, Matthew Smith, Cory Crandall, Jeff Ruiz

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STEPPING INTO THE MEGEVERSE®

When I first conceived Rifts®, I wanted to create a fully realized universe that was unique, expansive, and would blow people's minds. A setting that melded the genres of science fiction, fantasy, and horror, wrapped in a blanket of post-apocalyptic Earth and cool alien strangeness. The familiar and the bizarre. High technology and magic. The Megaverse® was born.

Rifts® is Earth almost 300+ years after the Great Cataclysm, the return of magic, and the Coming of the Rifts. An Earth so transformed that we barely recognize it. Invaded by alien beings, demons, and creatures of magic, humankind has teetered on the brink of extinction for centuries. In our timeline, humanity is just starting to regain its footing in a world it can no longer truly call its own.

For me, the Rifts were the key. A mechanism in which tears in space and time opened portals to countless worlds and dimensions. A way to bring aliens and monsters, ancient gods, magic and weird technology into our shattered world in a plausible way. The end result is a rebuilt Earth that incorporates the human and inhuman, and a setting where gamers can play almost anything: Cyber-cowboys and indians, robots and power armor, mages and psychics, dragons and aliens (D-Bees), and so much more.

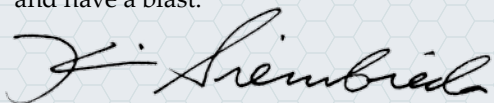
I often joke that I suffer from an overactive imagination. With Rifts® I wanted to create a dynamic, fun game where the imaginations of the players could be inspired to soar free.

As a game designer, sometimes you know exactly what you want and you hammer it out. Other times, especially with big projects, you just pick a place to start and let the ideas carry you away. My philosophy regarding roleplaying game design is to give the end user the tools for endless possibilities and fun. To feel a sense of freedom and epic scope. That is especially true of Rifts®.

I spent three and a half years creating Rifts®. The first two and a half were spent developing concepts and playtesting rules, characters and ideas. The last year was spent on the final writing, getting artwork created, and nailing it all down. I was lucky on the art front, because I had a great artist, Kevin Long, who was able to channel what I envisioned for Rifts® and bring it to visual life. Other artists, including the late, great Keith Parkinson also helped establish the look and feel for Rifts Earth.

It took a long time and a lot of hard work, but we did it. The Rifts® RPG was an instant smash hit. It has been optioned for development as a movie by the Walt Disney Company, has been continually in print, and has spawned scores of expansions. Needless to say, Rifts is something I'm extremely passionate about and highly invested in as it is an ever-expanding universe. So to see it grow and inspire so many others is part of a dream come true. Having others help take up the mantle to spread the vast Megaverse® of Rifts® in this wonderful market of roleplaying is extremely dear to my heart. So to have Sean, Shane, and Ross, three passionate roleplayers and fellow game developers, approach me to license and make Rifts® part of *Savage Worlds*, is an honor.

With Rifts® *Savage Worlds*, the Rifts Earth setting and characters are being reinterpreted and brought to life for an entirely different set of rules. Awesome. I always enjoy seeing different styles of game play. To me, the very essence of roleplaying games is absolute freedom and the exploration of new ideas. There is no right or wrong way to roleplay as long as you're having fun. And Rifts® *Savage Worlds* is epic fun. Game on and have a blast.



– Kevin Siembieda, Creator of Rifts®

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INTRODUCTION

SOME say centuries. Some say millennia. Most say it simply doesn't matter how long ago the Rifts came, only that glowing blue ley lines and the rips in reality where they cross in the world shattered what was and created what is. Scattered, chaotic, untethered to a single paradigm of civilization, humanity thrives in the aftermath of a global cataclysm lost to time.

Whatever happened, and whenever it took place, the results are clear in the still-devastated lands adventurous travelers dare to cross when going from one bastion of society to another. The eclectic mix of frontier towns, feudal-style fortresses, and towering, sprawling cities—those of technological wonder as well as magical might and mystery—speaks of a kind of patchwork approach to the rebuilding of civilization.

That's only the start of it, though, for humans are far from the dominant sentient presence they may have once been. Doorways to countless realities, once only theorized in quantum physics texts, granted passage to a nearly endless variety of entities both monstrous and sublime. Not only people and creatures but, in many cases, portions of their realms came right along with them, creating an even more complex, disjointed landscape across the world.

While the struggle to merely survive is far from over, enough factions have risen from the no-longer smoldering ashes of the original apocalypse to begin the battle anew for control of land, of resources, and of the people who live in this terrifying new world. With machines of war and policies of oppression, the dictatorial empire that is the Coalition States claims nearly a third of the population of the continent's humans under its control or influence. Reasonably credited for saving mankind from annihilation in the earliest days after all fell to chaos and death, the Coalition now marches inexorably toward a future that may well be worse than extinction.

Another third of the population of native humans has taken up the practice of magic and mysticism, returned to the world in the wake of the reality-altering Rifts. Various kingdoms, guilds, and other formations of united purpose and effort bring practitioners of many arts together with beings from worlds beyond who understand the manipulation of forces mere science cannot contain within theorems and formulae. While many such factions are either benign or at least neutral in their dealings with the world, the most powerful organization in what is still known as North America is the True Federation of Magic, led by a most diabolical and power-mad ruler of horrifying ambition and capacity.

The remaining third of humanity on the continent lives independent of these two mighty blocs, organizing in the countless ways people do when left to their own devices and needs. Communes, micro-nations, kingdoms, city-states, and other realms dot the landscape all across North America and far beyond. Some are courted by the two powerhouses while others count themselves fortunate to remain outside such notice. They have enough problems dealing with the endless threats presented by enemies from beyond and by criminal warlords of their own kind.

THE RIFTS

While they are the defining characteristic of the world as it is known, the Rifts are also a symptom of what actually brought on Armageddon. The details may forever be lost to time, but enough documentation and other evidence remains to clearly establish that a war of global scale and devastating atomic fury triggered such releases of energy as to nearly scour the planet clean of all life.

The Rifts are quite literally rips in the quantum fabric of space-time, leading to virtually anywhere and allowing almost anything to come through from those *elsewheres* to here. Rifts lie at the junctions of cosmic energy conduits called ley lines. Not every ley line nexus has an active Rift, but all such junctions are capable of spawning one under any number of circumstances. While not as frequent as scholars say once was the case, temporary Rifts still erupt often enough to give scientists something to talk about.

Ley lines have always crisscrossed the world, though most students of the arcane believe the lines were barely detectable by the merest fraction of humanity for much of history until the day the Rifts came. In current times, most ley lines can be seen by the naked eye at night, at least within a few thousand feet. The larger ones, many rising from the ground up to hundreds of feet in the air, can be viewed dozens of miles away, glowing blue-white in the dark and even visibly crackling with energy in broad daylight.



Ley lines are inherently magical in nature, representing the flow of eldritch and arcane energies across the world and far beyond. The Magic Zone—defining much of the eastern part of the North American continent, especially around the Mississippi River and the Appalachian Mountains—has a much greater number of the larger lines, and a correspondingly larger number of active and semi-active Rifts. These truths are what keep Coalition State authorities up most nights.

There are many places, in and around Rifts, where expected topography and geography are found on one side of a ley line, while on the other lies a landscape utterly alien in nature, or a city from some fantasy realm or far-future world that stands where none should exist. Most of the latter were abandoned when whatever infrastructure that supported them collapsed from the sudden change, their surviving populations scattered to parts unknown around the strange new world they found themselves in. Some figured out how to make things work and carried on, creating wondrous new places for adventurers to discover.

D-BEES

The very definition of alien is something that is strange: “adverse; hostile; opposed.” The countless numbers and varieties of beings, sentient and otherwise, that poured through the Rifts from the very beginning triggered the most negative sense of the term among those humans who managed to survive the near-annihilation of their species.

Early encounters did not go well. Some groups responded in kind; the Coalition States were built on the premise of eradicating non-humans from Earth.

As these entities did not come from outer space (which, for reasons unknown to this day, remains completely off-limits to Earth), the word “alien” was thrown out for something more accurate—Dimensional Beings, more commonly called “D-Bees.” From a position of ignorance, the term has a homogeneous, all-encompassing quality, yet nothing could be further from the truth. The only unifying traits D-Bees share is that they are not from this Earth, and the vast majority of them are stuck here, whether they like it or not.

Almost *anything* might now live on Rifts Earth, and probably does: any story, any fiction, any idea, any imaginative speculation, populated with beings of fantasy, science-fiction, or horror, is possible. Scholars speculate that ancient times’ fictional stories were nothing more than interpretations of realities, tapped by the subconscious minds of highly creative and enlightened people. Others go so far as to purport that the act of creation led to quantum splits in reality, crafting realities based on gestalt intent.

Regardless of such esoteric ideas, there are clans of dwarves, orcs, elves, and all manner of traditional and mythic fantasy races to be found everywhere on the planet, along with every form of classic horror monster, insectoid swarm, dinosaur, bio-organic terror, demon, angel, super-powered being, sentient android...there is no limit to who or what might be encountered while traveling the globe.

It bears noting that a great many humans encountered on Rifts Earth are not *from* Rifts Earth. Travelers through time and space, from alternate histories or the far future, arrive through Rifts all the time—often with no way to return to where they came from.

MAGIC

Scientists and theoreticians coined the term “Potential Psychic Energy” (usually shortened to PPE), in reference to the energy source they identify as fueling the reality-altering capabilities of those who wield magic. The theory maintains that all living beings have some capacity to interact with this ambient energy, its ubiquitous global presence represented by the ley lines that web the planet.

They give it a name, yet they cannot give it any kind of satisfactory definition. Magic is elusive and confounding that way, with its refusal to follow even the most basic laws of physics. Those who can manipulate PPE in any significant manner (though still only a fraction of the total sentient population, there are enough of them to be a powerful force for either good or ill) represent a powerful boon to allies, and a considerable threat to enemies.

Pre-Rifts texts make little to no reference to magic, implying its lack of impact on

daily life in that era. Today, such an idea is laughable, especially for those living in the Magic Zone, or other population centers where magic is the mainstay of daily life, and even the very infrastructure of the community. More than a means to project combat power, magic grants the potential for rapid construction, healthy and fast-growing crops, transportation, communication, and every other need or desire a society might have.

Those who wield the greatest levels of magic power often wield the greatest temporal power, as well, at least where magic holds the greatest sway with the people.

TECHNOLOGY

Although the Dark Ages following the Coming of the Rifts represented a time of barbarism and the loss of millennia's worth of technological and scientific advances, a few factions secured and protected repositories of knowledge and development. As communities emerged and evolved into civilization once again, rediscovered databases and working models—combined with the incredibly advanced science and technology of D-Bees from highly-developed worlds—created a boom in applied science never before possible.

Sadly, the greatest advances came in the areas of warfare and security. Though hardly surprising, given the incredibly dangerous world of Rifts Earth, the arms race between those factions competing for dominance creates a significant drain on the resources and the talent pool that might be applied to other long-view needs, such as education, communication, and even trying to regain the stars as a destination once again.

Weapons are powerful and plentiful. Armor is tougher and more capable, and vehicles are designed to withstand the harshest conditions. For the rank-and-file soldier of any army, as well as the many adventurers who travel the strange and dangerous wilderness, these are great developments. Thanks to various efforts to create the perfect soldier, significant advances in medicine are also part of the scientific landscape: nanotech, cybernetics, and bionic prostheses ensure the continued viability of even the most damaged person.

One of the great losses bemoaned by scholars who specialize in technological history is of what was once called the Inter-Nets. Though computers and communications gear permit a fairly extensive network within many cities (highly controlled and censored within the Coalition States), gone is the capacity to share digital data over great distances. Even basic voice communication is fairly limited; the best radios, unless tapped into a hardpoint relay network (usually built between Coalition population centers or facilities), can only reach about 300 to 500 miles. Ley lines and other atmospheric issues destroy signals reaching farther.

THE CONFLICT

The world, for all the effort to build up city-states and functioning industries, remains a crucible of fire and blood in which the battle for survival is fought on a daily basis. Vast tracts of territory across the globe remain wild, untamed, and in many cases still devastated from the multiple disasters that befell the Earth. In North America alone there are realms dominated by dinosaurs, insectoid invaders, demons, and vampires, not to mention bandit warlords building personal kingdoms on the backs of those too weak to stop them.

The defining conflict of the North American continent, however, is represented by the Coalition States and the Federation of Magic. The former is a mostly homogeneous, technologically dominant empire where humans are elevated above all, magic is reviled in all its forms, and non-humans are an infestation to be eradicated from the world. The latter is a scattered, internally conflicted, yet fairly vast network of beings of all races and natures, united in the purpose of withstanding (and perhaps eradicating) an implacable foe with fire, brimstone, and world-shattering eldritch forces.

The great tragedy is the utterly polarized view that ensnares each side. They believe they are battling for the soul of a world, one that can only be defined by one paradigm—their own. Throughout the rest of the continent, and across the planet, there exist countless examples of magic and machinery functioning in comfortable harmony, where

sorcerous Mystics and Ley Line Walkers sit in the same cafes as ultra-tech Juicers and Glitter Boy pilots.

THE TOMORROW LEGION

In the far north of what was once Arkansas, not far from Branson, Missouri, Castle Refuge stands strong as a place of safety, healing, and promise. From the blood of the Juicer Uprising, the terror of the Coalition's Campaign of Unity, the horrors of Lord Dunscon's territorial machinations, and the still-smoldering ashes of Tolkeen...from all of this rises both Castle Refuge and its ever-growing garrison of defenders. At first dedicated to ensuring the security of a few thousand displaced and traumatized beings, these defenders are growing into something more—an army of hope and justice called the Tomorrow Legion for a world in need of saving.

YOU ARE THE TOMORROW LEGION

In *Savage Rifts*®, players take the roles of characters who have joined the Tomorrow Legion and share its cause. The Tomorrow Legion gives your character context for who they are and what they do in the world of Rifts Earth. This is the default setting assumption for the *Savage Rifts*® line of books.

For decades, people like revered scholar, Erin Tarn, and the founder of the Cyber-Knights, Lord Coake, worked tirelessly to uncover the best of Earth's history and preserve it. They struggled to bring what they believed was the height of civilization back to a world embroiled in devastating chaos, even as the Coalition States waged war against education almost as viciously as they did against magic and non-humans. They tried to hold back the tide of the unchecked eldritch forces of the Magic Zone, seeking to secure the foundations of a world never meant for magic.

No longer. Though history remains her passion, Erin Tarn speaks now of the future and how best to build it. Lord Coake, once draped in the trappings of ancient chivalry, teaches and trains his new Cyber-Knights to fight for a better world yet to be. These great teachers and leaders—and their many colleagues and long-time followers—are planting their feet and their flags upon the ramparts of a fortress that is one-half classical form and one-half modern marvel.

At Castle Refuge, any being willing to work with others for something more—something finer and nobler than mere survival—is welcome. There, those who would be heroes, warriors, explorers, and defenders are recruited into the Tomorrow Legion. They train for battle, gird for war, and make ready to set out against the enemies of a world that may yet be. These are the heroes who fight for a better tomorrow.

Wow, did you put a lot of holes in this thing! OK, OK, yeah, the bad guys put the holes in it, sure. . . sorry. Yeah, I can fix it. I mean, gotta clean the blood out—you OK, by the way? That's a LOT of blood. Anyway, I'll need about a week and some scrap metal and a couple of circuit boards and. . . Oh, two days? Um, sure, if you don't mind some of the plating being puke green. Don't ask. —Jacqueline Newton, Operator

MAKING RIFTS® SAVAGE

In 1990, in the wake of a series of other successful game lines—*Palladium Fantasy*, *Robotech*, *Teenage Mutant Ninja Turtles*—Palladium Books released one of the most ambitious games of its time. A multi-dimensional, post-apocalyptic, everything-and-the-kitchen-sink gonzo tour de force that ignited imaginations worldwide, *Rifts*® exploded onto the scene with the power of a Boom Gun. It's been continuously in print and revised with new content ever since.

Cut to today. *Rifts*® maintains a host of dedicated fans, yet there are generations of gamers who have yet to discover the joy of this amazing world. Bringing *Rifts*® to the vast number of *Savage Worlds* players and Game Masters promises to welcome many new fans to the setting, and maybe even bring old fans back to the over-the-top, explosive adventures of their fun-loving youth.

Of course, this is absolutely one of those projects that redefines the cliché, “Easier said than done.” *Savage Rifts*® was a challenging design project; marrying the power and out-the-door mega intensity of *Rifts*® to the fast-furious-fun mechanics of *Savage Worlds* required countless hours of design, consultation, research, playtest, redesign, and more to get it right, and Pinnacle was extremely fortunate to have not only our own team but also the excellent support of the folks at Palladium, who actually ran playtests and edited text all on their own

IT'S SAVAGE, IT'S RIFTS®

Savage Worlds fans will discover quickly that this is like no other setting they've yet encountered with these rules. *Savage Rifts*® introduces many new mechanics and ideas to the mix, a necessary process to ensure that the game feels as much like the *Rifts*® setting as it plays like *Savage Worlds*. Regardless, this is a

Savage setting all the way, requiring you to have the *Savage Worlds* core rules to play. Everything in this book layers organically onto the rules you know.

On the other side of the coin, *Rifts*® fans will discover a product that lovingly lives in their favorite world but recreates it in a fashion that offers new and exciting ways to play in it. We've done everything we can to make this feel like *Rifts* Earth, yet perhaps you'll discover the rules give you a compelling new experience with the setting, allowing you to rediscover it in a fashion that feels like it did for your younger, 1990 self.

BOOM GUNS AND SUPER PSIONICS

One of the earliest questions that demanded an answer was how to deal with the front-loaded power characters that are so very iconic to the *Rifts*® setting. To have a Glitter Boy begin with anything less than the most powerful armor and weapon in the world simply would not work. Juicers and Crazy's have to be super-soldiers; Ley Line Walkers must be Masters of Magic; and Bursters need to do far more than light up the grill for a barbecue.

Blending ideas from the *Super Powers Companion* and creating races, we present Iconic Frameworks. Each classic OCC (Occupational Character Class) from the *Rifts*® setting book is recreated as an Iconic Framework—a package of special abilities, Edges, and other elements that help define that concept. For those who wish for more flexibility, there are ways to essentially craft your own up-front framework, which puts your character on par with others in terms of starting effectiveness.

Savage Rifts® also introduces the idea of the Hero's Journey. This set of tables helps to balance the Iconic Frameworks: some roll more often on the tables than

MAKING RIFTS SAVAGE (CONT.)

others, adding random awesomeness in place of greater raw power. The tables also grant some great opportunities for differentiation between characters, as well as narrative hooks that better connect each character to the grand story to be told.

MATTERS OF MEGA DAMAGE AND M.D.C.

The first question many *Rifts*® players ask is how *Savage Rifts*® handles the setting-defining ideas of Mega Damage and M.D.C. (Mega Damage Capacity) armor. After a great deal of playtesting, we came to a conclusion that *Savage Worlds* fans recognize: M.D.C. is Heavy Armor, and Mega Damage is a function of the Heavy Weapon quality.

To be clear, the terms—Mega and Heavy—are mechanically interchangeable. We retain the *Rifts*® phrases for purposes of flavor and recognition, since many fans of that setting cannot imagine such a world where they aren't throwing around Mega Damage with rail guns and powerful spells.

However, we also determined that a *Savage* version of this setting is better served by not having every single weapon do Mega Damage, and not all basic body armor is M.D.C. in nature. "If it's like a tank..." became the watch phrase for determining what does and doesn't do Mega Damage, and what is or is not M.D.C. armor. We also examined the prevalence of Mega Damage weapons, and we ensured that such weapons tend

to be heavy, bulky, and not normally first choices for regular firefight situations.

Nonetheless, there *will* be plenty of battles where huge guns are fired and massive damage generated. This is *Rifts*®! Not all characters wear armor that can stand up to that. Like a soldier in a World War II game when faced with a tank, or an early-career fantasy hero dealing with a dragon, *taking cover* has to be a common tactic for survival. Remember: you can move, shoot, and move again in *Savage Worlds*! Most *Rifts*® hero groups must have a wide mix of capabilities and combat powers, and the heavy armor and weapons specialists are the ones best suited for dealing with enemy robot vehicles and demonic demigods while the rest of the team concentrates on other foes and challenges.

INTRODUCING OTHER SAVAGE CHARACTERS

Savage Rifts® focuses on the core characters and ideas of the *Rifts*® setting. You'll see more in future releases. If you're determined to bring your favorite *Deadlands* or *The Last Parsec* hero into the world of *Savage Rifts*®, we highly recommend you look to the M.A.R.S. (Mercenaries, Adventurers, Rogues, and Scholars) portion of the following chapter. Use those guidelines to modify your character and give him or her some semblance of balance against the powerful heroes you can create using this book.



CHAPTER ONE

CHARACTERS

THE core creation process for this setting is essentially the same as for any *Savage Worlds* character. The two major differences are your choice of Iconic Framework and the rolls you get to make on the Hero's Journey tables.

Here's a list of available Iconic Frameworks with basic information about each:

Combat Cyborg: Heavy combat man-machine, greatly enhanced by cybernetics.

Crazy: Psionically enhanced super-soldier, mentally unstable but able to take great advantage of it.

Cyber-Knight: Part holy warrior, part psionic martial artist with an energy sword, and all kinds of trouble for enemies using tech weapons.

Glitter Boy: Owner of the ultimate powered armor and personal ranged weapon, though with drawbacks in terms of mobility and side effects.

Juicer: Born to die, a live-fast, fight-hard super soldier with the ability to burn her life force for truly heroic moments.

M.A.R.S.: The mercenaries, adventurers, rogues, and scholars of Rifts who have less raw power but more experience and variety.

Burster: Raw, awesome firepower. A super powerful pyrokinetic for a world gone mad.

Mind Melter: A true master of psionic power, employing unparalleled telepathic and telekinetic abilities.

Ley Line Walker: Master of magic, he can interface with ley lines effortlessly for nearly unlimited power.

Mystic: Combines faith-driven magic with psionic power, intertwining two Arcane Backgrounds with a spirituality others do not comprehend.

Techno-Wizard: The ultimate gadgeteer, combining arcane science with an innate talent for tools and machines.

Flame Wind Dragon Hatchling: A newborn dragon seeking its place in the world. Yes, a *dragon*.

After selecting an Iconic Framework, select your race. Humans are the default for the setting (remember to take a bonus Edge at character creation when playing a Human). With your Game Master's permission, races from any Savage Setting can appear on Rifts Earth.

Once you've selected your Iconic Framework and race, get together with your Game Master to roll on the Hero's Journey tables beginning on page 132. Determine a Narrative Hook which may tie your hero to other player characters, as well as some extra benefits and gear to make your hero more effective and interesting. These rolls may also inform your decisions about your core build.

Finally, as with all *Savage Worlds* characters, you get five points to spend on attributes

and 15 points for skills (unless your Iconic Framework says differently). Select Hindrances, which generate the usual points you can spend to raise attributes or skills, or to gain Edges. The core *Savage Worlds* rules cover these steps in greater detail.

LOTS OF POWER, NOT SO MUCH EXPERIENCE

The gonzo, over-the-top nature of Rifts® requires placing hefty power in the hands of even beginning characters. However, a hero can begin with the biggest gun, the heaviest armor, or the most incredible magic, yet need time and training to become skilled with such power. You may notice you don't quite have the skill levels you might want; Advances are the best way for your character to get better with her amazing abilities.

ICONIC FRAMEWORKS

Iconic Frameworks are a package of powers, special abilities, Edges, gear, and other character elements that define an iconic role within a setting. In the case of the world of Rifts®, where characters begin with incredible capabilities and devastating machines of war as a matter of course, the Iconic Framework is a necessary tool to help represent these ideas while still working within the core ideas of *Savage Worlds*.

When you select one of the Iconic Frameworks below, add all of the indicated abilities and gifts to your character, as well as any inherent complications. In this way, Iconic Frameworks operate like choosing a race for your character. As with races, there are elements which may affect the overall character build, so please take those into consideration as you go forward.

Note that some of the Iconic Frameworks below provide Arcane Backgrounds, and they reference ISP (Inner Strength Points) or PPE (Potential Psychic Energy). Both of these are Rifts®-appropriate terms for *Savage Worlds* Power Points; the former is used for psionics, the latter for everything else.

LORDS OF WAR

For those planning to be the heavy combatants of the group, these Iconic Frameworks are likely the best selections.

COMBAT CYBORG

He could ask for a human-like frame, complete with a face that, while not completely lifelike, is certainly close enough for most folks' comfort. He could wind up with a form which could even walk the streets of most Coalition State cities and pass well enough to get by. He could...if he had a bank account the size of many pre-Rift small nations.

Instead, he got a massive combat frame with huge metal plates, a purely robotic face, cables intertwining here and there, and the capacity to knock a tank over. He has it either because that's what his sponsor paid for, or because he actually wanted to be a living tank to begin with. He abandons all pretenses of being human in order to become something much more powerful.

He does not necessarily abandon his humanity. That's still a matter of choice.

HERO'S JOURNEY (THREE ROLLS)

'Borgs gain two rolls on any of the following tables: **Cybernetics**, **Close Combat Weapons**, **Ranged Weapons**, and **Training**.

They gain a third roll on *any* table except those dealing with magic, psionics, or **Body Armor**.

MORE MACHINE

Combat Cyborgs are also referred to as full-conversion 'borgs. Their brain and a handful of organs—heart, lungs, possibly some part of the digestive system, not much else—are attached to a synthesis of bionic parts and cybernetic systems. The whole thing is encased in a metallic form capable of wrestling giant robots and dragons to

the ground while withstanding direct missile impacts.

The net effect of this process is the 'borg ignores most of the common foibles of being human—including getting sick, dealing with poisons, or suffering a paper cut. Instead of medicine or healing of any kind, he has to get repaired when he's damaged. He still has to eat something to maintain his organic parts, and his brain requires sleep like everyone else's.

The organic parts can get old and wear out, but developments in nano-technology and other areas mean most cyborgs live at least twice as long as humans, so long as they don't get blasted apart. That's a long time to be alone with one's thoughts, which is why most 'borgs go out of their way to explore the part of their being extending past what they might touch with human fingers or smell with human noses.

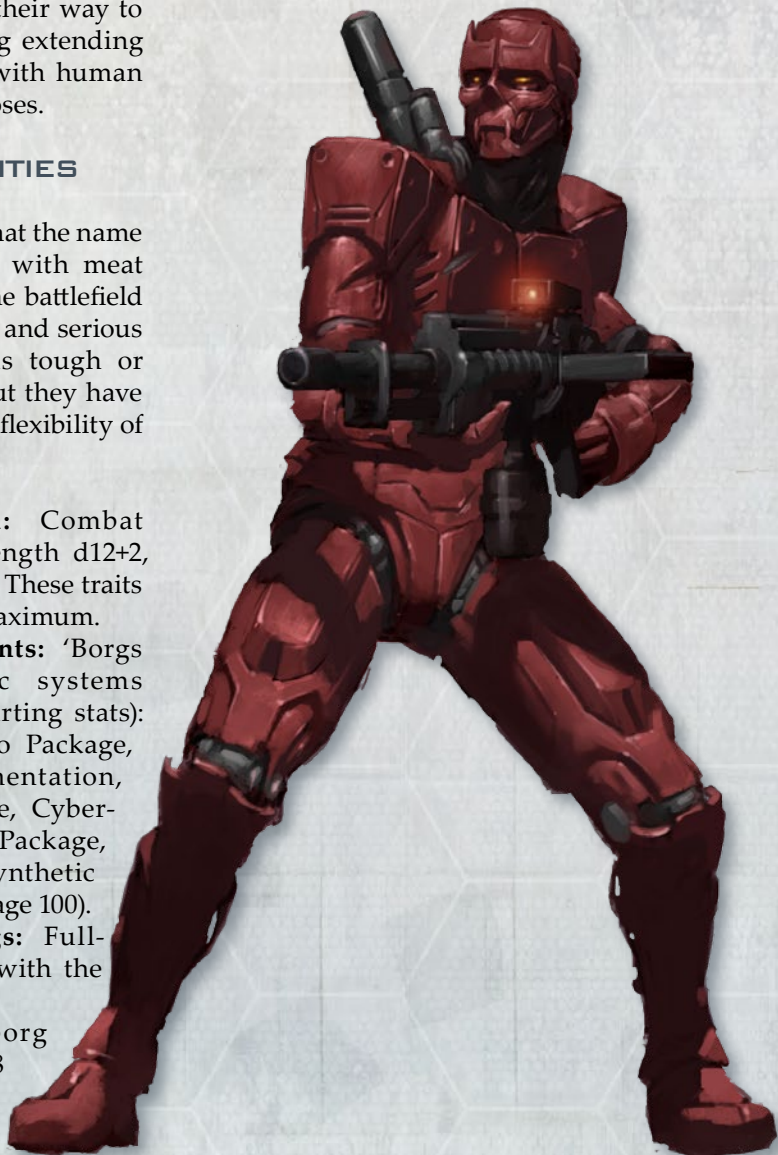
COMBAT CYBORG ABILITIES AND BONUSES

Combat Cyborgs are exactly what the name implies—metal monstrosities with meat sensibilities, striding across the battlefield with huge guns, chain swords, and serious attitude. They aren't *quite* as tough or devastating as a Glitter Boy, but they have a great deal more mobility and flexibility of action to make up for it.

- **Bionic Augmentation:** Combat Cyborgs begin with Strength d12+2, Agility d10, and Vigor d12. These traits do not have an attribute maximum.
- **Cybernetic Enhancements:** 'Borgs have these cybernetic systems (already factored into starting stats): Armor Plating (1), Audio Package, Bionic Strength Augmentation, Core Electronics Package, Cyber-Wired Reflexes, Optics Package, Reinforced Frame (1), Synthetic Organ Replacement (see page 100).
- **High-performance Legs:** Full-conversion 'borgs begin with the Fleet-Footed Edge.
- **M.D.C. Armor:** Cyborg construction provides +8 M.D.C. Armor and +3 Toughness, which can be

improved with additional cybernetics but does not stack with worn armor, use the higher value.

- **More Machine:** 'Borgs add +2 to recover from Shaken, ignore one level of wound modifiers, possess a self-contained breathing apparatus, and are immune to poison and disease.
- **Size +1:** Combat Cyborgs are big and heavy, gaining +1 Toughness from their size.
- **Upgradable:** 'Borgs start with the Upgradable Edge.
- **Unarmed Combat:** Combat Cyborgs deal Str+d6 (Mega Damage) in unarmed combat and are considered armed.



TO SURVIVE AND THRIVE— THE COMBAT CYBORG

- 'Borgs have better mobility, but aren't as tough as Glitter Boys. They can build up their Toughness via cybernetics, but taking cover is still a good idea when heavy weaponry is in play.
- 'Borgs can take the Upgrade Edge, which is a key to their effectiveness see page 71).
- Since 'Borgs are recognized and not particularly rare, your character is usually fine to "go into town" with the rest of the team.

COMBAT CYBORG COMPLICATIONS

There is a price to be paid for having most of one's body cast away for parts, while the brain is shoved into a combat machine.

- **All Those Moving Parts:** 'Borgs cannot be healed or treated with medicine when they are hurt. Instead they must be repaired. Fixing a cyborg requires the Repair skill—which is used like the Healing skill, only with no Golden Hour.
- **Gray Matter:** Combat Cyborgs only start with two points (instead of the normal five) for attributes and these may only be spent on Smarts and Spirit. Points from Hindrances and Advances may be used to raise any attribute.

- **Heavy:** Combat cyborgs are extra-heavy making it difficult to operate Power Armor, Robot Armor, and vehicles not built for them. Power Armor must be reinforced, doubling purchase and repair costs. Operating Robot Armor or a vehicle not refitted for them is done at a -2 to all Trait checks, including firing vehicular weapons.
- **Inhuman Appearance:** 'Borgs suffer -2 Charisma when dealing with most beings.
- **Loss of Dexterity:** A Combat Cyborg's systems are designed for combat excellence, not delicate work or even common use. A 'borg suffers -2 to all Agility rolls and linked skills not directly related to combat.
- **Malfunctions:** Cyborgs are subject to the same potential problems all tech items and gear face (see the **Technical Difficulties** Setting Rule on page 122).
- **Shadow of Themselves:** 'Borgs don't choose a race, but may increase an attribute one die type or take an Edge (meeting all requirements) to reflect their original race.
- **Spiritually Numb:** Combat Cyborgs can't take Arcane Background.
- **Total Conversion:** Becoming a Combat Cyborg uses all of a character's personal Strain ever. They start with only the 6 Strain from the Upgradable Edge and can only gain more from the Beyond the Limit Edge.

COMBAT CYBORG STARTING GEAR

NG-56 Light Ion Pistol, Mini Rail Gun, Chain Greatsword, 1d4 × 1,000 credits.

*Mining drill, precision targeting optics, language translator package,
and an embedded tool kit. I'm a walking Swiss army knife. You
got a problem? I got a solution. —Harv, Combat Cyborg*

CRAZY

"The only difference between me and you, bubalah," a typical Crazy explains to anyone within earshot, "is that everyone who sees me *knows* I'm crazy for being out here. You just keep your insanity nice and hidden." As dangerous as the world is for travelers outside civilized areas, there may be a certain amount of truth to the statement.

Nonetheless, Crazies are aptly named in every way. Like Juicers, they accept dramatic augmentations to mind and body in exchange for exceptional power and capabilities. Instead of trading away their life, however, Crazies exchange their sanity. Some say it takes an unstable person to go this route to enhancement in the first place. True or not, there's no denying mental instability becomes part of the daily existence for any recipient of the treatment.

According to sketchy historical records, the original technology leading to Mind Over Matter (more commonly referred to as M.O.M.) implants first appeared in South America during the last years before the Coming of the Rifts. Initially intended for the treatment of mental disorders, scientists discovered that nanotechnology could be used to rewire mind and body to perform at superhuman levels. Medical applications were quickly abandoned for more lucrative military purposes.

HERO'S JOURNEY (FIVE ROLLS)

Crazies gain three rolls on any of the following tables: **Body Armor, Close Combat Weapons, Psionics, Ranged Weapons, Training,** and **Underworld & Black Ops.**

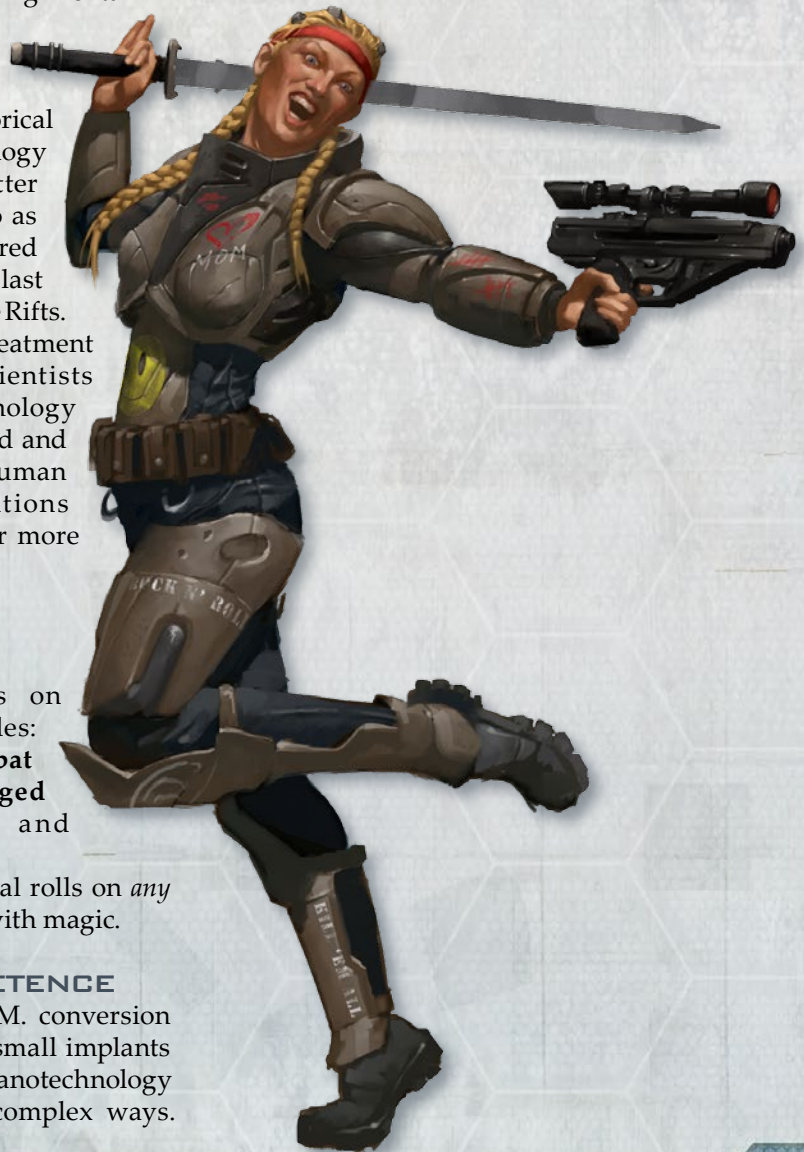
Crazies gain two additional rolls on *any* tables except those dealing with magic.

CUCKOO FOR COMPETENCE

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.



LOSING IT

The Crazy always enjoys a certain level of preternatural capabilities, but she also has moments where she can completely unleash her potential by Losing It. Throwing caution to the wind and shoving rational thought to the back of her mind, a Crazy gains the effects of being Berserk (as per the Edge). This can be done at will, as an action.

While she is Losing It, the Crazy is Fearless (see **Monstrous Abilities** in *Savage Worlds*), making her immune to Fear and Intimidation. While in this state, she cannot use her psionic abilities, nor anything requiring concentration.

GETTING IT TOGETHER

A Crazy comes out of Losing It using the standard Smarts roll for Berserk. Then she's critically hampered by one or more psychological Hindrances. The game effect is a -2 to all Trait rolls for the duration of Getting It Together. From a roleplaying perspective, this could be wracking guilt, crippling depression, irrational fear, rampaging delusions, or any number of other effects which fit the character's various Hindrances and other issues.

The duration of the penalty is based on the results of the Smarts roll made to come out of the Losing It state in the first place:

- **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.

A Crazy may not employ Losing It while in the Getting It Together state.

CRAZY ABILITIES AND BONUSES

Crazies are super commandos, difficult to lead, but fantastically capable in high risk situations. Their steadily degrading mental state makes many of them inevitably impossible to work with, even as they become masters of their combat and physical skills. The rare ones who manage to hold

onto enough sanity to remain effective with a team are invaluable.

- **Bio-Regeneration:** Awakening certain portions of the brain via the Mind Over Matter implants grants the Crazy a natural healing roll once every 24 hours.
- **Enhanced Attributes:** Crazies gain +2 die types to Agility, Strength, and Vigor. These traits have no maximum.
- **Enhanced Speed:** Crazies double their base Pace.
- **Heightened Senses:** Crazies gain +2 to Notice and Tracking rolls. They also ignore two points of Range penalties.
- **Minor Psionic:** Unlocking the brain's potential grants a Crazy Arcane Background (Psionics), 10 ISP, three powers, and Psionics d6. Crazies have access to the following powers: *armor, barrier, blind, bolt, boost/lower Trait, clairvoyance, confusion, damage field, darksight, deflection, disguise, dispel, divination, drain Power Points, entangle, environmental protection, farsight, fear, fly, havoc, healing, illusion, intangibility, invisibility, mind reading, pummel, puppet, slow, slumber, smite, speak language, stun, telekinesis, telepathy, teleport, warrior's gift.*
- **Quick:** Crazies begin with the Quick Edge.
- **Super Endurance:** Crazies require only half the normal amount of sleep, and gain +4 on all checks to resist Fatigue.
- **Super Reflexes:** Crazies have uncanny reflexes, granting them a -2 to be hit as long as they are aware of the attack.

CRAZY COMPLICATIONS

Crazies have that name for a reason, which many of the following complications demonstrate clearly.

- **Cybernetics:** Crazies suffer -1 to Psionics per point of Strain (page 108).
- **Distinctive Appearance:** The protrusions from the skull alone mark a Crazy for what she is. Most also indulge in tattoos, body piercings, and other means of declaring themselves to the world..

PSYCHE DEGRADATION

D6	RESULT
1	Bloodthirsty: “Bathing in the blood of my enemies” has the potential to become a disturbing reality for a Crazy with this Hindrance. Her friends may need to keep her on a tight leash in some cases. Re-roll if the character already has this Hindrance.
2	Delusional (Major): This can be fun and wacky, but it can also lead to some very dire circumstances with tragic results. Crazies may suffer from more than one delusion.
3	Mania (Major): A fairly full catalog of potential psychological or emotional issues can emanate from this result, which the Crazy may get multiple times over the course of her career. Mania is explained in the New Hindrances section (see page 66).
4	Monologuer: Snappy patter or constant raving can sometimes take a Crazy’s mind completely over for a moment, stopping her from accomplishing anything else. Re-roll if the character already has this Hindrance. Monologuer is explained in the New Hindrances section (see page 66).
5	Overconfident: A Crazy with this Hindrance makes adrenaline junkies look positively sedate. Re-roll if the character already has this Hindrance.
6	Phobia (Major): Fearless in most circumstances, a Crazy can have one or more things that absolutely terrify her beyond any rational understanding.

- **Magic:** M.O.M. implants jumble the mind in such a way as to make the use of magic impossible.
- **Needs Action:** Crazies live in a constant state of heightened adrenaline and awareness, even those suffering from depression cannot escape the feeling. During particular slow periods, the Game Master may call for a Spirit roll. Failure means the Crazy gains -2 Charisma as she becomes irritable and impatient. She also suffers a -1 to all Trait rolls from the distraction of her frenzied mind, until some kind of high alert status or action kicks in.
- **Unstable Psyche:** From the start (and for no added benefit), the character gains a psychological or emotional Hindrance determined by rolling on the **Psyche Degradation Table**. Representing the constant degradation of the Crazy’s psychological state, the character gains an additional Hindrance from the table each time she achieves a new Rank.

CRAZY STARTING GEAR

SFD Huntsman Lightweight Personal Armor, Wilk’s 237 Laser Pistol, Wilk’s 447 Laser Rifle, Vibro-Sword, NG-S2 Survival Pack, 2d6 × 100 credits.

TO SURVIVE AND THRIVE—THE CRAZY

- The ability to go Berserk at will is powerful, even factoring in Getting It Together. Don’t ignore the Iconic Edges for Crazies that enhance this gift.
- Hindrances are great roleplay tools, and they should have negative impact. Don’t, however, overplay them to the point of ruining fun.
- Don’t ignore the power of even Minor Psionics, both in and out of combat.

CYBER-KNIGHT

In an age of high-tech horrors and supernatural monstrosities, a world beset by constant disaster might be utterly lost without the hope given it by those who stand in its defense. None epitomize this idea more openly and spectacularly than the psi-sword-wielding Cyber-Knights.

Take any noble warrior tradition—steeped in matters of honor, justice, and mercy—and it is a valid model upon which a Cyber-Knight may base his life. Though most tend to walk a path founded on the romantic ideals of Western Europe (especially as imagined for the heroic knights of legend), there are Cyber-Knights representative of almost any culture known on Earth, as well as more than a few from places far, far away.

The foundations are simple yet inviolate for those who gain the gifts of the calling. Sadly, in the wake of the Fall of Tolkeen (a terrible event that split the Order of the Cyber-Knights nearly in half; see page 125), there are plenty of those fallen from the path, yet no less dangerous for it.

HERO'S JOURNEY (FIVE ROLLS)

Cyber-Knights gain three rolls on any of the following tables: **Education, Experience & Wisdom, Psionics, and Training.**

Cyber-Knights gain two rolls on *any* table except **Cybernetics** and **Magic & Mysticism.**

A HISTORY OF HONOR AND GLORY

No one is sure how or when the Cyber-Knights first appeared, though it's almost certain they arrived during the Dark Ages after the Rifts. Most legends maintain a human knight from another world, Lord Coake, took up the cause of defending innocents against the horrors of this ravaged world and trained others to follow his ways.

Although he respected individual beliefs and ways of life, he insisted on some core principles to which all Cyber-Knights must adhere. These include fairness, nobility, valor, honor, courtesy, and loyalty. Each Cyber-Knight interprets these to varying degrees, but at the core of their behavior, each must abide by the overall principles to remain a member of the Order.

Because of this, Cyber-Knights are honored, respected, and cherished throughout the world, even by many who have cause to call them enemies. For example, the Coalition States officially consider Cyber-Knights enemies of the state, but the average CS trooper is unlikely to raise a hand against one except under duress. Similarly, only the most evil and corrupt citizens of the Federation of Magic would openly attack a Cyber-Knight.

WHAT'S THE "CYBER" ABOUT?

One of the great mysteries for the average person is just why the Cyber-Knights are called such. They have no obvious cybernetics; in fact they eschew them to maintain a certain physical perfection. Even their prized cyber-armor is something of a misnomer as it actually manifests from the same nanotech which provides their cyberkinetic power.

When a squire ascends to knighthood, he undergoes a combination ritual and medical process that embeds a specialized form of semi-organic nanotech into his body. Many scholars believe this may have come from Lord Coake's homeworld, though time has erased all evidence and only the innermost circle of the Order knows the truth.

In addition to creating an organic metal shell, the nanotech gives the warrior exceptional gifts to combat his foes' technology. An experienced Cyber-Knight can take on an entire platoon of well-armed CS troops and handily defeat them as their devices glitch and fail, thanks to his passive and active powers.

AN INNER LIGHT

Another part of the Cyber-Knight's training centers on unlocking not only psionic potential, but also spiritual strength. These two qualities combine to give him a distinct advantage, especially against supernaturally evil foes. The most obvious and potent symbol of this training is the Psi-Sword, a blade of the knight's own personal configuration, made purely from the force of his spirit and will. He can also manifest other aspects similar to this power with more experience and training.

Cyber-Knights are also Minor Psionics, with a specific list of powers they train to use. Due to the spiritual focus of their psionic training, Cyber-Knights start with the Champion Edge, and they may take the Holy Warrior Edge using Arcane Background (Psionics) in place of Arcane Background (Miracles) to qualify (with the Psionics skill replacing Faith). A Cyber-Knight relies on his inner righteousness and honor to combat the supernatural forces of evil rather than calling upon outside forces (though many also revere a spiritual or divine path).

CYBER-KNIGHT ABILITIES AND BONUSES

Combining intense training, psionic power, spiritual strength, and a special cocktail of nanotech designed to counter enemy technology, the Cyber-Knight is a paladin for a post-Rifts world.

- **Cyber-Armor:** As a free action, Cyber-Knights can summon an organic metal shell, granting +2 Toughness.
- **Cyberkinetic Combat:** Any purely technology-based attacks, such as lasers, rail guns, and vibro-blades, suffer a -2 to hit a Cyber-Knight. This ability stacks with the *deflection* power.
- **First Into Battle:** Cyber-Knights begin with +2 Pace and a d10 running die. If they take the Fleet-Footed Edge, the Pace bonuses stack and the running die becomes a d12.
- **Inner Light:** Cyber-Knights begin with the Champion Edge (see *Savage Worlds*).
- **Intense Combat Training:** A Cyber-Knight begins play with Fighting d8 and two Combat Edges (meeting all requirements except Rank).
- **Minor Psionic:** Minor Psionic: Cyber-Knights have Arcane Background (Psionics), 10 ISP, three powers, and Psionics d6. They have access to the following powers: *armor*, *barrier*, *bolt*,

*boost Trait**, *confusion*, *darksight*, *deflection**, *environmental protection*, *havoc*, *healing**, *pummel*, *quickness*, *smite**, *speak language*, *speed**, *succor*, *warrior's gift*. Powers marked with an asterisk (*) are usable only on the Cyber-Knight but activate as a free action, inflicting no multiple action



penalty (a Cyber-Knight with Master Psionic can use *mass healing* but not as a free action). All other aspects of AB (Psionics) remain the same.

- **Psi-Sword:** As a free action, Cyber-Knights can summon forth a blade of spirit and will. It may have any appearance but it does not change the effects. The Psi-Sword does Strength + Spirit $\times 2$ damage with AP 6 (and no Strength minimum). For example, a Cyber-Knight with Strength d8 and Spirit d10 does 1d8+2d10 melee damage, AP 6, with his Psi-Sword. Alternately, the Cyber-Knight may split his Psi-Sword into two blades, one for each hand, doing the same damage, but each blade only gaining AP 2. For 2 ISP, the Cyber-Knight can make the blade inflict Mega Damage for as long as the blade is manifested.
- **Revered Protectors:** All Cyber-Knights enjoy +2 Charisma when dealing with those who know and love them as guardians of life and freedom.

CYBER-KNIGHT COMPLICATIONS

Life as a guardian and protector in such a hostile world is never easy.

TO SURVIVE AND THRIVE— THE CYBER-KNIGHT

- Starting out, focus on the powers your character can use as a free action; these are lifesavers and give her a serious advantage in combat.
- Big guns can't be used at melee Range, and melee is where the Cyber-Knight shines brightest.
- The inherent reverence many have for Cyber-Knights means your character may want to also focus on being a good "face" for the group, leading investigations and social interactions.

- **Code of Honor:** A Cyber-Knight must adhere to the codes and philosophies of the Order, or he loses some or all of his powers, depending on the degree of transgression. Whether this is a function of the special nanotech treatment he undergoes or a loss of confidence damaging his psyche in some way is a matter of some debate among scholars. Regardless, the Game Master must determine the extent of a Cyber-Knight's transgressions and assess a penalty accordingly.

Minor Transgression: -1 to all Psionics rolls until he performs a noble or heroic deed to atone.

Major Transgression: -2 to all Psionics rolls, and all abilities under Cyberkinetic Combat and Inner Light cease to function until he undertakes some kind of personal (or perhaps spiritually guided) quest to atone. His Psi-Sword is also reduced to doing only his Str+Spirit in damage, and all AP values are reduced by 2.

Mortal Transgression: The Cyber-Knight commits an action completely opposed to the code. All Cyber-Knight abilities are lost. The character may regain his abilities by fulfilling a significant quest (determined by the Game Master). Should the character commit another Mortal Transgression before regaining his Cyber-Knight status, his spirit is corrupted. The character regains use of his abilities but becomes a Fallen Cyber-Knight (see *Savage Foes of North America*) under the Game Master's control.

- **Cybernetics:** Cybernetics are not an option for Cyber-Knights, as such devices interfere with their nanotechnology.

CYBER-KNIGHT STARTING GEAR

Cyber-Knight Medium Armor, Wilk's 320 Laser Pistol, NG-L5 Laser Rifle, NG-S2 Survival Pack, One silver cross, 6 \times wooden stakes, 2d6 \times 100 credits.

GLITTER BOY

Born of war, an icon of salvation, and the most powerful weapon system wielded by any single being—this is the legacy every Glitter Boy pilot lives under. Most try to live up to it, some fail, and a rare few never even try, using the power of the suit to become tyrants and thieves.

Those who uphold the heroic tradition come from a long line of Glitter Boy pilots, earning the iconic power armor suit from a previous owner (a parent, mentor, or friend). They grow up hearing the stories of how the Glitter Boys, created and blessed by the superheroic Neemen, strode forth into the fiery storms to save what they could of humanity. As the dragons and demons and machines of terror poured forth from the Rifts to destroy or enslave what remained of the human species, the Glitter Boys stood alone for long years to hold back the tide of total apocalypse.

Eventually, allies stood beside them, including the Cyber-Knights and others with the power to make a difference. The collective consciousness of humanity, however, never forgets their current existence is thanks to those 10-foot-tall, glittering suits of godlike armor.

HERO'S JOURNEY (FIVE ROLLS)

Glitter Boys gain three rolls on any of the following tables: **Cybernetics**, **Close Combat Weapons**, **Ranged Weapons**, and **Training**.

Glitter Boys gain two additional rolls on *any* table, although those dealing with magic or psionics may be of limited utility unless the character expects to spend a lot of time out of his armor.

ONE-POINT-TWO TONS OF GLITTERING METAL

However she came by it, the Glitter Boy pilot knows she's in a class all her own. Sure, she's a Power Armor Jock, able to handle any energized suit found today, but she'd only stoop so low if her Glitter Boy were down for the count.



An increasingly popular rumor says Free Quebec somehow reverse-engineered the technology behind the Glitter Boy, with hundreds or even thousands of new models standing at the heart of their army. If true, it explains why the Coalition has yet to bring war to their borders, because the Glitter Boy power armor is quite simply the most durable, damage-resistant personal defense technology ever to walk the Earth.

It's 10 feet tall, shining with a chrome-like surface that constantly gives off a full-spectrum gleam of colors whenever light hits it. This is one of the key features of the armor; even vehicle-grade lasers tend to bounce off it. Virtually all firearms are repelled since the Glitter Boy has the highest M.D.C. rating of any armor known, even among robot armor vehicles. It also has enormous strength-enhancement technology, excellent mobility and speed, and even an aquatic performance mode.

The wearer enjoys full life support conditions, including feeding tubes, water supply, and waste processing, providing acceptable living conditions for up to four weeks if needed. This is far from comfortable, and a pilot remaining in a suit longer than 72 hours risks serious muscle atrophy and other issues. After three days in the suit,

the pilot must roll a Vigor check each day to avoid gaining a Fatigue level (he does not, however, risk Exhaustion or worse). A full day out of the suit restores this Fatigue. Regardless of this challenge, if the choice is death or stay in the suit, a month's survival time is good to have available.

As with all power armor, the Glitter Boy has advanced communications (20-mile range, 500 miles with access to a dedicated relay system), a full sensor suite with HUD (Heads Up Display) readouts, granting +2 on all Notice checks and incorporating 360° radar, thermal imaging, and night vision, optics enhancement with 50× magnification, audio pickups capable of hearing whispers at 100 yards, and onboard combat computers and targeting systems that offset two points of Shooting penalties.

ONE BIG DAMN GUN

The primary design of the Glitter Boy armor is, of course, to provide protection for the wearer in combat conditions. Of nearly equal importance in the design is the capacity to carry and operate the RG-14 Rapid Acceleration Electromagnetic Rail Gun. Unlike the rail guns of modern design and function, this "antiquated" weapon sacrifices extended rate of fire for sheer, unadulterated obliteration of a target area with a hail of metal nearly impossible to imagine in scope and speed.

Called the Boom Gun for very good reason, the RG-14 may be the single loudest weapon in the world. It emits a sonic boom of such intensity, no one nearby is safe without good ear protection and sealed armor. The Glitter Boy suit employs a pair of laser-tipped pylons which drill down 4.5 feet from the heel of each leg, combined with toe-hooks and metal prongs extending from the ends of the drills. At the same time, a jet engine system activates on the upper back of the suit, working with the pylons to ensure stability while firing the scariest gun on Earth.

GLITTER BOY ABILITIES AND BONUSES

The Glitter Boy is truly king of the battlefield. The challenge for the pilot is finding ways to remain viably involved in matters

GLITTER BOY ARMOR

Glitter Boy Armor: Size 3, +18 M.D.C. Armor, +6 Toughness, Pace 10 (Run d10), Swim Pace 6

Notes: Enhanced Strength (d12+4), half-damage from lasers, Life Support (self-contained breathing, immune to heat, cold, radiation, environmental toxins, and disease), Full Electronics Suite.

Weapons:

- Boom Gun (Range 250/500/1000, Damage 4d12+6, RoF 1, Shots 1,000, AP 25, MBT, Mega Damage)
- Melee (Str+d6 Mega Damage, not considered Unarmed)

when the power of the suit is not the best solution to a problem.

- **Fully Trained:** All Glitter Boy pilots begin with the Power Armor Jock Edge.
- **Glitter Boy Armor:** Power Armor of the highest caliber (see sidebar)
- **Heroic Legacy:** A Glitter Boy pilot gets +2 Charisma. If a Glitter Boy is stolen, word passes quickly and the thief is targeted by Glitter Boy pilots across North America.
- **Many Have Fallen:** Numerous Glitter Boys fell to defend the world, leaving plentiful salvageable parts. Serious repairs cost 250,000 credits and Severe ones 500,000 (see page 122).

GLITTER BOY COMPLICATIONS

Owning and operating a Glitter Boy suit is not all sunshine and rainbows, and there are a few things to manage when heading into a battle.

- **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 (see page 84).
- **Closed Off:** Sealed away from the natural and spiritual worlds, Glitter Boy pilots cannot use magic or psionics while in the suit. Such powers used by others can still affect 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.
- **Enemies:** The Coalition States consider all Glitter Boys enemies of the state. Few within the True Federation of Magic consider them friends either.
- **Highly Technical Machinery:** Like all devices, armor, vehicles, and weapons,

TO SURVIVE AND THRIVE— THE GLITTER BOY

- The biggest gun and toughest armor make your hero the main target. Make sure you coordinate with your teammates against the nastiest attacks of the enemy.
- At the same time, make sure you work out with your teammates where they should avoid engaging so you don't risk friendly fire (or knocking them out with the sonic boom).
- Get out of the armor once in a while! The Glitter Boy pilot can serve well as a skilled and utilitarian member of the team when there's more than combat at hand.

Glitter Boy systems are subject to the **Technical Difficulties** Setting Rule (see page 122).

- **Sonic Boom:** Firing a Boom Gun causes a sonic boom affecting everyone (except the pilot) within a Large Burst Template. A failure on a Vigor roll -2 inflicts Hard of Hearing (Major) for 3d6 minutes and makes the character Shaken. If he fails with a 1 on the Vigor die, he is Incapacitated and makes a Vigor roll each round to become conscious but Shaken. Anyone in environmentally sealed armor gains +2 to the roll, as do characters with Hard of Hearing (Minor). Characters with the Major version are immune!
- **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.

GLITTER BOY STARTING GEAR

Huntsman Lightweight Personal Armor (note that this cannot be worn inside the Glitter Boy), Wilk's 227 Pulse Laser Pistol, NG-S2 Survival Pack, 4d6 × 100 credits.

JUICER

Life is not cheap. But many of those going under the knife for the bio-comp and other implants to convert them into the most potent super-soldiers in the world might think it is. They often spout nihilistic phrases like, “Live fast, die young, and leave a great-looking corpse!” Most of them might even mean it at the time.

Inevitably, they come to understand differently as their short years pass by in a haze of bullets and blood, and their lives burn away faster and faster.

A Juicer sells his most precious commodity—his very existence on the planet—for the gifts of chemical enhancement through nanotech augmentation, all managed and moderated by an internal bio-comp system. Speed, strength, and endurance 10 times that of a top athlete make a Juicer a powerful combat machine. He trades his natural lifespan to become a killing machine, rented to the highest bidder or committed to an ideal that matters more than his own life.



In many cases, he does it just to see that his family gets a decent, safe place to live and three square meals a day.

Whatever the reason, the Juicer is a powerful and dangerous being for a few short years at best, and then he's either dead or (in very, *very* rare cases) a shattered husk of a person yearning for glory forever lost.

HERO'S JOURNEY (FIVE ROLLS)

Juicers gain three rolls on any of the following tables: **Body Armor, Close Combat Weapons, Ranged Weapons, Training, and Underworld & Black Ops.**

Juicers gain two additional rolls on any tables except those dealing with magic or psionics.

THE BURN

Living life to its fullest takes on a special meaning for the Juicer. There's an unreliable timer ticking away in his system, and when it goes off, the very chemicals and hormone-overdrive nanosystems that make him a demigod burst his heart or send his brain

into a fatal stroke.

Until that time, however, the Juicer can often do more impossible things before breakfast than others accomplish in a lifetime.

Juicers have a special statistic called Burn. Burn measures both the short lifespan of a Juicer and his capacity for superhuman feats. As Burn decreases over time (there is no method known to replenish it), the Juicer senses his days growing closer to being truly numbered. At the same time, he can call upon this same quality—Burning Bright—in order to perform astounding, nigh-impossible exploits, explained later.

In a standard campaign, a Juicer's Burn begins at 8. At the start of each session, the player rolls his Burn Die, a d10, and if the roll is *equal to* or greater than the Juicer's current Burn (Bennies may not

be spent on this), he must reduce his Burn by one point or he dies, irrevocably, by the end of the session. If he chooses to spend the Burn, he goes on normally until the next session, repeating the process each time. If he chooses *not* to spend the Burn to keep on living, he'll probably want to go out in a **Blaze of Glory** (see Setting Rules), Juicers have the ability to declare Blaze of Glory at any time, regardless of whether they've taken any damage or not.

BURNING BRIGHT

For those willing to risk an even earlier death, Burn can be spent for rather amazing purposes. Spending Burn gives the Juicer a d10 Burn Die to add to any Trait or damage roll. This die can Ace like any other, and if a Benny is spent to re-roll anything a Burn Die was spent on, the Burn Die is re-rolled too.

Obviously, spending Burn means being able to make a huge impact in combat, but it also means hastening the process of completely burning out. The lower a Juicer's Burn rating, the more likely the player is forced to spend Burn to avoid dying. Between the inevitable rolls over the rating and the temptation to spend Burn for moments of greatness, a day comes when the player faces a fateful decision for his Juicer character.

JUICER ABILITIES AND BONUSES

For the sacrifice of a long, normal life (or at least as close to one achievable in a post-Rifts world), the Juicer gains some rather amazing powers and gifts.

- **Internal Repair System:** The bio-comp system managing the drugs and chemical processes of the Juicer's body also works overtime to ensure his continued health and good repair. The Juicer gains Slow Regeneration (a natural healing roll once per day). As well, there's a continuously replenishing supply of nanites and chemical concoctions available for "emergency repairs." As an action, the Juicer can make

BURN OUT OR FADE AWAY

There are only two ways out for any Juicer. One involves a lengthy, difficult process of detoxification; the bio-comp system is removed, and a painful period of rehabilitation as the body purges itself of the now-poisonous chemicals ensues. Most Juicers beg for the whole system to be put back in well before the process is done, such is the addiction they develop.

The rare times detoxification works, what's left is a broken, deconstructed shell of a person who has a lifetime of pain, cravings, and rebuilding ahead.

If a player seeks detox for his Juicer character, he has to find a surgeon willing to even try and who has the facilities to pull it off (Castle Refuge has such facilities). A Knowledge (Medicine) roll at -2 and a Healing roll at -4 are both required, and if either fails, the Juicer dies on the table. Even if the surgery is successful, the Juicer has to make a Vigor check at a penalty equal to one-half of all the Burn he's ever spent before the surgery (round up). If he fails, he dies. On a success, it takes a full month to recover some semblance of functionality. With a raise, he only needs a week before he's physically able to function.

After the operation, he must make a Spirit check at the same penalty. Failure means he is far too despondent and crushed to carry on meaningfully; he may harm himself or simply fall into utter despair and be incapable of carrying on as a player character. With a success, the character can carry on, but he still has the Death Wish Hindrance. With a raise, he's found his way past the cravings and the loss, able to rebuild from there.

Losing the bio-comp and the chemicals means the Juicer loses *all* Iconic Framework abilities, as well as any Juicer Iconic Edges he acquired. This is why most Juicers choose to go out in a Blaze of Glory, see page 120.

a natural healing roll at +2 to heal wounds; this costs one charge. The system holds a maximum of three charges and requires eight hours to recover one charge.

- **Super Endurance:** Juicers begin with +2 Vigor die types, with no Trait maximum. They require only half the normal amount of sleep, and gain +2 on all Fatigue checks.
- **Super Reflexes:** Juicers begin with +2 Agility die types, with no Trait maximum. They have Uncanny Reflexes, granting them -2 to be hit by all attacks. Finally, they begin with the Quick Edge.

BURN AND SHORT CAMPAIGNS

For very short campaigns, the Game Master should set a Juicer's Burn at 6 with a d8 roll, while for one-shots, set the Burn at 4 and forget the roll; the Juicer is almost *certainly* going out in a Blaze of Glory before the session ends. Regardless of these changes, however, the Juicer's Burn Die remains d10 for purposes of bonus effects.

TO SURVIVE AND THRIVE—THE JUICER

- The Juicer is a super soldier in every way, but she's not invulnerable. Taking cover and closing with those who have big guns are two important tactics.
- There are a ton of amazing things Juicers can do with Burn, especially when you select the right Iconic Edges.
- Yours is a story that is doomed to be short; make it a good one, and pick your moments of glory.

- **Super Speed:** Juicers cover enormous ground quickly, doubling their base Pace. They also have the Fleet-Footed Edge (meaning they have Pace of 16" with a d10 running die).
- **Super Strength:** Juicers begin with +2 Strength die types, with no Trait maximum. They also begin with the Brawny Edge.

JUICER COMPLICATIONS

In addition to their abnormally short lifespan, Juicers have to deal with the following challenges.

- **Cybernetics:** Although it is possible to add cybernetics to the Juicer's already hacked biology, there is a severe drawback: each point of Strain removes a point of Burn!
- **Death Wish:** The Juicer knows he's going to die, and he wants to go out magnificently, having done something folks remember and are inspired by. He has the Death Wish Hindrance (Minor).
- **Drug-induced Euphoria/Tranquility:** In order to keep the Juicer from burning out over a matter of days, the bio-comp constantly supplies a combination of psychotropic drugs and chemical inhibitors to keep the subject happy and calm. This results in a Juicer living in a constant state somewhere between mildly ecstatic and stoned, which causes -1 to all Smarts or Smarts-linked skill rolls in non-combat or low stress situations. On the first round of any combat, he doesn't gain the benefits of Uncanny Reflexes or Quick.
- **Psionics and Magic:** The chemical cocktail inside the Juicer makes it impossible for him to use magic or psionics in any way.

JUICER STARTING GEAR

Juicer Assassin Plate Armor, Wilk's 320 Laser Pistol, JA-9 Variable Laser Rifle, Vibro-Sword, NG-S2 Survival Pack, 4d6 × 100 credits.

M.A.R.S.

Mercenaries, Adventurers, Rogues, and Scholars—these are people with skills, gear, and guts, facing the untold dangers and horrors of a mad world. They may not have the most powerful armor or biggest guns, nor mighty eldritch or psionic abilities, yet experience, talent, and luck put them on equal footing with the lords of war, psionic powerhouses, and masters of magic they journey with.

The M.A.R.S. category isn't the same as the other Iconic Frameworks in this book. Instead of a specific set of abilities, bonuses, and complications, you're given an open-ended package of benefits to craft your own framework. In this way you can either recreate classic concepts from the original *Rifts*® setting—like *City Rats*, *Operators*, and *Rogue Scientists*—or draft an Iconic Framework for your character from scratch, based on your own ideas.

When you build a character using the M.A.R.S. approach, replace the Iconic Framework with the following steps:

1. Select a M.A.R.S. Package from the list below.
2. Roll on the M.A.R.S. **Fortune & Glory Table** (page 30) three times possibly modified by package.
3. M.A.R.S. heroes begin with three rolls on any Hero's Journey tables you like (though some make less sense than others).
4. Build your character as normal, and when finished, give your character 20 Experience Points and the four Advances that come with them. This means she begins play as a Seasoned Rank character.

M.A.R.S. PACKAGES

Select the package that best suits your concept. Most of them are based on *Rifts*® Occupational Character Classes (OCCs), much like the Iconic Frameworks.



TO SURVIVE AND THRIVE— M.A.R.S. CHARACTERS

- Letting the more heavily armored, damage-resistant characters gain the attention of the enemy is a key survival tactic for your hero in high-powered firefights. Move, shoot, take cover.
- Your M.A.R.S. hero can have all kinds of useful gear and abilities, and he's highly skilled compared to many other characters. Use this to good advantage, in and out of combat.
- Speaking of out-of-combat, this is where your M.A.R.S. hero shines the most, so be sure to step forward at those moments and use your Advances to enhance your character's proficiencies.

BODY-FIXER

This package also relates to *Cyber-Docs*, combining the two ideas. A medical professional and life saver, a *Body-Fixer/Cyber-Doc* is welcome anywhere she goes.

- Add one die type to Smarts.
- Begin with Healing d8, Knowledge (Cybernetics) d6, and Knowledge (Medicine) d6.
- Begin with the Healer Edge.
- Begin with the Glitter Boy's starting Gear along with a Bio-Analysis, a Dosimeter, and a Trauma Kit.

CITY RAT

Masters of the urban sprawls that represent civilization in the new world, *City Rats* also take pride in whatever cybernetics they manage to get installed.

- Select cybernetic systems up to 4 total Strain.
- Begin with Streetwise d6 and the Scrounger Edge.
- Begin with the Crazy's starting gear.

CYBERNETIC TECHNO-WARRIOR

Also called a Headhunter and usually operating as a mercenary, heavily focused on improving his value via cybernetics.

- Begin with the Upgradable Edge.
- Select cybernetic systems up to 6 total Strain.
- Choose the starting gear allotment for the Combat Cyborg, Crazy, or Juicer.

MERC SOLDIER

Though they like to be paid, it's not always about the money. This package also applies to anyone with a strong military or security background.

- Begin with +5 skill points.
- Begin with any two Combat Edges, ignoring Rank Requirements.



- Select any two weapons of choice from Close Combat and/or Ranged Weapons—Personal. If one of the choices is grenades, take an assortment of eight of any type.
- Begin with any one Body Armor, an NG-S2 Survival Pack and 3d6 × 1,000 credits.

OPERATOR

This package unites technical and mechanical mastery with the possession of a very useful vehicle.

- Begin with Driving d6, Boating d4, Repair d8, and Piloting d4.
- Begin with the Ace and McGyver Edges.
- Select one of the following vehicles:

NG-357 Magnum-Turbo Hovercycle: nuclear engine (All 3 Mods worth of weapons mounted, select any from the Vehicular and Heavy Weapons section).

Mountaineer ATV: nuclear engine (All 5 Mods worth of weapons mounted, select any from the Vehicular and Heavy Weapons section).

- Begin with the Glitter Boy's starting gear.

PERSONAL CONCEPT OPTION

If none of the classic OCC packages in this section works for what you want, simply use this package's benefits to structure a framework to your liking.

- Begin with +5 skill points.
- Begin with two Edges of your choice, ignoring Rank requirements.
- Make one additional roll on the **M.A.R.S. Fortune & Glory Table**.
- Begin with the starting gear of any one Iconic Framework of your choosing.

POWER ARMOR SOLDIER

This combat specialist wears a suit of exceptionally powerful combat armor.

- Begin with the Power Armor Jock Edge.
- Select any one suit of Power Armor.
- Choose the starting gear allotment for the Combat Cyborg, Crazy, or Juicer. Select any one additional weapon from the Ranged Personal Weapons section.

PSI-OPERATOR

A variation on the Operator concept, these agents focus on psionic abilities.

- Begin with Psionics d6, 10 ISP, and Arcane Background (Psionics). Select three powers from the Mind Melter's list.
- Begin with Repair d8 and the Mr. Fix It Edge (substituting Psionics for Weird Science).
- Begin with the Gadgeteer Edge (substituting Psionics for Weird Science). Created gadgets use the Psi-Operator's ISP.
- Begin with the Mind Melter's starting gear.

ROBOT ARMOR PILOT

It's a good idea to become familiar with the Vehicle rules when selecting this package.

- Begin with Piloting d6 and the Robot Armor Jock Edge.
- Select one suit of available Robot Armor.
- Gain one less roll on both the Hero's Journey and the **M.A.R.S. Fortune & Glory Table**.
- Begin with the Glitter Boy's starting gear.

ROGUE SCHOLAR

Dedicated to uncovering the mysteries and truths of the past, Rogue Scholars risk worse than censure at the hands of the Coalition and others who refuse to see things beyond their view. This also covers the Rogue Scientist concept, simply select the appropriate Knowledge skills.

- Begin with +5 skill points.
- Begin with any two Knowledge skills at d8 and the Scholar Edge.
- Begin with Investigation d8, Streetwise d8, and the Investigator Edge.
- Begin with the following starting gear: Huntsman Lightweight Personal Armor, Wilk's 320 Laser Pistol, NG-S2 Survival Pack, 5d8 × 100 credits.

VAGABOND

The ultimate wanderer, explorer, and Renaissance person, the Vagabond is also a true survivor.

- Begin with +5 skill points.
- Gifted: Vagabonds make *all* unskilled checks at d4 (instead of d4-2).
- Begin with the Luck and Hard to Kill Edges.
- Begin with the Crazy's starting gear.

WILDERNESS SCOUT

A ranger/scout for the post-Rifts world who is an expert in traveling and living in the places between civilizations.

- Add one die type to Vigor.
- Begin with Notice d6, Survival d8, and Tracking d8.
- Begin with the Fleet-Footed and Woodsman Edges.
- Begin with the Crazy's starting gear.

Wired for speed and ready to rock! There are days I miss the `Burbs, but not many. Screaming into a firefight at 200 miles an hour on my Magnum-Turbo, blasting demons and Dead Boys—there's nothing like it! Then there are those times when they need my particular brand of "alternate acquisition" skills to get things done, and that's when I really get to shine. I love this job! —Halima Cortez, City Rat

M.A.R.S. FORTUNE & GLORY TABLE

Once you've selected one of the packages, roll a d12 a number of times on the following table (usually three) to determine what makes your M.A.R.S. character special. After you have rolled and generated your results, you may trade any two of them for a result of your choice on the table. Part of the fun of M.A.R.S. characters are the unique and atypical combinations possible from the **Fortune & Glory Table**. If a result doesn't make sense for a character, the player and GM should consider a way to work it in. If the GM feels it still doesn't work, she may allow the player a reroll.

D12	RESULT
1	A Mighty Weapon: Your hero may choose any single weapon from the Close Combat or Ranged Weapons—Personal sections. Alternately, you gain the Trademark Weapon Edge for one of your starting weapons.
2	A Strong Suit of Armor: Your hero may choose any one suit of Body Armor and add <i>two</i> of the modifiers listed under Body Armor in the Hero's Journey section. They must be two different modifiers, not the same one twice.
3	A Way to Get Around: Your hero begins with a d6 in either Driving or Piloting. She also starts with any one vehicle of her choice.
4	Agile and Dexterous: Your hero adds one die type to Agility and begins with either the Ambidextrous or Quick Edge.
5	Smart and Learned: Your hero adds one die type to Smarts and begins with a d6 in any three Smarts-linked skills.
6	Spiritual and Determined: Your hero adds one die type to Spirit and begins with the Strong Willed Edge.
7	Strong and Powerful: Your hero adds one die type to Strength and begins with the Brawny Edge.
8	Vigorous and Tough: You hero adds one die type to Vigor and begins with the Nerves of Steel Edge.
9	Wealthy and Connected: You hero begins with the Rich Edge and the Connections Edge with two factions.
10	Charming and Well-Traveled: Your hero begins with the Charismatic and I Know a Guy Edges.
11	Fortune Favors the Bold: Your hero begins with the Brave Edge. He also begins each session with one additional Benny.
12	Choose Your Fate: Select any other result on this table, or gain <i>two</i> rolls on the Hero's Journey tables of your choice.



PSYCHIC POWERHOUSES

These Iconic Frameworks represent super-powerful masters of psionic energy.

BURSTER

Some just want to watch the world burn. Some can't help but start the fire. Bursters are highly passionate people, given to extreme emotions and expressions, and this dramatically affects the way their powerful psionic energies manifest.

First and foremost, Bursters are pyrokinetics—they telekinetically accelerate molecules to the point of ignition. Their capabilities extend far beyond that foundation, however, in that they can also affect existing combustion, slowing it down or even stopping it entirely. Fire is theirs to create, command, and cancel as they see fit.

As Major Psionics, Bursters also have access to other psionic abilities, making them formidable in more than open combat. Still, there's no denying their primarily combative role in most groups, and when town leaders determine a Burster is among a group, there's at least one conversation to be had about property damage.

HERO'S JOURNEY (FOUR ROLLS)

Bursters gain three rolls on the **Experience & Wisdom Table** or the **Psionics Table**.

Bursters gain one additional roll on *any* table except **Cybernetics** or anything to do with magic.

WALKING WITH FIRE

Bursters have a personal, emotional, almost poetic relationship with fire that extends beyond the physical facts of their powers. Scholars speculate this relationship—which sometimes manifests as anthropomorphizing and speaking to flames—is a mechanism of focus, helping the psionic control an otherwise highly volatile process.

Intertwining mind and spirit with the flames creates a feedback loop that further enhances the Burster's abilities.

In addition to flinging powerful bolts of fire and manipulating combustible processes over an area, Bursters are able to read and understand everything there is to know about a particular fire, even when it's no longer active. A Burster can study the site of a fire, sifting through the ashes and observing the burn patterns, and describe in great detail what started it, how it burned, and what brought it to an end.



Unsurprisingly, Bursters are utterly impervious to heat and fire in any form. Lightning and electricity have limited effects on them as well, since the heat and burning aspects of such energy are of little concern.

AN ENERGETIC MIND

Though pyrokinesis is the mainstay of a Burster, she also has access to a strong array of other psionic powers. Most of them relate to manipulation of psionic energy in a physical way, and this always has some kind of fiery or heat-related Trapping. Some, however, are more traditional psionics in nature and use, granting the Burster utility and value in situations beyond the battlefield.

A Burster's list of available powers is fairly limited compared to most psionics, and they typically stick to the Fire/Heat Trappings found in *Savage Worlds* but aren't required to use them. Bursters choose from the following list: *armor, barrier, blind, boost/lower Trait, burst, darksight, deflection, detect/conceal arcana, farsight, fly, light/obscure, smite, stun, telekinesis, telepathy.*

BURSTER ABILITIES AND BONUSES

Bursters are minor burning deities, capable of striding across the battlefields of a Rift-torn Earth with only their powers at hand to take on terrible threats. The wreckage they leave behind can be terrifying, even for those they fight alongside.

- **Arcane Background (Psionics):** A Burster begins with three powers from the list above, 20 ISP, and a d8 Psionics skill.
- **Everything Burns:** The fires started by Bursters are some of the most intense possible. They can catch almost anything on fire, and combustible materials don't stand much of a chance against them. Any time a Burster causes damage with a flame ability, roll a d10 (instead of the usual d6 as indicated in *Savage Worlds* under **Fire**). Anything flammable catches fire on a 6–10, while highly flammable targets ignite on a 3–10. Things that normally don't catch fire (metal, ceramics, stone) ignite from a Burster's flames on a 10, or at least

begin to melt. Water super-heats and evaporates nigh-instantly on a 10 as well, and boils away over 2d6 rounds on an 8 or 9.

- **Fiery Aura:** At will, as an action (no roll required), a Burster can surround himself with a sheath of flame and heat, causing 3d6 damage to anyone who touches him (with a melee or touch attack, for example). He can add this damage to any Fighting attack he makes, as well. When the aura is activated, it provides +6 Armor to the Burster (this stacks with the *armor* power, but not worn armor). Neither effect costs any ISP. However, if he spends 3 ISP when he activates his Fiery Aura, the damage becomes Mega Damage and the Armor gains the M.D.C. quality. Fiery Aura goes away whenever the Burster is Incapacitated or is otherwise unconscious.
- **Fire Mastery:** Over a Large Burst Template centered anywhere within 12", the Burster can create, control, and eliminate fire. He can create minor fire and heat effects (or douse flames) as a free action with no roll. As an action, he can create environmental effects that impose a -2 to Trait rolls (-4 with a raise). For any Trait rolls, use the Psionics skill. None of these effects cost ISP.
- **Firewalker:** The Burster is completely impervious to all sources of fire and heat; he could take a dive into a river of lava and come out unscathed. He only suffers half damage from lightning and electrical attacks, as well as laser weapons. He's also immune to plasma weapon damage.
- **Flame Bolt:** The Burster can hurl forth a flaming bolt of 4d6 Damage with a Range of 12/24/48. This costs no ISP and does Mega Damage. The Burster may add +2 AP by spending 1 ISP per Flame Bolt, or +4 AP for 2 ISP. Double the bonus for the same cost when on a ley line. Rolling a 1 on the Psionics die when using flame bolt does not result in Brainburn (per *Savage Worlds*).
- **Major Psionics:** Bursters begin with the Major Psionics Edge. When they take the Power Points Edge, they gain 10 ISP

(instead of 5). They are able to spend 2 ISP for a +1 to Psionics rolls, and 4 ISP for a +2 (added before the roll). They can spend +1 ISP for Range ×2 for any ranged (not Self or Touch) powers, or +2 ISP for Range ×10. These last two effects are doubled when on a ley line.

BURSTER COMPLICATIONS

Being a minor god of fire has a few drawbacks, though few Bursters ever worry. Dancing with fire is all that really matters to them.

- **Cybernetics:** Simply not a good option for a Burster, as they interfere too much with his powers. If circumstances force a bionic addition, each point of Strain imposes a -1 penalty to the Psionics skill.
- **Enemies:** The Coalition considers Bursters a dire threat to life and property, and they are to be destroyed on sight. There are more than a few settlements with long memories of rogue Bursters causing enormous property damage.
- **Quirk—Pyromaniac:** Though most are not sociopathic arsonists, Bursters tend to have a thing about starting fires

just to watch them burn with loving fascination. This is more aggravating than dangerous (at least most of the time).

BURSTER STARTING GEAR

NG-33 Laser Pistol, NG-S2 Survival Pack, 4d6 × 100 credits.

TO SURVIVE AND THRIVE—THE BURSTER

- Your hero is a fiery super-being; less variety of abilities, more raw power over flames and heat. Embrace that and run (or fly) with it.
- Don't forget the Iconic Edges that greatly enhance his power.
- At the same time, don't ignore his potential in other areas, including rescue and investigations (the latter if you take the Read the Flame Edge).

I am the light that casts back the darkness. I am the fire that cleanses the stain of corruption. I am a Burster, and my soul dances in the flames. -Firedancer, Burster

MIND MELTER

The name itself fairly describes the general population's feelings about the most powerful psi-masters in the world. They certainly didn't give it to themselves, but most Mind Melters generally wear the name like a badge of honor, reveling in the respect and (far more often) fear their very presence generates. Even the ones with a more noble or gentle intent fully grasp just how terrifying their powerful minds are.

Mind Melters are masters of psionic energies and their uses. There is no practical limit to what they

are capable of with enough experience and training. To them, the energies of every mind create a tapestry depicting the past and the future, as well as all possible present moments, and they can grab any thread they like, tug it out of order, and re-thread it as they will.

Some use this power for benevolent purposes, trying to defend the weak and make the world a better place. Others seek only personal power and aggrandizement. All must use their strange abilities, however, for the constant thrum of power in their very soul cannot be denied.

HERO'S JOURNEY

(FOUR ROLLS)

Mind Melters get three rolls on any of the following tables: **Enchanted Items & Mystic Gadgets**, **Experience & Wisdom**, or **Psionics**.

They also get one additional roll on *any* table except **Cybernetics** or **Magic & Mysticism**.

A MIND IS A TERRIBLE THING TO MELT

Mind Melters are the epitome of the Master Psionic, beginning with extraordinary power and developing ever more of it over time. They possess the core powers of the Arcane Background (Psionics), and can take Master Psionic Powers as well. While they might not possess the Burster's capacity for raw devastation, they have an extraordinarily wide array of capabilities they can bring to bear in almost any situation.

Mind Melters are highly resistant to psionic abilities, making them excellent partners to have along when dealing with inherently psionic beings and monsters. Like Burstlers, Mind Melters tend to be confident in their own powers, rarely depending on mundane armor and weapons. They do tend to favor Techno-Wizard devices when they can acquire them. Like any psionic, they can power such items with their ISP instead of the usual PPE required.



Mind Melters have the definitive list of powers for the Psionics Arcane Background: *armor, barrier, blind, bolt, boost/lower Trait, clairvoyance, conceal arcana, confusion, damage field, darksight, deflection, disguise, dispel, divination, drain Power Points, entangle, environmental protection, farsight, fear, fly, havoc, healing, illusion, intangibility, invisibility, mind reading, pummel, puppet, slow, slumber, smite, speak language, stun, telekinesis, telepathy, teleport, warrior's gift*. This is the same list for others with the Arcane Background (Psionics) Edge.

MIND MELTER ABILITIES AND BONUSES

The capabilities of a Mind Melter speak directly to her focus and tremendous power. Which specific abilities she focuses upon determines the roles she plays in any encounter.

- **Arcane Background (Psionics):** A Mind Melter begins with a great knowledge and understanding of psionics. He begins with five powers from the list above, 20 ISP, and a d8 Psionics skill.
- **Expanded Awareness:** Mind Melters can use *detect arcana* at will, as a free action.
- **Major Psionic:** Mind Melters have the Major Psionic Edge and can spend 2 ISP to gain a +1 with any Psionic skill roll, or 4 ISP for a +2 (paid before the roll is made). These effects are doubled when on a ley line. Each time they take the Power Points Edge, they gain +10 ISP (instead of 5).
- **Master Psionic:** A Mind Melter has the Master Psionic Edge, gaining all the Mega Powers associated with his selected powers.
- **Mental Resistance:** A Mind Melter has powerful defenses against the psionic powers of others. He has +4 to all checks to resist psionic effects, and +4 armor against psionic damage. This *does* stack with Arcane Resistance.

MIND MELTER COMPLICATIONS

All that power comes with a price, though most Mind Melters couldn't care less.

TO SURVIVE AND THRIVE— THE MIND MELTER

- Your hero is the epitome of psionic power, with vast potential and flexibility. Early on, however, it's best to focus on one or two disciplines and become skilled with those.
- Mind Melters may not always be able to wade into combat; one or two enacted defensive powers may be required beforehand.
- Don't forget the Major Psionic abilities; using ISP to enhance success rolls and Range are powerful and exclusive ways psionics can gain the upper hand.

- **A Little Odd:** Though hardly as far gone as a Crazy, Mind Melters tend to be a little *different* due to the nature of their powers. Each Mind Melter begins with the Quirk Hindrance.
- **Cybernetics:** No remotely sane Mind Melter would allow any cybernetics to ruin their carefully tuned mind or body. Medical necessity might dictate otherwise, but such characters suffer -1 to the Psionics skill for each point of Strain.
- **Enemies:** Mind Melters are shot on sight by all Coalition troops, then shot again to be certain they're dead. True Federation folks also tend to hate them.
- **Feared:** Though it's possible to hide his true nature, if the general populace discovers the presence of a Mind Melter, they tend to be very nervous—and possibly outright terrified. Mind Melters suffer a -2 Charisma when dealing with those who fear them.

MIND MELTER STARTING GEAR

Huntsman Lightweight Personal Armor, NG-33 Laser Pistol, NG-S2 Survival Pack, 4d6 × 100 credits.

MASTERS OF MAGIC

These are the wielders of arcane powers, changing reality with eldritch formulae, word, and will, or manipulating science beyond its limits.

LEY LINE WALKER

With magic alive again in the world, there are practitioners of every style and sort found everywhere. Few command the respect or possess quite the power of the Ley Line Walker. Tied directly to the earth-shattering weave of ley lines, nexuses, and Rifts covering the planet, Walkers are masters of the unleashed arcane powers that indisputably redefined existence.

The Walker's study of ley lines doesn't just represent raw magical might, though they have plenty of that. Ley Line Walkers are highly sought after by scholars, leaders, and explorers because of their unrivaled knowledge and understanding of the lines of power that tore the world asunder and opened the way to countless other realms.

HERO'S JOURNEY (FIVE ROLLS)

Walkers gain three rolls on any of the following tables: **Enchanted Items & Mystic Gadgets**, **Education, Experience & Wisdom**, and **Magic & Mysticism**.

They also get two rolls on *any* table of their choice, except for **Psionics**.

WALK THE LINE

Ley Line Walkers spend the majority of their lives in and around ley lines. Not only does this lead to vast knowledge of these

phenomena, such a life bestows considerable gifts of unique power upon the Walker. Walkers can interact with ley lines in a way few others ever manage. Not only can they draw far more power from them than other arcane practitioners, they can levitate and float along the lines, sense and read them thoroughly, communicate up and down them, and even heal more quickly when on a line.

Though a Walker is a thoroughly capable spellcaster almost anywhere she is found, she always tries to orient conflicts on or near a ley line where her power is at its greatest. In fact, those traveling with a Ley Line Walker often find themselves treating the lines like highways from place to place, regardless of how difficult the intervening terrain actually is.

MASTER OF MAGIC

Ley Line Walkers are the definitive wielders of magic in the world. Possessing Arcane Background (Magic), they have the following powers available to choose from: *armor, banish, barrier, blast, blind, bolt, boost/lower Trait, burrow, burst, conceal arcana, confusion, damage field, darksight, deflection, disguise, dispel, drain Power Points, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, healing, intangibility, invisibility, light/obscure, pummel, quickness, slow, slumber, smite, speak language, speed, stun, summon ally, telekinesis, teleport, wall walker, and warrior's gift.*

As Masters of Magic, Ley Line Walkers have the Mega Power option for any spells they know, and may choose any Trappings for their powers except Necromantic.

Many people find ley lines frightening, but not I. The blue glow is comforting to me—it speaks of home. But take warning—when the blue energy surges and a ley line storm begins to brew, even folk such as myself are wise to take shelter. —Brandyn, Ley Line Walker

LEY LINE WALKER ABILITIES AND BONUSES

A Ley Line Walker's total grasp of ley lines and their energies grants her enormous power and flexibility. Naturally, many of her powers revolve around her ability to sense and connect to this extraordinary network of energy.

- **Arcane Background (Magic):** Ley Line Walkers are powerful arcane wielders. They begin with five powers from the list above, 15 PPE, and a d8 Spellcasting skill.
- **Expanded Awareness:** Ley Line Walkers can use *detect arcana* at will, with no PPE cost, as a free action.
- **Ley Line Magic Mastery:** Like all arcane casters (see **Ley Lines**, page 119), Ley Line Walkers can draw extra PPE from ley lines, though they do so with greater advantage. As a free action, they can roll their Spellcasting skill to draw PPE from a line at a distance of Spirit $\times 3$, and they multiply their current maximum PPE by $\times 3$ while at that distance or closer.
- **Ley Line Rejuvenation:** While on a ley line, a Walker gains a natural healing roll once per day.
- **Ley Line Sense:** A Ley Line Walker can sense a ley line within 10 miles, and she can automatically tell how powerful it is, in what directions it flows, where it meets other ley lines at nexus points, and other aspects as might apply (such as if a huge amount of its energy is being siphoned for some other purpose). She can also sense any nearby Rifts within 10 miles, and she can automatically sense the eruption of a new Rift, or one opening anew, within 50 miles.

- **Ley Line Transmission:** Walkers are able to send and receive spoken messages along ley lines, at any distance. This can be a wide broadcast that anyone along the line can hear, or it can be directed to a single recipient (who needs to be on the line and expecting the message).
- **Ley Line Walking:** A Ley Line Walker can, as her name implies, walk the line as though walking across level ground. She can *fly* at twice her Pace, at an altitude as high as 1,000 feet.



- **Master of Magic:** She has Mega Powers for her spells, and A Ley Line Walker begins with the Master of Magic Edge, gaining Mega Powers for all known spells, and also starts with the Rapid Recharge Edge.

TO SURVIVE AND THRIVE— THE LEY LINE WALKER

- Your character is a rock star near a ley line, and you should try to plan encounters around them as much as possible. You aren't, however, helpless away from one; you just have to marshal your resources more carefully.
- Like most powers-dependent characters, your Ley Line Walker may need a round or two of preparatory casting before charging into the fray. Don't forget to spend extra PPE on making your *armor* spell M.D.C. quality!
- Your hero is an expert in matters of magic; be sure to keep your knowledge up in those areas.

LEY LINE WALKER COMPLICATIONS

Years of studying the ley lines and Rifts, immersed in all that lies beyond normal understanding, causes Walkers to become distanced from regular humanity. Their power makes them greatly feared and hated by the Coalition.

- **Cybernetics:** Such technology creates havoc for the flow of energy a Walker relies upon, imposing -1 to the Spellcasting skill for each point of Strain.
- **Disconnected:** Ley Line Walkers constantly deal with the strange, alien, and inhuman. This makes them more than a bit difficult to deal with for the average person. The Walker has a -2 Charisma penalty in most social situations.
- **Enemies:** As with all wielders of magic, Ley Line Walkers are "shoot-on-sight" targets for Coalition forces. Any who refuse to swear fealty to Lord Dunscon may consider the True Federation to be hostile territory as well.

LEY LINE WALKER STARTING GEAR

Ley Line Walker Light Armor, NG-33 Laser Pistol, NG-S2 Survival Pack, 1d4 × 1,000 credits.

Magic is a tool, like any other. It can be used for the betterment of all, or it can be the instrument of tyranny. A spell should never be cast upon another without consent, save for the defense of oneself or others. To do otherwise is to believe that magic and one's own will are paramount, and all others inferior. —Brandyn, Ley Line Walker

MYSTIC

Combining mystical awareness, cosmological understanding, and minor psionic power, Mystics are enlightened spellweavers in tune with the greater cosmic forces of the universe. Some might choose a particular religion, pantheon, or spiritual path to follow, using that belief to focus the instinctive powers they possess. Most Mystics, however, take a far more universalist approach to their faith.

Faith, however, drives the powers and gifts of a Mystic. The strength of their belief in what lies beyond the physical world serves as the conduit through which they channel extraordinary miracles of life and light. Mystics are in tune with the benevolent forces of the world beyond, serving as defenders and healers for a land in desperate need.

HERO'S JOURNEY (FIVE ROLLS)

Mystics gain three rolls on any of these tables: **Enchanted Items & Mystic Gadgets**, **Experience & Wisdom**, **Magic & Mysticism**.

They gain two more rolls on *any* table except **Cybernetics**.

ANGELS AMONG US

Regardless of their path of faith or philosophy, Mystics are inherently connected to the universe on a very positive level. They are aware of the constant presence of spirits and mystical entities, as well as the general flow of magic and energy all around. They can reach out to the spiritual world to seek answers, and they can pinpoint supernaturally evil beings.

In addition to their inherent gifts, Mystics may take the **Champion**, **Adept**, and **Holy Warrior Edges**, just like anyone with **Arcane Background (Miracles)**.

GOTTA HAVE FAITH

As channelers of spiritual energy, Mystics have **Arcane Background (Miracles)**, and their power list is as follows: *armor, banish, barrier, beast friend, blind, bolt, boost/lower Trait, burrow, burst, clairvoyance, conceal arcana, confusion, darksight, deflection, dispel, entangle, environmental protection, farsight, fear, fly, greater healing, havoc, healing, intangibility, invisibility, light/obscure, pummel, quickness, shape change, slow, slumber, smite, speak language, speed, stun, succor, summon ally, wall walker, and warrior's gift.*



They can choose any Trappings for their powers except Necromantic. They also gain access to a few special Trappings listed here:

- **Celestial Silver:** For any offensive effect, a celestial silver Trapping counts as both holy and silver for purposes of Weaknesses. For example, *smite* can be cast on a weapon and it is a blessed silver weapon for the duration. This is extremely effective against vampires, among other things.
- **Courage:** Ongoing beneficial powers grant the recipient +2 on Spirit checks against Fear and Intimidation for an increase of +1 PPE, lasting the duration of the power.
- **Gift of Life:** +2 to Faith roll for *healing* or *greater healing* but gain a Fatigue level which can only be restored with an hour of rest (*succor* cannot restore).
- **Holy Presence:** A beneficial power with a duration, cast by the Mystic on herself, grants her +2 Charisma and +2 on Intimidation checks, as she is surrounded by a holy aura. The glow makes her easier to see and target, giving foes +2 to attack and Notice rolls against her.
- **Holy Ward:** For a beneficial power with a duration cast on someone, the caster foregoes the usual raise effect in place of granting Arcane Resistance for the duration.
- **Soul Blast:** For direct damage powers, increase the base cost by 2 PPE to ignore all physical armor (including power and robot armor), but targets add half their Spirit to Toughness when determining the damage effect.

A BEAUTIFUL MIND

Opening up the spirit seems to open up the mind for Mystics, who are also Minor Psionics. They have Arcane Background (Psionics) as well. Theirs is a very particular list: *clairvoyance*, *greater healing*, *healing*, *illusion*, *mind reading*, *puppet*, *speak language*, *succor*, *telekinesis*, and *telepathy*. They may take the Major Psionic Edge, but the Master Psionic Edge is out of their reach, due to their other mystical powers.

MYSTIC ABILITIES AND BONUSES

Combining spiritual awareness, commitment to a higher purpose, and strength of will and mind, Mystics are often the glue that binds any group together. Their gifts are generally welcome wherever they go, at least outside enemy territory.

- **Arcane Background (Miracles):** Mystics begin with four starting powers (from the list above) and 15 PPE. They also have the Mysticism skill at d8 (which counts as Faith for all other Edge requirements).
- **Arcane Background (Psionics):** As a minor psionic, a Mystic begins with three powers (from the above list) and 10 ISP. He also has a beginning Psionics skill of d6.
- **Cosmic Confluence:** Not only do Mystics enjoy the unique capacity to possess two Arcane Backgrounds, they are able to interchange their ISP and PPE as needed. A Mystic can sacrifice two ISP to use as one PPE, and vice versa. Power Points shifted like this must be used at the moment they are exchanged, they cannot be shifted and then simply stored. For example, if a Mystic shifts 4 PPE in order to gain 2 ISP, he must immediately use those points of ISP to enact a psionic power.
- **Master of Magic:** Mystics have the Master of Magic Edge, gaining Mega Powers for all their known powers. They also have the Rapid Recharge Edge, though it only applies to their PPE recovery (not ISP).
- **Mystic Awareness:** Mystics have powerful extrasensory perception and attunement, granting them the Alertness and Danger Sense Edges, as well as the use of *detect arcana* at will, costing no PPE or ISP, as a free action. They can also sense powerful supernatural beings with a Notice check, anywhere within line of sight
- **Spiritual Channel:** Constantly in contact with spirits, and possibly divine messengers of his faith, a Mystic can use the *divination* power without using

ISP or PPE. Each time he uses it, he must make a Vigor roll to resist gaining a level of Fatigue. Each subsequent use of the power imposes a cumulative -1 penalty on the Vigor check until he gets a full night's rest (eight hours). It is possible for a Mystic to Incapacitate himself with this ability. Fatigue levels gained from Spiritual Channel can only be recovered with eight hours of rest (*succor* cannot restore). Mystics have access to *communion* but activate it normally with 10 PPE..

MYSTIC COMPLICATIONS

The path of the Mystic is not an easy one. Hated by powerful forces and beholden to the very spiritual powers that grant his gifts, the Mystic must maintain strong ethics and humane behavior in the face of a dangerous, violent world.

- **Arcane Duality:** Mystics get the Arcane Background Edge twice for two different types of powers, but whenever they take a Power Edge, they must choose whether it applies to magic or psionics. Mystics can take the Power Points Edge twice per Rank but only to gain PPE with one use and ISP with the other.
- **Cybernetics:** Mystics suffer the same penalties from cybernetics as any other arcane character (page 108). Except for them the disruption affects two skills (-1 to both Mysticism and Psionics skills per point of Strain).
- **Enemies:** Mystics are equally illegal and reviled in the Coalition and the True Federation of Magic.

TO SURVIVE AND THRIVE—THE MYSTIC

- Most spellcasters and power users forget to use Trappings; be sure your Mystic isn't one of them, especially where your unique Trappings are concerned.
- The combination of magic and psionics is exceptional, but it takes planning to make the most of the capability. The combat potential can be devastating if played smartly.
- Your character has knowledge and spiritual connections unlike anyone else, so be certain to make the most of this in your roleplaying.

- **Higher Standard:** For no added benefit, a Mystic must take a Hindrance representing his spiritual path and cosmological belief system such as Code of Honor, Major Pacifist, or Major Vow (the Vow must be "good" per GM's approval). He must hold to that or risk his Arcane Background (Miracles) powers (per Protector in *Savage Worlds*).

MYSTIC STARTING GEAR

Ley Line Walker Light Armor or Huntsman Lightweight Personal Armor, NG-33 Laser Pistol, NG-S2 Survival Pack, 2d4 × 1,000 credits.

Ever since I was young, I could sense that the world was full of life, wonder... and danger. This expanded awareness made me long to serve a cause larger than myself. —Tomiko, Mystic

TECHNO-WIZARD

Whirring gears with arcane runes, copper tubes conducting eldritch energy to enchanted junctions, and classic vehicles soaring the skies as much by will as by wire—these are the defining joys of the Techno-Wizard. She loves machines, but she loves the magic potential of machines even more, and she's dedicated her life to fulfilling that potential wherever she can.

Techno-Wizards see the quest for renewable energy sources as long over. The solution flows all around them in naturally occurring power conduits crisscrossing the planet, surging through nexuses and Rifts like giant transformers and junction boxes. Magic is the ultimate in broadcast power, and the great ancient wizard, Tesla, would be very proud of what they've done with it so far.

HERO'S JOURNEY (FIVE ROLLS)

Techno-Wizards gain three rolls on the following tables: **Education**, **Enchanted Items & Mystic Gadgets**, and **Magic & Mysticism**.

Techno-Wizards gain two rolls on *any* table except **Psionics**.

I CAN HEAR MACHINERY

Technology sings to the eldritch engineers. They can hear the complex melodies of a machine in perfect working order as well as the discordant sour notes of equipment in dire need of tuning or repair. This is doubly true when dealing with tech converted to arcane processes infinitely more efficient and masterful in design.

For some Techno-Wizards, this special relationship with technology manifests as the ability to see the inherent arcane symbols and runes on all devices, as well as power flows and digital signals as unearthly webs of energy interconnecting all things. Others speak of tiny digital sprites and clockwork fairies that represent the spirits of every machine, with whom they can negotiate greater performance and miraculous feats.

FANTASY AND MICROCHIPS

Techno-Wizards are the Weird Science maestros of Rifts Earth. Their Arcane Background grants them access to the

following powers: *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.* They can choose any Trappings for their powers except Necromantic.

Techno-Wizards use their personal PPE to power their devices. The skill they use for their art is called Techno-Wizardry, which is Smarts-based and counts as Weird Science for purposes of qualifying for Edges like Mr. Fix It. Techno-Wizards cannot take the normal Gadgeteer Edge, but they start with a variant for free (see below).

TECHNO-WIZARD ABILITIES AND BONUSES

Though they do not begin as Masters of Magic (per the Edge), Techno-Wizards have a flexibility few wielders of arcane power ever experience. In a world dominated by rapid technological advancement across the globe and from beyond the Rifts, a Techno-Wizard is a powerful and vital ally.

- **Arcane Background (Weird Science):** Techno-Wizards begin with three powers, each in a gizmo of their own design as with all Weird Science types. Unlike other Weird Scientists, Techno-Wizards have 15 PPE of their own and their gizmos have none. Their PPE pool is used to activate all of their own gizmos, as well as use Techno-Wizard (TW) devices. These sorcerer-scientists start with the Techno-Wizardry skill at d8 (which is equivalent to the Weird Science skill). Anyone who can use a TW device (page 76) can also use a Techno-Wizard's gizmo, but must spend PPE/ISP to power it as usual. Gizmos are unique items and cease to function after 2d6 days without attention from their creator.
- **Arcane Machinist:** Techno-Wizards begin with a variant of the Gadgeteer Edge which grants enormous flexibility. As an action (instead of 1d20 minutes),

the character produces a magical gadget replicating any power available to Techno-Wizards. To make the device requires a successful Techno-Wizardry roll at -2 per Rank the power is above her own. The device has its own pool of PPE equal to half the Techno-Wizard's normal maximum PPE pool (round down). With a raise, the device gets +5 PPE. The item can only be activated with its own PPE and once used up (or at the end of the session), the device burns out or otherwise becomes unusable. A Techno-Wizard can use Arcane Machinist up to half her Smarts die per session.

- **Machine Maestro:** A Techno-Wizard can interface with any electronic or mechanical device by touch, gaining +2 to most (see below) non-combat Trait rolls where such are involved (bypassing security, picking locks, operating vehicles, using sensors.). When interfacing with an arcane (usually TW) device, the bonus increases to +4. For combat-related Trait rolls and the creation or repair of TW gizmos and devices, the bonuses lower to +1 and +2, respectively.
- **Required Knowledge:** A combination of intense study, practical experience, and intuitive understanding makes the Techno-Wizard an expert in a number of fields. They begin with the following skills for free: Knowledge (Arcana) d6, Knowledge (Engineering) d6, Knowledge (Science) d6, and Repair d6.

TECHNO-WIZARD COMPLICATIONS

The unique nature of the Techno-Wizard's abilities and practices provides her with some special challenges.

- **Cybernetics:** Despite their love of technology, even Techno-Wizards suffer penalties to their magic from implanted cybernetics (page 108).
- **Device Dependent:** As with any Weird Scientist, a Techno-Wizard must have

TO SURVIVE AND THRIVE— THE TECHNO-WIZARD

- While not a power user of magic or psionics like others, your Techno-Wizard can bring some potent weaponry to bear. Remember he has the ability to convert items to work on PPE/ISP and upgrade TW devices (page 106).
- The Arcane Machinist ability means a Techno-Wizard can come up with just about anything on the fly, even in combat.
- For many groups, your Techno-Wizard is the only hope they have of dealing with technological or scientific problems, including repair needs.

her gizmos for her powers or parts to use Arcane Machinist. She must have gear and tools to make her magic work.

- **Enemies:** Like all practitioners of arcane arts, Techno-Wizards are outlaws in Coalition States. Those who do not bow to Lord Dunscon's authority in the True Federation—including those serving the Tomorrow Legion—are also deemed enemies of the state there.
- **Gearhead Geek:** The Techno-Wizard relationship with technology and machinery results in odd behaviors. Some talk, hum, or sing to their gear, while others paint sigils, runes, and arcane diagrams all over their machines. However it manifests, every Techno-Wizard has a Quirk Hindrance of this kind.

TECHNO-WIZARD STARTING GEAR

Adventure Survival Armor, TK Revolver (with one TW Minor Upgrade, see page 106), NG-S2 Survival Pack, Tool Kit, 2d4 × 1,000 credits.

FLAME WIND DRAGON HATCHLING

Creatures of unbridled magic and psionic potential, monstrous and mighty in their natural forms, dragons fascinated humanity for millennia as terrifying villains and inscrutable sources of knowledge. Their existence was considered entirely within the realm of fiction...until the Coming of the Rifts.

It's likely one or two may have made their way to Earth in ancient times (long before the Golden Age of Man), when it's believed by many that magic was strong in the world. This would easily explain the images and stories. Dragons feed on magic, thriving where it flows freely. As the ley lines awakened and ripped holes in space and time, the billions of beings drawn to Earth included a huge number dragons. By nature, most dragons don't share territory—or anything else—well with others of their kind, so they scattered across the globe and staked out their territories.

Of course, they also began to breed.

HERO'S JOURNEY (TWO ROLLS)

Due to their very young starting age, as well as their enormous raw power, Dragon Hatchlings only gain two rolls on the Hero's Journey Tables. They are restricted to **Education**, **Psionics**, and **Training**, each of which represents something imprinted on the dragon's psyche from a parent at birth.

HAPPY BIRTHDAY!

Playing a dragon in *Savage Rifts*® means starting out as a Dragon Hatchling. At most, the character is a few months old, and he may be only weeks, or even mere days from his hatching. He was born alone, left to incubate for years in an egg after his parents mated, then parted ways. Through an early psionic bond, he received an enormous amount of information and understanding (primarily from his mother), which enabled him to know a great many basic, important things as soon as he hatched. Within minutes of cleaning the last eggshell from his form, a Dragon Hatchling knows how to fly, use his breath as a weapon, and communicate effectively in Dragonese/Elven (and he even grasps basic math principles).

What a Dragon Hatchling does *not* know is anything about morals, ethics, or how to get along in the world. A newly hatched dragon seeks out other sentient, sapient beings to interact with, learn from, and firmly imprint upon. If he encounters those of truly selfish or evil intent, he becomes a force for great darkness in the world. If, however, he encounters those of nobler means and kindly demeanor, he grows into a being of good and benevolence—something the world desperately needs.

UNLIMITED GROWTH POTENTIAL

Dragon Hatchlings start life with an incredible array of natural gifts and powers, making them dangerous foes and tremendous allies. Their potential is even greater, however, as they grow both in size and capability. Though he does not begin with any other Arcane Backgrounds outside of Psionics, a dragon is one of the only creatures known to have the capacity for both magic and psionic abilities. Dragon Hatchlings begin with an enormous pool of natural PPE, which only increases when they inevitably take up a magical path of study.

Dragons are also born with the ability to quickly learn many other special abilities, most of which are inherently magical in nature. Various species have their own range of powers; the ones presented here are for the Flame Wind Dragon Hatchling. Dragons can acquire additional abilities as Advances, just like taking a new Edge:

- **Fast Regeneration:** A dragon's regenerative abilities can improve over time, allowing him to make a natural healing roll every round. He also gains +2 to recover from being Shaken. This ability may not be taken until Veteran Rank.
- **Flaming Scales*:** Flame Wind Hatchlings can immolate themselves, their very scales alight with terrible fire. The fire acts like a *damage field*, but it does 3d6, Mega Damage. Hatchlings can maintain such a field for a number of rounds equal to their Spirit, after which at least 10 minutes of rest are

required before they can activate the effect again.

- **Low Light Vision:** Dragons can develop strong night vision, which enables them to ignore penalties for Dim and Dark conditions.
- **Metamorphosis:** At Veteran Rank, a dragon may change his shape and size at will, appearing as any living creature from the size of a house cat to anything his natural size and weight. He can maintain any such form indefinitely, even while sleeping. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains all of his own abilities except those only usable in dragon form (marked with an *). Only gear carried in humanoid form (see Limited Metamorphosis below) is assumed into any new shape. Any other objects are dropped when transforming to a new body.

- **Size Increase*:** As they grow, dragons gain in size. At Seasoned, the Hatchling may take this Advance to increase his Size to +7. At Heroic, he can take it again to increase his size to +8, gain +4 Armor and +2 Toughness, increase Claw/Bite damage to Str+3d8 AP 8, and apply a -2 to Fear, but he replaces his Large ability with Huge. Each time he takes this Advance, he gains a die type in Strength.
- **Teleportation:** Dragons can learn to naturally use the *teleport* power, rolling their Spirit for the check and drawing on their PPE to fuel the power. This Advance may be taken at Seasoned Rank.

DRAGON HATCHLING ABILITIES AND BONUSES

Most of a Dragon Hatchling's special abilities can be used in either full dragon form or when he is changed into humanoid form. Exceptions are noted.



- **Arcane Background (Psionics):** As a Minor Psionic, a Dragon Hatchling begins with three powers (from the Mind Melter list) and 10 ISP. He also has a beginning Psionic skill of d6.
- **Armored Hide*:** The Hatchling has +16 M.D.C. Armor and +6 Toughness in dragon form.
- **Claws/Bite*:** Dragons can naturally attack with massive teeth and talons (Str+3d6 AP 4, Mega Damage).
- **Fear*:** In his natural form, a Dragon Hatchling is a terrifying creature to most folks, who must make a Fear check when first seeing him.
- **Fire Breath*:** Flame Wind Hatchlings can fire a bolt of flame at Range 12/24/48 and Damage 4d6 (Mega Damage), using their Shooting skill. Alternately, they can do 2d10, Mega Damage in a Cone Template starting from their mouths. Every target within the cone makes an Agility roll -2 to avoid the attack. Those who fail suffer 2d10 damage.
- **Flight*:** The Hatchling has a Flying Pace of 12" and Climb 0. Flight is usable in another form if it has wings.
- **Impervious to Fire:** Fire and heat (including plasma weapons) do not affect a Flame Wind Dragon at all.
- **Infravision:** Dragons halve the penalties for dark lighting against living targets (round down).
- **Inherently Magical:** Hatchlings know no magic spells, but they have a natural pool of 10 PPE and can use any Techno-Wizard devices. A dragon who takes an Arcane Background adds his starting PPE to any gained from the Edge. Additionally, whenever he takes the Power Points Edge, he gains +10 PPE instead of +5.
- **Limited Metamorphosis:** A dragon begins life able to adopt a single human or humanoid form for a limited amount of time each day. He can maintain this humanoid form for a number of hours equal to his Spirit die before needing at least six hours of rest. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains all of his own abilities except those only usable in dragon form (marked with an *). Weapons and other

personal effects (up to body armor) are assumed into the dragon's form and reappear when returning to humanoid form. Any other objects are dropped. The process does not work in reverse, all gear carried by the dragon is dropped when transforming into humanoid form.

- **Mighty:** Even Dragon Hatchlings are incredibly strong, beginning with a Strength of d12+4. They are also very resilient, starting with a d8 Vigor. Neither attribute has a maximum limit.
- **Nigh-Immortality:** Unless killed through violence or other means, dragons can live anywhere from 6,000 to 12,000 years. They require only magical energy to sustain themselves, eating and drinking simply for pleasure. They are immune to normal poisons and diseases.
- **Size +6*:** In their natural forms, Dragon Hatchlings are usually 15–20 feet from snout to tail-tip, and weigh up to 7 tons. This means, when not using their Metamorphosis abilities, Hatchlings gain +6 Toughness.
- **Slow Regeneration:** These creatures can even regenerate lost limbs over time, making a natural healing roll once per day.
- **Tail Lash*:** The dragon can sweep all opponents in his rear facing in a 2" long by 4" wide rectangle. This is a Fighting attack which ignores size penalties, doing Str+d8 (Mega Damage).

DRAGON HATCHLING COMPLICATIONS

For all their power, Dragon Hatchlings begin life with a number of limitations and difficulties.

- **Cybernetics:** Dragons cannot take cybernetics at any point. Their bodies reject such foreign implants.
- **Enemies:** Dragons are illegal and reviled by the Coalition. Any known dragon is immediately hunted with extreme prejudice.
- **Form Limits:** If a dragon transforms into a humanoid race with a restriction based on its body type (such as Non-Standard Physiology, see page 51), it suffers the same penalties as that race. The GM makes the final call on what

counts as a body type restriction. In their natural form, dragons cannot wear any armor and can only use vehicular weapons specially adapted for their use at four times the normal cost. Most other gear can only be used in humanoid form (again, GM's call).

- **Hatched:** Dragons are born not made. They do not choose a race.
- **Large:** When not *shape shifted* into a humanoid form, dragons make for very big targets. Normal-sized opponents gain +2 on all attacks against them.
- **Outsider:** Dragon Hatchlings understand so little of the world, they inevitably cause socially awkward situations wherever they go, even in humanoid form. All Dragon Hatchlings have the Outsider Hindrance.
- **Territorial:** Dragons tend to dislike their own, and other dragons generally treat a newcomer as invading their territory unless great care is taken in interactions.
- **Untested:** Being so young and without any life experiences, Dragon Hatchlings have not had time to develop moral codes, physical limitations, or foibles. When creating a Dragon Hatchling character, the player selects no Hindrances to start (and, thus, doesn't get the extra points to spend on character creation). Instead, he selects one Hindrance at the end of the first session. He may then select another Hindrance at the end of the second session, and a last one at the end of the third session. Only when all Hindrances are selected (one Major and two Minor, per normal rules), may the player spend the points on his character, working out what is appropriate with the Game Master. This represents imprinting and a "growth spurt" for the Dragon Hatchling.

- **Very Young:** Very Young: Dragon Hatchlings start out very young. They begin with only 3 points to adjust their attributes and only 10 skill points. Unlike the Young Hindrance (which they cannot take), this complication does not grant an extra Benny each session.

DRAGON HATCHLING STARTING GEAR

None. In human form they can use any weapons and armor, but Dragon Hatchlings set out into the world with only their natural gifts.

TO SURVIVE AND THRIVE— THE DRAGON HATCHLING

- You're playing a Dragon! This is pretty awesome, and it means you have a lot of natural power to throw around. It also means you're Target Number One for a lot of heavily armed opponents, which is important to remember.
- Dragon Hatchlings are very, *very* young. While inherently intelligent, they're ignorant and naive. This can make for great roleplaying, but can also be annoying and frustrating if you play it wrong. Be careful about which side of the line you fall on.
- The tendency to bond with and imprint on those you first travel with is a powerful storytelling tool, and should also greatly inform your early character development. This includes your Hindrances and further Advances.

You see, I captured you because you and your Coalition were trying to kill us. Well, mostly trying to kill ME. Now, stay still and let me check with my Cyber-Knight friend. I'm still a bit unclear on what is and is not food when we're out in the wilderness.

—Uther, Flame Wind Dragon Hatchling

D-BEES AND MUTANTS

The Coming of the Rifts heralded many changes for the Earth, not the least of which was an influx of countless beings from throughout the Megaverse®. Dimensional beings—more commonly called D-Bees—of every configuration can be found across the world. The vast majority of D-Bees conform to the basics of bipedal structure and are often mammalian in biology.

Choosing a D-Bee (or in the case of the Dog Boy and the Psi-Stalker, a mutant) is the same as choosing a race in *Savage Worlds*. You simply apply the bonuses and penalties listed, and these abilities take the place of gaining a free starting Edge as a human. Unless otherwise specified, any D-Bee can take an Iconic Framework.

CUSTOM RACES

The infinity of the Megaverse® means just about anything is possible for a player to portray in the setting. While this section contains a number of well-known D-Bees and mutants on Rifts Earth, GMs and players have the following tools with which to craft their own creations, or recreate other popular Rifts® ideas from the wide variety of sources available. Note, all D-Bees and mutants count as “races” in *Savage Worlds*, which is how they are referred to in these creation rules.

When creating your own original races, simply choose from the racial abilities on the following pages. All races start with two “free” points of positive abilities (like the free Edge humans get in most settings).

For player characters, additional positive abilities must be countered with an equal value of negative ones. A +2 ability, for example, may be countered with a single -2 ability, or two -1 abilities.

If you want to create a new ability, simply assign it a value based on the examples that follow.

POSITIVE RACIAL ABILITIES

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. U means unlimited.

ABILITY	VALUE
Adaptable (U): The race has great variation among its people and cultures. Characters start with a free Novice Edge of their choice (and must meet all the Edge’s Requirements).	2
Additional Action (U): The character gets one extra non-movement action and incurs no multi-action penalty for it. This might be because of an additional appendage, enhanced reflexes, or phenomenal hand-eye coordination.	3
Aquatic / Semi-Aquatic (1): For one point the character is semi-aquatic and can hold his breath for 15 minutes before checking for drowning. For two, he’s native to the water. He cannot drown in oxygenated liquid and has a free d6 in Swimming. His Pace in water is equal to his Swimming skill.	1/2
Armor (U): The species has thick scaly hide or is encrusted in solid material like scaly plating or even rock. This grants Armor +2 each time it’s taken.	1
Attribute Increase (U): During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) by a die type. This increases the Trait’s maximum a like amount.	2

ABILITY	VALUE
Burrowing (1): This species developed underground. The character can burrow into loose earth and move through it at half normal Pace. He cannot normally be attacked while burrowing, and can attempt to surprise opponents who didn't see him coming by making an opposed Stealth vs Notice roll. If successful, the burrower adds +2 to his attack roll that round, or +4 if he succeeded with a raise.	1
Charisma (U): Typical representatives of this species are very attractive, secrete pheromones, or are otherwise revered and respected, granting them +1 Charisma.	1
Construct (1): Constructs are robots or beings made of inorganic material. They receive +2 to recover from being Shaken, ignore one level of wound modifiers, don't breathe, and are immune to disease and poison. They cannot heal naturally but must be Repaired (and ignore the "Golden Hour"). Most Constructs have the Dependency Negative Racial Ability as well (for power).	8
Doesn't Breathe (1): The species does not breathe. Individuals aren't affected by inhaled toxins, can't drown, and don't suffocate in a vacuum (they may still freeze, however).	2
Edge (U): The race has a specific Edge chosen from those available. This is different from Adaptable because all characters of this race or culture have the same Edge, unlike Adaptable heroes who can choose whatever they want individually.	2
Environmental Resistance (U): The species receives a +4 bonus to resist a single negative environmental effect, such as heat, cold, lack of air, radiation, etc. This also counts as Armor against attacks based on that element.	1
Flight (U): The species can fly at its standard Pace and has a Climb score of 0. Each time it's taken beyond the first, increase Pace by +6 or Climb by 1.	2
Hardy (1): A second Shaken result in combat does not cause a wound.	3
Immune to Poison or Disease (2): The species is immune to poison or disease (your choice). It may be taken twice for both effects.	1
Infravision (1): The creature detects and "sees" heat, either through eyes or other sensory organs. This allows it to halve penalties for bad lighting when attacking creatures that radiate heat.	1
Keen Sense (U): +2 to Notice rolls for one selected sense.	1
Leaper (1): The being doubles the normal jumping distance, and adds +1d6" with a successful Strength roll.	1
Low Light Vision (1): The being ignores penalties for bad lighting in all but pitch darkness.	1
Natural Weaponry (U): The race has a bite or claw attack that causes Strength +d6 damage. He doesn't count as an unarmed defender, and each time this ability is taken increases the damage one die type or adds AP +2.	1
No Vital Organs (1): These species have hidden, extremely tough, or redundant vital organs. Called shots do no extra damage against them.	1
Pace (U): Pace is increased by +2 and the Running die is increased a die type.	1
Parry (3): Due to a tail, enhanced reflexes, or a brain that can often and accurately anticipate an opponent's moves, the creature's natural Parry is increased by +1.	1

ABILITY	VALUE
Poisonous Touch (1): With a successful Touch Attack, the victim must roll Vigor or suffer a level of Fatigue. This is recovered after one hour. Multiple attacks can cause additional Fatigue that leads to Incapacitation, but not death. For 3 points the Vigor roll is made at -2.	2/3
Power Points (U): The race is more adept at an certain preternatural talents than others, and gains +5 Power Points for use with a specific Arcane Background.	1
Reach (3): Long limbs or a prehensile tail grants the creature additional Reach.	1
Regeneration (1): The creature regenerates quickly. It may make a natural Healing roll once per day (rather than once per week). For 3 points, whenever the creature gains a permanent injury, it may make a natural healing roll once recovered from the Incapacitation which caused the injury. On a success, the injury heals after 1d6 days.	2/3
Size +1 (3): The creature is larger than normal. Each point of Size adds directly to Toughness. Large species may have difficulty using equipment designed for more traditional humanoid.	1
Skill (U): The character starts with a d6 in a skill.	1
Skill Bonus (1/skill): For 2 points, he has a +2 bonus when using a particular skill (may be only be taken once per skill and usually not for combat/arcane skills).	2
Sleep Reduction (2): The being needs half the normal amount of sleep as humans. If taken a second time, the being never sleeps.	1
Toughness (3): The character has hardened skin, scales, or extremely dense tissue that increases his base Toughness by +1 each time this ability is taken.	1
Wall Walker (1): The species may walk on vertical surfaces normally, or inverted surfaces at half Pace.	1

NEGATIVE RACIAL ABILITIES

ABILITY	VALUE
Attribute Penalty (U): One attribute suffers a -1 penalty to all rolls (including damage for Strength). For -3 points, it suffers a -2 penalty.	-2/-3
Bad Reputation (1): The race is generally despised or distrusted by most folks, usually because it's known for brutality, thievery, or other reprehensible behavior towards civilization. They suffer -2 Charisma when dealing with the average person in most towns and cities.	-1
Cannot Speak (1): Either the race has no vocal cords or it cannot form the normal sounds made by most other races. It can communicate with members of its own race naturally (perhaps through song, pheromones, body language, etc). Other races can't speak its language either since they also can't replicate its sounds. The species can hear and understand other typical languages, however, and may communicate via electronic devices or the like.	-1

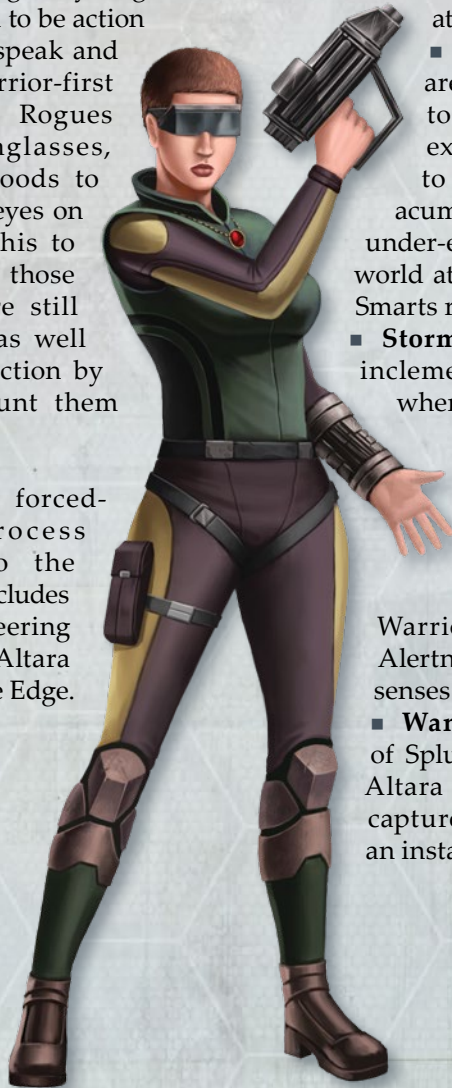
ABILITY	VALUE
Cyber Resistant (1): Cyberware doesn't work for this race. The race cannot take any Iconic Framework which includes cybernetics as an inherent ability (including the bio-comp system needed to be a Juicer) nor may they roll on the Cybernetics Benefits Table (see page 135).	-1
Dependency (1): The creature must consume or have contact with some sort of relatively common substance. Creatures from water-based worlds, for example, might need to immerse themselves in water one hour out of every 24; plant people might need an hour of sunlight a day. If they don't have the required contact, they become automatically Fatigued each day until they're Incapacitated. A day after that, they perish. Each hour spent recovering with the appropriate substance restores a level of Fatigue.	-2
Distinctive D-Bee (1): The race is notably inhuman, making it automatically an enemy to the Coalition and loyal citizens thereof. Members of the species suffer a -4 Charisma when dealing with Coalition soldiers, officials, and most citizens, and hostility often leads to violence with the slightest incident. If the race can hide its inhuman features (GM's call), this is worth -1. If not, this is worth -2.	-1/-2
Environmental Weakness (U): The race suffers a -4 penalty to resist a particular environmental effect, such as heat, cold, etc. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.	-1
Frail (2): The creature is less durable than most and suffers -1 Toughness.	-1
Hindrance (U): The creature has a built-in Major Hindrance for two points, or a Minor Hindrance for one.	-2/-1
Non-Standard Physiology (1): The species has a physical build which makes it difficult to wear armor or operate vehicles. Armor must be custom-designed and fitted, at least doubling purchase and repair costs. Operating a vehicle not refitted for the species is done at a -2 for all Trait checks, including firing vehicular weapons. Glitter Boy armor (and the Iconic Framework) is not an option for this race.	-1
Poor Parry (3): The race is slow to react in combat for some reason; -1 Parry.	-1
Racial Enemy (1): This species and another relatively common to the setting have an age-old or intense hatred for each other. They suffer -4 Charisma when dealing with each other, and may become hostile with little provocation. This may only be taken once per race.	-1
Restricted Path (2): For reasons of biology or spiritual makeup, the species is unable to pursue certain paths open to others. Each time this is chosen, the race either cannot access PPE or ISP. The selection means the race cannot take any Arcane Background which uses that type of Power Points or an Iconic Framework which includes such an Arcane Background. Races that start with an Arcane Background automatically cannot choose another, and this does not count as a Negative Racial Ability.	-1
Slow (2): The race is slower than standard. Pace is reduced by 2" (to a minimum of 2"), and it has a d4 running die.	-1
Small (2): The entity is smaller than average; -1 Toughness.	-1

ALTARA

The Blind Warrior Women of Altara (more commonly called the Warrior Women) are all clones. Most are created under lab-controlled conditions by the Splugorth, although it is possible for an Altara to induce herself into asexual reproduction and produce a clone. Such clones rapidly mature to adults with the memories and capabilities of the spawning Altara. Most Warrior Women are brainwashed, abjectly loyal servants of the Splugorth, yet there are those who break their conditioning and rebel, seeking a life outside of service to Atlantis. Altara are spawned blind, though they have extraordinary sensory abilities to overcome this. They are also genetically engineered to be superior physical specimens.

Genetically and magically engineered for combat, Altara tend to be action oriented. They rarely speak and have a decidedly warrior-first view of everything. Rogues usually wear sunglasses, visors, goggles, or hoods to hide the utter lack of eyes on their face. They do this to avoid the prejudice of those who assume they are still serving the Slavers, as well as to avoid easy detection by those who would hunt them down for Atlantis.

- **Attractive:** The forced-evolution process administered to the Warrior Women includes genetically engineering them for beauty. Altara have the Attractive Edge.

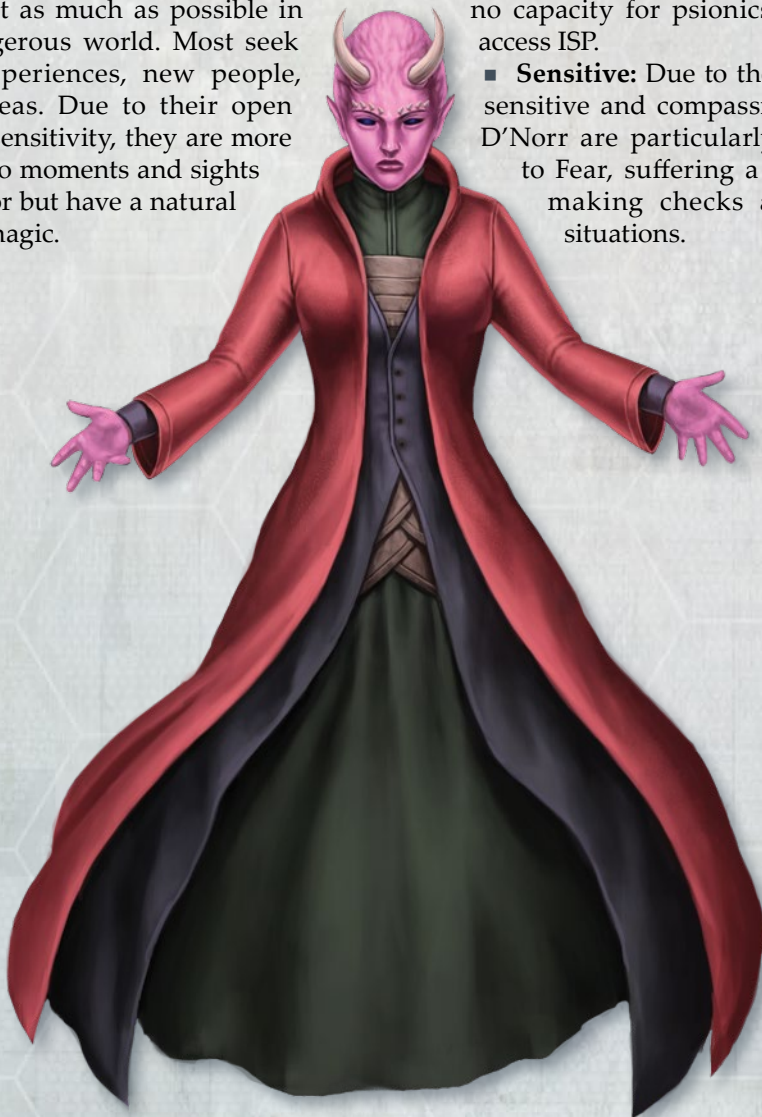


- **Bad Reputation:** The Altara Warrior Women are infamous as servants of Splugorth Slavers worldwide. The average person hates and fears Altara; they suffer a -4 Charisma penalty with most folks who discover who and what they are.
- **Blind:** Although created blind, this is only a minor drawback for the Altara, as they have a natural radar ability extending 1,200 feet (200") which compensates for the penalties. They cannot read, see colors, or otherwise detect purely visual information.
- **Genetic Engineering:** Crafted through bio-wizardry to be perfect warriors, Altara begin with a starting Agility, Strength, and Vigor of d6. This increases their natural maximums in these attributes to d12+1.
 - **Instilled Ignorance:** Altara are taught only what they need to serve their masters, and extreme brainwashing is used to dampen their intellectual acumen. This leaves them woefully under-educated and naive about the world at large. They suffer a -2 to all Smarts rolls.
 - **Storm-Fouled Senses:** In strong inclement weather, or conditions where the environment is greatly disturbed (sand storms, fires with lots of smoke), the Altara suffer a -2 penalty to Notice, Fighting, Shooting, and Throwing.
 - **Superior Senses:** Altara Warrior Women begin with the Alertness Edge, as all of their other senses are exceptional.
 - **Wanted (Minor):** Any Minion of Splugorth, including most other Altara Warrior Women, attack to capture or kill a rogue Altara in an instant.

D'NORR

Though not supernaturally connected to evil in any way, the D'Norr are more colloquially referred to as "Devilmen" due to their distinctive appearance. Otherwise looking similar to humans, their heads and faces give them the moniker. They have an elongated cranium dotted with tiny spines extending up and back from the forehead (dark red for males, purple for females), and two small horns above the brow. Their overall skin tone is tan-red, and the males have a series of tiny spines on their chins. All have dark blue eyes and pointed ears.

D'Norr are known, by those willing to know them, as intelligent, compassionate, and drawn to nonviolent pursuits and social interaction. Many seek a pacifist's path, at least as much as possible in such a dangerous world. Most seek out new experiences, new people, and new ideas. Due to their open nature and sensitivity, they are more susceptible to moments and sights of true horror but have a natural affinity for magic.



- **Distinctive D-Bee:** Unless they hide their non-human (and devilish) appearance, D'Norr face a certain amount of prejudice from the Coalition. They suffer a -4 Charisma when dealing with such people.
- **Intelligent and Spiritual:** D'Norr are highly intelligent and spiritual, beginning with a d6 Smarts and Spirit. This makes their natural maximums for those Traits d12+1.
- **Natural Arcane Affinity:** The D'Norr have +5 PPE naturally, whether they pursue a magical path or not.
- **Personable:** The D'Norr are highly charming and easy to get along with. They have +1 Charisma.
- **Restricted Path:** The D'Norr have no capacity for psionics and cannot access ISP.
 - **Sensitive:** Due to their inherently sensitive and compassionate nature, D'Norr are particularly susceptible to Fear, suffering a -2 whenever making checks against such situations.

MUTANT ANIMALS

Near the end of what historians refer to as the Golden Age, in the days before a terrible war brought about the Coming of the Rifts, one of the more dramatic advances in genetics and biological sciences was the advent of forcibly evolved animals. Enhancements to intelligence brought sapience to the minds of creatures like cats, apes, and especially dogs.

One of the key facilities, located in the former state of Texas, was discovered and reconstructed by the Coalition States. Now the Lone Star Complex continues the work of experimenting upon and “upgrading” animals to serve the Coalition. More than a few such creatures, however, break away from servitude and find their own ways in the world. Additionally, there seem to be other sources of mutant animals, both elsewhere on Rifts Earth and beyond the Rifts.

DOG BOY

The Dog Boys’ existence is a testament to the ancient bond between canine and human. Exploiting that bond resulted in a soldier created to serve the Coalition in its war against the supernatural. The misuse of this relationship galls many, but they needn’t bother explaining to the typical Dog Boy; he won’t care, he’s just happy to serve!

Most Dog Boys serve the Coalition States, either in the military or security forces. They don’t enjoy the same rights as humans, yet are generally treated well by those who command them. Most Coalition Grunts have only love and respect for the Dog Boys, who throw themselves fearlessly into any fray, prepared to die to protect their humans.

Dog Boys encountered outside Coalition service are considered “feral” by the CS, to be put down on sight. They represent the isolated instances where constant abuse or

an awakened conscience drove the being to reject the Coalition. An even fewer number are those born to two already-independent Dog Boys—the “free born.”

Despite the name, not all Dog Boys are male. They are all humanoid even to the point of human-like hands and feet but retain a clearly canine head. Other factors such as size, coloration, and features depend heavily upon which breed of canine the Dog Boy is adapted from. The variety of Dog Boys is impressive, as the scientists responsible for creating them experimented extensively (and still do) to create specialized breeds for particular tasks and operational demands.

- **Breed Advantage:** A Dog Boy begins with the Breed Advantage Edge (see sidebar). The player decides what breed (or breeds) the character is influenced by. After creation, the Dog Boy may take the Edge again at Novice Rank.
- **Keen Sense of Smell:** Dog Boys have a sense of smell similar to their canine counterparts. They gain a +2 bonus on Notice checks based on smell, as well as +2 on all Tracking rolls.
- **Natural Weapons:** Dog Boys bite for Str+d6 damage.
- **Outsider:** Dog Boys are awkward around human populations, and people outside the CS may be frightened of them because they are so closely identified with that regime. They have the Outsider Hindrance and a -2 Charisma with everyone except other Dog Boys.
- **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 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). See sidebar on page 60.

- **Restricted Paths:** Inherent psionic limitations make arcane magic impossible. Dog Boys cannot take any Arcane Background using PPE, nor any Iconic Framework that includes it.
- **Wanted Hindrance (Minor):** Dog Boys operating outside of CS control are wanted by the Coalition, and there's always a fair bounty for bringing one in.
- **Weakness (Ley Line Hypersensitivity):** Dog Boys lose their Psychic Sense on or close (within 2" or 4 yards) to a ley line. Ley Line storms cause a level of Fatigue from severe headaches and distress as 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.



RACIAL EDGE

BREED ADVANTAGE

Requirements: Novice, Dog Boy

The various breeds of canine provide distinct genetic advantages for individual Dog Boys. Some are fast, others strong, still others astoundingly good trackers.

This Edge may be taken more than once to represent a breed more fully expressing itself over time, but only once per Rank. The GM has final approval over each choice to ensure it makes sense. Each time the Edge is taken, choose one of the following advantages:

- **Attribute Bonus (Agile Breed, Strong Breed, or Rugged Breed):** The Dog Boy's Agility, Strength, or Vigor increases by one die type, and the Trait maximum is increased by a like amount. This stacks with the regularly allowed once-per-Rank attribute increase available for Advances (for example, allowing Strength to be increased two die types over the course of Novice Rank).
- **Fast Breed:** The Dog Boy's Pace is increased by +2 and his Running die goes up a die type. This may only be taken once.
- **Tough Breed:** The Dog Boy's natural Toughness is increased by +2. This may only be taken once.
- **Tracking Breed:** The Dog Boy gains an additional +2 on all Tracking rolls. This may only be taken once.
- **Water Breed:** The character gains a d6 Swimming (or a one die increase in his skill), and swims at his skill die's Pace. This may only be taken once.

FENNODI

Called the “Quiet Walkers” by the Shoshone, the Fennodi are another race of generally peaceful D-Bees who prefer tending to herds of livestock on the prairies or similar outdoor pursuits. Pale gray and tan, with tiny black dots for eyes on the sides of their heads (embedded in small, mobile flaps that confuse others into thinking they are ears), the Fennodi have an effective 280-degree range of vision. Whisker-like fins on the sides of their jaws act as noses, giving them a wholly alien appearance to most humans. They’re very slender and tall, averaging seven feet in height.



Fennodi are naturally psionic, with a set of powers indicative of their primarily peaceful nature (though they can certainly learn other powers). Most are encountered carrying the crescent Nymbu staff (a sacred traditional item representing travel and peace). Most Fennodi are practitioners of the Art of Nodox, a martial art focusing on avoidance and defense. Players of this D-Bee wanting to know the martial art should take Edges benefiting defense such as Martial Artist, Block, and Dodge.

- **Distinctive D-Bee:** With their non-human appearance and inherent psionic ability, Fennodi face prejudice from the Coalition. They suffer -4 Charisma when dealing with CS citizens.
- **Infravision:** Fennodi see in the infrared spectrum. They halve lighting penalties when fighting anything radiating heat.
- **Issues With Cold:** The Fennodi prefer the prairies and deserts of the New West for a reason. They suffer -4 to resist cold environment effects, and cold-based attacks do +4 damage to them.
- **Natural Psionics:** Fennodi begin with the Arcane Background (Psionics) Edge, and start with the following three powers: *armor*, *intangibility*, and *telepathy*. If a Fennodi chooses an Iconic Framework providing Arcane Background (Psionics), he follows all the normal rules for the Framework except three of his starting powers are the ones listed above (even if not normally allowed to that Framework). The Fennodi gains one additional power to his starting total (e.g., a Fennodi Burster starts with four powers, a Mind Melter with six).
- **Visual Acuity:** The Fennodi’s wider range of vision provides +2 to sight-based Notice checks.

GRACKLE TOOTH

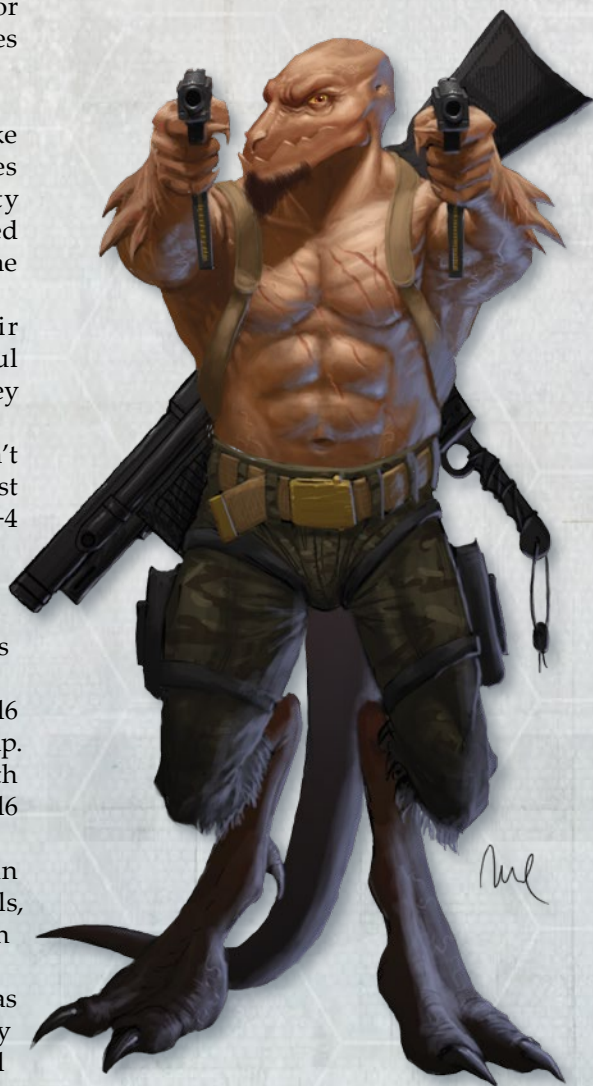
As monstrous as they appear, “The Mighty Grackles” tend to be some of the most easygoing D-Bees. Huge and beefy—averaging eight to 10 feet tall!—a Grackle Tooth has rawhide-like skin, ranging from tan to orange-rust in color, a saurian head full of teeth, tough spines on the shoulders and forearms, and powerful digigrade legs. He has four fingers and a thumb, but his legs end with two giant, clawed toes. Grackles also have surprisingly flexible prehensile tails.

Grackles have no idea where they got the name (though most have a ready joke to make about the origin), nor where their species came from. They don’t care either, happy to call Earth home and willing to protect it. Most Grackles are warriors, though a fair number enjoy mechanical and engineering pursuits. Grackles have no capacity for magic or psionics, and their biology makes cybernetic enhancements impossible.

- **Cyber Resistant:** Grackles cannot take any Iconic Framework that includes cybernetics as an inherent ability (including the bio-comp system needed to be a Juicer), nor may they roll on the **Cybernetics** benefits table.
- **Distinctive D-Bee:** With their monstrous appearance and powerful frames, Grackles face prejudice. They suffer -4 Charisma with CS citizens.
- **Issues With Cold:** Grackles don’t enjoy the cold. They suffer -4 to resist cold environment effects and take +4 damage from cold-based attacks.
- **“Just How I Was Raised”:** Grackles have the Heroic or Overconfident Hindrance for no additional points (the other may be chosen as normal).
- **Natural Weapons:** Grackles do Str+d6 damage with their bite, claws, or tail slap.
- **Powerful:** Grackles start with Strength d8 (Trait maximum d12+2) and Vigor d6 (Trait maximum d12+1).
- **Prehensile Tail:** A Grackle’s tail can hold most melee weapons and pistols, granting an extra non-movement action per round at no multi-action penalty.
- **Restricted Paths:** A Grackle Tooth has no capacity for magic or psionics. They cannot take any Arcane Background

using PPE or ISP, nor any Iconic Framework that includes it.

- **“Stuff Ain’t Built for Me”:** A Grackle Tooth’s unique physiology and proportions make it difficult for him to find armor he can use. Purchases and repairs are at least tripled in cost, and there’s no way he can manage a Glitter Boy suit or any other power armor built for a normal-sized humanoid frame. He also suffers a -2 to any checks made to operate a vehicle or its weapons not refitted for his race. Any gear gained from an Iconic Framework is assumed to be custom-built for the character.
- **Size +2:** Grackles run eight to 10 feet tall and weigh from 600–800 lbs. Their size grants them +2 Toughness.



LYN-SRIAL

Lyn-Srial are humanoids with four arms, bird-like heads, gleaming scales, and wings like a bat. Other races usually call them “Golden Ones” for their shining appearance or “Sky-Knights” due to their drive to help those in need. The Lyn-Srial are a serene people of artists, philosophers, and healers who would rather build communities than engage in combat, but who cannot abide evil. Lyn-Srial find spiritual magic appealing typically becoming Cloudweavers or Mystics (Cloudweavers use the M.A.R.S Personal Concept Option, taking AB (Miracles) and Master of Magic with trappings of air, wind, light, and the environment).

- **Cyber Resistant:** Lyn-Srial can't take cybernetics of any kind.
- **Distinctive D-Bee:** Lyn-Srial suffer -4 Charisma with CS citizens.
- **Flight:** Lyn-Srial fly at Pace +6 (12).
- **Four Arms:** Extra arms grant an additional non-movement action each round at no multi-action penalty.

- **Hunted by the Coalition:** Lyn-Srial have the Wanted (Major) Hindrance with the CS for saving refugees of the Tolkeen war.
- **Inherent Nature:** All Lyn-Srial have the Heroic Hindrance and count as supernaturally good.
- **Low Light Vision:** Lyn-Srial ignore penalties for Dim and Dark lighting.
- **Non-Standard Physiology:** Armor purchase/repair is double cost. Can't use a Glitter Boy suit or other standard humanoid power armor. Suffer a -2 to operate a vehicle or its weapons not refitted for the race. Iconic Framework gear is custom-built.
- **Poor Ground Speed:** Lyn-Srial have -2 Pace (ground only) and a d4 running die.
- **Regeneration:** Lyn-Srial make natural healing rolls once a day and may regenerate lost limbs. If a Lyn-Srial gains a permanent injury, she makes a Vigor roll after recovering from Incapacitation. On success, the injury heals after 1d6 days.
- **Strong:** Lyn-Srial start with d6 Strength.



PSI-STALKER

Psi-Stalkers are mutant humans who evolved from the chaos and catastrophes that plagued Rift Earth for centuries. Their tribes inhabit much of the wilds of North America, stalking magical and psionic beings for sustenance and the thrill of the hunt. They appear human except they average a bit taller (six to six-and-a-half feet), have no body hair, and have powder-white skin.

While they need a little meat (about a pound) and water (eight ounces) each week to keep their bodies at peak ability, the vast majority of a Psi-Stalker's nourishment comes from draining arcane and psionic energy from other entities. The average person usually has too little, so the preferred source is either inherently powered (such as Xiticix or demons) or those with an Arcane Background. Most Psi-Stalkers prefer to kill the source, but they are smart enough to know it's not always a good idea. Some scientists and scholars believe Psi-Stalkers represent the world's ecosystem creating a natural predator for the vast number of supernatural threats roaming the planet.

The typical Psi-Stalker remains with her tribe for life, pursuing the tribe's enemies and prey. Individual Psi-Stalkers chart their own course. Many serve the Coalition, which values their outdoor skills and talents for hunting the supernatural and psionically powerful. Others yearn to know more of the world than what the tribe explores.

- **Ambidexterity:** Psi-Stalkers have the Ambidextrous Edge.
- **Animal Empathy:** Psi-Stalkers have an inherent empathy with animals. They start with Riding d6 and animals treat them as one of their own. This effect can

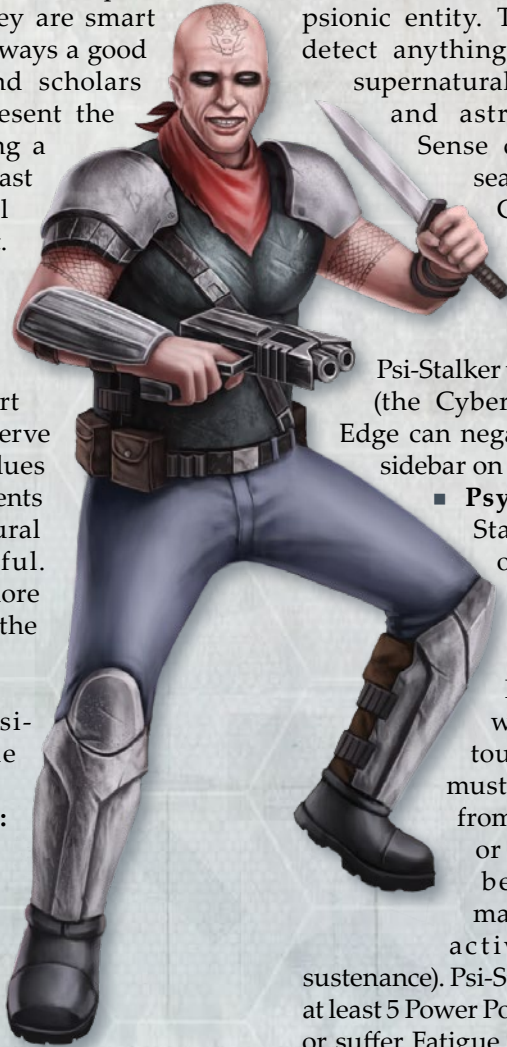
be problematic if the animal in question is a territorial loner.

- **Fast:** Psi-Stalkers have Pace +2 and increase their Running die by one die type (usually Pace 8 and d8 run die).
- **Outsider:** Psi-Stalkers are creepy and off-putting, and make those with magic or psionic abilities especially nervous (for obvious reasons). They are barely more than a slave class in the Coalition and despised in the Federation of Magic. They suffer -2 Charisma with everyone except others of their kind.

- **Psychic Sense:** Psi-Stalkers have the inherent ability to *detect arcana*, usable at will. They use the Notice skill to detect the presence and location of any psychic or magic energies, beings, or items. They can also use the Tracking skill to track 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 Psi-Stalker uses his Psychic Sense (the Cyber-Psychic Alignment Edge can negate this penalty). See sidebar on the next page.

- **Psychic Vampire:** Psi-Stalkers require a diet of PPE or ISP drained from living beings. They gain this using the Draining PPE/ISP rules (page 121), which only works by touch. The Psi-Stalker must cut and draw blood from her intended victim or donor (which must be supernaturally, magically, or psionically active to provide sustenance). Psi-Stalkers must consume at least 5 Power Points (PPE or ISP) a day or suffer Fatigue. They starve to death



after a week of being Incapacitated by lack of “food.” Each 5 PPE/ISP drained restores one level of Fatigue. Consumed Power Points cannot be used to fuel spells or psionic powers.

- **Racial Enemy:** Many Psi-Stalker and Simvan tribes have been at war for years. Meetings between the species

start argumentative and get worse. Psi-Stalkers suffer -4 Charisma with Simvan.

- **Restricted Paths:** Working arcane magic is impossible for Psi-Stalkers. They cannot take any Arcane Background using PPE, nor any Iconic Framework that includes it.

RACIAL EDGES

CONTROLLED HUNGER

Requirements: Novice, Psi-Stalker, Spirit d6+, Vigor d8+

A few Psi-Stalkers, especially those who explore the world beyond their tribes, learn to master their hunger. They need to feed less often, and need far less to feel satisfied. They also don't need to bleed victims; only a touch is required.

A Psi-Stalker with this Edge needs only 3 Power Points every 48 hours to avoid Fatigue levels.

HUNTER

Requirements: Seasoned, Dog Boy or Psi-Stalker, Spirit d8+, Vigor d8+, Fighting d8+

Some Dog Boys and Psi-Stalkers focus their talents on hunting specific prey. Some choose wielders of the arcane (Ley Line Walkers, Mystics, Necromancers, Shifters, or any character with an Arcane Background using PPE), while others hunt down supernatural monsters (demons, dragons, vampires, Minions of Splugorth, Murder Wraiths, and similar creatures). This Edge can only be taken once; such focus cannot be divided.

Hunters gain a +2 on Notice and Tracking rolls where a target of their specialization is concerned, and when they roll a raise on an attack against such targets, they roll a d8 instead of a d6 for bonus damage.

PSYCHIC SENSE

Dog Boys and Psi-Stalkers have the innate ability to sense and track the supernatural. Like any sense, certain environmental conditions or situations can impair or even block its use. Ley lines in particular are so powerful anyone within one cannot be detected at all with Psychic Sense, and those nearby are harder to sense as well. Other sources of supernatural energy, including large numbers of living beings, can confuse the Psychic Sense too. A ley line storm completely negates the ability to track anyone whose trail passed through the area it affected.

Psychic Sense Modifiers

- 4 Target within 10" (20 yards) of a ley line or source of supernatural energy.
- 2 Target within 25" (50 yards) of ley line or source of supernatural energy.
- 2 Target within a large group of living beings (a bustling city street or herd of animals).
- 2 Target or sensing character near a powerful supernatural entity (a dragon or greater demon).
- 2 Tracking target 24-48 hours since in area.
- 4 More than two days since target was in area (targets cannot be tracked after a week).

QUICK FLEX

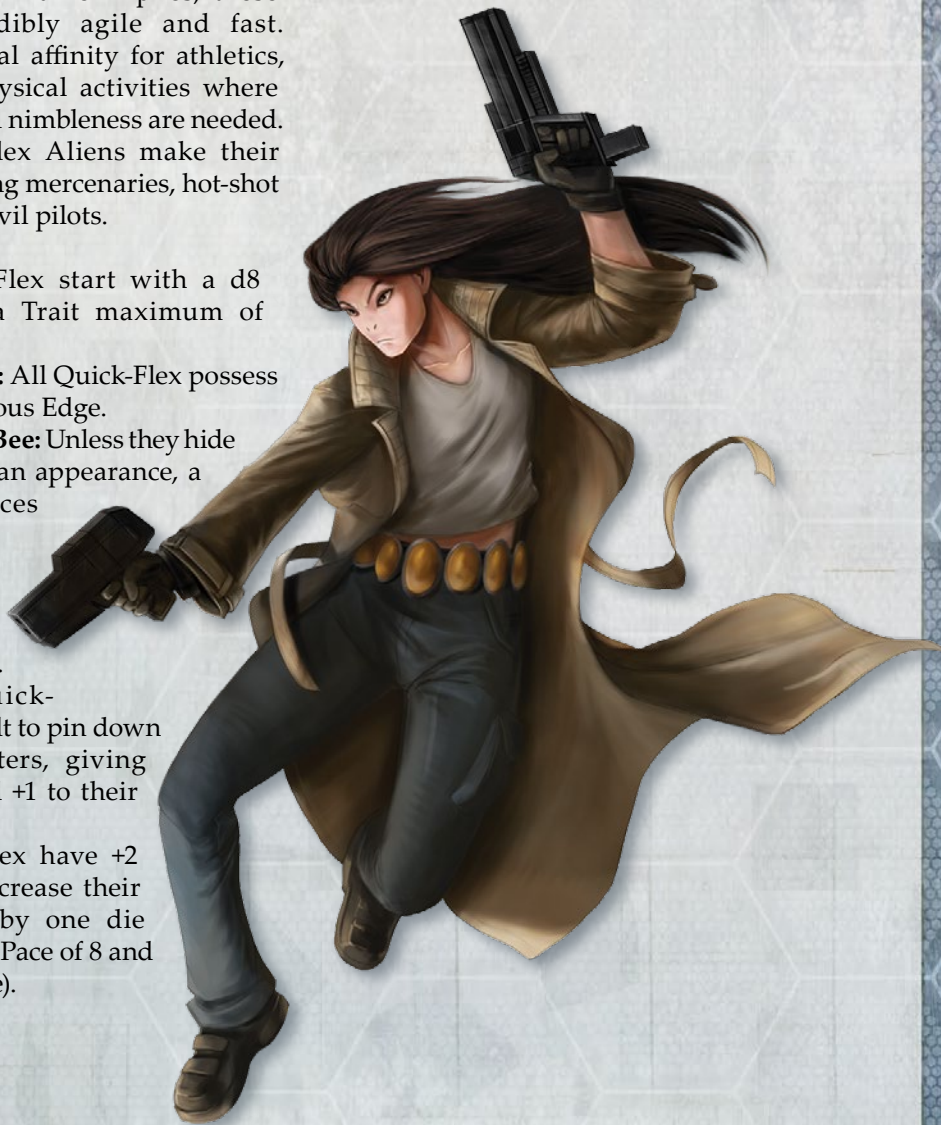
Like the Grackle Tooth, most people have no idea where Quick-Flex Aliens come from. Some of them have mentioned they were originally known as the Quindorra, a name apparently handed down through their bloodlines. Most are unsure and don't care; Earth is their home now.

Casual observers would assume a Quick-Flex is human, as they have the same body, hair, skin color, and general appearance. Those who look closer notice their larger eyes, bare slits for a nose, and slightly longer faces. Quick-Flex are certainly different enough to fall under the Coalition's ban on D-Bees. They also tend to be a few inches shorter, on average, than humans.

As the colloquial name implies, these beings are incredibly agile and fast. They have a natural affinity for athletics, acrobatics, and physical activities where grace, dexterity, and nimbleness are needed. Plenty of Quick-Flex Aliens make their living as gunslinging mercenaries, hot-shot drivers, and daredevil pilots.

- **Agile:** Quick-Flex start with a d8 Agility (and a Trait maximum of d12+2).
- **Ambidexterity:** All Quick-Flex possess the Ambidextrous Edge.
- **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).

- **Restricted Path:** Their natural hyperactivity and lack of focus makes the pursuit of any magical Arcane Backgrounds impossible for them. Quick-Flex cannot access PPE. The race cannot take any Arcane Background which uses PPE or any Iconic Framework which includes such an Arcane Background.
- **Short Attention Span:** Quick-Flex have a difficult time sitting still and focusing on intellectual pursuits. They suffer a -1 to all Smarts rolls.
- **Supreme Confidence:** All Quick-Flex are inherently Overconfident in addition to any Hindrances chosen by the player.



SIMVAN

Ranging from five-and-a-half to six feet tall, Simvan have wide jaws, pointed ears slightly larger than a human's, and a mane of long, thick hair. Their nose and mouth extend into a short muzzle, and they are covered in short fur. The nomadic Simvan typically have trim, muscular bodies.

The "Monster Riders" have a violent reputation among the world's inhabitants. Most consider the Simvan barbaric at best, cannibals who believe eating enemies (and their own fallen warriors) is a high honor. Despite their notoriety, Simvan are perfectly capable of trade and general social interaction, and many individuals develop an interest in learning more about the world outside their tribes.



Their affinity for mounts considered by most to be terrifying monsters make the Simvan powerful foes and valued allies. Although capable of taming almost any animal, a Simvan is often found riding a Fury Beetle, Rhino-Buffalo, or Ostrosaurus (see *Savage Foes of North America*).

- **Animal Empathy:** A Simvan has a psionic connection to animals, granting the Beast Master Edge and Riding d6.
- **Apex Predator:** Simvan consider themselves pinnacle predators; the ultimate victory is to defeat and consume an enemy. Simvan have the Bloodthirsty Hindrance and most know their deadly habits.
- **Distinctive D-Bee:** Simvan are clearly inhuman. They suffer -4 Charisma with CS citizens.
- **Instincts Over Intellect:** Simvan act on their instincts. Intellectual pursuits are not common for them. They suffer a -1 penalty to all Smarts rolls.
- **Low Light Vision:** Simvan ignore penalties for Dim and Dark conditions.
- **Monstrous Beast Affinity:** Simvan have a natural affinity for large creatures. When using the *beast friend* power, they pay half the cost for a creature's Size (effectively 1 ISP per +1 Size). Additionally, they may take a larger than normal creature with their Beast Master Edge as a mount (see the list above of common riding animals).
- **Natural Psionics:** Simvan start with the Arcane Background (Psionics) Edge. *Beast friend* must be one of their first chosen powers. They start with 15 ISP instead of 10. If a Simvan chooses an Iconic Framework providing Arcane Background (Psionics), he follows all the normal rules for the Framework except he gains *beast friend* as a bonus power and gains +5 ISP in addition to what the Framework normally provides.
- **Racial Enemy:** Many Psi-Stalker and Simvan tribes have been at war for years. Meetings between them start argumentative and get worse. Simvan suffer -4 Charisma with wild Psi-Stalkers (Coalition Psi-Stalkers don't like them just because they are D-Bees).

TRIMADORE

Trimadore stand seven to eight feet tall with long, thick necks tapering off to comparatively small heads. They have almond-shaped eyes, thin, nearly lipless mouths, and miniscule, rounded ears. Legs and arms are thin and long and of equal length. The feet have two large toes while the hands have two thick fingers and a thumb. In other words, Trimadore are very alien in appearance to most humans.

The species has an extraordinary knack for all things mechanical and technological. They also tend to be very gentle by nature, though remarkable individuals of the race find themselves drawn to grand adventures. Unsurprisingly, many Trimadore find the life of an Operator or a Techno-Wizard to their liking, and they're exceedingly good at those fields.

While Trimadore suffer the same difficulties as many other D-Bees who have non-standard physiologies, their mechanical aptitudes often help to offset those penalties. Most Trimadore wear armor of their own customization, and if given half a chance, modify vehicles to allow for their easier operation.

- **Distinctive D-Bee:** Though humanoid, Trimadore are clearly inhuman. They face prejudice from the Coalition. They suffer -4 Charisma with such folks.
- **Long Arms:** The Trimadore have a Reach of 1.
- **Mechanical Savant:** Trimadore are born with an innate capacity for working with and repairing machines. They begin with the Mr. Fix It Edge, ignoring any requirements.
- **Non-Standard Physiology:** The unique physiology of a Trimadore makes it difficult for him to find armor he can use. Purchases and repairs are at least doubled in cost, and there's no way he can manage a Glitter Boy suit or other power armor built for a typical humanoid frame.

He also suffers -2 to checks made to operate a vehicle or its weapons not refitted for his race. Any gear gained from an Iconic Framework is assumed to be custom-built for the character.

- **Technically Savvy:** Trimadore love science and technology, studying all they can about such things from birth. Trimadore start with Repair d6 and their choice of one of the following at d6: Knowledge (Computers), Knowledge (Cybernetics), Knowledge (Electronics), or Knowledge (Engineering).



TRAITS

ATTRIBUTES

Savage Rifts® is a setting where superhuman attributes are nearly commonplace, especially with certain Iconic Frameworks. Remember that each raise in die type for an Attribute above d12 counts as a single +1 instead.

SUPER STRENGTH

Robot vehicles, power armor, cyborgs, and other tech-enhanced people often have their Strength raised to extraordinary levels, as do many supernatural beings. The following two tables—the **Superhuman Strength Table** and the **Heavy Things Table**—are helpful in dealing with such characters in combat and out.

For example, a Combat Cyborg starts with Strength d12+2, which can lift up to 1,000 pounds. If he grabs a large tree (1,000 pounds), he does a total of 2d12+5 with it. Anything 1,000 lbs or more does Mega Damage (and Combat Cyborgs do Mega Damage anyway), though the tree probably won't stand up to more than a couple of hits at best.

A character can throw anything under her load limit with a Range of 3/6/12; if it's less than half the load limit, the Range increases to 6/12/24. Characters with the Brawny Edge multiply their load limits and max weight by 1.6.

STRAIN

Bionic and cybernetic parts are a major part of the setting. Any character who has one or more such implants needs to track her Maximum Strain to ensure she doesn't overtax her body or mind. A character's Maximum Strain is equal to the *lower* of her Spirit or Vigor die type.

If a character takes on more cyberware than her Maximum Strain, she suffers a *permanent* level of Fatigue for each point over. The maximum possible is two points of Strain, leaving the character in a permanent state of Exhaustion; one point beyond, and the unfortunate soul simply dies on the table as the implant is put in.

SKILLS

All skills listed in *Savage Worlds* are available in *Savage Rifts*®.

KNOWLEDGE SKILLS

In *Savage Rifts*®, the following Knowledge skills have particular use and meaning:

Knowledge (Arcana): This skill includes understanding the principles of all magical and mystical powers, items, and creatures as well as dealing with ley lines and Rifts.

Knowledge (Computers): Despite the lack of a global Internet, computers are a huge part of society, found in every major population center and on most machines and vehicles. Most cities and urban centers have a decently robust intranet system. Using computers is easy; this skill is for programming, building, and hacking into them.

Knowledge (Cybernetics): Knowing how cybernetics work and how machines interact with biology are requirements for implanting them in a living host.

Knowledge (Electronics): This skill deals with using and modifying electronic systems and devices. This includes communications equipment, sensors, and many of the systems found on vehicles.



Knowledge (Engineering): The mechanical aspects of machines, as well as the nature and elements of physical structures, fall under this skill.

Knowledge (History): This is a useful skill to have any time a character in the post-apocalyptic era of *Savage Rifts*® needs to know something of value or importance from years gone by, including potentially lost modern-day ideas.

Knowledge (Medicine): This can be an important partner skill to Healing, especially when dealing with very complicated surgeries such as detoxing Juicers.

Knowledge (Politics): Understanding the inner workings of factions like the Coalition States and the True Federation can be extremely helpful in strategy, planning, and dealing with governments.

Knowledge (Science): A broad-based knowledge of physics, chemistry, and related disciplines can be valuable in many situations.

LANGUAGES AND LITERACY

There are nine major languages most commonly spoken and used around the globe. They are listed below in order of how common they are in North America. Characters are assumed to speak American by default; if more languages are desired, either spend points on the Knowledge (Language) skill for whatever other languages are desired—Language (Dragonese), for example—or take the Linguist Edge.

American: English as it evolved primarily in the United States and Canada before the Rifts. It is not only the most common language on the continent, but also very prevalent as a trade tongue globally.

Spanish: Another fairly ubiquitous tongue on the continent, especially out west and in the south.

Dragonese/Elven: Considered an offensive (and outlawed) language by the Coalition, this is the common language of magic wielders and mystical beings. It's the official language of the True Federation of Magic (though American is more commonly spoken and used in the Magic Zone).

Chinese: The standardized Mandarin form that evolved from the original Beijing

SUPER STRENGTH		
STRENGTH	LOAD LIMIT	MAX WEIGHT
d4	20	80
d6	30	120
d8	40	160
d10	50	200
d12	60	240
d12+1	100	400
d12+2	250	1000
d12+3	500	1 ton
d12+4	1,000	2 tons
d12+5	2,500	5 tons
d12+6	2.5 tons	10 tons
d12+7	5 tons	20 tons
d12+8	12.5 tons	50 tons

HEAVY ITEM TABLE		
EXAMPLE	WEIGHT	DAMAGE
Parking Meter	50	Str+d10
Large Rock	100	Str+d12
Boulder	200	Str+d12+1
Lamp Post	400	Str+d12+2
Large Tree*	1,000	Str+d12+3
Statue	1 ton	Str+d12+4
Car	2 tons	Str+d12+5
Truck	4 tons	Str+d12+6
APC	8 tons	Str+d12+7
Tank	16 tons	Str+d12+8

*Anything this heavy or more automatically does Mega Damage when used as a weapon.

dialect is the majority version spoken and written, though various regions of Asia feature their own iterations. The western coast of North America features large populations of those who speak Chinese.

Gobbely: A common tongue spoken by many of the “barbaric” races that threaten civilization globally. This includes goblins, orcs, hobgoblins, ogres, and many similar

creatures. There is no written component, save a few coarse symbols that have mostly clan or ritual meaning.

Japanese: The main language of the Japanese Islands and the New Japanese Republic, spoken by many in what was the Pacific Northwest of the United States, as well as much of the west coast of Canada.

Euro: Most of the mainland of Europe and western Eurasia speak and read this amalgamation of Russian, German, and Polish in the post-Rifts world. A much smaller population speaks it on the North or South American continents.

Techno-Can: Strictly functioning as a written/coding language, this highly-modified combination of American and various advanced coding languages is used universally to communicate technical data and as a kind of “tech-language” for technical journals, shared coding projects, and related efforts.

Faerie Speak: Another mystical language, common to various faerie folk and related beings. Highly common in the Magic Zone and similar areas, and related enough to Dragonese/Elven to facilitate very basic communication between those who speak one and those who speak the other.

Though literacy is still the default condition for any character, the practice of learning to read and write is greatly diminished in the world. The CS Empire actively discourages literacy in its population, while many other parts of the world are simply too busy with daily survival to bother with teaching letters. The Illiterate Hindrance is very common.

SURVIVAL

Knowing how to survive on Rifts Earth goes far beyond finding food, water, and shelter. This skill allows characters to identify the more commonly encountered monsters and other threats found in the wilderness between communities. Game Masters should apply penalties for rare creatures, and bonuses for those commonly encountered in an area.

HINDRANCES

Below are new Hindrances for the world of Rifts®. With the possibility of bionics and cybernetics eliminating the negative effects of some physical Hindrances—Anemic, Blind, Hard of Hearing, One Leg, etc.—the Game Master may wish to require an Advance be expended when such a Hindrance is effectively bought off.

LAST CALL (MINOR)

The minor tremors, the hot skin, the strange glow just at the edge of vision...the last days are already upon this Juicer.

She makes the most of her remaining life with every moment she chooses to burn it down further. Her Burn Die increases from d10 to d12. Unfortunately, d12 is also the die rolled at the beginning of each session to determine if she's going to die that session, or spend another Burn for a bit more time.

Only Juicers may take this Hindrance, and they may not have the Freshly Juiced Edge.

MANIA (MINOR/MAJOR)

The character has a serious and negative mental illness of some kind, such as the lack of empathy toward others, significant bipolar tendencies, or a psychopathic compulsion to cause harm. Either version reduces Charisma by 2 to those who know of it. A Minor Mania occurs infrequently or isn't likely to get the character killed. A Major Mania is a more-or-less full time obsession with serious consequences if caught or discovered.

MONOLOGUER (MAJOR)

Some folks can't help running their mouths, taunting people, lecturing, or making lengthy observations about their surroundings when they should be fighting for their lives.

Any time the character's Action Card is a Club, he must make a Smarts roll at -2 or spend his action rambling on about one thing or another. The talkative character may only take free actions during his monologue.

EDGES

CORE EDGES

The following Edges from *Savage Worlds* are reconfigured or clarified for this setting.

ARCANE BACKGROUND

All Arcane Backgrounds in *Savage Worlds* are available in *Savage Rifts*®.

GADGETEER

Techno-Wizards have this Edge embedded in their Iconic Framework but it functions slightly differently. See Techno-Wizards on page 42.

NOBLE

The people and nations of *Savage Rifts*® tend to be cynical when it comes to positions of power and respect. The Noble Edge is not available.

RICH

Unless the hero is planning to remain in one location for a serious length of time, annual salary really isn't part of the equation for his wealth. He's managed to accumulate a bit of money, but more important, extra gear. He begins with 5,000 credits and gets two rolls on the **Body Armor**, **Close Combat Weapons**, **Cybernetics**, or **Ranged Combat Weapons Tables**. The hero may give up the two rolls to instead own one vehicle of his choice.

FILTHY RICH

This character made some major scores before the current adventure. She's got 20,000 credits saved up and gets three additional rolls (total of five) on the above listed tables.

NO MERCY

This Edge is not used; per the **Setting Rules** on page 121, anyone can spend a Benny to reroll damage at any time.

ICONIC EDGES

These Edges require a character to have a specific Iconic Framework or Race in order to take them.

BEYOND THE LIMIT

Requirements: Veteran, Combat Cyborg or M.A.R.S.

There are those so obsessed with cybernetic upgrades that they sacrifice sanity for superiority. Having taken all the cybernetics their humanity should be able to bear, they somehow manage to shove even more into the framework and damn the consequences.

Taking this Edge grants +6 Strain, but the player must select one of the Unstable Psyche Hindrances (see **Crazies**, page 15) to go along with this.

EDGES BY ICONIC CAREER

The following is a quick breakdown of which Edges are available to each Iconic Career:

- **Burster:** Flame Blast, Improved Fiery Aura, Improved Fire Mastery, Improved Flame Bolt (Greater Flame Bolt), Rapid Flame Bolt, Read the Flame
- **Combat Cyborg:** Beyond the Limit, Upgrade
- **Crazy:** Gun Nut, Gymnastic Mastery, Off the Handle, Split the Seconds, Sublime Chaos
- **Cyber-Knight:** Cyberkinetic Awareness (Improved Cyberkinetic Awareness, Cyberkinetic Denial), Improved Cyber-Armor (Master Cyber-Armor), Improved Psi-Sword (Master Psi-Sword), Psi-Shield
- **Juicer:** Burn Brighter (Burn for Glory), Burn Past the Pain (Burn for Tomorrow), Freshly Juiced, Gymnastic Mastery, Split the Seconds (Burn Faster)
- **Ley Line Walker:** Ley Line Observation Sphere, Ley Line Phasing (Ley Line Gate)
- **M.A.R.S.:** Beyond the Limit, Upgrade

BURN BRIGHTER

Requirements: Novice, Juicer, Spirit d6+

Every drop of life is precious to a Juicer. She never wants to see it wasted. With this Edge, any time a Burn Die rolls a 1 or 2, the player may re-roll it. She must accept the second result.

BURN FOR GLORY

Requirements: Legendary, Burn Brighter

For the rare Juicer who lives long enough to become Legendary, the possibilities are truly spectacular for what she can do with her remaining days.

A Juicer with this Edge may spend a point of Burn to double the result of any Trait or damage roll!

BURN PAST THE PAIN

Requirements: Seasoned, Juicer, Vigor d10+

He doesn't have time to bleed or feel pain. The Juicer can spend a Burn to ignore all wound penalties for the remainder of a combat, including wound penalties to Vigor rolls if he is Incapacitated during the combat (as per the Hard to Kill Edge).

BURN FOR TOMORROW

Requirements: Veteran, Burn Past the Pain

Though Death remains close on the Juicer's heels, he refuses to acknowledge its presence until his time has truly come. When rolling on the **Death & Defeat Table**, he may add his Burn Die to the d20 roll.

CYBERKINETIC AWARENESS

Requirements: Seasoned, Cyber-Knight, Notice d6+

As an action, the Cyber-Knight can stretch out his senses to understand all of the tech weapons and defenses he's engaged with. The -2 to attacks against him with technical weapons expands to -2 to *all* Trait rolls against him where technology is involved. This includes Notice checks and opposed rolls.

IMPROVED CYBERKINETIC AWARENESS

Requirements: Heroic, Cyberkinetic Awareness, Notice d8+

All rolls against the Cyber-Knight where technology is involved suffer a -4 penalty.

CYBERKINETIC DENIAL

Requirements: Legendary, Improved Cyberkinetic Awareness

The Cyber-Knight can shut down technological devices. As an action, she can target a device or vehicle within her Spirit range and make a Psionics roll to shut it down for three rounds, or a full minute with a raise.

Simple items like firearms or communicators are rolled with no penalty. To affect advanced systems like a computer or a vehicle's weapon system imposes a -2 modifier, while shutting down robot armor, a suit of power armor (including a Glitter Boy), or an entire vehicle requires a roll at -4. To affect a cyborg requires an opposed roll at -4 against the target's Smarts. The target loses the use of his cybernetics for the duration. This Incapacitates a Combat Cyborg for that period of time.

FLAME BLAST

Requirements: Seasoned, Burster

For a single ISP, the Burster's Flame Bolt affects a Medium Burst Template. For two ISP, he can expand the radius to a Large Burst Template. Alternately, the Burster can spend one ISP to use the Cone Template at no range (targets make an opposed Agility roll against Psionics to avoid the effect). Unless otherwise stated, enhancements from other Edges (such as Improved Flame Bolt) apply to this use of this Edge as well.

FRESHLY JUICED

Requirements: Novice, Juicer

For some Juicers, the surgical operations are as fresh in their memory as the chemical cocktails flowing through their veins.

"Last Call" is a long way off for this Juicer. She adds +2 to her Burn score. This *must* be taken at character creation, and Freshly Juiced characters cannot also take the Last Call Hindrance.

GUN NUT

Requirements: Novice, Crazy, Shooting d8+

For many Crazies, the gun is a tool of unrestrained violence and a key partner in the ballet of rage that overcomes them.

A Crazy with this Edge can use his Shooting skill as effectively as his Fighting while in the Losing It state (including a +2 on Shooting attacks, though not to Shooting damage).

GYMNASTIC MASTERY

Requirements: Veteran, Acrobat, Crazy or Juicer, Agility d10+, Strength d10+, Climbing d6+

Some transcend from naturally talented to preternaturally gifted in matters of motion and space. This Edge allows the character to add +2 to the Strength roll to increase jumping distance. She also adds the bonus to Climbing checks, and she can ascend at her Strength die per round (instead of half). She ignores Difficult Ground when moving and gains an additional +2 to Parry when using the Defend maneuver (but not Full Defense).

Finally, a character with Gymnastic Mastery can make an Agility roll (with the +2 from Acrobat) to reduce effective falling distance by 10 feet, or 20 feet on a raise. A fall of over 20 yards imposes a -2 penalty.

IMPROVED CYBER-ARMOR

Requirements: Seasoned, Cyber-Knight

The protection of the Cyber-Armor is enhanced to +4 Toughness total.

MASTER CYBER-ARMOR

Requirements: Heroic, Improved Cyber-Armor

In addition to +4 Toughness, the Cyber-Armor now also provides +2 M.D.C. Armor, which stacks with any worn armor.

IMPROVED FIERY AURA

Requirements: Seasoned, Burster

The Burster's Fiery Aura damage increases to 3d8, and he may choose to affect a Medium Burst Template centered on himself (everyone in the area takes damage at the end of the Burster's turn).

IMPROVED FIRE MASTERY

Requirements: Seasoned, Burster

Many Bursters grow in their absolute control over fire and heat, improving their natural Fire Mastery in a number of ways.

A Burster with this Edge increases the Range of his Fire Mastery to 24". Alternatively, he can center the effect on himself and affect a radius equal to $2 \times$ his Spirit. All other effects remain the same.

IMPROVED FLAME BOLT

Requirements: Novice, Burster, Spirit d10+

For some Bursters, more destructive power is the summation of their true self. This Edge improves the Burster's Flame Bolt damage to 6d6.



TW COMBAT MAGE ARMOR

GREATER FLAME BOLT

Requirements: Veteran, Improved Flame Bolt

The next evolution of the Burster's raw attack force, this Edge brings the damage up to 6d8. It also enhances the Range categories to 15/30/60.

IMPROVED PSI-SWORD

Requirements: Veteran, Cyber-Knight

The Cyber-Knight's weapon is enhanced in power, doing Strength + 3 × Spirit, AP 8. If split, each blade does Strength + 3 × Spirit, AP 4.

MASTER PSI-SWORD

Requirements: Heroic, Improved Psi-Sword

The Cyber-Knight knows how to channel his inner strength for extra damage with his blade. Before rolling an attack, the player declares how many ISP he wishes to spend on damage, up to 3 points. Each point adds +4 to the damage (up to a maximum of +12). If using the split blade option, each blade gains +2 damage per ISP spent (to a maximum of +6 each).

LEY LINE OBSERVATION SPHERE

Requirements: Seasoned, Ley Line Walker

Some Walkers are able to conjure up a glowing bluish-white sphere the size of a soccer ball, which they can send anywhere up or down a ley line. It travels at 30 mph and has a range of one mile, acting as a focus point for the Walker to use any of her senses to observe what's around the ball as though she were standing there (she cannot cast her powers through it, however). Using the sphere counts as an action, imposing a -2 multi-action penalty on any other actions while active.

LEY LINE PHASING

Requirements: Veteran, Ley Line Walker

Some Walkers become so intricately tied to the lines that they are capable of phasing into the energies for an instant, transporting to any other point along the line in the blink of an eye.

Ley Line Walkers with this Edge may take a full round to concentrate (taking no other actions, not even free actions), and on the next

round they can *teleport* flawlessly to any other point along the same line. Though it costs no PPE, the Walker must make a Vigor check or suffer a Fatigue level (requiring four hours to recover). Each subsequent use of this ability imposes a cumulative -2 penalty to the Vigor check until the Walker has a full night's rest. Ley Line Phasing cannot be used to transport others, but see Ley Line Gate, below.

LEY LINE GATE

Requirements: Heroic, Ley Line Phasing

A truly powerful Ley Line Walker ability, the hero can carry up to his Smarts die in passengers when he phases to another location on the line. Carrying passengers, even just one, imposes an additional -2 penalty to his Vigor check to resist Fatigue.

OFF THE HANDLE

Requirements: Novice, Crazy

A Crazy with this Edge can start Losing It as a free action.

Interestingly, such a Crazy also has an easier time coming out of it. He doesn't suffer the usual -2 penalty to his Smarts roll when trying to recover.

PSI-SHIELD

Requirements: Seasoned, Cyber-Knight

Cyber-Knights with this Edge can summon forth a Psi-Shield, granting +3 Parry and +4 Armor against ranged damage (stacking with worn armor and the *armor* power). It costs no ISP and can be summoned as a free action. If he has a Psi-Shield and a Psi-Sword manifested, it counts as having two Psi-Blades active (meaning the Psi-Sword's AP value is reduced by 4).

RAPID FLAME BOLT

Requirements: Veteran, Burster

The Burster can use his Flame Bolt power (along with any enhancements from other Edges) with a Rate of Fire of 3.

READ THE FLAME

Requirements: Novice, Burster, Notice d6

Bursters with this Edge can make a Notice check to read and understand a fire, or the site of one. With a success, she can tell how it started and how long it burned. With a raise, she can sense what kind of being, if any,

started the fire, as well as other interesting details the GM might be wish to share, such as the fire's purpose, if any.

SPLIT THE SECONDS

Requirements: Seasoned, Crazy or Juicer, Agility d10+

Juicers and Crazies often find themselves living between the ticks of the clock. This Edge grants an extra action to the character each round. There is no multi-action penalty for this action, and it can be a repeat action, such as firing a gun or swinging a sword again. It cannot, however, be used for movement, such as Running.

BURN FASTER

Requirements: Heroic, Juicer, Split the Seconds

There never seems to be quite enough time left, so the Juicer just has to go faster to get it all done. She can spend a Burn to take an immediate second turn, just like the *quickness* power. Once she does this, the effect (two turns per round) lasts for 3+1d6 rounds.

SUBLIME CHAOS

Requirements: Heroic, Crazy, Spirit d8+

The tumultuous storm of neuroses, psychoses, and other issues crashing about in a Crazy's head sometimes swirl into a beautiful rainbow of total disconnection from reality. The Crazy with this Edge understands how to ride the waves of her insanity like a surfer masters those of the sea. The greater part of her mind is simply elsewhere, leaving behind a nearly machine-like entity that gets the job done.

While Losing It, a Crazy with this Edge is able to perform actions not normally allowed by Berserk, including using her psionics. She also only suffers a -1 to Trait rolls during her Coming Back period.

UPGRADE

Requirements: Seasoned, Combat Cyborg, M.A.R.S.

For those who embrace cybernetics as a part of their being (by choice or necessity), the desire to upgrade is often an all-encompassing goal on its own.

Taking this Edge—which may only be selected once per Rank—means the cybernetic hero manages to achieve the necessary resources and opportunity to have a new piece of cybernetic technology installed, or have one upgraded to a higher degree. Though the GM has final say on what is and is not appropriate, anything in the Cybernetics section is fair game otherwise.

BACKGROUND EDGES

UPGRADABLE

Requirements: Novice

This hero can handle a lot more cybernetic invasion in his body than most. He increases his Maximum Strain by +6. Note Combat Cyborgs and Cybernetic Techno-Warriors already have this Edge.

COMBAT EDGES

BATTLE HARDENED

Requirements: Seasoned, Spirit d6+, Vigor d8+

The hero's conditioning reflects the rigors of a martial career. He adds +2 to all Soak rolls.

CHARGE

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of rushing her foe. She may ignore the multi-action penalty for Running when making a Fighting attack at the end of her movement.

OVERRUN

Requirements: Veteran, Charge

If he moves at least one inch beyond his normal Pace before making any Fighting attacks, the hero adds +2 to the damage rolls. Any target Shaken by such an attack is knocked prone.

COMBAT SENSE

Requirements: Seasoned, Fighting d8+, Notice d8+

The champion has the perception, skill, and agility to handle multiple foes. Opponents halve any Gang Up bonuses against him (round down).

IMPROVED COMBAT SENSE

Requirements: Veteran, Combat Sense
Opponents gain no Gang Up bonus against this warrior.

DIRTY FIGHTER

Requirements: Seasoned
Some fight with honor. Some fight to win. This Edge is most likely known by thugs, mercenaries, and assassins. A Dirty Fighter is particularly good at Trick maneuvers, gaining a +2 bonus with them.

TRICKY FIGHTER

Requirements: Seasoned, Agility d8+ or Smarts d8+, Fighting d8+

The hero suffers no multi-action penalty when using a Trick in the same round as a Fighting attack. The player must choose which type of Trick this Edge applies to (Agility or Smarts) and must have a d8+ in that attribute. The character may take this Edge twice to apply it to both kinds of Tricks.

POWER EDGES

CYBER-PSYCHIC ALIGNMENT

Requirements: Seasoned, Arcane Background, Spirit d10+, Vigor d6+

The character's mind and body are aligned strongly enough to offset one level of Strain penalty when using powers. Having a single Strain's worth of cybernetics means there is no impact on rolling for powers use, while having three points of Strain value embedded only applies a -2.

IMPROVED CYBER-PSYCHIC ALIGNMENT

Requirements: Veteran, Cyber-Psychic Alignment, Vigor d10+

The character can ignore two levels of Strain penalties when using her powers.

ENERGY CONTROL

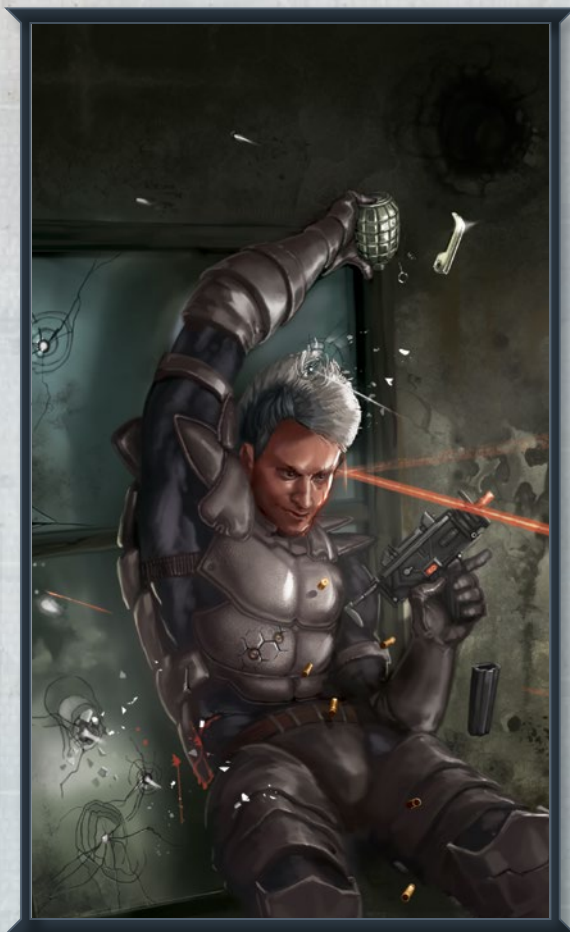
Requirements: Seasoned, Master Psionic, *telekinesis*

The psionic master has greater control over a specific form of non-living matter (such as water, earth, or metal) or the ability to affect a particular type of energy (like electricity, fire, or cold) while using the *telekinesis* power. This allows him to create minor effects related to what he controls—radio interference (electricity), putting out small fires (water), light small fires (fire)—as a free action.

The character also has three major effects which require an action to use. Using his element, he can:

- Create environmental effects which apply a -2 penalty to Trait rolls (-4 with a raise).
- Inflict 2d6 damage over the area (3d6 Mega Damage if *exalted telekinesis* is used).
- Dampen the energy or kinetic energy of the matter, causing attacks of that type to do only half damage within the area.

All effects occur within a Medium Burst Template (a Large Burst Template with *exalted telekinesis*) and require use of the *telekinesis* power, including a Psionics skill roll and normal ISP cost. When taking this Edge, the player selects an energy or form of matter to control; he can take this Edge multiple times, choosing a new type each time.



PSI-BLADE

Requirements: Seasoned, Master Psionic, *smite*

Another powerful manifestation of will and telekinetic strength, the Psi-Blade provides the psionic with a mental energy blade that does Strength + Spirit melee damage (i.e., roll Strength and Spirit dice for damage). The blade is AP 6 and does Mega Damage. The psi simply activates her *smite* power, summoning the Psi-Blade instead of putting the power on another weapon or set of ammunition (the *smite* bonus adds directly to the Psi-Blade's base damage). This Edge can be used with *exalted smite*, as well.

EXCEPTIONAL RAPID RECHARGE

Requirements: Veteran, Arcane Background, Improved Rapid Recharge, Spirit d8+

The caster with this Edge recovers Power Points (PPE/ISP) at a rate of one point every five minutes.

SIXTH SENSE

Requirements: Veteran, Danger Sense, Major Psionic

A psionic can develop extraordinary extrasensory perception and awareness of potential danger. A character with this Edge suffers no -2 penalty to her Notice check for Danger Sense. With success she gains the normal Danger Sense bonus, beginning the round on Hold. With a raise, she can take a single immediate action (such as run to cover, activate a defensive power, or draw a weapon). This Edge works even when the character is in power armor or robot armor.

TELEMECHANICS

Requirements: Seasoned, Master Psionic, *telepathy*

This peculiar yet powerful Master Psionic ability permits the psi to directly connect to and interface with machines, vehicles, computers, and electronic devices. When activating *telepathy*, instead of using the normal power effects, he can choose to gain +4 to all checks involving computers and electronics, including Investigation checks to dig through data and files. This bonus also applies to attempts to bypass security systems and electronic locks.

The psi also has the benefits of the Ace Edge when interfacing with a vehicle via *telepathy* which has an electronic control system, increasing to a +4 bonus if the character already has the Edge. This Edge works even when the character is in power armor or robot armor.

PROFESSIONAL EDGES

COMBAT ACE

Requirements: Seasoned, Ace

Integrating vehicle operation with weapons control in one fluid moment of expertise, the pilot with this Edge ignores the multi-action penalty for making a Boating, Driving, or Piloting check and firing a weapon on the same round.

MAJOR PSIONIC

Requirements: Seasoned, Arcane Background (Psionics), Smarts d6+, Spirit d8+, Psionics d8+

A greater control of mind, body, and spirit combined with the overwhelming power available on Rifts Earth means this hero can do much more with her inner strength. Major Psionics double their base ISP, and they gain +10 ISP (instead of the usual +5) from the Power Points Edge.

Major Psionics may also:

- Spend 2 ISP when rolling their Psionics skill to gain a +1 to the roll, or 4 ISP for +2.
- Spend 1 ISP to double the Range of a power, or 2 ISP to multiply the base range $\times 10$. This ability does not affect powers that have Range of Self or Touch.

The two effects can be combined, but the decision to spend ISP for either must be made before the roll.

While on a ley line, all above bonuses are doubled in effect.

MASTER PSIONIC

Requirements: Seasoned, Smarts d8+, Psionics d10+, Major Psionic

Superhuman powers of the mind and spirit become the purview of the Master Psionic, making her a true threat against the most powerful foes in the world. Upon

taking this Edge, the character gains the Mega Power option for all the powers she knows. Each time she takes the New Power Edge, she gains both the power and its Mega Power version.

MASTER OF MAGIC

Requirements: Seasoned, Arcane Background (any but Psionics), Smarts d8+, Arcane Skill d8+, Knowledge (Arcana) d6+

True understanding of the ley lines, Rifts, and eldritch flow of power through the world grants many spellcasters exceptional might and capability with their magic. A Master of Magic gains the Mega Power option for each power he knows upon taking this Edge. Each time he takes the New Power Edge, he gains both the power and its Mega Power use as well.

POWER ARMOR JOCK

Requirements: Novice, Agility d6+, Smarts d6+, Vigor d6+

Power armor requires a basic level of training and experience to operate effectively. A character must have this Edge to avoid a -2 penalty to Agility and all skill rolls while wearing power armor.

ROBOT ARMOR JOCK

Requirements: Novice, Agility d6+, Smarts d6+, Piloting d6+

Robot armor suits are highly complex vehicles which require a great deal of training to operate. Without this Edge, the operator suffers a -2 penalty to all skill rolls while piloting robot armor.

SOCIAL EDGES

I KNOW A GUY

Requirements: Novice, Persuasion d6+, Streetwise d6+, Charismatic

Some people seem to know someone everywhere they go. The contact may not be the most amazingly helpful person—they may even hate the hero for some past

slight or money owed. The person known may be well-placed in an organization, or just as easily homeless and only know a few possibly helpful rumors. The point is, however, almost anywhere he goes, the hero seems to know someone, and that person usually at least knows something of value or can contact some helpful folks. Once per session, the player can invoke this Edge to effectively have the Connections Edge with any person or group. Use the rules for Connections to determine if the contact can be reached, and if he will help in any way. If the attempt to contact a particular person fails, the once-per-session use of this Edge is not used up; failures on the Persuasion check to get help still trigger that session's use of the Edge.

SCROUNGER

Requirements: Novice, Smarts d6+, Streetwise d8+

Some people are just very skilled at knowing how to find what they need in an urban setting. They know where to look, who to talk to, and how to get what their group needs. A Scrounger can make a Streetwise check, once per session, in any city or large town (-2 in smaller urban areas) to accomplish one of the following:

- Gain 1d6+2 fully charged e-clips for the firearms she and her teammates use.
- Acquire a complete reload for one Mega Damage weapon, such as a Boom Gun, Mini Rail Gun, or grenade launcher.
- Procure food for 2d6 people for a week.
- Fully restock one Trauma Kit, or find 1d4+1 first aid kits (as found in the NG-S2 Survival Pack).
- Obtain a non-secured cred-card with 2d10 × 2000 credits on it.
- Find some rare (not necessarily valuable) and needed item (entertainment chips for computers, a spare part for a suit of armor or vehicle, snacks and treats, etc.).

If you run, my pack and I will chase you down. I can smell your fear and track you across a dozen miles. You're not going to get away this time... because I am the one who is a Good Boy. —Duke Fitzkillian, Dog Boy

CHAPTER TWO

GEAR

UNLIKE most *Savage Worlds* settings, a character in *Rifts Earth* begins with a significant amount of gear already in hand, based on which Iconic Framework the player chooses. If there's something a player wants for his character at the start, it's usually best to work out with the GM whether or not it's appropriate (if so, it might require a trade of something the character already has).

Though post-apocalyptic in some ways, *Rifts Earth* is a place where giant cities and mega-corporations with global reach have managed to put a functioning economy back together. Though barter is alive and well in the more remote areas of the world (of which there are plenty), the universal currency that is the credit is the main means of transaction for most of civilization.

A CONSPIRACY OF COMMERCE

Of the many technologies uncovered through research and/or reverse-engineered from artifacts and archives, quantum computing is decidedly the most important to current civilization. Not only is it the foundation of nanotechnology that powers modern medicine and manufacturing, it is also the core security principle that allows a high-level economy to function in a world torn asunder by supernatural threats.

The Coalition States are given direct credit for setting up the Universal Credits System. However, there are quite a few scholars (and countless more conspiracy theorists) who believe a hidden entity or faction is behind the intertwined system that allows the CS, Black Market, and major kingdoms, city-states, and corporations of the world to all do business with one another with a more-or-less stable rate of exchange in digital values.

Without a global network to collate the necessary data in real time, the primary vector of commerce is the cred-card, carried by anyone and everyone who wants to buy something where people actually live. The average person carries a Universal Cred-Card, issued by the Coalition States and accepted just about anywhere that has electricity and isn't openly at war with the CS. Universal Cred-Cards are biometrically coded to their owners; this provides ultimate security but also renders the user subject to tracking and analysis via their purchases.

Most nations, kingdoms, and city-states with a technological infrastructure also have their own credits systems, issuing cred-cards from the banks serving them. Though communications aren't anywhere near what they once were (with the lack of a satellite network), these factions nonetheless manage daily data exchanges (or at least weekly) with the CS to monitor

TECHNO-WIZARD DEVICES

Though some Techno-Wizards set out into the world as explorers and adventurers, the vast majority of them spend their time as arcane engineers, rewiring the world to work on magical energy, runic gears, and eldritch coding. They design, craft, manufacture, and sell their wares to those who prefer equipment, gadgets, and weapons that work for the magical world. Others act as armory masters for the more magically inclined kingdoms and city-states of the world.

Instead of rounds, charges, standard fuel, electricity, or chemical batteries, Techno-Wizard (TW) items operate with a flow of energy and require an Arcane Background (or special ability) to use. Interestingly, the energy can be either PPE or ISP, meaning psionic characters are also able to make full use of TW gear. For the purposes of the equipment in this chapter, ISP = PPE on a one-to-one basis for power requirements.

If a TW device suffers **Technical Difficulties** (page 122), only a Techno-Wizard can repair it, using the lower of his Techno-Wizardry or Repair skills.

Unless stated otherwise, it costs 2 Power Points to energize an ammo clip for a TW ranged weapon and 1 PP to power melee weapons for 3 rounds. TW armor typically requires 1 PP/hour, losing all special properties and halving Armor and Toughness (round down) if unpowered.

A Techno-Wizard item with an embedded power allows the wielder to use the power spending her own PPE or ISP even if the power is not normally available to her. She rolls her arcane skill or Spirit (her choice) to activate the power. There's no Backlash for rolling a 1 on the Trait die, but on a critical failure, the item suffers Technical Difficulties. Maintaining a power from a TW device does not inflict penalties to arcane skill rolls but does require spending the necessary PPE/ISP.

and adjust exchange rates to maintain compatibility. The organization known as the Black Market issues its own cred-cards too (famous for their plain black appearance and no personal security options). As it is completely integrated into the background of every other commerce system, the Black Market is able to easily maintain compatible exchange rates, though its cred-card is only usable with merchants fully embedded in its network.

Cred-cards are small, thin objects roughly the size of a 21st Century credit card, made from highly advanced plastics or ceramics with embedded nanotech. Using quantum lock security, a cred-card only functions when it directly interfaces with an authorized system or another cred-card (which is how someone transfers credits to another person). Cred-cards are nearly impossible to hack, even for someone with psionic or arcane telemechanic abilities; the security technology embedded in every card reacts to an effort to illegally tamper with it by locking the credits value on it, making it completely unavailable until an authorized banking technician evaluates and unlocks it. In the case of unsecured cards—the kind anyone wishing to stay off the CS radar carries—the credits are burned completely out of the card, disappearing in a digital wipe.

Efforts to hack a cred-card with Knowledge (Computers) are made at a -6 penalty (-8 for a Coalition States Universal Cred-Card). With a success, the amount on the card may be doubled; on a raise, a zero is added to the credits total (e.g., 10,000 credits become 100,000). Even if successful, the card is forever unstable and has a 1 in 6 chance of wiping itself out each time it's used after the hack.

TECHNICAL DIFFICULTIES

Things break, especially in a world as dangerous as Rifts Earth. All the equipment listed here is subject to **Technical Difficulties**, page 122.

ARMOR

Most folks who wear any kind of protection have body armor, usually something that fits within their budget and doesn't burden them too much. Heavier suits, while far more protective, tend to be bulky and difficult to perform delicate or subtle tasks in. Power armor offers no subtlety at all, but it's extremely effective in raw combat. It does, however, require quite a bit of extra training to operate effectively.

Robot armor isn't really armor in the same fashion at all; instead, it's a vehicle, following the rules for such with a few modifications. As with power armor, it requires specialized training to operate without severe penalties.

Because robot armor is actually a vehicle, the pilot *can* wear body armor inside it. Minimum Strength penalties apply to any actions taken while piloting a robot armor vehicle, though.

BODY ARMOR

Aside from minor electronics, most of these suits of armor do not have powered enhancements. All cover all locations and many have Full Environmental Protection, which includes fully sealed systems; self-contained breathing; immunity to temperature extremes, radiation, vacuum, poisons, and disease; and other self-regulating life support systems. Unless otherwise stated, all have basic (five mile range) communications and light-sensitive visors or eye lenses (offset illumination penalties by 2 and provide +2 to resist blinding attacks).

Each suit of body armor also has a Strength Minimum listed. For every die type the wearer has under the minimum, he suffers a -1 to all Agility and Agility-linked skill rolls, as well as -1 to his Pace. In *Savage Rifts*®, this penalty also applies to Arcane skill rolls (including psionics).

- **Embedded Toughness:** To reflect the advanced technology used to construct Rifts Earth armor, many suits of body armor also provide additional points of Toughness. This is a huge enhancement, in light of the fact that Armor Piercing has no effect on Toughness.

Adventure Survival Armor (TW): Designed by the Techno-Wizard geniuses of Stormspire, this suit has many different stylistic variations, but the same basic effects. It has an Armor value of 4, as well as enchantments to make most uncomfortable environmental conditions easier to deal with (+2 on related Vigor checks). It's not particularly concealable, designed more for a combination of practical application and a bit of style and show. (5 lb, 10,500 credits)

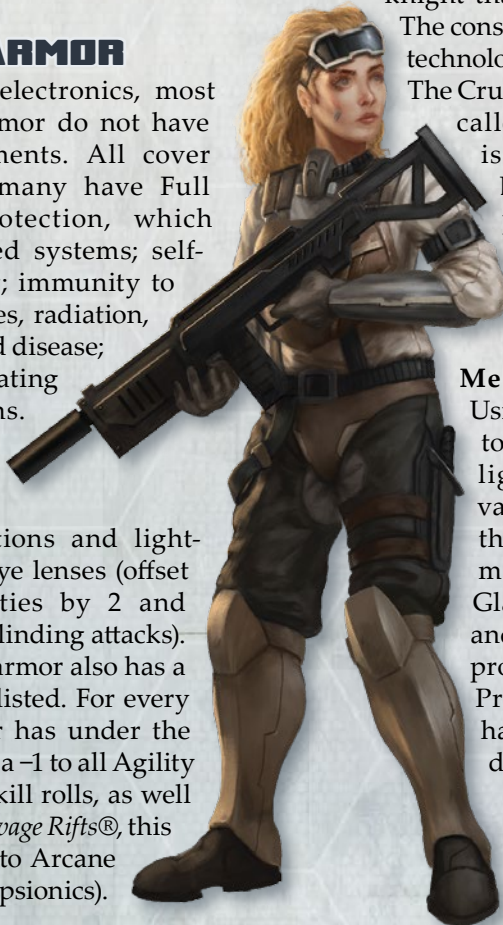
C&S Crusader Heavy Combat Armor: A lot of mercenaries and adventurers harken back to ancient Earth history for their inspiration, inciting a wave of armor design that looks more like the suit of a medieval knight than anything truly modern.

The construction, however, is wholly technological and highly functional.

The Crusader (created by a company called Chivalry & Sorcery) is a heavy suit with Full Environment Protection, providing +8 Armor and +2 Toughness. It has a Strength Minimum of d10. (24 lb, 55,000 credits)

C&S Gladiator Medium Combat Armor:

Using superlight fiber armor to simulate chain mail and light plates, C&S offers various customizable styles that appeal to the medieval-minded warrior. The Gladiator provides +6 Armor and +1 Toughness, as well as providing Full Environment Protection. Gladiator armor has a Strength Minimum of d8. (21 lb, 38,000 credits)



SFD HUNTSMAN LIGHTWEIGHT
PERSONAL ARMOR

Combat Mage Armor (TW): Considered by many the pinnacle of Techno-Wizard armor design, this suit implements magically forged metals, mystic crystal energy cells, and rune-patterned conduits and circuits to provide the arcane version of power armor. The wearer gains +7 Armor, as well as a Strength increase of one die type. He also gains the same Full Environment Protection found in most fully sealed armor suits of the non-magical variety; the suit construction doesn't necessarily show itself to be sealed, as many designs rely on arcane force fields to fill stylistic gaps. The helmet of the armor grants access to both the *darksight* and *farsight* powers, and the armor does not require charging when on a ley line. Outside of a ley line, Combat Mage Armor requires 1 Power Point per hour to function; without this, the weight *quadruples*, the Armor value drops to +3, and no other functions work. (9 lb, 250,000 credits)

Cyber-Knight Light Armor (TW): Most suits of this style combine chain and composite plating components, and while they can look either classical or modern, they certainly employ modern metals and ceramics to maximize genuine protection. A light suit is moderately concealable (though anyone looking carefully can detect it with a Notice check), very flexible, and magically designed to enhance the wearer's movement and mobility. Light Armor suits provide +4 Armor; they also have enchantments to greatly reduce their weight and grant the wearer +2 Pace and +1" to leaping distances. Finally, the Light Armor has the *wall walker* power. Without power, the armor loses all abilities except +4 Armor. (2 lb./9 lb. without power, 90,000 credits)

Cyber-Knight Medium Armor (TW): A much sturdier and more impressive suit, usually depicted as a set of composite bands and plates, this armor provides Armor +6 and +1 embedded Toughness. In addition to the usual enchantments, Medium Armor suits include either the *healing* or *succor* power (recipient's choice), which can be used on self or others. (3 lb./14 lb. without power, 120,000 credits)

Cyber-Knight Heavy Armor (TW): Massive, full-plate ceramics and metals make this a truly impressive suit to behold,

and there's nothing subtle about it. Meant for true guardians, the Heavy Armor suit provides 8 Armor and +2 Toughness. In addition to the normal enchantments, Cyber-Knight Heavy Armor gives the wearer the ability to use the *barrier* power. Unlike other suits, Heavy Armor requires a Cyber-Knight's personal Cyber-Armor to interface with; it won't function without this connection. (6 lb./24lb. without power, 150,000 credits)

ED-5 "Plastic-Man" Light Security Armor: The resurrection of the franchise, post-apocalypse, can be traced to Everyman Designs—"We bring safety and security to everyone, everywhere." The Plastic-Man uses inexpensive polycarbonate plating and other mass-production techniques to provide relatively cheap armor with Full Environment Protection. +4 Armor, no Strength Minimum. (13 lb, 18,000 credits)

Juicer Assassin Plate Armor: The medium-weight non-environmental armor designed by and for Juicers. Its specific combination of materials and construction meshes ideally with a Juicer's augmentations and combat styles. +6 Armor, +1 Toughness, Strength Minimum of d10 *except* for Juicers, who suffer no penalty. (14 lb, 32,000 credits)

Ley Line Walker Light Armor (TW): Constructed from natural and magically engineered materials, this armor was originally designed for Ley Line Walkers (though anyone can wear it) so they could conceal it beneath their traditional robes. These suits provide 3 Armor; though they are not fully covering, they come with a breath mask and magical filter system that provides +4 to Vigor rolls against airborne toxins and diseases. The breathing system requires the wearer be magically or psionically active in order to function (though it costs no actual PPE or ISP). (4 lb, 9,000 credits)

Ley Line Walker Medium Armor (TW): A heavier suit for those Walkers and other casters wanting a bit more protection at the cost of being a bit more obvious. The Armor value of this suit is 5, and it provides the same mask-and-filter system as the Light version. Its bulk is a bit harder to conceal (-2 on such efforts). Filter system requires an arcane background but no Power Point cost to maintain. (8 lb, 12,000 credits)

NG-EX10 “Gladius” Light Exoskeleton Battle Armor: Northern Gun’s attempt at blurring the line between body armor and power armor, the Gladius runs on an integrated rechargeable battery (instead of the miniature nuclear plants of most powered suits). It provides +7 M.D.C. Armor and +2 Toughness with Full Environment Protection and grants the wearer d12+2 Strength and +2 Pace. The armor, while powered, ignores the d8 Strength Minimum for physical actions but not arcane skill rolls. The suit is restricted to 96 hours of continuous use before needing to be recharged (taking 2 hours at any power source). (80 lb, 150,000 credits)

NG Maverick: This suit of light body armor was designed for cowboys and other horsemen. Light polycarbonate and ceramic plates form a distinctive “New Western” style. The armor typically comes with armored leggings and a polycarbonate “cowboy hat.” Maverick riding armor provides +4 Armor and +1 Toughness. Maverick armor has no Strength Minimum. (10 lb, 14,500 credits)

NG Peacekeeper: The NG Peacekeeper body armor is a modular design intended for use by police and other law enforcement groups. The armor features a built-in biocomputer monitoring system. This feature informs the wearer of his own physical condition and can transmit his vital signs to a command post. The system is linked to the armor’s radio and automatically sends out a signal for backup should the wearer’s vital signs dramatically decline. The basic armor weighs 11 lbs, has no Strength minimum, and provides +4 Armor. It takes just 1d4+1 rounds to turn it into the “tactical” version by attaching the accompanying heavier armor plates. Doing so increases Armor to +6 and grants +2 Toughness, as well as providing Full Environmental Protection, though Strength Minimum becomes d8. (27 lb, 40,000 credits)

NG RA15 Cannonball: Ride armor is a special type of protective gear intended for enthusiasts of hover-cycles. Typically, folk who ride hover-cycles are speed junkies or stunt riders, meaning the riders need protection that isn’t bulky or restrictive. Ride armor is generally acceptable as “street legal” in most North American communities

where regular combat armor would be restricted. The Cannonball ride armor has a large number of bags and pouches built in, plus each oversized shoulder pad has a small compartment for ammunition, flares, or grenades. A flashlight is mounted on the left shoulder, and the back plate of the armor has mounting fittings for jet packs, environmental backpacks, or air tanks. Cannonball ride armor provides +4 Armor and +1 Toughness. It has a Strength Minimum of d6. (13 lb, 22,500 credits)

SFD Bushman Full Composite Armor: One of many styles taking advantage of modern materials and construction, Strange Frontier Designs’ Bushman provides +5 Armor, +1 Toughness, and Full Environment Protection. It has a Strength Minimum of d8. (17 lb, 32,000 credits)



TRIAx T-10 CYCLOPS

SFD Huntsman Lightweight Personal Armor: Favored by mercenaries and bounty hunters low on starting cash, and designed to look rugged and outdoorsy. The Huntsman grants +5 Armor, but has no environmental systems. It has a d6 Strength Minimum. (16 lb, 24,000 credits)

Triax T-10 Cyclops: This military medium-weight armor boasts a distinctive helmet design featuring a central optics lens. The Cyclops serves as the foundation for other specialized armor versions used in the New German Republic (NGR) military. A combination of lightweight armored plates and padding comprises the armor in layers of fabric, ceramic, metal, and plastic—all bonded on a molecular level. Cyclops body armor provides +6 Armor and +1 Toughness, as well as providing Full Environmental Protection. It also has built-in mini-computers for basic functions; a communications system with a 10 mile

range; public-address loudspeakers; a laser distancer; and a nightvision mode for vision. Cyclops armor has a Strength Minimum of d6. (25 lb, 60,000 credits)

Triax T-11 Enhanced: A bulkier version of Triax's T-10, this armor has an exo-skeleton to augment the wearer's strength and speed. It's not quite as powerful as true power armor, but the T-11's enhancements increase the wearer's strength and improve his speed. The T-11 armor provides +7 Armor and +2 Toughness, as well as providing Full Environmental Protection. It also has all the same electronic and communications systems of the T-10. The T-11 grants the wearer d12+2 Strength and +2 Pace. The armor, while powered, ignores the d8 Strength Minimum for physical actions but not arcane skill rolls. The suit is restricted to 96 hours of continuous use before needing to be recharged (taking 2 hours at any power source). (40 lb, 200,000 credits)

Triax T-12 Field Medic: The T-12 armor is lighter in weight to improve a medic's mobility on the battlefield. Issued to medics and doctors, this armor comes equipped with a medical harness composed of several large pouches for medical supplies. Smaller pouches and additional belts (often used as field tourniquets) are attached to the armor's legs. A full medical and surgical kit is attached to the waist belt, while more robust medical equipment is carried by hand. The medical Cyclops helmet is equipped with a pair of directional lights, as well as additional optics enhancement with 10× magnification and thermal vision mode (these additional benefits mean the suit is sometimes issued for intelligence missions). The wearer gains a +2 bonus to all Healing rolls for first aid. T-12 body armor provides +6 Armor and +1 Toughness, as well as Full Environmental Protection. It also has all the same electronic and communications systems of the T-10. T-12 Armor has no Strength Minimum. (17 lb, 65,000 credits)

Triax T-13 Field Mechanic: Worn by field mechanics in the NGR, the T-13 Cyclops armor is lighter in weight for greater mobility. It also comes equipped with a sidearm shoulder holster, additional equipment pouches attached to the holster belt or the legs, and a portable



TRIAx T-12
FIELD MEDIC

POWER ARMOR

tool kit attached to the waist belt. Larger equipment and tool kits are transported by hand, but the T-13 armor has some built-in tools to facilitate field repairs. First is a laser torch built into the right or left arm. In a pinch, the laser torch can be used as a weapon (Range 4/8/16, Damage 3d6, RoF 1, AP 3, Mega Damage). On the opposite arm, the T-13 features an extendable robot arm, used to access small areas and conduct repairs out of the mechanic's normal reach. The arm is fully articulated, able to use tools, pick up objects, manipulate controls, and so forth. It gives the mechanic Reach 1 and Strength d6. The robot arm is equipped with a laser finger which inflicts Str+d4 damage if used in melee. The Field Mechanic Cyclops helmet is equipped with a pair of directional lights, as well as additional optics enhancement with 10× magnification, a thermal vision mode, and a spectrographic scanner used to locate microfractures, metal fatigue, and other subtle signs of damage. All of this grants the wearer +2 on Repair checks. T-13 body armor provides +6 Armor and +2 Toughness, as well as providing Full Environmental Protection. It also has all the same electronic and communications systems of the T-10. T-13 Armor has no Strength Minimum. (18 lb, 75,000 credits)

Triax T-43 Explorer: The Explorer is Triax's all-purpose suit of body armor composed of Kevlar and plate composite. Heavily padded, it is designed for quick and easy attachment of a jet pack or other utility backpacks directly to the armor. Sold on the mass market, the Explorer is popular with many folk living in the wilderness of North America. Explorer body armor provides +6 Armor and +1 Toughness, as well as providing Full Environmental Protection. Explorer armor has a Strength Minimum of d8. (20 lb, 45,000 credits)

UW-3C Urban Warrior Tactical Armor: Popular among adventurers and security services around the world, the Urban Warrior uses excellent design principles and lightweight materials to combine solid protection with high flexibility. +6 Armor and Full Environment Protection, with a Strength Minimum of d8. (11 lb, 35,000 credits)

The next level up in personal protection, power armor is far more expensive and much more difficult to come by. In addition to Full Environment Protection (see Body Armor, previously), power armor also provides advanced communications (20-mile range; 500 miles with access to a dedicated relay system); a full sensor suite with HUD (Heads Up Display) readouts, granting +2 on all Notice checks and incorporating 360° radar, thermal imaging, and night vision; optics enhancement with 50× magnification and audio pickups that can catch whispers at 100 yards; and onboard combat computers and targeting systems that offset up to -2 Shooting penalties and can be calibrated to prevent friendly fire.

Due to the complexities of systems and overall different experience of viewing and moving around the world in a "tin can," the Power Armor Jock Edge is required to effectively wear one of these suits. Without it, the wearer suffers a -2 penalty to Agility and all skill rolls.

Power armor suits run off of miniaturized nuclear plants, giving them unlimited power. Unlike regular body armor, there is no Strength Minimum for power armor.

Wearing power armor makes using magic and psionics impossible, due primarily to the caster's inability to connect with anything outside the suit in a spiritually meaningful way. Power armor also imposes a -6 penalty on Stealth checks, and a -4 for any tasks that call for congenial face-to-face interaction (Persuasion, Streetwise), fine motor work (Repair, Lockpicking), unhindered movement (Climbing, Acrobat-related Agility checks), or detecting details (Investigation, certain Notice checks, Tracking).

Note that the weapons mounted on power armor are from the Heavy and Vehicular Weapons section (see page 90). As well, Power Armor negates up to 4 AP from all ballistic weapons (except rail guns).

FT-005 Flying Titan: Straddling the line between body armor and power armor, the Flying Titan is much lighter than most suits in this class. It's highly favored by those who want the flight system and the speed and maneuverability. Lacking a heavy main

weapon, most jocks who use the Flying Titan carry one of their preference. (160 lb, 1 million credits)

FT-005 Flying Titan: Size 1, +8 Armor M.D.C., +3 Toughness, Strength d12+2, Pace 8, Flight Pace 24, Climb 2.

Weapons:

- 2 × Dual linked Light Lasers (wing-mounted)
- 2 × Mini-Missile Launchers (wing-mounted)

NG-X9 Samson: This is one of the most common and best-liked of the Northern Gun powered combat suits. New suits are harder to track down than refurbished ones, but the latter are solid enough, if a bit dinged up. (460 lb, 900,000 credits)

NG-X9 Samson: Size 3, +12 M.D.C. Armor, +3 Toughness, Strength d12+4, Pace 12 (Run 2d10)

Notes: Jet Boosters (Jump 20" horizontal, 10" vertical)

Weapons:

- Light Rail Gun
- 2 × Rocket Launchers (forearms)
- Knuckle Blades (Str+d4, Mega Damage)

NG-MRU886 Grease Monkey: This power armor is specifically designed as a mobile support and repair unit for armored vehicles on the battlefield. Affectionately referred to as the "Grease Monkey," this power armor is perfectly suited to enacting quick repairs while under fire or handling any other repair job—none too large and none too small—in a variety of environments, including underwater.

Equipped with a vast array of tools, the Grease Monkey possesses a trio of tanks (containing lubricant, liquid sealer, and industrial sealant), containers for spare parts on both legs and in an oversized hardshell backpack, a sophisticated diagnostic computer, a vast array of tools (including jumper cables, impact drills, hammers, drills, vibro-cutters, and more), plus special optics, lights, and sensors. The Grease Monkey

has hover-lift thrusters and the capability for catlike landings from falls; it can safely land from a drop of up to 60 feet. The armor's systems grant a +2 bonus to Repair rolls and a +1 bonus to any other skill roll involving electronic or mechanical technology. Any repair operations using this power armor cut the normal time for completion in half, and this bonus stacks with the Mr. Fix It Edge. In addition, all repair operations using this armor count as if being performed in a fully equipped repair shop. (356 lb, 1.3 million credits)



NG-MRU886 GREASE MONKEY

NG-MRU886 Grease Monkey: Size 1, +8 M.D.C. Armor, +3 Toughness, Strength d12+1, Pace 7, Flight Pace 3, Climb 0

Notes: Amphibious; swim Pace 6.

Weapons:

- Multi-Tool. Consisting of a vast array of various hammers, drills, grinders, and vibro-cutters, the multi-tool can be used as a melee weapon (Damage: STR+d6, AP 2, Mega Damage)
- Laser Torch (shoulder). Designed for cutting through heavy metal, it suffices as weapon (Range 4/8/16, Damage 3d6, RoF 1, AP 3, Mega Damage)

Triax T-31 Super Trooper: The T-31 Super Trooper is designed as an anti-tank/giant robot assault unit, providing the wearer with heavy, close-range firepower. T-31s are often called “Can Openers,” for pilots of this suit like to use a jet booster-assisted leap to rush an armored enemy, adhere to the objective, and carve up the enemy unit’s vulnerable areas using the power armor’s array of armor-piercing weapons. Chief amongst these weapons are F4 fusion block missile launchers, firing short-range missiles which use electromagnets and adhesive goo to cling to a target upon impact. The explosives can be detonated by hand, voice command, on impact, or after a timed delay (from 3 to 30 seconds) set by the pilot. The power armor also has three built-in MAE-3 hand charges, similar to mines that can be placed on a target using a molecular adhesion system—this technology is a closely guarded secret in the NGR—or thrown like a discus. MAE-3s are shaped charges designed to blast through an armored target’s shell. The left arm houses a grapnel launcher with 100 feet of lightweight cord to assist in climbing enemy targets. Both feet and toes are equipped with a molecular adhesion system (similar to the MAE-3 hand charges), providing footholds for climbing and balance. Together, these systems provide the wearer with a +4 to Climbing skill. The suit also possesses a distress homing beacon using scrambled radio signals. (450 lb, 1.8 million credits)

Triax T-31 Super Trooper: Size 1, +10 M.D.C. Armor, +2 Toughness, Strength d12+4, Pace 7.

Notes: Jet Boosters (Jump 12” horizontal, 6” vertical)

Weapons:

- 2 × Rocket Launchers (shoulders). They only fire the F4 Fusion Block missiles (Range 15/30/60, Damage 6d6, RoF 1, AP 25, Mega Damage, SBT). Each launcher has two missiles
- 2 × Mounted Rocket Launchers (legs)
- 3 × MAE-3 (“Maysies”) Hand Charges. The Maysies are thrown or placed (Range 5/10/20, Damage 3d8, RoF 1, AP 10, Mega Damage, SBT)
- Vibro-Sword (right arm)
- 2 × Laser Torches (each palm). The laser torches can be used in combat (Range 4/8/16, Damage 3d6, RoF 1, AP 3, Mega Damage)

Triax X-10 Predator: Triax has an answer to the Coalition’s SAMAS. It’s heavier, and not quite as fast, but the Predator is equal in many ways and possesses an extraordinary amount of strength. This makes it very popular among mercenaries and other military operations. Note that a vehicular rail gun or similar heavy weapon can be carried and fired in the left hand, with appropriate penalties. (900 lb, 1.9 million credits)

Triax X-10 Predator: Size 2, +12 M.D.C. Armor, +2 Toughness, Strength d12+6, Pace 8, Flight Pace 24, Climb 1

Weapons:

- Medium Laser
- 2 × Mini-Missile Launcher

ROBOT ARMOR

Robot armor takes the concept of power armor to another level, where the suit becomes a vehicle, following all of the relevant rules for **Vehicles** in *Savage Worlds*, with a few modifications. This includes rolling Critical Hits for each wound suffered, and destroying the robot armor on a Wrecked result.

Operating a walking tank requires specialized training, the Robot Armor Jock Edge, to be proficient. Without that Edge, the operator suffers a -2 penalty to all skill rolls while in a armor.

ROBOT ARMOR CRITICAL HITS

2D6	RESULT
2	Scratch and Dent: The attack merely scratches the paint. There is no permanent damage (no wound).
3	Engine: The power plant is hit, reducing the suit's speed. Remove a running die. If the robot armor is already down to zero running dice, treat as a Chassis hit instead.
4	Locomotion: The legs or other movement systems are damaged, reducing the Pace by half (round down).
5	Controls: The robot armor becomes very difficult to control while in motion, requiring an operating roll (-2) every round to avoid going Out of Control.
6-8	Chassis: The vehicle suffers a hit (wound) in the body with no special effects.
9-10	Pilot: Re-roll the damage, applying it to the operator. The armor of the vehicle applies to the damage. If the 2d6 roll was a 10, also apply the damage to anyone else in the vehicle.
11	Weapon: A random weapon system of the robot armor is destroyed. If there are no weapons, treat as a Chassis hit.
12	Wrecked: The robot armor is wrecked and falls.

A MATTER OF SIZE

Size: Attackers add +2 if the target is at least two points of Size greater than the attacker, and subtract 2 if the target is 2 points smaller or more. These modifiers apply to anyone attacking or attacking from vehicles, robot armor, or power armor.

FIRE-LINKING

One major advantage to robot armor is the capacity to fire multiple weapon systems at a time. This is treated just like any other multi-action attack, with the attack rolls for each system suffering a -2 for every additional action declared by the pilot. The Combat Ace Edge removes one level of multi-action penalty when firing multiple weapons.

If a suit of robot armor suffers a wound, the operator must make a roll or the vehicle falls; this replaces the **Out of Control** rules. If that happens, roll a d12 and read it like a clock to determine the direction of the fall; the suit (and anything caught beneath it, unless an Agility, Piloting, or Driving roll is made at -2 to get out of the way) suffers Xd6 damage, where X is the Size of the vehicle. A Piloting roll is necessary to stand up from such a fall, as well.

The **Critical Hits Table** (above) applies to robot armor combat.

All of the basic systems of power armor are also found in robot armor—the communications, sensors, and targeting systems. Robot armor also runs off of a miniature nuclear plant, giving it effectively unlimited power and range. Most units have enough supply storage to handle up to five days of travel for the operator and passengers.

Though treated as Vehicles, robot armor units do not have Acceleration or Top Speed; instead, they have a listed Pace, and they roll 2d6 for running. All armor is M.D.C., and it blocks up to 6 AP from ballistic weapons (except rail guns).

Robot Armor allows the unique opportunity to make melee attacks with a vehicle. To do so, the pilot uses the lower of his Piloting or Fighting skill to attack. Robot Armor has a Parry equal to $\text{Piloting} \div 2 + 2$ and even without another weapon is always considered armed with their Str+d6 Mega Damage metal fists or claws (the same formula can be used for other vehicles but without limbs they are considered Unarmed Defenders). Any Fighting-based maneuvers can be used with the robot but Edges cannot as Robot Armor doesn't have the fine control necessary.

Robot Armor can also stomp or crush smaller enemies no greater than half their height as an action. The pilot makes an opposed Piloting roll versus the target's Agility, Piloting for a smaller Robot Armor, or Driving for a vehicle. If the pilot wins, the target takes the Robot Armor's Str+2d6, Mega Damage. If a Titan TR-001 successfully stomps a Coalition soldier, for example, it causes d12+6+2d6 damage.

Regardless of training, Stealth is impossible in robot armor, and any task requiring social interaction, fine motor work, unhindered movement, or attention to details is at -6 (see **Power Armor** on page 81 for examples).

NG-V61 Gunwolf: An intimidating combat robot bristling with weapons, the Gunwolf was designed to fight demons and monsters from the Rifts. The Gunwolf's name comes from its distinctive wolf-like head. The Gunwolf's jaw is lined with silver-plated teeth, its hands armed with razor-sharp claws (precluding the robot from carrying any hand-held weaponry), and its forearm-mounted rail gun is typically loaded with specially designed rounds combining wood and silver. The tips of these rail guns have spikes to be used in close combat as well. In addition to the standard robot features, the Gunwolf has a thermal-imaging system, infrared and ultraviolet optics, infrared searchlights, and a multi-camera system with one in each eye socket, one on each forearm, two in the chest sensor cluster, one on each chest missile launcher, and two in the back, providing the crew with a wide range of vision around the robot. Possibly the most unique system on the NG-V61 is the

"Wolf's Howl," a scrambler system emitting disruptive pulse waves at various subsonic and ultrasonic frequencies simultaneously. The howl not only interferes with electronic communications and sensor systems, it creates a disorienting and painful sound. This ear-splitting noise is particularly effective against creatures with enhanced hearing. (38 million credits)

NG-V61 Gunwolf: Size 6, Crew 2, Strength d12+6, Toughness 35 (17), Pace 10

Notes: M.D.C. Armor

Weapons:

- 2 × Dual-linked Medium Rail Guns (right forearm)
- Medium Rail Gun (chest)
- Medium Ion Cannon (left forearm)
- 2 × Mini-Missile Launchers (chest)
- 2 × Dual-Linked Light Laser (eyes)
- Heavy Flamethrower (jaws). A heavy chemical flamethrower, the damage ignores all but Full Environment Protection armor (Range Cone, Damage 2d10+2, RoF 1, Mega Damage)
- Assault Jaws/Claws/Rail gun spikes. The Gunwolf has a number of close-combat weapons built-in (Damage Str+d8, AP 2, Mega Damage)
- Wolf's Howl Transmitter Array. As an action, the pilot activates this system, affecting all targets within a Large Burst Template centered on the Gunwolf (the Gunwolf itself is immune). Victims must make a Smarts roll at -2 or be Shaken (-4 if the target has some kind of enhanced hearing, GM's call).

NG Ex-5 Behemoth Explorer: This massive robot vehicle is often considered akin to a "mobile home on legs." Part science laboratory, part medical bay, the Behemoth is an unusual robot often used by adventurers, researchers, and scientists who seek comfort during their travels. The robot features 10 separate living quarters, with each room able to accommodate up to four people sleeping in bunk-bed style cots that fold down from the walls. There's a communal dining area and observation deck, plus a storage bay that can hold up to four small vehicles (e.g., hover-cycles)

and up to six suits of power armor with room to spare. The robot's small med-lab has basic equipment and tools for treating wounds and performing bio-research. The Behemoth has two robot arms designed for wilderness exploration, well-suited to grasping and taking samples of topsoil or plant life. There are smaller, retractable arms and mechanical hands housed in the forearms. These smaller hands are suited to more delicate tasks requiring manual dexterity. Although the behemoth is lightly armed, it is popular amongst mercenaries and adventurers as a mobile base camp or command post. The robot has a distinctive profile, and it has a long history of being one of Northern Gun's oldest and most famous designs for non-combat personnel. In addition to the standard robot features, the Behemoth possesses

a thermal-imager, infrared and ultraviolet optics, infrared searchlights, an enhanced radar system, and a multi-camera system to expand the crew's vision to all sides of the robot. (85 million credits)

EX-5 Behemoth Explorer: Size 8, Crew 2+38 passengers), Strength d12+6, Toughness 40 (18), Pace 7

Notes: M.D.C. Armor

Weapons:

- 2 × Mini-Missile Launchers (forearms)

NG-V7 Block IV Hunter Mobile Gun:

An upgrade to the venerable Hunter Mobile Gun design by Northern Gun, the NG-V7 takes a classic design and improves on it. The NG-V7's name comes from the massive rail gun mounted on a dome-shaped turret for the robot's "head." Heavily armed and armored, the Hunter Mobile Gun continues Northern Gun's tradition of manufacturing rugged, dependable, and difficult-to-destroy vehicles. It is also highly modular, able to field a number of different weapons on its hardpoints depending on the mission. The rail gun can be exchanged with a medium ion cannon, while the belly gun laser can be swapped for a flamethrower or a light rail gun. (56 million credits)

NG-V7 Hunter Mobile Gun: Size 6, Crew 2+3, Strength d12+6, Toughness 35 (17), Pace 12

Notes: M.D.C. Armor

Weapons:

- Heavy Rail Gun (head turret)
- 2 × Mini-Missile Launchers (forearms)
- Medium Laser (belly turret)
- Light Laser (chest)

Titan TR-001 Combat Robot: Titan Robotics' answer to the Coalition's Enforcer robot, this is a durable and popular model favored by many who travel dangerous territory or expect trouble with the Coalition. Strangely enough, the Titan also suffers the same vulnerability



NG-V7 HUNTER MOBILE GUN

as the Enforcer where the sensor turret is concerned (-4 to hit, 12 damage to destroy). Not surprisingly, Titans are very prized and expensive. (24 million credits)

Titan TR-001 Combat Robot: Size 8, Crew 1+2, Strength d12+6, Toughness 44 (22), Pace 10

Notes: M.D.C. Armor

Weapons:

- Medium Rail Gun
- 2 × Medium Missile Launchers (shoulders)
- 2 × Mini-Missile Launchers (legs)
- Medium Laser (turret)

Triax X-500 Forager Combat Robot: Phased out of service in the New German Republic (NGR) decades ago, this highly dependable vehicle is in solid supply in North America now. Designed for long-range patrols, the Forager is noted for its multiple spotlights for area illumination. It also has enough storage capacity to keep four people in water and food for up to two weeks' travel. Tough, strong, and versatile, the Forager is a favored choice for robot jocks working their way across the wilderness. (24 million credits)

Triax X-500 Forager Combat Robot: Size 6, Crew 2+2, Strength d12+6, Toughness 33 (15), Pace 10

Notes: M.D.C. Armor

Weapons:

- Dual-linked Medium Ion Cannons (turret)
- 2 × Medium Missile Launchers (shoulders)

Triax X-535 Hunter: One of the NGR's favorite workhorses, the X-535 Hunter (more commonly known as the "Jager") makes up over a quarter of the nation's robot armor force. Speedy and agile, this small robot-armor suit is a nimble all-purpose infantry weapon. The Hunter can leap, climb, and roll with surprising grace, making it a superb choice for reconnaissance and infantry duties. The X-535 is equipped with two small rapid-fire machine guns in its head. These weapons are primarily meant for peacekeeping and riot control and are not employed against

heavy targets (Range 24/48/96, Damage 3d6, RoF 3, AP 2). Like the T-10 Cyclops, this robot armor is highly modular and can be adapted with several weapon systems mounted on the robot's shoulders and extend over its head. However, doing so reduces the robot armor's Pace by half, and it can only carry one of these systems at a time. Commonly, the X-535 also carries a light rail gun as a handheld weapon. (12 million credits)

Triax X-535 Hunter: Size 4, Crew 1, Strength d12+4, Toughness 25 (12), Pace 22

Notes: M.D.C. Armor

Weapons:

- 2 × Mini-Missile Launchers (forearms)
- TX-843P Particle Beam Cannon (shoulder platform mount). A short-range, anti-armor infantry weapon (Range 150/300/600, Damage 3d10, RoF 1, AP 4, Mega Damage)
- TX-862FC Anti-Aircraft Flak Gun (alternate shoulder platform mount). A double-barreled, rapid-fire cannon for long-range infantry support and static defense (Range 200/400/800, Damage 7d6, RoF 2, AP 6, Mega Damage, SBT)
- TX-884I Ion Cannon & Missile Launcher (alternate shoulder platform mount). This weapon system combines a Medium Ion Cannon with a Medium Missile Launcher
- TX-871MM Rotary Missile Launcher (alternate shoulder platform mount). Using a unique rotary drum design, this Light Missile Launcher has a Rate of Fire of 4.

Triax X-545 Super Hunter: The Super Hunter (also sometimes called the "Armored Jager") is a larger and far more heavily armored version of the Hunter combat robot. The Super Hunter is meant to stand its ground and fight advancing enemy troops while NGR forces retreat or regroup—a situation all too common in the war against the Gargoyle Empire. The X-545 is equipped with the same head-mounted light machine gun system as the X-535, and it also tends to carry a Light Rail Gun in its hands. Unlike

the X-535, the Super Hunter's weapons array is fixed. (16 million credits)

Triax X-545 Super Hunter: Size 5, Crew 1, Strength d12+5, Toughness 29 (14), Pace 12

Notes: M.D.C. Armor

Weapons:

- Dual-linked Medium Ion Cannons
- 2 × Mini-Missile Launchers (forearms)
- 2 × Mini-Missile Launchers (shoulders)
- 2 × Mini-Missile Launchers (lower legs)
- 2 × Vibro-Swords (forearms)
- Linked Flamethrowers (lower legs). A pair of chemical flamethrowers firing a simultaneous blast of intense, napalm-like flame (Range Cone, Damage 2d10+2, RoF 1, Mega Damage)

Triax X-1000 Ulti-Max: This 16-foot-tall war machine straddles the line between power armor and robot armor. Powerful and effective, the Coalition has an entire brigade of the machines, and the Ulti-Max is absolutely forbidden for private ownership in CS territory. The integrated force field is one of the most advanced of its kind. (2.5 tons, 22 million credits)

Triax X-1000 Ulti-Max: Size 4, Crew 1, Strength d12+5, Toughness 25 (12), Pace 7

Notes: M.D.C. Armor, Propulsion Jets (Pace 6" in water or vacuum), Force Field (+6 Armor, stops working if robot takes a wound or more, requiring 24 hours to recharge, energy weapons cannot fire out of the field)

Weapons:

- Heavy Rail Gun
- Light Laser (built into Rail Gun)
- 2 × Mini-Missile Launchers



TRIAX X-545 SUPER HUNTER

WEAPONS

A world born of and defined by war produces many implements and engines of destruction. Most are very powerful; some are instantly deadly to all but the toughest of foes. A large number of weapons do Mega Damage, which in *Savage Worlds* terms is the direct equivalent of being a Heavy Weapon. This means they can affect M.D.C. defenses (the *Savage Worlds* equivalent of Heavy Armor).

CLOSE COMBAT WEAPONS

Powerful lasers and rail guns make ranged combat a huge part of the battlefield, but there are times when up-close-and-personal is either necessary or simply preferred. Various developments in weapons technology make hand-to-hand weapons every bit as deadly in the post-Rifts world. In the right hands, they're *more* dangerous.

The most common technological melee weapons are various Vibro-Blades, combining high-frequency vibration with an invisible, powerful energy field that enables them to do Mega Damage. There is no Minimum Strength requirement for Vibro-Blade weapons; they do their full damage (and provide all other bonuses) regardless of the strength of the wielder.

Other popular Mega Damage melee weapons include Chain Swords and Impact Hammers. For those seeking non-lethal options, the Neural Mace is a popular choice. Note that, besides the Neural Mace, all listed Close Combat weapons do Mega Damage.

RANGED WEAPONS: PERSONAL

In the age of tiny, efficient power cells, energy weapons are the most common form of personal armament. Prior to the cataclysm that brought about this strange and terrifying world, the leading nations made dramatic advancements in such technology, and now a single person carrying an energy pistol capable of stopping a car in its tracks is nearly commonplace.

Some forms of ballistic weapons remain viable, but they require propellants, fire rates, velocities, and ammunition materials unheard of even in the 21st Century. The iconic rail guns are the strongest example in this category.

While technically almost every one of the weapons listed below are prohibited in any region the Coalition claims authority over, such restrictions are only truly enforceable in urban realms where they hold sway. The Black Market serves everywhere to bring “personal defense” capabilities to anyone able to pay or trade well.

Energy weapons are powered by various sizes of E-clips; an E-clip is a combination battery and capacitor, storing enormous amounts of energy in a very small package, which is capable of discrete, measured discharges for various purposes. As a general rule, if a character starts with a weapon, assume she has two added clips of ammunition/power to go with it.

Pistols use short e-clips which cost 5000 credits and 1500 to recharge. Anything larger, such as rifles use long e-clips costing 8000 credits and 2500 to recharge. An Operator or someone else with the right skills (Knowledge: Electronics and Repair) and equipment, working a back-alley operation, can do it for a half price (or free for a friend).

To replenish rail gun ammo canisters and drums costs one tenth the price of the weapon; Glitter Boy Boom Gun feeds cost 30,000 credits per belt.

GRENADES

Handheld grenades usually have either the impact option (exploding on contact after being activated and thrown) or a timer option (anywhere from one to five seconds, selected by the thrower). Those launched as rounds from a weapon system are almost always impact driven. The Range provided on the table is for throwing. The listed grenades do Mega Damage.

GRENADE LAUNCHERS

For big, hard targets or large numbers of opponents, grenade launchers—especially those manufactured by Wellington Industries—are a popular option. Excessive use of them, however, leaves enough

property damage to discourage many folks from wanting to hire a unit prone to such practices. Users can load any of the listed grenades into such launchers, in whatever order they like (though it's a good idea for them to *remember* that order).

ION WEAPONS

Ion-based weaponry relies on an energy process that gathers ions from the immediate area and projects a stream downrange. This effectively strips particles away from a target, acting as a kind of molecular-level sandblaster. Ion weapons are very powerful, though they suffer from having lower effective ranges than their laser counterparts and so lose effectiveness the farther a target is from the firer.

Northern Gun is the premiere manufacturer of personal ion weapons in North America. Triax (based in the New German Republic) also exports such weapons.

Personal ion guns follow the same rules as shotguns in *Savage Worlds*. They grant +2 Shooting due to the spread effect of the ion stream, but they lose one die of damage at Medium Range, and two dice at Long.

LASERS

By far the most common type of energy weapon in the world, lasers are relatively easy to manufacture and maintain thanks to few complex moving parts. By the mid-21st Century, man-portable lasers became a mainstay on the battlefield, and the post-Rifts world sees them as the preferred firearm in every known military, police, and security force.

A large number of lasers in the Black Market are old Coalition models (noted with a "C-" designation). Northern Gun ("NG-") and Wilk are also well-known manufacturers of laser weaponry. A couple of pre-Rifts designs, commonly called "Juicer Assassin" models (JA) remain very popular and effective today.

Unlike industrial lasers and related forms, combat lasers emit their beams in short bursts. This allows for semi-automatic and automatic fire options (*without* any recoil issues). Lasers are also great for piercing armor, and they have excellent range. Lasers automatically cauterize wounds, granting

anyone Incapacitated by a laser +2 on Vigor rolls to avoid Bleeding Out.

Particle beam weapons are based on a variant form of lasers. They have considerably shorter ranges, but pack a heavier punch.

PLASMA WEAPONS

Firing what amounts to a tiny comet of superheated gas, plasma weapons (called "plasma ejectors" by some old-school warriors) are heavy, bulky affairs, causing them all to have the Snapfire quality (-2 if the firer moves on the same round). They have some distinct advantages, though.

First, plasma hits a target all-at-once, engulfing the target and affecting the least-armored area on the body. This means anyone not in fully sealed armor is in serious trouble. Second, plasma tends to ignite targets (usually 1 in 6 chance), doing 1d10 continuous damage until it's doused.

Finally, plasma weapons all do Mega Damage.

ROCKET LAUNCHERS

A powerful option for dealing with large numbers or heavily armored threats, rocket launchers are useful as both handheld weapon systems and mounted on power armor. Rockets use the same warhead as mini-missiles, which can be adapted for use in a launcher with a successful Repair -2 roll (though the reverse is not possible). Rockets do Mega Damage.

SPECIAL WEAPONS

Many combination weapon systems and other unique ways to obliterate enemies are popular with those who seek effective armament.

HEAVY AND VEHICULAR WEAPONS

In *Savage Rifts*®, the line between personal and heavy weaponry is blurred. Much of what's listed below can conceivably be carried by or mounted onto a suit of power armor, and a suit of robot armor counts as a vehicle, anyway. Weapons below have a Mods listing instead of a Minimum Strength; those wishing to customize their power armor or robot armor can simply substitute

weapons, Mod for Mod (and those using the *Science Fiction Companion* can also make use of the options listed there).

If a hero wants to use one of the following as a hand-carried weapon, it has a Min Str of $d12+X$, where X equals the Mods needed to install it. The weapon's Mods cannot be more than the character's Size plus one, and such a weapon requires two hands. For example, a Size +1 character needs two hands to use a Mini Rail Gun (Mods 2) and can't use a Light Rail Gun (Mods 3). Such weapons have the Snapfire quality. Weight is 100 lbs. for Mods 1, doubled for each +1 (200 lbs. for Mods 2, 400 lbs. for Mods 3, and so on).

In situations where weapons are dual linked, they are fired simultaneously as one system at +1 to hit and +2 damage; quad linked grants +2 to hit and +4 damage.

All of the listed weapons do Mega Damage.

ION CANNONS

Like their handheld cousins, these energy weapons are capable of phenomenal damage output, though over shorter ranges than laser systems. The spread effect of the handheld varieties expands to area effect attacks. As well, they lose one die of damage at Medium Range, and two dice at Long. Vehicular ion weapons have no payload limits, drawing directly from the vehicle or armor power source. Cyborgs, having their own power plants, can hand carry an ion cannon, but a super-strong juicer has no practical means of powering such a weapon without power armor.

LASERS

One of the more common vehicular weapon mounts, providing extra firepower options to almost any combat-oriented vehicle and at least basic defense for some, vehicular lasers have no payload limits, drawing directly from the vehicle or armor power source. The same problems apply as for ion

cannons where "hand carry" of a vehicular laser is concerned.

MISSILE LAUNCHERS

Launchers list their standard anti-personnel configuration. They can instead be loaded with anti-vehicle missiles, reducing damage dice by one but increasing AP by 5. For example, a Medium Missile does 8d6 with AP 15, while an anti-vehicle version does 7d6 at AP 20. These launchers roll a normal Shooting ranged attack, targets can roll Agility to dive for cover (no penalty for a SBT, -2 for a MBT, and -4 for a LBT).

RAIL GUNS

Resembling giant machine guns with huge belt feeds or massive drums of ammo, rail guns are iconic for most heavily armed warriors, as well as many vehicles. Using electromagnetic mass-driving technology, rail guns hurl hundreds—sometimes thousands—of flechette-style rounds at hypersonic speeds.

All Rail Guns fire only in full-auto but list Shots in terms of (massive) bursts, rather than individual rounds, so shots are not multiplied by ROF to determine how many are used. Drum feeds add +1 to the Mods requirement, but triple the Shots rating.

TW VEHICLE WEAPONS

Similar in every way to their conventional counterparts, these weapons tie directly into the arcane power system of whatever Techno-Wizard vehicle they're mounted upon. They can be fired by someone if the vehicle is out of juice, but it requires 10 Power Points to fully load a TW Vehicle Weapon. Vehicles usually list how many Modifications they have for weapon mounts, and these weapons automatically do Mega Damage without the need for additional energy.

I am not your "Darling," and if you don't leave me alone, you'll never meet this "Darling" you seek. Now then, if we can get to the matter of the upcoming mission, this conversation shall go much more smoothly. —Krayya, Altaran "Blind Warrior Woman"

CLOSE COMBAT WEAPONS

WEAPON NAME	DAMAGE	WEIGHT	COST
Battle Fury Blade (TW)	Str+2d8	17	13 million
<i>Notes:</i> AP 4, enchanted silver, Mega Damage; 4 Power Points to activate for +2 Fighting, gain Improved Frenzy and Berserk Edges, and +4 Armor for three rounds.			
Chain Long Sword	Str+2d8	15	14,000
<i>Notes:</i> AP 2, Mega Damage.			
Chain Greatsword	Str+2d10	22	18,500
<i>Notes:</i> AP 2, Mega Damage, Parry -1, 2 hands.			
Draining Blade (TW)	Str+d8	7	3 million
<i>Notes:</i> Costs 3 Power Points to charge for +2 damage. If spend 3 Power Points before making an attack with the blade, then on a successful hit, the target makes an opposed Spirit roll against the wielder's Fighting result to resist both <i>lower Trait (Vigor)</i> and <i>slow</i> .			
Earth Shaker (TW)	Str+d6	8	200,000
<i>Notes:</i> Mega Damage. Costs 2 Power Points to charge. With 2 Power Points and a successful hit, trigger the <i>pummel</i> power against the target and anyone else in the Cone Template behind him. Roll Agility opposed by the wielder's attack roll. The weapon also has the <i>havoc</i> power, which does not affect the wielder but must be centered on him (Trappings require the user to strike the ground to activate the power).			
Flaming Sword (TW)	Str+d10	1	90,000
<i>Notes:</i> AP 4, Mega Damage, ignore minimum Strength, and targets may catch fire (see <i>Savage Worlds</i>). Looks like a normal sword hilt until activated (free action).			
Impact Hammer	Str+2d6	11	11,000
<i>Notes:</i> Mega Damage. Raise damage d10.			
Impact Maul	Str+1d8+1d6	24	16,000
<i>Notes:</i> Mega Damage. Raise damage d10, Parry -1, 2 hands.			
Light Blade (TW)	Str+d6+2	1	20,000
<i>Notes:</i> AP 3, creates sunlight in a Small Burst Template while active, affecting vampires and related creatures. Looks like high-tech tube of silver and plastic until activated (free action).			
Neural Mace	Str+d6	9	8,000
<i>Notes:</i> Touch Attack, victim rolls Vigor, failure = Inc., roll Vigor 1/round to revive to Shaken.			
NG-B50 Thunderer Combat Hammer	Str+d10+3d6	14	17,000
<i>Notes:</i> Mega Damage. BigBore shells provide the +3d6 and must be reloaded after 8 strikes.			
Vibro-Knife	Str+d6	2	7,000
<i>Notes:</i> AP 4, Mega Damage			
Vibro-Sword	Str+d10	9	11,000
<i>Notes:</i> AP 4, Mega Damage			
Vibro-Sword, Giant-Sized	Str+d12+1	20	18,000
<i>Notes:</i> AP 4, Mega Damage. Designed and sized for cyborgs, power armor, etc..			
Vibro-Blade Vambraces	Str+d8	8	11,000
<i>Notes:</i> AP 4, Mega Damage, Parry +1. Requires Agility d8, worn as a pair.			

GRENADE LAUNCHERS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
WI-GL4 Revolving	24/48/96	grenade	1	—	24	15	50,000
<i>Notes:</i> Min Str d6							
WI-GL20 Automatic	60/120/240	grenade	3	—	40	75	150,000
<i>Notes:</i> Snapfire, RoF uses one grenade per shot.							

GRENADES

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
Armor Piercing	5/10/20	3d8	1	8	—	0.25	700
<i>Notes:</i> Mega Damage, SBT							
Fragmentation	5/10/20	3d6	1	—	—	0.25	550
<i>Notes:</i> Mega Damage, LBT							
High Explosive	5/10/20	3d8	1	—	—	0.25	750
<i>Notes:</i> Mega Damage, MBT							
Plasma	5/10/20	3d10	1	—	—	0.25	1,800
<i>Notes:</i> Mega Damage, SBT							

ION WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
NG-56 Light Ion Pistol	10/20/40	1-3d6	1	—	12	2	5,000
NG-57 Heavy Ion Blaster	12/24/48	1-3d6+1	1	—	10	5	18,000
NG-IP7 Ion Pulse Rifle	12/24/48	1-3d6+1	3	—	30	7	20,000
<i>Notes:</i> Semi-Auto, 3RB.							
TX-30 Ion Pulse Rifle	12/24/48	1-3d8	3	—	50	7	75,000
<i>Notes:</i> Semi-Auto, 3RB							

PLASMA WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
NG-E4 Plasma Ejector	24/48/96	3d10	1	—	120	20	30,000
<i>Notes:</i> Min Str d10, Mega Damage.							
NG-E4A Heavy Plasma Ejector	30/60/120	3d10+3	1	—	42	50	80,000
<i>Notes:</i> Min Str d12, Mega Damage.							
NG-E15 Pulse Plasma Ejector	30/60/120	3d10	3	—	48	70	92,000
<i>Notes:</i> Min Str d12, Mega Damage.							



LASERS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
LASER PISTOLS							
NG-33	15/30/60	2d4+1	1	2	20	4	6,500
<i>Notes: Semi-Auto</i>							
NG-45 Long	15/30/60	2d6+2	1	2	8	5	15,000
<i>Notes: Semi-Auto</i>							
TX-22 Precision	18/36/72	2d6	1	2	50	3	15,000
<i>Notes: Semi-Auto, +1 to Shooting rolls.</i>							
TX-26 Particle Beam Pistol	10/20/40	2d8+3	1	2	15	5	35,000
<i>Notes: Semi-Auto.</i>							
Wilk's 227 Pulse	18/36/72	2d6+1	2	2	24	3	18,000
<i>Notes: Semi-Auto, 3RB</i>							
Wilk's 237	15/30/60	2d6+1	1	4	16	3	24,000
<i>Notes: Semi-Auto</i>							
Wilk's 320	18/36/72	2d6	1	2	20	2	11,000
<i>Notes: Semi-Auto</i>							
LASER RIFLES							
JA-9 Variable Laser	40/80/160	3d6+1	1	3	30	6	20,000
<i>Notes: Integrated scope with night vision and laser targeting (offset two points of Range and/or darkness penalties).</i>							
L-20 Pulse	25/50/100	3d6+1	4	2	40	7	25,000
<i>Notes: Semi-Auto, 3RB</i>							
NG-L5	25/50/100	3d6	1	2	20	14	16,000
<i>Notes: Min Str d6, Semi Auto</i>							
Wilk's 447	40/80/160	3d6	1	2	20	5	18,000
<i>Notes: Semi-Auto</i>							
Wilk's 457 Pulse	40/80/160	3d6+2	2	3	36	6	40,000
<i>Notes: Semi-Auto, 3RB</i>							

ROCKET LAUNCHERS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
Portable	50/100/200	5d6	1	6	1	8	18,000
<i>Notes: Mega Damage, SBT, Snapfire. Anti-vehicle rockets do 4d6, AP 11. Both versions cost 1,000 credits.</i>							
Mounted	100/200/400	5d6	1	6	2	11	30,000
<i>Notes: Mega Damage, SBT, Snapfire. Anti-vehicle rockets do 4d6, AP 11. Both versions cost 1,000 credits.</i>							

SPECIAL WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
JA-11 Energy Rifle	30/60/120	3d6	1	2	60	7	40,000
<i>Notes:</i> As an action, switch to fire ion beam (use stats for NG-57) or have laser do Mega Damage (uses 10 ammo per shot and applies Snapfire penalty). Integrated scope offsets two points of Range and/or Darkness penalties.							
NG-59 Ion Pistol	10/20/40	1-3d6	1	—	20	4	15,000
<i>Notes:</i> Semi-Auto. Integral grenade launcher (12/24/48, Damage by grenade, 1 shot).							
NG-LG6 Laser Rifle	25/50/100	3d6+2	1	2	20	19	20,000
<i>Notes:</i> Min Str d6, SA. Integral grenade launcher (Range 18/36/72, Damage by grenade, 8 shots).							
NG Super Laser Pistol	15/30/60	2d6+2	1	2	20	8	21,000
<i>Notes:</i> Semi-Auto. Integral grenade launcher (Range 12/24/48, Damage by grenade, 6 shots).							
TX-5 Pump Pistol	15/30/60	2d6+1	1	—	5	5	10,000
<i>Notes:</i> Mega Damage.							
TX-50 Light Rail Gun	75/150/300	2d8+2	3	4	20	70	50,000
<i>Notes:</i> Min Str d10. Mega Damage, no Snapfire penalty. Shots = bursts (page 91).							

TECHNO-WIZARD WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
Fireburst Rifle	25/50/100	3d6	3	—	20	9	150,000
<i>Notes:</i> SBT; targets may catch fire (see <i>Savage Worlds</i>).							
Iceblast Shotgun	12/24/48	1-3d6	1-2	—	8	11	19,000
<i>Notes:</i> Shotgun rules (double-barrel), a hit with a raise creates ice around the target, halving any movement on its next action, requires 1 PPE to load.							
Lightning Rod	12/24/48	2d8	4	2	12	3	40,000
<i>Notes:</i> Provides the <i>armor</i> power (+5 M.D.C. Armor or +10 on a Raise) but only applies to damage from electricity, fire, plasma, lasers, and heat.							
Shard Pistol	15/30/60	2d8+1	3	1	36	4	72,000
<i>Notes:</i> 3RB; <i>lower Trait</i> (Vigor) activated by Shooting (ice Trappings), requires 3 PPE to load.							
TK Machine Gun	30/60/120	2d8+4	4	2	100	20	75,000
<i>Notes:</i> AP 2; requires 5 Power Points to load.							
TK Revolver	12/24/48	2d6+2	1	4	6	4	10,000
<i>Notes:</i> Revolver, can “fan the hammer” (Rapid Attack).							
TK Submachine Gun	15/30/60	2d6+2	3	2	40	6	50,000
<i>Notes:</i> 3RB; requires 3 Power Points to load.							
Water Pistol	4/8/16	1d10	1	—	40	2	20,000
<i>Notes:</i> SA; only damaging to vampires and creatures vulnerable to running water.							
Water Rifle	6/12/24	2d10	1	—	40	6	40,000
<i>Notes:</i> 3RB; only damaging to vampires and creatures vulnerable to running water.							
Note: The Shots listed represent how many times a TW ranged weapon can be fired before the wielder has to spend an action pumping 2 Power Points into the gun to “refill” it. Wielders can expend 2 Power Points as a free action to cause Mega Damage for three rounds.							

VEHICLE ION WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MODS	COST
Light	30/60/120	3d8	1	4	—	2	90,000
<i>Notes:</i> SBT							
Medium	40/80/160	4d8	1	4	—	3	250,000
<i>Notes:</i> MBT							
Heavy	60/120/240	5d8	1	5	—	4	480,000
<i>Notes:</i> MBT							

VEHICLE LASER WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MODS	COST
Light	150/300/600	2d10	1	5	—	1	200,000
Medium	150/300/600	3d10	1	10	—	2	500,000
Heavy	150/300/600	4d10	1	15	—	3	1 mil.

VEHICLE MISSILE LAUNCHERS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MODS	COST
Mini-Missile	100/200/400	5d6	1	6	12	1	36,000
<i>Notes:</i> SBT. Full reload \$12,000 (\$1000/missile).							
Light	150/300/600	6d6	1	8	8	2	100,000
<i>Notes:</i> MBT. Full reload \$24,000 (\$3000/missile).							
Medium	200/400/800	8d6	1	15	4	3	500,000
<i>Notes:</i> MBT. Full reload \$40,000 (\$10,000/missile).							
Heavy	300/600/1200	10d6	1	20	2	5	900,000
<i>Notes:</i> LBT. Full reload \$60,000 (\$30,000/missile).							

RAIL GUNS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MODS	COST
Mini	75/150/300	2d8+4	4	6	32	2	45,000
<i>Notes:</i> Style most common for combat cyborgs and power armor. No Snapfire penalty.							
Light	100/200/400	2d10+4	3	10	45	3	100,000
Medium	100/200/400	3d10+4	3	14	60	4	250,000
Heavy	100/200/400	4d10+4	3	18	120	5	500,000

TECHNO-WIZARD VEHICLE WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MODS	COST
Fireball Launcher	75/150/300	3d8	1	—	80	1	60,000
<i>Notes:</i> MBT							
P-Beam Cannon	150/300/600	3d10	1	4	20	2	150,000
TK-Mini Gun	125/250/500	3d6	4	2	10	2	100,000

Note: All vehicular weapons do Mega Damage.

VEHICLES

Traveling around the major settlements and cities might come close to resembling the ease of driving around in the 21st Century, but much of North America's network of roads and highways disappeared in savage battle, or was consumed by the wilderness in the aftermath. Those brave enough to live beyond the walls of civilization rely on rough and rugged vehicles that can handle almost any terrain.

Vehicles marked (TW) are Techno-Wizard craft requiring an Arcane Background or special ability to use. Vehicles require half their Size in Power Points (minimum of 1) per hour of operation. Vehicles marked with LL can operate indefinitely on a ley line after activating with the base ISP/PPE cost.

VEHICLE QUALITIES

All-Terrain: The driver suffers no penalties for difficult terrain, and each inch of difficult terrain counts as 1.5" instead of 2".

Environmental Systems: The vehicle has all the environmental protections of power armor.

Exposed Crew: On a Crew critical hit, the vehicle's armor provides no protection.

Handling: Listed as a rating between one and three, which provides a bonus to Driving or Piloting rolls.

Hover: The vehicle hovers over the ground, ignoring all difficult terrain. Most can handle drops of about 100 feet.

Sensor Suite: The vehicle has all the sensors and electronics of power armor.

VTOL: The craft is capable of vertical takeoff and landing, and can hover in place.

AIR AND HOVER CRAFT

These vehicles require the Piloting skill to operate.

NG-150 Streetworker Hovercycle: Northern Gun's main entry in the hovercycle market isn't quite as fast as the Speedster, nor as tough, but it gets high marks for handling and maneuverability. Combining solar cells and a powerful electric engine, the NG-150 has a range of 600 miles and a max ceiling of 20 feet, before it needs a night's recharge. (153,000 credits)

NG-150 Hovercycle: Size 2, Acc/TS 12/60, Toughness 11 (4), Crew 1+1, Remaining Mods 1

Notes: Exposed Crew, Handling 3, Hover

NG-357 Magnum-Turbo Hovercycle: If the NG-150 is a street rocket, the NG-357 is its massive hog of a cousin. Heavy, tough, and powerful, the Magnum-Turbo is particularly popular with cyborgs, juicers, crazies, and similar types. The electric engine provides a maximum range of 500 miles, with a maximum altitude of 100 feet, before a night's recharge is required. The powerful engines are distributed in a way that enables the cycle to handle drops from up to 400 feet. (375,000 credits for the electric model; 1.3 million credits for a nuclear engine).

NG-357 Hovercycle: Size 2, Acc/TS 15/70, Toughness 17 (8), Crew 1+1, Remaining Mods 3

Notes: Exposed Crew, Handling 1, Hover, M.D.C. Armor



SPEEDSTER HOVERCYCLE

DON'T GO TOO HIGH

Since the Coming of the Rifts, outer space is beyond the reach of anyone living on Rifts Earth. In fact, few dare risking going much higher than about 60,000 feet off the ground, for fear of whatever lies up above the atmosphere and its capacity to utterly destroy anything that flies too high.

Prevailing theories run to a huge number of satellites and space stations, all armed to the teeth, operating on some automatic network to contain the population on Earth. Others assume one or more alien fleets may have the planet on lockdown. There may come a day when a unified effort can be launched to break whatever blockade exists, but the war for control planetside puts that day very far off.

CREW

Crew: The first score is the number of crew required to operate the vehicle (or Robot Armor) with one, usually the best trained, serving as the primary driver/pilot. Having less than this number subtracts 2 from the primary's Driving, Piloting, or Boating rolls, and having less than half the required number subtracts 4. Halve these penalties if crew exists but are untrained in the necessary skill. Any crew can fire weapons but suffer the normal multiple action penalty.

The number after the plus is the number of passengers the vessel can easily accommodate. Passengers may serve as gunners for any available weapons.

Sky Boat (TW): Using a combination of wind, *telekinesis*, and pure ley line energy, this small yacht-sized craft (capable of comfortably bearing 10–14 people) is capable of traveling ley lines in a very similar fashion to its seaborne counterpart. Depending on the design, either Boating or Piloting is the appropriate skill to manage it. For long distances where the ship is regularly crewed over time, it can cover an average 500 miles in a day. Sky Boats start grounded along a ley line, where they can be boarded and disembarked, and they are levitated to an altitude of 100 feet above the ground for travel. (30,000 credits)

Sky Boat: Size 6, Acc/TS 4/20, Toughness 13 (2), Crew 2+12, Remaining Mods 4
Notes: VTOL, LL

Speedster Hovercycle: A fairly common (and frequently modified) hover vehicle that handles the tough terrain of cross-country travel. The speedster can reach a maximum altitude of 20 feet. Though it has some weaponry mounted, the Speedster is not considered a particularly worthy combat vehicle. There are still electric motor versions in use; they have about 800 miles worth of range before they need a night's recharge. Designed for a single driver, the Speedster can accommodate a passenger though all tasks for the driver and passenger are at -1. (110,000 credits for the electric model; 450,000 credits for a nuclear engine)

Speedster Hovercycle: Size 2, Acc/TS 15/80, Toughness 17 (8), Crew 1
Notes: Exposed Crew, Hover

Weapons:

- Light Laser *or* Mini Rail Gun (fixed)
- Mini-Missile Launcher (optional, adds 180,000 credits to cost)

TK Flyer (TW): Constructed with dual engines and designed to enable flight travel both on and off ley lines, TK Flyers are a mainstay of many groups with a Techno-Wizard among them. The foundation is usually a medium multi-prop plane (jet engines are much harder to adapt to TW principles), capable of carrying up to

eight passengers and gear. Its flight stats are considerably improved on a ley line. (60,000 credits)

TK Flyer: Size 4, Acc/TS 20/90 (20/180, Handling +1 on a ley line), Toughness 16 (4), Crew 1+7, Remaining Mods 2
Notes: Handling 1, LL

Wingboard (TW): One of the oddest, yet most iconic, Techno-Wizard creations is the Wingboard, also called the TK-Glider in some circles. With no engine, the device is designed to channel ley line energy to allow the rider to skim a line at an elevation of 100 to 1,000 feet off the ground. Causing the board to initially lift requires 1 Power Point. (26,000 credits)

Wingboard: Size 0, Acc/TS 10/80, Toughness 10 (1), Crew 1
Notes: Exposed Crew, Handling 3, LL, VTOL

GROUND VEHICLES

For these vehicles, Driving is the appropriate skill.

Big Boss ATV: A popular choice in the wilds of North America. It has no standard weapons, but there's a top hatch with plenty of space for a mounted weapon of some kind. The electric engine has a range of 300 miles. The interior is roomy enough to handle four regular-sized passengers and their cargo for a long journey. As many as seven could be squeezed in, but vital cargo would have to be strapped to the outside with the rest left behind. (28,000 credits)

Big Boss ATV: Size 4, Acc/TS 15/60, Toughness 23 (12), Crew 1+3, Remaining Mods 2
Notes: All-Terrain, M.D.C. Armor

Highway-Man Motorcycle: Though fairly common around the most civilized areas (where roads are kept in decent repair, or at least reasonable trails are available), the Highway-Man is less desirable for overland use where the terrain gets rough. Its electric engine can go 400 miles before recharge. (29,000 credits)

Highway-Man Motorcycle: Size 2, Acc/TS 20/75, Toughness 13 (2), Crew 1
Notes: Exposed Crew, Handling 1
Weapons:

- Light Laser *or* Mini Rail Gun (fixed)

Mountaineer ATV: The Mountaineer is expensive, but most consider it a bargain in the long run. It's tough, roomy, and well-equipped, and its special three-wheeled design gives it remarkable handling. The electric engine version has a range of 600 miles. The Mark 2 is double the cost but larger and double the wheels! (76,000 credits for the electric model; 500,000 credits for a nuclear engine)

Mountaineer ATV: Size 5, Acc/TS 10/50 (Maximum speed 120 mph), Toughness 25 (14), Crew 1+5, Remaining Mods 5
Notes: All-Terrain, Handling 1, Environmental Systems, M.D.C. Armor, Sensor Suite

Mountaineer Mk 2: Size 6, Acc/TS 10/50 (Maximum speed 120 mph), Toughness 31 (16), Crew 2+8, Remaining Mods 6
Notes: All-Terrain, Handling 1, Environmental Systems, M.D.C. Armor, Sensor Suite

Zone Ranger ATV (TW): A popular Techno-Wizard alternative to the Mountaineer ATV, the Zone Ranger has huge, knobby tires whose additional enchantments allow the vehicle to navigate (at one-quarter speed) across water. When buttoned up, the vehicle provides full environmental protection to all passengers. The magical engine requires 3 Power Points per hour of operation, and it can store up to 30 Power Points at a time. To refill the tank, a character with an Arcane Background make an arcane skill roll; the result is the maximum number of Power Points they can put into the engine for that action. Parking the vehicle on a ley line allows it to recharge 1 PPE per 15 minutes. (1.5 million credits)

Zone Ranger ATV: Size 6, Acc/TS 10/50, Toughness 32 (18), Crew 1+6, Remaining Mods 4
Notes: All-Terrain, Environmental Systems, Handling 1, LL, M.D.C. Armor, Sensor Suite

CYBERNETICS

Cybernetics (also referred to as *bionics*) are a pervasive, nearly ubiquitous part of life on Rifts Earth. Those who brave the wilderness, trying their hand at adventuring and mercenary work (and who do not possess a talent for psionics or magic) often turn to dramatic body modification to improve their chances for survival and their value to others.

Heroes in *Savage Rifts*® often begin with a number of cybernetic enhancements, mostly provided by their Iconic Framework. Some are specifically assigned, while some players may have the option to choose others for customization. As well, the **Hero's Journey** section may provide the option to add one or more cybernetic enhancements.

As in the *Savage Worlds Science Fiction Companion*, cybernetic enhancements have Strain ratings, and a biological being can only take on so many pieces of cyber gear before his body begins rejecting the stress. Each level of Strain beyond a character's Max Strain causes a level of constant Fatigue, to a maximum of two levels beyond. The only situation where this might occur generally involves forcible implants upon a slave or captive.

Cybernetics vs. Bionics: The terms are generally interchangeable among most people. Those with more technical knowledge refer to cybernetics as man-made implants that replace biological functions (at roughly the same functioning level), while bionics represent superior enhancements over what the meat alone did before. Simpler cybernetics make it easier to pass for normal, but most adventurers opt for flashier or uglier parts that provide more power.

INSTALLING/REMOVING CYBERNETICS

Daredevils seeking more power for their bionic repertoire need resources and time; the former to pay for the operation and upgrades, the latter for the necessary recovery. Cyber-surgery is fairly advanced, even in the rough-and-tumble world of Rifts Earth. If successful, a character's recovery

takes one day per point of Strain, during which time he will be Exhausted for the first half, and Fatigued for the second (more cyberware cannot be installed until the patient is fully recovered).

The character performing the operation makes a roll using the lower of his Healing and Knowledge (Cybernetics) but bonuses to either skill apply. He suffers a -1 penalty for every point of Strain of the system (or systems). With success, the cyberware is installed, and a raise halves the recovery time. On a failure, the implant does not take, the patient requires one day of recovery, and still pays the cost of the operation (usually 10% of the cyberware price).

On rare occasions, a hero may wish to have a cybernetic system removed. This could be due to a system forced upon him, or a desire to replace the system. In such a case, apply the same rules as above, but, unless a colleague performs the operation for free, the cost is a flat 10% and failure ruins the removed cyberware.

CYBERNETIC SYSTEMS

The number in parentheses after the name indicates how many times a given implant or system may be acquired. A U indicates there is no limit, beyond Strain issues. Note that Full Conversion Cyborgs have many of the listed systems already.

BIO-ENHANCEMENTS AND REPLACEMENTS

Many of these assume partial or full replacements for legs, arms, eyes, and other organs. Such replacements are very noticeable, and often result in a -2 Charisma with folks who are against such things or are easily frightened.

Adrenal System (1): This bio-enhancement of the internal adrenal network grants a +2 to recover from Shaken (which stacks with Combat Reflexes). Doesn't work for Full Conversion Cyborgs. (Strain 2; 30,000 credits)

Armor Plating (3): The same materials used in worn armor can be attached to a cyborg. Each level adds +4 M.D.C. Armor (does not stack with worn armor, use the higher). (Strain 1; 40,000 credits)

Bionic Strength Augmentation (U): Fully bionic arms and legs, reinforced artificial

musculature, and other techniques raise the cyborg's Strength. Each step past d12 adds a +1. (Strain 1; 9,000 credits)

Cyber-Wired Reflexes (U): The cyborg's Agility is increased one step for each application of these artificial nervous system enhancements and hard-wired celerity systems. Each step past d12 adds a +1. This particular enhancement is a requirement for many other upgrades. (Strain 1; 12,000 credits)

Extra Set of Arms (1): A second set of arms and hands can be installed on a reinforced frame, providing enormous benefits at the cost of dehumanizing the cyborg even more. This upgrade gives the character one additional non-movement action, with no multi-action penalty. (Strain 3; 250,000 credits)

Internal Life Support (1): The character has an internal air supply and other systems that make him immune to suffocation, toxins, and diseases. He also gains +4 to resist the effects of radiation, intense environmental temperatures (but not direct damage), and other dangerous environmental effects. He only requires a fifth of the nutrition of a fully organic person. (Strain 2; 150,000 credits)

Load-Bearing Reinforcement (1): The overall frame of the character is enhanced to permit a much higher (Strength $\times 8$) Load Limit. If he already has Brawny, the limit is Strength $\times 10$. (Strain 1; 120,000 credits)

Nano-Repair System (1): This system for releasing nanobots can heal biological damage and repair synthetic systems as well. One wound is healed per day, and the cyborg gains a +4 to resist Bleeding Out. They also grant a 50% chance to reject any poison or disease in the system (though Internal Life Support negates the need for this). (Strain 2; 250,000 credits)

Reinforced Frame (3): Metals, ceramics, and other tough substances cover the cyborg head-to-toe and are laced through his skeleton and musculature. Each application is +2 Toughness. (Strain 1; 150,000 credits)

Secret Compartment (U): Useful for hiding tools, weapons, and contraband, a cyborg can have one or more compartments for carrying things. Each such compartment can hold three grenades or a decent-sized pistol. Notice checks are made at -4 to find

such a compartment, unless the searcher is very familiar with cyborgs, in which case there is no penalty. (Strain 1; 2,500 credits)

Synthetic Organ Replacement (U): Getting rid of meat in place of artificial systems dramatically enhances a cyborg's overall resilience. This raises the character's Vigor; each step past d12 adds a +1. (Strain 1; 100,000 credits)

COMBAT ENHANCEMENT

Embedded Combat Coding (U): The specialized training and capabilities of Combat Edges can be wired directly into a cyborg's systems, so long as he has at least one level of Cyber-Wired Reflexes. Requirements for other Edges must be met, but other requirements may be ignored. Duplications of a specific Edge do not stack. (Strain 2; 20,000 credits for Novice—Veteran, 50,000 credits for Heroic—Legendary)

Hand-to-Hand Reaction Wiring (1): Requiring at least one level of Cyber-Wired Reflexes, this upgrade grants a +2 to all Fighting checks. (Strain 1; 30,000 credits)

Range Data System (2): Requiring the Optics Package, this system coordinates various data and integrated systems to help the cyborg compensate for multiple actions, movement, autofire, range, and other factors. Each application of this upgrade offsets two points of penalties for Shooting. (Strain 1; 20,000 credits)

Targeting Eye (1): Requiring the Optics Package, this enhancement grants a +2 to all Shooting rolls for weapons the character spends at least a full round calibrating. (Strain 1; 12,000 credits)

COMMUNICATION, DATA, AND SENSORY SYSTEMS

Each listed system in this category requires that the Core Electronics Package be installed first.

Audio Package (1): Ear canal replacements, embedded speakers and microphones, and a number of other enhancements give the cyborg an array of listening and projection options—+2 to hearing-based Notice checks; hyper-sonic and sub-sonic ranges to his hearing; a loudspeaker capable of projecting audio over a 100-yard radius; automatic sound dampeners that give a +2 to resist

any audio-based attacks or deafening effects. Finally, the audio package allows sounds and conversations to be recorded and played back later. (Strain 1; 40,000 credits)

Core Electronics Package (1): This set of electronic and data systems grants the following—a mini-computer; a computer interface jack for direct linking to other systems, which grants a +4 to appropriate Repair checks and Common Knowledge rolls; a radio with a 20-mile range. (Strain 1; 22,000 credits)

Environmental Sensors (1): This set of sensors and analyzers read external conditions and reveal details. The cyborg makes a Notice check at +2 to detect radiation levels, air quality, water quality, and related effects within 12". The system works to 24" but without the +2 bonus. (Strain 1; 50,000 credits)

Expanded Detection and Security Array (1): This combination of radar, sonar, and motion detectors grants the cyborg 360° awareness of his surroundings. This grants a +2 to Notice checks and the Danger Sense Edge. (Strain 2; 33,000 credits)

Language Translator (1): Providing translation of known languages at a d12+2 skill level, the system can also learn new languages over time. Each day, roll a d6; on a 4+, the language is acquired at a d4 and can be further improved over time. (Strain 1; 16,000 credits)

Optics Package (1): One or both of the cyborg's eyes are replaced, granting the following: +2 all sight-based Notice checks; thermal imaging and night vision (ignore illumination penalties); 50× magnification for distance; 20× macro lens for up-close detail; glare filters that give a +2 on checks to avoid blinding flashes and related light burst effects. Finally, the Optics Package provides the ability to record still or moving images and store them for later viewing or display. Switching modes is a free action. (Strain 1; 60,000 credits)

Signal Booster (1): Communication range is extended to 500 miles, which also enables the cyborg to gain a +2 on any Survival rolls when attempting to pinpoint his location and navigate. (Strain 1; 4,000 credits)

Subject Matter Expert Port (U): The character has an external port where he can

plug in a single skill chip. It's a free action to change a chip in a port but requires a full round before the new information is available. A chip adds or increases one specific Smarts-linked skill up to four die types. The Strain refers to the embedded port itself, chips cause no Strain on their own. (Strain 1, 3,000 credits for port, 2,000 credits for a one die type skill chip, 5,000 credits for a two die type skill chip, 10,000 credits for a three die type skill chip, and 25,000 credits for a four die type skill chip)

Vehicle Interface Package (3): Various hardware and software upgrades enhance the cyborg's capabilities with various modes of transport. This upgrade, which grants a +2 to related checks, can be taken once each for Boating, Driving, and Piloting. (Strain 1, 45,000 credits)

Wilderness Scout Package (1): This specialized upgrade requires the Optics Package as well as the Core Electronics Package. Its software gives the cyborg dramatic advantages in outdoor situations, providing a +2 to all Survival and Tracking rolls. (Strain 1, 35,000 credits)

Wired Skill Port (U): If a character has Cyber-Wired Reflexes, he can get a port which accepts a single chip granting or improving an Agility-linked skill. It's a free action to change a chip in a port but requires a full round before the new information is available. A chip adds or increases one specific Agility-linked skill up to four die types. The Strain refers to the embedded port itself, chips cause no Strain on their own. (Strain 1, 5,000 credits for port, 3,000 credits for a one die type skill chip, 7,500 credits for a two die type skill chip, 15,000 credits for a three die type skill chip, and 40,000 credits for a four die type skill chip)

MOBILITY

Aquatic Mode Upgrade (1): Sealed systems, underwater jet propulsion, and other elements help the cyborg handle action below the surface. The character's Swimming Pace is increased by +4, and he can breathe underwater and suffers no penalties for actions while submerged. (Strain 1, 23,000 credits)

Booster Jets (1): Miniature rocket systems provide the character with the ability to

add +4 to Jumping distances, and even leap straight up 2". (Strain 1, 20,000 credits)

Climbing Package (1): Grapnel launchers, climbing spikes, and other embedded elements grant a +2 to Climbing checks. (Strain 1, 5,000 credits)

Leg Upgrades (U): The first application of this upgrade grants the hero +2 Pace and an increase to the running die type, as well as +1 to Jumping distances. Each additional level of this upgrade simply increases Pace by +2. (Strain 2, 30,000 credits)

WEAPONS AND TOOLS

Built-In Close Combat Weapons (U): Each of the weapons listed in the **Close Combat** section can be integrated into a cyborg's framework. Treat the Strain as 1 for every five pounds (round up), and multiply the cost by 1.5 to get the cybernetic version cost.

Built-In Ranged Weapon (U): Weapons listed in the Ranged Weapons—Personal and the Heavy and Vehicular Weapons sections can potentially be embedded in a cyborg. Only Combat Cyborgs can power energy weapons that run off internal power sources. For personal weapons, Strain is +1 for every 100 pounds (round up). For vehicular weapons, Mods equal Strain, but no weapon with a Mod greater than the character's Size can be implanted. Multiply cost by 1.5 to get the cybernetic version cost.

Lockpick Fingers (1): Various tools and gizmos support breaking-and-entering efforts, granting a +2 to all Lockpicking checks. (Strain 1, 7,500 credits)

Mining Drill Apparatus (1): The cyborg has an embedded system that allows him to attach various drill bits and other components to engage in everything from heavy drilling to precision work. These drills can cut through a square foot of material every round (double the time for each full 30 points of Armor). As an improvised weapon, they do Str+2d6 Mega Damage with AP 10, but they impose a -2 to Fighting and Parry. (Strain 2, 60,000 credits)

Ultimate Walking Tool Kit Package (1): Embedded tools of every imaginable variety and need are built into the cyborg's frame, useful for just about every contingency. They grant a +2 to Repair checks. (Strain 1, 18,000 credits)

ADVENTURING GEAR

Much of the world is retaken by wilderness, or given over to the chaos of Rift-spawned otherworldly influences. Anyone risking travel beyond the walls of a settlement needs to lay in some major supplies. Community may be the key to the survival of sentient beings everywhere, but self-sufficiency on the roads between is vital for those wishing to see tomorrow.

Most of the adventuring gear found in *Savage Worlds* is available in *Savage Rifts*®; for non-combat equipment, consider the listed dollar cost interchangeable with credits. Some things—cell phones and anything to do with telephones—are useless in the world of Rifts Earth, and the GM has final say on what does and doesn't work.

Much of the gear from the **Personal Equipment** section of the *Science Fiction Companion* is also available; add a zero to the dollar amount listed for the cost to determine how many credits the item should cost in *Savage Rifts*®. Where there is overlap between what's listed in that book and what's found below, go with the item in this book.

Items marked (TW) are Techno-Wizard items that require an Arcane Background to use.

Bio-Analysis Kit: Specifically designed to handle situations where biological systems are compromised via disease, toxins, and related conditions, this tackle-box-sized kit contains a miniature bio-analysis machine and a miniature "lab" that can be used to quickly concoct antidotes and treatments. It requires a Healing skill of at least d4 to use; anyone with Knowledge (Science) gains a +1 using this system, or a +2 if they specialize in Chemistry or Biology. (5 lb, 7,200 credits)

Communicator: About the size of a 21st Century mobile phone, this device has a five-mile range and multi-channel capacity. (1 oz, 1,500 credits, or 3,500 for one that can sustain minor Mega Damage)

Communications Band (TW): With radio transistors, embedded copper wiring, and various other metal and plastic elements,

this gold headband grants the *speak language* power and +1 to Persuasion and Streetwise rolls. It costs 1 Power Point per hour of use. (.5 lb, 34,000 credits)

Computer, Field: A rugged operational version, capable of withstanding the shocks and jarring of running around and trying not to die in a Mega-Damage world. Decks like this are graded I to IV, and the grade represents a bonus to any Knowledge (Computers) or Lockpicking rolls when in an opposed roll situation. The bonus also applies to any Investigation rolls for recalling history or related research. (2 lb, 2,500 credits for Grade I, 5,000 credits for Grade II, 12,000 credits for Grade III, 28,000 credits for Grade IV).

Cross: This is handheld and easily presented against supernatural evil. More often than not, the bottom end of the vertical part is sharpened for use as a weapon/stake (Str+d4, not Mega Damage).

The listed price is for one made of silver; a wooden one is free or incidentally cheap. (1 lb, 200 credits)

Dosimeter: Limited nuclear exchanges from long ago left behind areas still saturated with deadly radiation. As well, the effects of some Rifts create radiation threats, making a device like this very useful. It can accurately detect the presence and amount of radiation with a Range category band of 5/10/20. (1 lb, 200 credits)

Energy Field Generator (TW): For those who prefer to travel along ley lines, this system is a fine survival item. Two small TW-converted field generators serve as the key components; when set up on a ley line, the system creates a force bubble that provides both armored shelter and environmental protection over a Large Burst Template. A *barrier* of Toughness 22 (12 M.D.C.) arises, and occupants enjoy *environmental protection* against extreme temperatures and the general elements. While in operation, the generators also provide outlets to power and recharge regular electronic devices and E-clips. The system requires a ley line

to function; no personal energy is used. (60 lbs, 90,000 credits)

Falcon 300 Jet Pack: Specifically designed to work with the T-43 Explorer body armor (though a skilled mechanic could make it work for almost any suit of armor), this jet pack is well-liked by mercenaries, messengers, and homesteaders alike. The jet pack has effectively unlimited range, but it begins to overheat if used continuously for more than three hours (requiring 1d6 hours to cool down). The stats for the flight system are Flight Pace 20, Climb 0. (35 lb, 400,000 credits)

Holo-Display Communicator: Capable of sending and receiving a small, doll-sized holographic image, this rare and expensive system is also useful for creating 3D images of maps, diagrams, blueprints, and whatever else the user might wish to input for display. The communication system itself has a 300-mile range. (2 lb, 10,000 credits)

Infrared Distancing Binoculars: High-powered, with a two-mile range, these digitally enhanced binoculars provide infrared overlays, crosshair targeting, and real-time digital output of distance and estimated travel times to targeted locations. (2 lb, 1,200 credits)

IRMSS—Internal Robot

Medical Surgeon System: For those times when there's no medic or doctor around, this system can be a lifesaver. It contains countless nano-robotic devices, programmed to seek out damage in a biological system and repair it. The device—the size of a handheld shopping scanner—is placed over the trauma area, or over the part of the body where internal injuries are suspected. Activating it injects a horde of nanorobots into the bloodstream, which collectively provide an immediate Healing check at d8+2. Once in the system, the nanorobots provide a +2 to any following Healing checks for one day, after which they are flushed from the body. Fully charged, the IRMSS is good for four uses, after which it's completely useless and must be replaced. (2 lbs, 42,000 credits)



SHARD PISTOL

Jammer Pistol (TW): A special energy disruption pistol designed to cause small mundane technology to fail temporarily. The wielder uses either his Shooting or arcane skill to target a technological device no larger than a rifle (-4 Called Shot penalty for any hand-held item targeted). On a successful hit, the device won't work for one round; it fails to operate for three rounds on a raise. TW Jammer Pistols have a range of 12/24/48 and 10 shots before they must be reloaded, requiring 2 PPE. (.5 lb, 75,000 credits)

Magic Optic System (TW): Though gem-encrusted visors, full helms, and even elaborate sunglasses can be crafted to serve, most Techno-Wizards prefer the classic goggles approach to creating this mystical sensory enhancement system. It provides +2 to sight-based Notice checks, and the wearer gains access to *darksight*, *farsight*, and *detect arcana*. The system requires 1 Power Point per hour of use. (1 lb, 30,000 credits)

NG-S2 Survival Pack: Designed and sold by the Northern Gun Corporation, this is a fairly common starting item for anyone roaming the wilds. It contains just about everything needed for basic survival. (30 lb, 3,000 credits)

- One two-person tent, insulated against up to -40 degrees Fahrenheit. It has water collection capabilities, capturing ambient humidity and evaporating water from occupants, thus extending water supplies by 20%.
- One sleeping bag, also insulated.
- One flashlight, with a concealed pocket knife. Miniaturized solar panels give it near-infinite operation under typical conditions.
- One biometric compass/inertial mapper. Body motion provides the necessary power, and the system lets the user know how far and in what direction he's traveled over time (+2 to Survival rolls related to land navigation). A mirrored back allows for reflective signaling to others if the sun is out.
- One short-range radio, five-mile range.

- One first aid kit, provides +1 to Healing checks. It has three uses before it needs to be replenished (300 credits).
- One hunter/fisher kit, containing wires, line, hooks, and other elements necessary for fishing and small game trapping. This provides +1 to Survival checks where food gathering is concerned.
- Three saw wires, composed of serrated, high tensile strength wire and two ring handles. Capable of slicing through wood, stone, and even non-Mega metals.
- One fire starter, a combination solar powered ignition cell and flint sparker (with six extra flints).
- One survival knife, one small hatchet, and one wooden cross.
- Four signal flares.
- One climbing kit with 30 feet of lightweight cord, a pair of climbing gloves, four ceramic spikes, and a small mallet.
- One bar of soap and a sterilized cloth.
- One canteen.
- Two weeks worth of minimal sustenance survival rations in sealed pouches.

Psionic Mind Shield (TW): Usually embedded within a helmet, this apparatus provides +4 on opposed rolls against psionic powers and +4 Armor versus damaging psionic powers. Unfortunately, the wearer cannot benefit from benevolent psionic effects, such as *telepathy*. The system costs 3 Power Points per hour it's active. (1 lb, 50,000 credits)



Shadow Cloak (TW): An arcane cloak that allows the wearer to gather shadows around herself either to use for hiding or to create fear and distraction among enemies. The cloak grants +2 to Stealth and the *fear* and *invisibility* powers. It costs 1 Power Point to charge for one hour. (1 lb, 300,000 credits)

Translator: Programmed with the most common languages spoken in North America, this handheld device operates with a d12+2 skill for most translation work. It can be set to operate via digital display or audio. Use the same process as for the cybernetic Language Translator to teach the system new languages. (1 lb, 9,600 credits)

Trauma Kit: A few steps above a standard first aid kit, this small field pack contains necessary and useful items for saving lives under the worst conditions. It requires a Healing skill of at least d4 to use. The trauma kit grants a +1 on all Healing rolls, and it also offsets up to -2 penalties. Frequent use requires replenishing the supplies, as dictated by the GM. (3 lb, 2,600 credits)

Triax T-100 Eagle Jet Pack Accessory: Specifically designed for military use, this Triax jet pack is made to fit onto the hardpoints of any suit of NGR military armor. Advanced propulsion and super-cooling systems provide the jet pack with impressive speed and lift. The jet pack has effectively unlimited range, but it begins to overheat if used continuously for more than three hours. The stats for the flight system are Flight Pace 30, Climb 1.. (35 lb, 600,000 credits)

TW CONVERSIONS AND UPGRADES

Techno-Wizards have the capacity to convert almost *any* technological device into a Techno-Wizardry (or, more commonly, TW) device. This has the advantage of powering such items via ISP/PPE instead of a normal energy source or even ammunition.

Most TW items use Power Points from the wielder, but some draw power directly from ley lines. Some devices can even store power for later use. Note, however, once an item or device undergoes TW

conversion, it no longer draws energy from normal sources. A converted Wilk's 320 Laser Pistol, for example, no longer operates with E-clips.

TECHNO-WIZARD DEVICE CONVERSION

Converting an item or machine is fairly simple.

Preparation: The Techno-Wizard needs parts costing one-tenth of the item's initial (list) price. The procedure takes 3d12 hours for personal weapons or gear, or 2d6 days for vehicular weapons, gear, and vehicles (including robot armor and power armor).

Build Roll: The Techno-Wizard makes a roll using the lower of Knowledge (Engineering), Knowledge (Arcana), or Techno-Wizardry; this is the standard roll for TW design and is called a Build roll. On a failure, the time and parts are wasted, but on a success the conversion is complete. If the Techno-Wizard gets a raise, he may add one Minor Upgrade (see below). Melee weapons can be converted to TW devices, but have little impact unless Minor Upgrades are applied; except when charged, they count as magical against creatures vulnerable to such.

MINOR UPGRADE

Minor Upgrades add a small magical benefit to a TW item, but only work while the item is charged with ISP or PPE. Adding a Minor Upgrade to a TW device costs 5,000 credits in parts and requires 2d6 hours. Techno-Wizard devices can only have two such upgrades, but may exchange Major Upgrade spaces for additional Minor Upgrades. Each device can only have the same upgrade twice. Installing an upgrade requires a successful Build roll with a -2 penalty. As above, a failure wastes the time and materials, a success installs the upgrade, and a raise grants a second Minor Upgrade (as long as the device can take another).

- +1 to a specific Trait roll appropriate to the item.
- +1 damage to a weapon.
- +2 armor to armor, shield, or clothing.
- +1 Parry to a shield or close combat weapon.

- +5 stored PPE only usable to charge the device. †
- Halve the weight of the item (quarter if taken twice).
- Apply an arcane Trapping to the device.
- Other Minor Upgrades as allowed by the GM.

MAJOR UPGRADE

Starting at Seasoned Rank, Techno-Wizards can add more powerful abilities to TW items. As with Minor Upgrades, such abilities are only available when the device is charged. Techno-Wizards can install up to four Major Upgrades per device (in addition to two Minor Upgrades).

Installation takes 1d6 days + 1d6 per 10,000 credit cost of the Major Upgrade. Cost depends on the specific upgrade (listed below). The Techno-Wizard makes a Build roll (lowest of Knowledge: Engineering, Knowledge: Arcana, and Techno-Wizardry) but at -4 for a Major Upgrade. Failure wastes the time and parts; success installs the upgrade; on a raise, the Techno-Wizard may choose to add a *Minor* Upgrade and then only if the device has a space to add one.

- Add a power to device (Cost: 20,000 credits per Rank of power).*
- Add an Edge to device and +1 Power Point to activate cost (Cost: 20,000 credits per Rank of Edge).*
- +1 die type to a specific Trait appropriate to the item (Cost: 10,000 credits).
- +10 stored PPE only usable to charge the device (Cost: 30,000 credits).†
- Ley line powered, device always charged on a ley line (Cost: 20,000 credits).
- 2 × Top Speed and +1 Handling on ley line for vehicles (Cost: 20,000 credits).
- Other Major Upgrades as allowed by the GM (Cost: Varies).

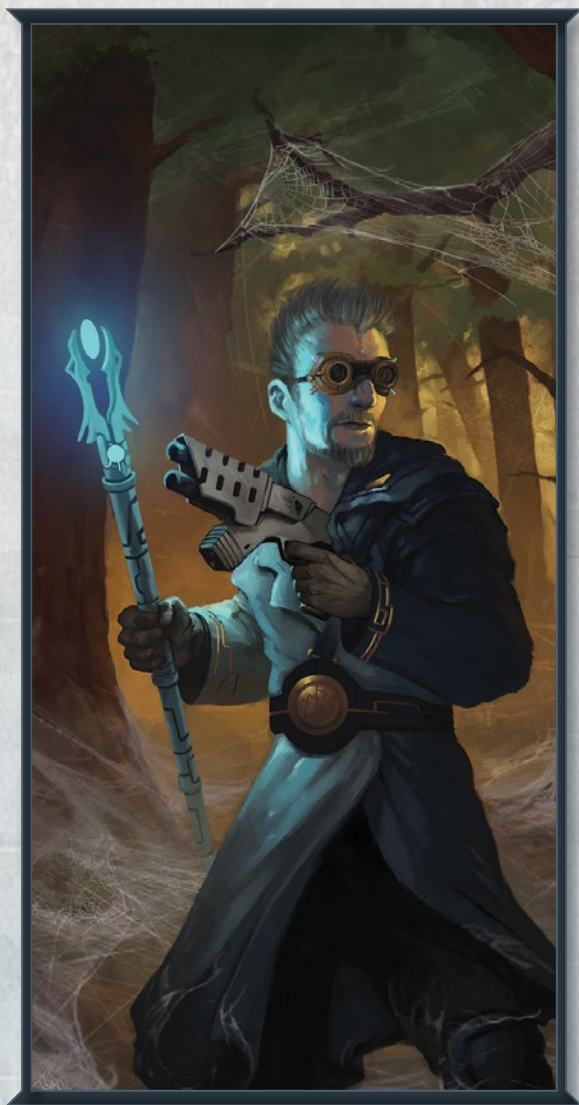
*The Techno-Wizard can only install powers and Edges of his Rank or less. Embedded powers must be from the Techno-Wizard powers list (though he doesn't have to actually know them). For five times the cost and +1 to the Power Point cost to charge the device, the power activates as part of another action (an attack roll for a

weapon or roll to activate another power) using the Trait result of the primary action as its own. The user must still spend Power Points before making the roll, and a failure on the primary action means the power fails as well.

† A device which stores PPE recharges on a ley line. If solely from Minor Upgrades, the device gains 1 PPE per 30 minutes. If any PPE is gained from a Major Upgrade, the item recharges 1 PPE per 15 minutes.

LEGENDARY

When a Techno-Wizard reaches Legendary Rank, he may add up to two additional upgrades of any type to a TW Device up to a maximum of eight upgrades in total.



CHAPTER THREE

PSIONICS AND MAGIC

IN a world of rail guns and giant robot armor, it might seem mere mental powers and arcane spells aren't enough to stand up to such military might. Nothing could be further from the truth.

Thanks to enormous amounts of eldritch and psychic energy flowing into and across the world from Rifts and through ley lines, anyone capable of tapping into their inner powers or channeling magic has access to incredible might and flexible capabilities. In addition to Arcane Backgrounds and all of their powers, spellcasters and psionic heroes can elevate their capacity to do things with magic and mental energy to a superhuman scale.

There are some basic rules, benign and problematic, that apply to anyone using magical powers or psionic abilities:

- Blast and burst always do Mega Damage (they count as Heavy Weapons per *Savage Worlds*) but the normal use of *bolt*, *damage field*, and *smite* do not. A character with Master of Magic or Master Psionic has access to the Mega Power enhancements of those powers, *onslaught*, *exalted damage field*, and *exalted smite*, which automatically do Mega Damage.
- The *armor* and *barrier* powers are not M.D.C., but the Mega Power versions of

these powers, *greater armor* and *stalwart walls*, are.

- Every point of Strain a caster or psionic has in cyberware imposes a -1 to casting rolls. This is why most power wielders refuse to take on any cybernetics.
- The penalties imposed by the Strength Minimums of body armor also apply to any arcane skill roll except for Arcane Background (Weird Science). It's impossible to use such powers while wearing power armor or piloting a robot armor suit, including psionic-based Power Edges unless otherwise noted. The effects of the *armor* power do stack with worn armor, as would any other power or ability providing magical or psionic protection.

CORE ARCANE BACKGROUNDS

All the Arcane Backgrounds in *Savage Worlds* are available, with just about any tradition, style, or form of magic imaginable for heroes to practice. Where the Arcane Background (Miracles) Edge is concerned, priests and holy people of any pantheon or belief system may find themselves channeling true powers of

their faith. They all reach for and commune with the spirits and deities of a broken world, and from countless worlds beyond.

When putting together a particular style of magic or faith, the Game Master and players should work out which powers make the most sense for the form or tradition, as well as what Trappings best fit. Where psionics are concerned, things are a bit more straightforward; simply use the list for the Mind Melter Iconic Framework for traditional mentalists, and use the Burster as an example for more specialized approaches to psionic powers. Weird Scientists should look to the Techno-Wizard list.

Note those with the Arcane Background (Magic) or (Miracles) Edge may eventually gain the Master of Magic Edge to gain Mega Powers for their known spells. Those with Arcane Background (Psionics) may take Major Psionic, and then Master Psionic, to greatly enhance their abilities.

NEW POWERS

CLAIRVOYANCE

Rank: Seasoned

Power Points: 3+

Range: Varies

Duration: 3 (1/round)

Clairvoyance allows the caster to sense people, places, and things outside of normal perception. The Range varies depending on the Arcane skill roll. A success gives the caster a Range equal to her Spirit \times 10 in miles, and a raise increases that to Spirit \times 100 miles. Walls, doors, and other barriers do not hamper *clairvoyance* in any way, though magical barriers may block it at the GM's discretion. While it's active, the user of this power can shift the point of observation to anywhere within her Range as a free action.

When using *clairvoyance*, the caster chooses a single sense (usually sight) to project. For each additional 1 PP she spends at casting, she may add an additional sense; this does not affect maintenance costs.

ILLUSION

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Illusion makes a single target see something that isn't there, or else see things differently than they actually are. The caster's arcane skill roll is opposed by the target's Spirit; a success means the target perceives the illusion as real with all of her senses, but each direct interaction with the illusion (an attack, directly touching it, or being impeded by the image in some way) grants the target an additional opposed roll to realize it's not real. With a raise by the caster, the target is convinced the illusion is real for as long as it's maintained.

Illusory attacks can't actually wound a target but can cause the perception of damage. Such "attacks" are made with the caster's arcane skill opposed by the target's Spirit with a success causing a Shaken.

Passive *illusions*, like a wall, take little effort to maintain. The Power Point cost must be met, but only normal maintenance penalties apply. Active *illusions*, such as a black cat or attacking enemies (see above), require constant concentration. The caster must use an action each round spent maintaining such *illusions*. This power only works on sapient beings. It is useless against animals, robots, or mindless creatures.

TELEPATHY

Rank: Novice

Power Points: 2

Range: One mile

Duration: 3 (1/round)

Telepathy is used to communicate mentally with other people. If the target is willing, a simple success is all that is needed. Otherwise, the roll is opposed by the target's Spirit. Success allows communication with the target. Only those thoughts and images the participants wish to send can be sensed; anything more requires *mind reading*.

If the caster cannot see the target, they must know and be able to identify the intended recipient in some reasonable fashion; their roll suffers a -4 penalty. Once *telepathic* contact is established, it may be maintained up to one mile away.

CASTING MORE THAN ONE SPELL PER ROUND

Characters with an Arcane Background consider each power a separate action for activation, even if it uses the same skill. A character can attempt to activate more than one power in the same round with normal multiple-action penalties, but *not* the same power more than once per round.

Example: Renard could roll Spellcasting twice at -2 to try to activate *boost/lower Trait* for Fighting and *smite* on his sword. He could not try to activate *boost/lower Trait* twice in one round for Fighting and Strength, as it is the same power regardless of the affected Traits.

Each conversation established via *telepathy* counts as a separate power for purposes of maintenance penalties. *Telepathy* can be used to speak with entities with whom you do not share a language; communication is based on thoughts and images. However, this form of communication can be difficult and basic in nature. The stranger the being (spirits, monsters, or beings from entirely different realms), the more complicated even the most basic communication can be.

MEGA POWERS

Mega Powers take magic and psionics to grand and powerful levels suitable for *Savage Rifts*®. They allow the most powerful casters to wield truly frightening and impressive arcane or psionic might.

Mega Powers are high-powered expansions of existing *Savage Worlds* powers. A character with the Master of Magic or Master Psionic Edge or ability automatically has the Mega Power option for each power she knows. Unless stated otherwise, all other effects of a Mega Power work exactly the same as the base power.

Remember that in *Savage Rifts*®, Power Points are either PPE or ISP, depending on the character's Arcane Background.

ARMOR—GREATER ARMOR

Power Points: 5

Range: Touch

Duration: 3 (1/round)

Success grants +5 M.D.C. Armor, a raise grants +10.

BANISH—BANISH THE HORDE

Power Points: 6

Range: Smarts × 2

Duration: Instant

The caster targets all summoned entities within a Large Burst Template. For example, a mob of demons could be sent back to their hellish realm, or a group of elementals brought from another plane could be dismissed. Each target rolls its own opposed Spirit check to resist.



BARRIER—STALWART WALLS

Power Points: 2/section

Range: Smarts × 2

Duration: 3 (1 per section, per round)

In addition to the base 10 Toughness of *barrier*, this Mega Power adds 12 M.D.C. Armor to each summoned section.

BEAST FRIEND—EXALTED BEAST FRIEND

Power Points: +2

Range: Smarts × 1,000 yards

Duration: 30 minutes

This Mega Power extends the Range and Duration of the *beast friend* power, and allows the caster to affect magical and mythical beasts. Such creatures must still have only animal intelligence to be influenced.

BLAST—GREATER BLAST

Power Points: +4

Range: 36/72/144

Duration: Instant

By adding +4 Power Points to the casting cost of *blast*, the damage dice are increased from d6 to d10. *Greater blast* inflicts Mega Damage like the base power.

BLIND—GREATER BLIND

Power Points: +2

Range: 18/36/72

Duration: Instant

Adding +2 to the casting cost of *blind* increases the penalties to resist the power to -4, or -6 with a raise.

BOLT—ONSLAUGHT

Power Points: 2-8 or 4

Range: 18/36/72

Duration: Instant

The caster can throw up to four 3d6 *bolts* for two Power Points each, or a single 6d6 *bolt* for 4 Power Points. In either case, the damage is Mega Damage.

BOOST/LOWER TRAIT— GREATER BOOST/LOWER TRAIT

Power Points: 4

Range: Smarts × 2

Duration: 3 (1/round)

This Mega Power doubles the power's effect; two die types for a success, four with a raise.

BURROW—GREATER BURROW

Power Points: 6

Range: Smarts × 20

Duration: 3 (2/round)

The distance covered by the *burrow* power is expanded to Smarts × 20 each round!

BURST—GREATER BURST

Power Points: 4

Range: Cone Template

Duration: Instant

Use of this Mega Power enhances the *burst* power to 3d12 Mega Damage.

CLAIRVOYANCE—WORLD SCRY

Power Points: 6+

Range: Varies

Duration: 3 (1/round)

The Mega Power version of *clairvoyance* increases the Range to Spirit × 1,000 miles. A raise increases that to anywhere on the planet. It costs 6 Power Points, +1 per additional sense the caster wishes to project.

CONFUSION—GREATER CONFUSION

Power Points: 1

Range: Smarts × 2

Duration: Instant

The caster can affect up to 10 targets instead of only five. He must still spend 1 Power Point per target.

DAMAGE FIELD—EXALTED DAMAGE FIELD

Power Points: 8

Range: Touch

Duration: 3 (2/round)

This Mega Power gives the caster two options. She can choose to have a *damage field* of 2d8, or 2d10 with a raise. Alternately, she can extend the *damage field* to a Medium Burst Template, centered on herself. In the latter case, it affects anyone in that area each round. The caster is immune to her own damage. On the rounds after she casts it, the damage is rolled at the end of her turn.

DARKSIGHT—EXALTED DARKSIGHT

Power Points: 2

Range: Touch

Duration: 1 hour (1/hour)

Exalted darksight makes it virtually impossible to impair the target's vision in any way. *Blind* does not work on him, nor

does any form of *obscure* or other lighting penalties. He can also see anyone using the *invisibility* power.

DEFLECTION—GREATER DEFLECTION

Power Points: 4

Range: Touch

Duration: 3 (1/round)

This Mega Power version of *deflection* grants a -4 effect on a success, or -6 on a raise.

DETECT/CONCEAL ARCANA— EXALTED DETECT/CONCEAL ARCANA

Power Points: 4

Range: Sight

Duration: 3 (1/round) or 1 hour (1/hour)

This Mega Power effect greatly enhances *detect arcana*, giving it expanded analytical effects. With a successful arcane skill check on a particular magical effect or supernatural entity or phenomena, the caster can learn the following:

- What kind of magic is at work.
- Currently active powers.
- General type of supernatural creature (vampire, werewolf, dragon, etc).
- Any enchantments present on an item.
- How much PPE or ISP a target possesses.
- Other information the GM thinks appropriate.

When used on a supernatural creature, a raise on the arcane skill check reveals any general susceptibilities, including Weaknesses and ways to bypass Invulnerability. The power might reveal a ghost must be laid to rest by finding an object important to it in life, but not exactly what that object is or where it's located.

This Mega Power effect can be used by Masters of Magic who have *detect arcana* at will. They must spend 2 Power Points to use it.

There is a drawback, however. Using *exalted conceal arcana* means the caster is -2 (or -4 with a raise) to be seen or found with *clairvoyance* or *divination*.

DISGUISE—MASS DISGUISE

Power Points: +4

Range: Special

Duration: 10 minutes (1/10 minutes)

The caster can affect anyone she wishes within a Large Burst Template, centered on herself. The *disguise* remains on the targets until the caster drops it, fails a concentration check from damage, or is Incapacitated.

DISPEL—EXALTED DISPEL

Power Points: 6

Range: Smarts × 2

Duration: Instant (1d6 minutes)

This is the ultimate directed *dispel* power, able to undo any active power currently active in a Large Burst Template. It can also dampen enchantments on items within the area, shutting them down for 1d6 minutes. When used against items, the casting roll is against a base 4 instead of opposed; the GM should feel free to impose penalties for particularly powerful items (-2 for a major item, -4 for an artifact, or even -6 for a true relic of great power).

DIVINATION—COMMUNION

Power Points: 10

Range: Self

Duration: 1 minute

Success with this Mega Power grants a single answer of one to three sentences, while a raise grants the equivalent of a paragraph or more (at the GM's discretion). A raise might even mean a full, interactive conversation with an appropriate entity.

DRAIN POWER POINTS—PPE THIEF

Power Points: 9

Range: Smarts × 2

Duration: Instant

When using this Mega Power variant of *drain Power Points*, the dice are doubled for the amount drained (2d6+1, or 2d8+2 with a raise).

Furthermore, drained PPE/ISP is gained by the caster (if of a type she uses). This replenishes spent Power Points but cannot raise the caster above her normal maximum.

*Its going to take HOW long? Bo-ri-ng. Cant we take some kind
of shortcut? -Astrenn, Quindorra "Quick-Flex"*

ELEMENTAL MANIPULATION— ONE WITH THE ELEMENTS

Power Points: 2

Range: Smarts × 3

Duration: 1 hour (1/hour)

Casting this Mega Power version of *elemental manipulation* dramatically increases its Range and Duration. Each use of the power counts as an action.

ENTANGLE—GREATER ENTANGLE

Power Points: +2

Range: Smarts × 2

Duration: Special

Using this Mega Power version means targets are fully *entangled* on a success. A raise means attempts to escape are made at -4.

ENVIRONMENTAL PROTECTION—LIFE SUPPORT

Power Points: 4

Range: Touch

Duration: 1 hour (1/hour)

Life Support expands the effects of *environmental protection* to protect against *all* negative environmental effects.

FARSIGHT—GREATER FARSIGHT

Power Points: 6

Range: Touch

Duration: 3 (1/round)

Greater farsight removes all penalties for Range, and like the normal version, doubles range increments on a raise.



FEAR—GREATER FEAR

Power Points: 4

Range: Smarts \times 3

Duration: Instant

Using this Mega Power causes targets to suffer a -2 to resist *fear*, or a -4 with a raise.

FLY—SWIFT FLIGHT

Power Points: 8 or 10

Range: Touch

Duration: 3 (1/round)

Swift Flight increases the target's *flying* speed. For 8 Power Points, the recipient flies at $4 \times$ Pace and is -1 to be hit by ranged attacks. For 10 PPs, the recipient flies at $8 \times$ Pace and is -2 to be hit by ranged attacks. These penalties do not stack with similar effects, like *deflection*; use the higher benefit.

GREATER HEALING—RESURRECTION

Power Points: 30

Range: Touch

Duration: Instant

Possibly the most powerful—and controversial—spell effect in the world, resurrection brings a spirit back to her dead body, then returns her to life. The time and energy involved is massive, the risks

are literally life-threatening, and there's only ever one chance for the spell to work for a given being.

To return the dead to life, the caster must make a skill roll with a penalty based on how long the target has been dead. Less than an hour is the easiest at -2 , a day is -4 , up to one month is -6 , within a year is -8 , and anyone dead longer than a year is at -10 .

It takes 2d6 hours to cast the spell (time of death is considered from when casting begins), and if the caster fails the roll, death claims him for his hubris and *he* dies!

Fortunately, the caster can seek aid from others who can make a cooperative roll using the same Arcane Skill as the primary character. These aides do not need to have *greater healing* and can only provide up to the normal $+4$ bonus maximum. Characters who make the cooperative roll do not die on a failure but are Incapacitated by Fatigue, and each level can only be recovered by eight hours of rest.

A resurrected character returns to life Incapacitated with three wounds and a permanent injury from her cause of death. The damage and injury could be healed with use of the *greater healing* power as normal.



GROWTH/SHRINK—TINY YET MIGHTY

Power Points: +2

Range: Smarts × 3

Duration: 3 (1/round)

When using *shrink* with this Mega Power enhancement, the caster empowers the target to retain his Strength and Toughness while small. For *growth*, spending +2 Power Points extends the casting Range, just as for *shrink*.

HAVOC—GREATER HAVOC

Power Points: +2

Range: Smarts × 3

Duration: Instant

Greater havoc enhances the penalties to resist to -2, or -4 with a raise. Furthermore, targets are knocked back a total of 3d6" and automatically Shaken, regardless of hitting an object.

HEALING—MASS HEALING

Power Points: 6

Range: Special

Duration: Instant

The *healing* power can be cast on all allies within Spirit × 2 of the caster. Ignore individual wound penalties of the treated and apply a flat -2 instead. The power is selective; the caster chooses who is affected.

ILLUSION—DEADLY ILLUSION

Power Points: 6

Range: Smarts × 2

Duration: 3 (1/round)

This Mega Power causes *illusion* to become potentially deadly for those who are targeted. A raise on the opposed roll for an illusory attack causes a wound, as does a success if the target is already Shaken.

INTANGIBILITY—ASTRAL FORM

Power Points: 10

Range: Self

Duration: 1 minute (1/minute)

The caster is able to leave his body behind as his astral self—a ghostly, translucent form, easily concealable (but not invisible) and able to wander in any direction at a 4 × his Pace. Some mystical barriers might block passage at the GM's discretion, but he can otherwise go through anything in this form.

INVISIBILITY—TRUE INVISIBILITY

Power Points: 10

Range: Self

Duration: 3 (1/round)

Normal *invisibility* generally applies to normal sight-based Notice checks; *true invisibility* applies to all senses, including mystical, technological, or greatly enhanced ones. The recipient cannot be seen or detected by any means, unless he attacks someone. In that circumstance, any attempt to detect or attack the character with *true invisibility* is made at -8.

True invisibility also makes it impossible for anyone using most means of scrying or other detection to find the character; this includes *divination* and *clairvoyance*. Those using *detect arcana* suffer a -4 penalty to see someone using *true invisibility* (though *exalted detect arcana* works at no penalty). Generally speaking, it is nearly impossible for the character to be seen or detected if he does not take an aggressive action against someone else; the GM is final arbiter of this power's ultimate limits.

LIGHT/OBSCURE— ETERNAL LIGHT/GREATER OBSCURE

Power Points: 10/4

Range: Smarts × 2

Duration: Permanent/3 (1/round)

Eternal light is the Mega Power ritual—it takes 10 minutes—that allows the caster to cause *light* to become a permanent effect. This can be put on any object, or even a person if the target is willing. Note that if anyone with Arcane Background (Miracles) enacts this ritual, she may will the *light* to be holy in nature, having the same effect on certain creatures (such as vampires) as sunlight, and its radius is considered holy ground.

Greater obscure expands the effect of *obscure* to the caster's Smarts in radius, and he is automatically immune to the power's effects.

MIND READING—MIND WALK

Power Points: 6

Range: Smarts × 2

Duration: 5 minutes (1/minute)

Mind walk allows the caster to walk through the mind and memories of the subject.

While the spell is in effect, the caster can ask any number of questions, explore

memories, or simply have a conversation with the inner consciousness of the target. If a particular question or thought is of a vital or dangerous nature, or the caster explores deep hidden fears or something of great emotional value to the target, an additional contested roll may be called for.

PUMMEL—GREATER PUMMEL

Power Points: 4
Range: Cone Template
Duration: Instant

Using this Mega Power increases the penalty to resist *pummel* to -2, or -4 with a raise. Furthermore, targets are knocked back a total of 3d6" and are automatically Shaken, regardless of hitting an object.

PUPPET—MIND CONTROL

Power Points: 6
Range: Smarts × 2
Duration: Special

This greatly enhanced version of *puppet* allows the user a longer period of control. Success increases the Duration to one minute (1/per minute). With a raise, Duration is extended to 5 minutes (1/5 minutes), and with two raises, it becomes 10 minutes (1/10 minutes). Issuing a command is a free action but maintaining control requires concentration, inflicting a -1 penalty on all other actions while the power is active.

Any time a target is forced to do something completely against his nature, he gains a new roll to break control. A success enables him to resist the action, doing nothing instead. A raise means he's completely free of the power.

If the caster has and uses *telepathy* on the target, she may extend her control of him to any distance, even out of her sight.

QUICKNESS—EXALTED QUICKNESS

Power Points: 8
Range: Touch
Duration: 3 (2/round)

In addition to the two complete turns the character gains with *quickness*, he may ignore up to two points of multi-action penalties on each of those turns.

SHAPE CHANGE—GREATER SHAPE CHANGE

Power Points: +2
Range: Self
Duration: 1 minute (1/minute)

With this Mega Power version of the *shape change* power, the caster is able to take on the form of any character or creature: humans, humanoids, and even magical monsters and beings. In addition, the caster is able to cast other powers while in any animal form, and she can speak clearly for others to hear without any issues, unless the form has no mouth.

Note that only natural, inherent abilities to the form are gained, not anything derived from technology or training. *Greater shape change* cannot confer a Juicer's chemical and nanotech enhancements, nor does it give the caster a Ley Line Walker's spellcasting or ley line abilities.

SLOW—EXALTED SLOW

Power Points: 2
Range: Smarts × 3
Duration: 3 (2/round)

Exalted slow causes these additional effects:

- The target's Pace is cut in half (round down), and he cannot run.
- The target's Parry is reduced by 2, and ranged attacks against him receive a +2.
- All Agility and linked skill rolls are made at -2.

GREATER SHAPE CHANGE

COST	RANK	CREATURE TYPES
5	Novice	Dire wolf, giant spider
6	Seasoned	Small humanoid (goblin)
7	Veteran	Medium Humanoid (brodkil)
8	Heroic	Large creature (rhino buffalo)
9	Legendary	Huge creature (dragon)

SLUMBER—GREATER SLUMBER

Power Points: 4

Range: Smarts $\times 3$

Duration: 1 minute (1/minute)

Using this Mega Power increases the penalties to resist *slumber* to -2 , or -4 with a raise. Furthermore, it takes a full round of active effort to awaken a victim of *greater slumber*; loud noises and the like aren't enough.

SMITE—GREATER SMITE

Power Points: 4

Range: Touch

Duration: 3 (1/round)

This Mega Power version of *smite* confers two effects:

- The bonus damage is $+4$ with success, $+8$ with a raise, and the damage becomes Mega Damage.
- The caster may choose any Trapping to confer at the time of casting. This might be silver, fire, holy light, etc.

SPEAK LANGUAGE—MASS UNDERSTANDING

Power Points: 2

Range: Special

Duration: 10 minutes (1/10 minutes)

The caster causes characters within Spirit $\times 2$ of him to be able to understand one another, regardless of language spoken. The power is selective, affecting only those the caster wishes.



SPEED—GREATER SPEED

Power Points: 2

Range: Touch

Duration: 3 (1/round)

This Mega Power version of *speed* grants the following added effects:

- The recipient's Pace is tripled, not doubled.
- The recipient doesn't need to roll a run die; assume the maximum whenever it would be rolled.
- Attacks against the recipient are at -2. This penalty does not stack with similar effects, like *deflection*; use the higher benefit.

STUN—GREATER STUN

Power Points: 4

Range: 18/36/72

Duration: Special

Greater stun enhances the core *stun* effects in a couple of ways. First, the area is increased to a Large Burst Template. Second, all resistance rolls are made at -2, or -4 with a raise. Finally, any Vigor check of 1 or less means the target is Incapacitated; such targets make Vigor checks each following round to recover to Shaken status.

SUCCOR—MASS SUCCOR

Power Points: 2

Range: Special

Duration: Instant

The caster can use this Mega Power to affect all allies within Spirit \times 2. It is a selective effect, helping only those the caster chooses.

SUMMON ALLY—FORCE MULTIPLICATION

Power Points: +2 per ally

Range: Smarts

Duration: 3 (1/round)

With *force multiplication*, each +2 Power Points summons an



MAGIC OPTIC SYSTEM

additional ally of the same type or category, brought in at the same time.

TELEKINESIS—EXALTED TELEKINESIS

Power Points: 10

Range: Smarts \times 2

Duration: 3 (1/round)

Using *exalted telekinesis* is slightly different than normal *telekinesis*. The caster's telekinetic strength is calculated as his Spirit die with four die steps added. Thus a psionic with a Spirit of d8 has an *exalted telekinesis* strength of d12+2.

Those using *exalted telekinesis* consult the **Super Strength Table** (page 65) to determine how much they can lift and manipulate. With a successful roll, they use the Load Limit column, or the Max Weight column with a raise. Note that objects weighing 1,000 or more pounds automatically deal Mega Damage when used as weapons.

TELEPATHY—EXALTED TELEPATHY

Power Points: 4

Range: Special

Duration: 3 (1/round)

This Mega Power version of *telepathy* allows the user to reach any ally's mind within one mile without needing a roll, and contacting someone else only requires a roll with no penalties. Beyond the one-mile radius, rolls for allies are at -2, while other rolls are at -4.

Furthermore, the psi can choose to broadcast a *telepathic* message to every sentient mind within a mile radius. Alternately, she can connect up to her Smarts die in minds as a kind of *telepathic* switchboard, creating open communication for everyone connected. This last ability is somewhat taxing, imposing a -2 penalty on any other Trait rolls while she maintains it.

TELEPORT—GREATER TELEPORT

Power Points: 5+

Range: Special

Duration: Instant

Greater teleport extends the Ranges to 20" (40 yards) per 5 PPE or ISP spent, or 30" (60 yards) with a raise. The caster can carry up to five others without having to risk Fatigue. Each additional person he carries beyond

those five imposes an automatic Fatigue level, as per the core *teleport* power.

WALL WALKER—GREATER WALL WALKER

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Using *greater wall walker* means the target automatically gains the ability to move at full Pace. He also gains +4 to resist being moved by such powers as *havoc*, *pummel*, or *telekinesis*, and he gains +4 to resist the Push maneuver.

WARRIOR'S GIFT—GREATER WARRIOR'S GIFT

Power Points: 8

Range: Touch

Duration: 3 (1/round)

Greater warrior's gift allows the target to select two Combat Edges at once, and those Edges may be up to the target's current Rank.

LEY LINES

Ley lines of all sizes and power are everywhere, crossing the globe of *Rifts* Earth in a massive web of magical energy. For anyone who uses Potential Psychic Energy (PPE), ley lines are powerful sources of extra eldritch might. Ley Line Walkers, in particular, gain massive benefit from the presence of ley lines. In fact, many of their special abilities are completely dependent upon the presence of one.

Many times, a Game Master may decide by fiat whether a ley line is anywhere nearby. If a random means of determination is desired, roll 2d6. If either die comes up a 6, there is a ley line nearby (within a few hundred feet, at least). If both dice come up 6s, a nexus (and possibly a Rift) is somewhere nearby, as well.

Though psionics gain no added ISP from ley lines (but see below), anyone who uses magic of any kind—including Techno-Wizards, Mystics, and anyone who uses PPE—can draw on a ley line to gain additional energy for powers. If a caster is within her Spirit $\times 2$ (game inches) of a ley line, she may take an action to roll her

arcane skill; the result equals the number of PPE she can draw and add to her pool. As well, so long as she remains within Spirit $\times 2$ of a ley line, her maximum PPE is twice her normal amount.

When a caster goes outside of her range to draw from the ley line, her PPE maximum slowly shrinks back down to its normal size, losing one PPE per hour (unless she uses up the excess energy on actual powers or other needs). This works the same for Ley Line Walkers, though the Range is Spirit $\times 3$ and their maximums actually go up to three times normal size. Drawing on a ley line for power is a free action for Ley Line Walkers, as well.

The one advantage psionics *do* gain from Ley Lines is more focus for their power, so long as they are Major Psionics. The effects for spending ISP on enhancing skill rolls while on a ley line are doubled (effectively 1 ISP per +1, up to +4), while Range enhancements are doubled as well (1 ISP for $\times 4$ Range, 2 ISP for $\times 20$ Range).



CHAPTER FOUR

SETTING RULES

THESE are new Setting Rules designed for use in *Savage Rifts*®.

BLAZE OF GLORY

In a world full of incredible heroes and mighty villains, overwhelming dangers and terrifying monsters, the choice to sacrifice for the greater good should be a powerful and meaningful one. In the same vein, it is rarely the dream or goal of any player to see his character die inconsequentially from a random lucky hit by an unnamed minion.

At any time a character is Incapacitated by an attack, instead of rolling on the **Incapacitation Table**, he may declare he's going out in a Blaze of Glory.

Declaring Blaze of Glory means the hero chooses the moment he is ready to die, and he expends everything he has left in a stunning display of power and determination for one last great ride into the sunset. This *must* happen before the end of the current session.

In game terms, this manifests in the following ways:

- Any and all effects of the attack triggering Blaze of Glory are completely negated. This includes being Shaken.
- Once declared, the player receives three Bennies. He should use these sparingly, as they are his insurance for lasting

the rest of the session until his chosen moment comes.

- The player continues to play, taking actions as normal. Once his Blaze of Glory scene and all of its circumstances are resolved, his character *dies*.

At the moment Blaze of Glory is declared, a pause in the action is called for while the player and the Game Master negotiate about the end goal for the character. The player should give a clear vision of what he would like to see happen, and the GM should indicate what is and is not on the table. For example, if the main villain of the campaign is present, and the GM is not prepared to simply have her killed outright, the two can discuss alternate roads to a meaningful defeat while still leaving her in play.

Alternately, some players may simply wish to say, "Make it good, please," and let the GM come up with an appropriate ending suiting the story arc of the sacrificing hero. The moment should be more about story and less about rolling dice; Game Masters should not let a bad die roll ruin this last act for the player's character.

While a final soliloquy—in the aftermath of the battle with his dying breath—is completely called for, the hero's death is unavoidable, irrevocable, and final. Not

even magic can bring him back. It was his choice, and he went out how he wanted to. For many, that's an essential quality of being a hero.

DRAINING PPE/ISP

Some creatures, and even a few specialized wielders of magic, have the inherent ability to drain PPE (and/or ISP) from not just arcane casters, but *anyone*, and absorb that energy for their own use. (This is different from the *drain Power Points* power.) The drainer may have to meet specific conditions to use the ability: causing pain, or a minor bleeding cut. A Trait roll is made (either an arcane skill roll, or possibly the Spirit or Vigor of the creature) and the target resists with his Spirit. With a success, the being drains 1d6 Power Points from the victim as an action, or 1d8 with a raise. Drained PPE or ISP are added to the caster's total. Points in excess of the drainer's normal maximum fade at the rate of 1 every five minutes.

Against characters without an Arcane Background, the maximum PPE which may be drained is half their Spirit die (ISP cannot be drained from non-psionics). For example, a victim with a d6 Spirit can supply up to 3 PPE. When used against casters, the draining entity can gain all of their current Power Points they would use for casting, plus one-half of their Spirit die.

Some particularly evil beings kill their victims when using this ability, which doubles both the amount of PPE or ISP drained and the maximum. On the round the victim is killed, the drainer can gain 2d6 Power Points with a success or 2d8 on a raise (still opposed by the Spirit of the victim). This use of siphoning can be combined with a Finishing Move without a multiple-action penalty. For example, if a Murder Wraith kills the person with a d6 Spirit with a Finishing Move and gets a success on the opposed roll, it gets 2d6 PPE, up to a maximum of 6 PPE from her during the process.

DEATH & DEFEAT

Not all players are ready for their characters to die, so instead of declaring Blaze of Glory, they take their chances on the Incapacitation roll. Fortunately, even if that goes badly, it doesn't *necessarily* mean the bitter end

SAVAGE WORLDS SETTING RULES

The following Setting Rules described in *Savage Worlds* are recommended for *Savage Rifts*® campaigns:

- **Blood & Guts:** Anyone can spend a Benny to re-roll damage rolls.
- **Born a Hero:** Ignore Rank requirements for Edges (and powers from them) at character creation.
- **Critical Failures:** Bennies cannot be spent on Trait rolls where double 1s are rolled.
- **Joker's Wild:** When a player draws a Joker, all players get a bonus Benny.

SAME AS IT EVER WAS

Not so much a setting "rule" as a matter of setting terminology, in *Savage Rifts*® some words replace or have dual meanings from core *Savage Worlds*.

Heavy Damage and Heavy Armor are Mega Damage and M.D.C. (Mega Damage Capacity) Armor.

Power Points are split into two versions, ISP (Inner Strength Points) for psionics and PPE (Potential Psychic Energy) for all other Arcane Backgrounds. On some occasions where the rules work the same for both, the term Power Points is still used.

for a hero. Death is only one of many ways a character might be changed by a significant defeat.

Heroes who would otherwise perish by the regular *Savage Worlds* rules instead roll on the **Death & Defeat Table** (see next page).

DEATH & DEFEAT TABLE

D20	RESULT
1–4	The End: Death claims the hero. Without truly powerful, miraculous magic, there's nothing left to be done.
5–8	Mangled: Barely clinging to life and in a Coma (see below), the hero is forever changed by what happened. A Permanent Injury is suffered, resulting in a Major Hindrance of some kind (One Arm, One Eye, One Leg), or some other kind of permanent loss (nerve damage, causing –2 to all Agility and linked tests, or brain damage causes –2 to all Smarts and related tests). The player and Game Master can work this out, or the Game Master can find a way to randomly determine what happens. Cybernetics <i>can</i> be used to address the damage, but this means a lot of credits and some major surgery ahead. For some characters, cybernetics means an even worse loss.
9–12	Coma: Though the hero somehow survived, he's in a deep coma on top of all of his injuries (roll for a Permanent Injury on the Injury Table in <i>Savage Worlds</i>). He's out for 1d6 days minimum; after that, he makes a Vigor roll each day to wake up, applying any wound penalties (unless someone's used Healing of some kind to mend his injuries). He wakes up Exhausted (see below).
13–16	Exhausted: Roll for an Injury (which is healed once all wounds are gone). The hero is Exhausted with Fatigue, and it takes 1d4 days of rest and medical care to get rid of each Fatigue level.
17–18	Fatigued: Roll for an Injury (which is healed once all wounds are gone). The hero has one level of Fatigue, and it takes 1d4 days of rest and medical care to get rid of it.
19	Not Today: Though he still has his wounds, the hero remains in the fight. He stabilizes and is Shaken.
20	What Happened?: Somehow, the hero's injuries seem to be only superficial; he has no actual wounds. He is, however, forever changed in some significant way—his hair turns white and he has no memory of the last year; he has prophetic dreams once in a while; he sees (and talks to) things no one can see; etc. This is something for the player and the GM to work out.

EXTRA EFFORT

In a world where heroes are expected to do the impossible, they often need to push their limits. This Setting Rule allows a player to spend a Benny to add a d6 to a Trait roll instead of re-rolling it. This d6 can Ace, and its final result is added to the initial Trait roll.

This may be done only once for any given Trait roll. It cannot be combined with the standard re-roll; a player must choose to re-roll *or* use Extra Effort, and once one option is employed, the other is off the table. Edges like Elan do apply, however, so spending a Benny for Extra Effort would

mean an additional +2 from Elan on top of the d6 as well.

The one situation in which Extra Effort is not allowed is dealing with damage. You may not use Extra Effort for soaking wounds, nor may you use it on an Incapacitation Vigor roll.

TECHNICAL DIFFICULTIES

When highly advanced technology and high-performance machines intersect with extreme combat and dangerous environmental conditions, things have a tendency to break. In *Savage Rifts®*, this condition is triggered by Critical Failures

This applies to any Trait roll where gear is involved. Some examples include:

- Using infrared binoculars and rolling a Critical Failure on a Notice check.
- A Critical Failure on a Soak roll, causing damage to the Armor value of a suit.
- A Critical Failure on a Shooting roll.
- Rolling a Critical Failure on a Strength check with cybernetic arms.

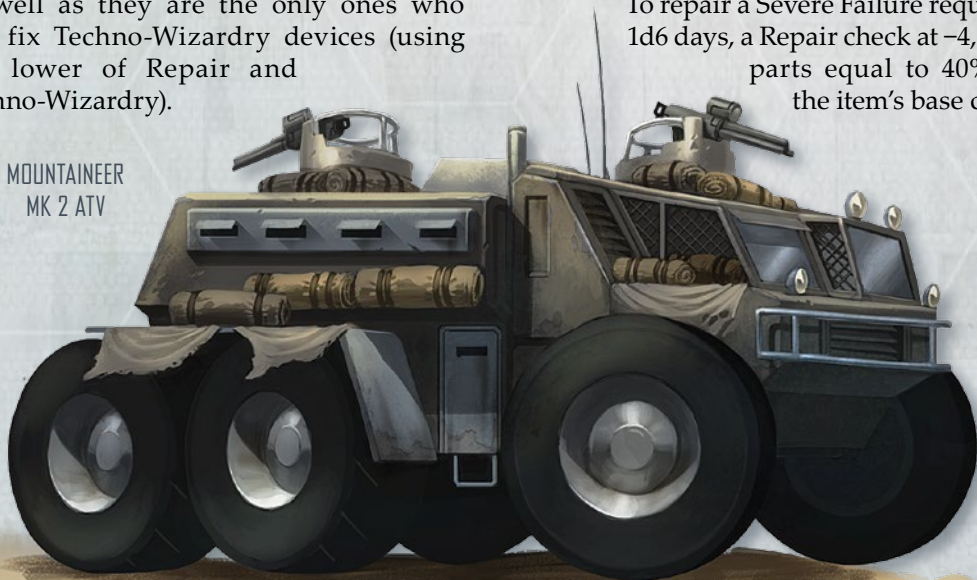
Whenever a device suffers a Critical Failure, roll a d6 and consult the **Technical Difficulty Table**.

If a device suffers from an additional Critical Failure, it gains the next level of penalty. If something is already at the Severe Failure level, it is rendered useless/destroyed and must be replaced or completely rebuilt.

Note, on a device with multiple systems, only the one specifically in use is affected. So a suit of Power Armor subject to a Critical Failure on a Soak roll just suffers a penalty to the Armor value, not every use of the suit. It is possible to render the Armor completely useless while the rest of the suit is still functional. Same effect applies to Combat Cyborgs, a single failed sub-system doesn't render the cyborg himself destroyed (only actual damage can do that).

Fortunately, Rifts Earth is replete with technicians and engineers (often referred to as Operators) who are experts at repairing machinery. Techno-Wizards are important as well as they are the only ones who can fix Techno-Wizardry devices (using the lower of Repair and Techno-Wizardry).

MOUNTAINEER
MK 2 ATV



TECHNICAL DIFFICULTY

D6	EFFECT
1-3	Glitch: The device or gear applies a -1 to all Trait rolls where it's used, or its applicable bonus is reduced by 1.
4-5	Serious Problem: The device or gear applies a -2 to all Trait rolls where it's used, or its applicable bonus is reduced by 2.
6	Severe Failure: The device or gear applies a -4 to all Trait rolls where it's used, or its applicable bonus (such as with Armor) is reduced by 4.

Characters can attempt to fix any damaged machinery, with a successful Repair roll and, if necessary, appropriate parts. The time and penalty depend on the severity of the malfunction. A success and each raise reduces the damage category by one level. On a failed roll, the required parts are used up with no effect. A Critical Failure increases the severity by one degree—ruining an item at the Severe Failure level.

Repairing a Glitch takes $1d6 \times 5$ minutes and a Repair roll at -1. A Serious Problem takes $1d6$ hours, a Repair check at -2, and parts equal to 20% of the item's cost.

To repair a Severe Failure requires $1d6$ days, a Repair check at -4, and parts equal to 40% of the item's base cost.

CHAPTER FIVE

RIFTS EARTH

WITH nearly a hundred books published by Palladium Books about the Megaverse® and Rifts Earth, there is a ton of source material for you to explore at great length. What follows is a succinct summary, with a heavy focus on what's important for those playing as members of the Tomorrow Legion in North America.

THE WORLD AS WE KNOW IT

HISTORY

The Golden Age of Mankind spawned scientific and technological marvels capable of transforming the lives of every living person on Earth. The evolution of humankind across multiple disciplines and ideas sadly did not keep up with the species' biological and cybernetic transhuman developments. According to some legends, this led to one or more terrible wars that cost the lives of billions and brought about the Coming of the Rifts and the Chaos Earth era.

The Coming of the Rifts caused a massive network of ley lines to swell with magic energy, tear open the fabric of reality and

unleash an incursion of first millions, then billions of dimensional beings (D-Bees) from untold realities beyond the quantum veil. The chaos of this time caused a seemingly endless cycle of death and destruction that literally fed on itself due to the impact it had on the ley lines and Rifts.

The few remaining civilizations fell during the era now known as the Dark Ages, marked by most scholars with the re-emergence of the lost land of Atlantis and the horrors its inhabitants unleashed upon the world. Monsters and conquerors from realms of sorcery and super-science nearly brought an end to anything that resembled Earth's societies and cultures. Only the dedicated efforts and terrible sacrifices of heroes—Glitter Boys, Cyber-Knights, and anyone willing to take up weapons or spells to fight—prevented total obliteration or enslavement.

THE RETURN OF ORDER

Finally, out of the darkness came points of light as Earth's inhabitants began rebuilding instead of simply surviving. This era—the current one, as most scholars reckon it—was heralded by a new calendar established by the Coalition States in North America. Chi-Town rose on the outskirts of what was once Chicago, and with it, calendar year 1 Post-Apocalypse (PA). And other strongholds

of humanity emerged around the globe, reaching out to those who survived and were building something like a civilization in the face of horror and chaos.

For North America, things did not go smoothly. The first hundred years were marked by power struggles between the Coalition and those who embraced magic and divergent sentient populations. The Federation of Magic and other magically oriented realms became bitter enemies with Chi-Town and its allies.

Just after the first century of this new calendar, devastating conflict erupted in the middle lands, where humanity struggled to rebuild on the American continent. Conspiracies and misunderstandings led to the Juicer Uprising in 104 and 105 PA, culminating in the siege and near-destruction of the CS city of Newtown. Not long after, Coalition Emperor Karl Prosek announced his Campaign of Unity (also referred to as the Crusade for Humanity), whereby many communities were brought under the Coalition flag

while ever-increasing military operations were undertaken to destroy enclaves of magic wielders and D-Bees. The CS military underwent a massive overhaul, revealing even greater technological developments (both rediscovered and newly created).

The defining moment of this new century so far was the Siege of Tolkeen, a war that spanned nearly five years and ended well over a million lives. Tolkeen, a once-noble and strong realm given to magic, ultimately fell to ruin not only from without, but from within. Its leaders sacrificed honor and ethics to unleash hellish nightmares in the name of victory. Among the many losses suffered with the fall of Tolkeen was the Order of Cyber-Knights, split by a schism over serving alongside Tolkeen or staying out of the war.

Now it is August, 109 PA. The ashes of Tolkeen still smolder, the Coalition struggles to rebuild its forces and expand its influence, and the Federation of Magic's leaders plot and scheme for their own run at domination. Untold numbers of other factions do the same, both on the continent and around the



globe. Still, millions struggle just to survive and build *something* out of the destruction and anarchy of the world.

GLOBAL OVERVIEW

Although the focus of this section is on the North American continent, it is wise to know something about the rest of the world's situation.

South America: The "Land of a Thousand Isles," what was once South America, suffered dramatically from the rising waters of the ocean upon the return of Atlantis to the region known as the Bermuda Triangle. Much of the land is lush, primordial rain forest, deep and treacherous swamp, or mountain wilderness. Pockets of civilization are scattered throughout, and as one of the places where Golden Age technology was first rediscovered, some of those pockets are well fortified and defended. Numerous draconic and D-Bee populations dominate much of the region, making it alien for human travelers.



SFD BUSHMAN FULL
COMPOSITE ARMOR

Western Europe: The British Isles are given entirely over to magic, with a faction of Druids seemingly the main power there. While most of mainland Europe is consumed by wilderness and dominated by the Gargoyle Empire (gargoyles, brodkil, and other monsters), the lands of what was Germany, Austria, the Netherlands, and parts of Poland and Scandinavia stand strong as the New German Republic (NGR), bolstered primarily by one of the world's new and powerful mega-corporations, Triax Industries. With some of the most advanced technology and secure, prosperous people on Earth, the NGR is practically a paradise... for humans. Non-human travelers are barely tolerated, and are not welcome to stay long.

Eastern Europe and Asia: The lands of Eastern Europe and Russia are dotted with feudal kingdoms ruled by brutal warlords, served by cyborg legions they use to battle each other and the demonic forces they compete with for land and resources. Farther east, it is said that most of Asia is monster-ravaged wilderness, though China is believed to be firmly connected to the 13 Hell realms of the mythical Yama Kings. Covered in a white mist that indicates where firm reality leaves off for more ethereal lands, most avoid travel there altogether.

Japan: Japan is also cut off to most travel, but reports indicate the majority of the island has returned to its ancient feudal days. There are, however, stories of at least one grand city of technological wonder that remains as it was from the Golden Age.

Australia: Perhaps unsurprisingly, Australia is said to be a true apocalyptic wasteland, with only a couple of cities walled off from the rest of the continent and battling to survive. Much of the islands of the Pacific were lost to the sea as Atlantis reappeared and raised ocean levels everywhere.

Africa: The northern part of the African continent is dominated by the expanding Phoenix Empire (centered on what was Egypt), ruled once again by mythic gods and a dragon lord named Rama-Set. The rest of the land is primarily a mix of near-primordial jungle and desert wastes, with pockets of varying degrees of civilization ranging from primal to high-tech paradise.

NORTH AMERICA

The majority of North America's population resides in the central part of what was once the United States, mostly in the upper and central Midwest. Most humans live within one or more of the member states of the Coalition: Chi-Town (which includes most of Illinois and Iowa), Missouri, Fort El Dorado (the southern part of Arkansas), Lone Star (the Texas Panhandle), Iron Heart (large portions of Canada north of Lake Huron). In northern Michigan, two corporate states—Ishpeming (more commonly known as Northern Gun) and the Manistique Imperium—are firm CS allies and suppliers.

Free Quebec, once a member of the CS, stands as the second strongest political power on the continent. Though also steeped in human supremacy and anti-magic, education is important to Quebec and it has many other differences with the Coalition States. Still, an uneasy alliance exists and they remain trading partners.

The ruins of Toronto are home to Lazlo, the largest magical city-state outside of the Magic Zone. The home of world-famous scholar and archaeologist, Erin Tarn, Lazlo is also where a large number of Tolkeen refugees wound up.

The Magic Zone is a large swath of land covering the middle lands (the Ohio Valley and beyond) east of the Mississippi River all the way to the Appalachians (called the Eastern Wall). The True Federation of Magic, under the despotic rule of Lord Alistair Dunscon, claims the entire region, though there are plenty of factions (Dweomer most notably) that are in no way answerable to him. What was once the south is mostly swamp and jungle, where dinosaurs once again roam.

The Vampire Kingdoms of Mexico are a nightmare region of blood and horror. Much of the southwest that isn't under Lone Star is a loose confederation of various factions called the Pecos Empire, while the Colorado Baronies represent what little civilization exists north of there. There is precious little west of the region, as disasters man-made and natural utterly devastated the west coast.

CASTLE REFUGE

Legend tells of a group of scholars and builders who, during the Golden Age, built a castle among the hills and forests of northern Arkansas, near a magical city of entertainment called Branson. Fortress Ozark was its name, so the stories say, and though it was destroyed during the cataclysms along with everything else, its foundations were strong enough to leave solid ruins.

Upon these ruins wandered travelers from another world, come through a Rift and searching for a new home. They were dwarves, given to matters of building and craft. Employing techniques of master engineers and magic, they built a mighty castle fortress. Even as they completed their great marvel, a man came to them, leading a huge company of refugees from a disastrous war. He asked the dwarves if these poor people might take refuge, and his nobility of bearing and clear sacrifice for the greater good moved the dwarves to readily agree.

The leader of the dwarves, Dhara Hammerheart, chose to name the home of her people and these newcomers accordingly, and Castle Refuge was thus christened. Refusing the title of Queen, as her followers tried to name her, Dhara instead took the mantle of High Defender. She urged everyone to first see to their immediate needs, and to then take up the cause of organizing defenses, supplies, and day-to-day logistics. Soon, she began organizing those with natural leadership qualities—both among her dwarven folk and the mostly-human refugees—and bade them explore matters of “civilian leadership” while she served militarily.

The knightly man who brought the first group of people to Castle Refuge returned two more times with other groups. Each time, he was accompanied by others like him, and still others with skill at arms or magic, whom he assigned to join the fortress' defenders and protectors. Eventually, his name got out among the people; he was none other than the founder of the Cyber-Knights, Lord Coake, and the refugees he

brought south (via a rift near the Mississippi river, bypassing treacherous swaths of land between the CS and the Federation) were displaced from the destruction of Tolkeen. Lazlo could take no more, so he'd sought out a new place to bring hope to the hopeless.

After his third visit, Coake disappeared for a few weeks. Some believe he retreated to the deep mountains in the east, where he meditated and grieved over the schism of his Order during the Siege of Tolkeen. Meanwhile, Castle Refuge grew dramatically, with new walls built around homes and businesses as they sprouted in all directions around the original castle. A mayor was elected, councils formed, and a genuine community grew and prospered thanks to excellent and benevolent leadership and coordination. Tucked in between the main Coalition State region of Chi-Town and the still-developing Fort Eldorado, with the True Federation's main forces some distance away, Castle Refuge managed to avoid all but some minor issues with local bandits and wandering monsters.

Recently, Lord Coake returned once more to Refuge, and Erin Tarn and a cadre of powerful and knowledgeable warriors, scholars, scientists, and masters of magic came with him. With Dhara Hammerstone and the leaders of Castle Refuge, they've enacted a new project, one of profound importance and great purpose. Much of the growing garrison of the fortress is undergoing a transformation, training and preparing to venture into the world to help those in need, discover mysteries and lost treasures, and bring hope to those without.

It is 109 PA, only a couple of months since the Fall of Tolkeen. Emperor Prosek is determined to drive all magic and non-humans out of his world, while Lord Dunscon seeks no less than total domination under his mad rule. From the strength and security of Refuge, an army of heroes and adventurers set out to defend against these threats and more, bringing a better world for *all*. This is the mission of the Tomorrow Legion.



CHAPTER SIX

THE HERO'S JOURNEY

IN addition to the straightforward spending of points and making choices off of various lists, character creation in *Savage Rifts*® adds a bit of random extra coolness with the Hero's Journey system. This also incorporates the idea of background development and crafting narrative hooks into a character, breathing life into the story of each hero while granting them various benefits and, sometimes, complications.

Each Iconic Framework grants a certain number of rolls on the following tables. Game Masters may wish to allow additional rolls based on the campaign they're running. As a general rule, whenever a player rolls something that their character already has (like an Edge or particular piece of Gear), he should be allowed to re-roll. Alternately, the GM and player might work out a fair exchange to make it work in line with the character concept. For example, if he already had the Healer Edge on his character and rolls that on a table, he might be allowed to bump up his Healing skill die type or take Knowledge (Medicine).

NARRATIVE HOOKS

Before making any other rolls, each player should roll once on the **Narrative Hook Table**. This provides her a hook she can enter the game with, giving her something to hang her character's backstory on, possibly coordinated with other players. This is especially true if more than one player rolls the same result. Even without matching results, players should absolutely feel free to take their Narrative Hooks and weave them into shared stories.

The Narrative Hook may also serve to help create a story around one or more of the results rolled on the Benefits tables that follow. Game Masters and players should feel free to take one or more results they really like and just build around them for the start of a campaign.

Roll a d20 and consult the **Narrative Hook Table**:

Ayup. Thats a fade-town, all right. Here one day, gone t'other. Best we check it out afore it spooks the horses, y'hear? —Hopalong Cressit, Fennodi

NARRATIVE HOOK

DZO	RESULT
1-3	The Siege of Tolkeen. One of the most tragic and destructive events of recent times, the invasion and subsequent destruction of the magical state of Tolkeen by Coalition forces in 109 PA reverberates throughout North America and the world. Your character may have fought in that war, perhaps as a part of either side's military forces, or as a mercenary hired by one faction or another. She may have been caught in the crossfire, trying to survive and help as many folks as possible. Many refugees from that war are now in or around Castle Refuge.
4	Hidden Away. Your character may have already been on the road to Castle Refuge, or headed somewhere else. Regardless of destination, his travels drew him near a place off the beaten path, undiscovered and untouched for a very long time. Whatever he discovered in that place, it ultimately led him to seek out the Tomorrow Legion.
5-6	Alistair Dunscon's "True Federation." In the wake of the fall of Tolkeen, Alistair Dunscon's psychotic madness is only exceeded by his obsession with forcing all of those who practice magic to fall under his rule in the Magic Zone. To this end, he's dispatched terrible forces to strike against Coalition troops and raid the ruins of Tolkeen for ancient artifacts, magic weaponry, and anything else that can be salvaged. He's also engaged in a dual campaign of social negotiations (coupled with intense political pressure) and outright terror campaigns against recalcitrant smaller factions. Your hero may have suffered at the hands of Dunscon's agents or forces in one of these operations, or he might have served with Federation forces until he determined he was working for a diabolically evil madman.
7	Blood Is Thicker. When all else fails, there's always family. Then again, for some, the loss of a family member is the driving force for what they do. This result directly connects your hero's story to her relationship with one or more family members, or perhaps to the loss of her family in this savage, terrible world. Somehow, joining the Legion is a part of it all.
8-9	The Juicer Uprising. In 105 PA, just a few years ago, the promise of a cure for the short lifespan of Juicers (the Phoenix Treatment) originated out of Newtown. This Coalition-spawned rumor ultimately led to a very bloody uprising and short war between the resulting Juicer Army of Liberation, the forces of Newtown, and the Coalition. The dispatched CS forces showed a lack of real commitment, which led to a much longer and messier conflict. A group of enterprising folks uncovered an alien plot behind the incident, but the destruction of Newtown and the loss of thousands of lives could not be prevented. Your hero may have fought on one side or the other, or he was part of the uncovering of the plot and subsequent battle against the alien threat. Now he's with the Legion, trying to find a new path.
10	Grudging Respect. They're not enemies, necessarily, but your hero and someone else out there had one or more run-ins on opposite sides of an issue. Thing is, there's a certain mutual admiration that runs under any rivalry or animosity that might otherwise exist. It's a given they run into each other again, and that should make for an interesting time, one way or another.
11-12	From Out of a Rift... Some hang like bizarre lanterns in the sky, while others aren't seen until they suddenly pop open and spill out who-knows-what. Your character happened to be near one when it disgorged <i>something</i> . From that incident came some lasting effect or items, and may have led to her ultimately arriving at Castle Refuge.

D20	RESULT
13	<p>The Black Market. Your character has some history with the nigh-omnipresent Black Market in operation in almost every oasis of civilization in North America. There are risks and rewards that come with such inroads, and you and the GM need to work out the intricacies involved in that relationship. Did they ask him to join the Legion, or did he join to avoid their retribution? Perhaps he's just a very convenient link between the two organizations.</p>
14	<p>The Coalition. Either through prior service or residence, or by having friends or colleagues living in the right place, your hero has or had some dealings with one or more of the Coalition States at an important level. This can be very useful, but it can also lead to some difficult questions needing answers, as well as suspicions on the part of those who discover his ties. Now that he's with the Tomorrow Legion, he'll have to work out both relationships.</p>
15	<p>Nearly Done For. Your character was nearly dead, or staring down the barrel of an impossibly large gun, or otherwise facing the end of his journey when the tide suddenly turned and his fat was pulled out of the fire. Someone from the Tomorrow Legion rescued him, which not only leaves him with a debt, but an interesting story to tell.</p>
16	<p>Should Old Acquaintances... Sometimes, it's a chance encounter or a brief time together that leaves a lasting impression. Someone along the way left your hero with something. Maybe something happened with someone she's not seen since, but that moment stays with her in some way. One way or another, the encounter led to your hero joining the Legion.</p>
17	<p>Authority Issues. Your hero crossed the wrong people, putting him in trouble with someone of local authority. Perhaps it was a Coalition patrol or remote outpost, or it may have been Federation agents attempting to exert control where they were not wanted. He might have simply messed up in some major way with a town magistrate. Whether on the run, fighting his way out of trouble, or arrested and waiting for punishment, he got some help from of the Legion.</p>
18	<p>A Battle Beyond the Rifts. The Rifts go both ways in many cases, acting as portals to dimensions beyond the stars and, sometimes, beyond reason. For some cause or goal—or perhaps purely by accident—your hero wound up on one of countless worlds or planes of existence, caught in a battle for her life and maybe the fate of her home and everyone she cares about. On the other hand, maybe she is a native of that other world, and a battle she never expected pulled her into this place where she struggles to find her way, with the help of the Legion.</p>
19	<p>The Evil That Men Do. The world of Rifts Earth is exceedingly dangerous, and there's no greater threat to survival than that of human beings willing to commit all manner of violence and atrocities. Your character's been out there, fighting bandits, raiders, and the soldiers of would-be warlords and conquerors. Alternately, he might have been such a person, robbing and hurting others for his own ends until one day the truth of who he'd become hit him and he decided to make a change. Joining the Legion is the start of that new journey.</p>
20	<p>Sometimes It Starts in a Bar. She just wanted a drink and some peace, but something happened. Perhaps it was the wrong word at the wrong time, a case of mistaken identity, or any one of a hundred things that can go wrong where lots of alcohol and poor impulse control are concerned. Your character wound up in one of the biggest bar fights of her life, and between then and now, she wound up joining the Legion.</p>

BENEFITS TABLES

Following are the various tables you roll on for your Hero's Journey. Each one has a theme, indicating what kinds of benefits a character receives. Iconic Frameworks give you some rolls on specific tables, but you also have the chance to pick other tables to give variety to your character build as well as story.

Sometimes, a roll grants an Edge to a character. Unless otherwise indicated, the character may take the Edge without meeting the normal requirements, Rank or otherwise.

The exceptions are any Edges that have direct predecessors; a good example of this is Improved Frenzy, which would require Frenzy to be taken before it. Any Edges granted by these tables are free; they do not count as choices granted by Hindrances, for example.

The tables you can choose from are: **Body Armor, Close Combat Weapons, Cybernetics, Education, Enchanted Items & Mystic Gadgets, Experience & Wisdom, Magic & Mysticism, Psionics, Ranged Weapons, Training, and Underworld & Black Ops.** Roll a d20 in each case.

TWO FOR ONE

Many players may not care for the results of their rolls. In these cases, GMs may wish to allow a two-for-one exchange, allowing the player to sacrifice any two roll results for a single table result of their choosing. This should be allowed after rolls to reduce any frustration. Ultimately, fun is the key.

UW-3C URBAN WARRIOR
TACTICAL ARMOR

BODY ARMOR

Either your hero ended up with a modified and superior version of his starting armor, or you can decide it's a completely different style and make (and you may create a name for it). Most of the results are for modifications to your character's starting armor; only one of each indicated modification can be added to any single suit of armor, unless otherwise indicated.

D20	RESULT
1-4	You may trade the starting Armor from your Iconic Framework for any other body armor (not power armor or robot armor) listed in this book. If this is not your first roll, apply all other results from rolling on this table to your newly chosen body armor.
5-6	Extra high-density plating and other design factors grant +3 Armor to your hero's starting armor.
7	Specialized paint and camouflage patterns grant your hero +2 to Stealth checks in woodland settings. If the suit also has the urban patterns, your hero can switch between the two as an action.
8	Micro exoskeleton enhancements in the upper torso and arms give your hero a +1 to all Strength checks and fighting damage rolls.
9-10	Good for all combat situations, this armor suit has +1 embedded Toughness to handle the sharpest blades and most piercing lasers. This result may be applied up to two times.
11	Your suit has an enhanced communication system, providing a 20-mile range. If this result is rolled a second time, the range is increased to 100 miles, which is the maximum benefit.
12	Significant environmental system improvements grant your hero +1 to Vigor checks while wearing this suit. If your suit does not have Full Environmental Protection, this result provides that benefit instead.
13-14	Extraordinary craftsmanship and lightweight materials mean your adventurer's suit has its Strength Minimum reduced by one die type, while still gaining +1 Armor. This result may be applied up to two times.
15	Specialized paint and camouflage patterns grant your hero +2 to Stealth checks in urban settings. If the suit also has woodland patterns, your hero can switch between the two as an action.
16-17	The helmet of his armor has exceptional embedded targeting enhancements, granting your hero +2 on all ranged attacks.
18	Micro exoskeleton enhancements in the legs give your hero a +1 to Pace when wearing this suit.
19-20	You may choose any one of the results on this table.



CLOSE COMBAT WEAPONS

Though most people prefer ranged weapons, there are times when hand-to-hand combat is the only option. As well, some really prefer to get up close and personal, where their natural gifts of strength and agility help them shine. Advances in melee weapon design make close combat effective, destructive, and deadly.

Many of the results here are for modifications to your character's starting melee weapon; only one of each indicated modification can be added to any single weapon, unless otherwise indicated. For any result that grants the character a weapon they already have, allow them to take the Trademark Weapon Edge for free with that weapon.

D20	RESULT
1-4	You may add any non-TW Close Combat Weapon listed in this book to your character's gear list. If this is not your first roll, apply any other results from rolling on this table to your newly chosen weapon as you wish.
5-6	Vibro-Swords are very popular, thanks to their combination of efficiency and deadliness.
7	Exceptional crafting and balance grants your hero a +1 Fighting with this weapon. This result may be applied up to two times.
8-9	With a Chain Long Sword, your character can cut even huge robot-armor foes down to size.
10-11	This weapon is extra deadly, granting a +1 to all damage rolls made with it. This result may be applied up to three times.
12	Your hero makes a serious impression (and probably some serious dents) with her Impact Hammer.
13	The crafter of this weapon knows something about vampires in the world, and she incorporated silver into its making.
14	Though wanton destruction and violence is rampant throughout the world, there are times when a non-lethal solution is called for. The Coalition developed the Neural Mace for exactly those times.
15	Advanced technology makes this weapon extra effective against armor, giving it +2 AP.
16	Going big certainly has its advantages, and nothing goes quite as big as a Chain Greatsword.
17	The design of the weapon incorporates special guards or other techniques to provide the wielder a +1 Parry.
18	For some, it's about the surprise. For others, it's about not having to switch weapons during an engagement. Your hero's melee weapon has an embedded laser (Range 15/30/60, Damage 2d6, RoF 1, AP 2, Shots 16).
19-20	You may choose any one of the previous results.

CYBERNETICS

Whether through medical necessity or voluntary upgrade, your hero's undergone major surgery to have one or more artificial replacements or additions grafted to his body. If any roll results in an upgrade that requires another form of cybernetics be installed, and your hero doesn't have that piece, replace the roll with the required piece.

TOO MUCH CYBERWARE

Cybernetics cause Strain on the body of any organic being, which must be accounted for when adding things to your character. If a roll results in your character taking on more Strain than he can handle, replace that roll with the Upgradable Edge.

If he already has Upgradable and still goes over, you have a choice to make—either keep the excess cyberware and suffer the attendant penalty (constant Fatigue) or re-roll on another table.

D20	RESULT
1	Your hero wanted maximum capabilities, never mind others seeing her as a freak. She got an Extra Set of Arms installed.
2-3	When the armor piercing lasers and flechettes fly, your cyborg's level of Reinforced Frame is the best.
4	Your hero wants to give that Juicer a run for his money, so he got a level of Cyber-Wired Reflexes installed.
5-6	Your cyborg is the one everyone wants on watch since she has the Expanded Detection and Security Array.
7	Instantaneously knowing how to do what he needs makes your hero extra useful with his Wired Skill Port and four die type skill chip.
8	Who has time to actually train? Not your character, which is why he has a level of Embedded Combat Coding.
9	Booster Jets make for great tactical options, and they're a lot of fun, too!
10-11	Nothing like a Range Data System to make hitting all those pesky enemy targets diving for cover that much easier.
12	There's a good chance your cyborg was meant for amphibious operations with his Aquatic Mode Upgrade.
13-14	Stronger is always better as far as your character is concerned, so he has a level of Bionic Strength Augmentation.
15	Whoever put your hero back together didn't want her checking out any time soon. She has the Nano-Repair System.
16	It's not all about combat efficiency for your cyborg. He has a Subject Matter Expert Port and a four die type skill chip on hand.
17-18	Let's face it, everyone expects your hero to take point, so that extra level of Armor Plating is always a good idea.
19-20	Choose any single cybernetic upgrade you wish and qualify for.

EDUCATION

Your character places great value on understanding the world around him. He's studied extensively, reads whatever he can get his hands on, and values learning whenever the opportunity is presented. His parents instilled this in him as a child, or a guardian or colleague gave him a love of learning.

Characters should have at least Smarts d6 when rolling on this table. Where appropriate, repeat results should grant further advancement (such as gaining a die raise in a related skill) of the given benefit. Otherwise, the Game Master should allow for a new roll.

D20	RESULT
1-2	Your hero's voracious appetite for knowledge led to her picking up a little something about pretty much everything. She has the Jack-of-All-Trades Edge.
3-4	Your character is a talented medic and a huge boon for any group he runs with. He has the Healer Edge and the Healing skill at d6.
5	Your character has a passion for languages, and a real gift for them as well. She has the Linguist Edge. She also has a strong likelihood of getting paid work as a translator in most civilized areas (what there are of them).
6-7	Following in the footsteps of Erin Tarn, your character is a student of the past. Only by understanding what has come before can he hope to make the most of what is to come. He gets Knowledge (History) at d8 and +2 on all Common Knowledge checks.
8	The principles of technology are vital to building a future out of the catastrophes of the past. Your hero has the necessary foundation to be a part of that with a d8 in Knowledge (Electronics). She also gains +1 on any Repair rolls with electronic machinery.
9-10	He's traveled far and wide, and he knows a lot about the world that could come in handy. Your character gains a +2 on any Common Knowledge rolls related to geography and understanding the people and places of North America. He also gains a +2 on Survival and Streetwise checks in North America.
11	Understanding the ebb and flow of power in the habitable lands of North America may very well mean the difference between life and death, making your hero's grasp of such matters extremely valuable. She gains Knowledge (Politics) at d8. She also gains +2 to Persuasion.
12	The world was ended in war, reborn in war, and war remains the most prevalent truth of the age. Your character understands this better than anyone, and he gains a d8 in Knowledge (Battle) to prove it. He also has the Command Edge (or one Leadership Edge of her choice if she already has Command).
13-14	Your character's innate understanding of computers makes her one of the most valuable people in the world, whether most folks understand that or not. She gains Knowledge (Computers) at d8, as well as +2 when dealing with electronic security.
15-16	Born with a natural inquisitiveness, your hero has a gift for research and finding things out. He has the Investigator Edge and the Investigation skill at d6.
17-18	Either her parents did everything they could to educate her, she attended one of the few schools left in the world, or she might even have found and lived in an ancient library. However managed, she has five additional skill points to spend at character creation, but they may only be spent on Healing, Investigation, and Knowledge skills.
19-20	You may choose any one of the previous results.

ENCHANTED ITEMS & MYSTIC GADGETS

In a world full of massive guns and walking tanks, magic is not only a wonder but a fine equalizer for many trying to survive. Your hero's journey resulted in one or more items of arcane wonder or spiritual importance winding up in her possession.

Characters without ISP or PPE should not roll on this table. Any usage that doesn't fall under other obvious categories (Fighting for melee, Shooting for ranged), heroes roll their Arcane Background skill (or Spirit if they have none). For any result that grants a character an item he already has, the player may elect either to re-roll or add a Techno-Wizard Minor Upgrade to that item.

D20	RESULT
1	Made of a wood unknown to most of the world, your character's elegant staff is a powerful weapon and tool for magic work. The staff has 10 PPE (which regenerate at the same rate as the caster), grants a +1 to all spellcasting rolls for AB: Magic and AB: Miracles, and contains two spells (powers) of the player's choice, which can come from any list. Finally, it's a combat-worthy staff (Str+d6, Reach 1, Parry +1, two-handed) that even does Mega Damage if 2 PPE is channeled through it that round.
2-3	Things get ugly out in the world, and the Ley Line Walker Medium Armor is a good insurance policy for dealing with a lot of those things. Cyber-Knights should re-roll on this result.
4	Going covert is much easier with a Shadow Cloak on.
5-6	Great for both damaging and slowing down enemies, an Iceblast Shotgun is an arcane favorite.
7-8	When it's time to negotiate with strange visitors just arrived through a new Rift, your character's Communications Band is a vital asset. This upgraded item also enhances the user's vocal output, granting him a +2 Charisma whenever he is speaking or otherwise using his voice.
9-10	Your hero is in good shape with a TW Shard Pistol at her side.
11	For up-close and personal encounters, a Flaming Sword is a good thing to have. It's also great for barbecues.
12-13	A cunning pair of goggles that speaks of a fashion that never goes out of style, your character's Magic Optic System is a favorite accessory.
14-15	The TK Revolver is a favorite among Techno-Wizards and those who don't like keeping up with ammunition.
16	Your hero has a rare and coveted suit of TW Combat Mage Armor, which may or may not place him on a few bounty lists in both the Coalition and the Federation of Magic. Alternately, if he's a Cyber-Knight, he gains a suit of TW Cyber-Knight Heavy Armor.
17	One of the nastier weapons created by Techno-Wizards, the Draining Blade is just the thing for evening the odds against a superior physical combatant.
18	Whether your character's a Techno-Wizard or just wants to travel like one, the Wingboard is a great choice for him.
19-20	You may choose any one of the previous results.

EXPERIENCE & WISDOM

There's no greater teacher than experience, at least for those who survive it. Wisdom comes from enduring the worst and understanding the lessons therein. Your character is someone who's been there, done that, and brought away far more than a t-shirt for her efforts.

As with most tables, a repeat roll here should result in a reasonable modification, as approved by the Game Master, or else a simple re-roll.

D20	RESULT
1-2	Your hero knows how to make the most of second chances. He has Elan.
3-4	Your character doesn't take kindly to threats, and no one messes with her head. She is Strong Willed.
5	With a nose for opportunities, horse-trading, and five-fingered discounts, your hero is the go-to person for getting what's needed in a crunch. He has the Scrounger Edge and Connections (Black Market).
6	Some folks come to understand that lone wolves don't make it in a world as dangerous as this one. Your hero has Common Bond.
7-8	She always gets a strange tingling in the back of her neck when things are about to go all pear-shaped. She's seen enough trouble to know when it's coming. Your character has the Danger Sense Edge.
9	A split second often means the difference between alive and a smear on the landscape. Your character has the Quick Edge. If he already has that Edge, he gains the Level Headed Edge instead.
10-11	Some experiences take a person back to the beginning, reconnecting her to her foundations. Select one Background Edge, regardless of requirements, so long as it makes sense and the GM agrees with it.
12-13	He's traveled far and wide, and he knows a lot about the world that could come in handy. Your character gains a +2 on any Common Knowledge rolls related to geography and understanding the people and places of North America. He also gains a +2 on Survival and Streetwise checks in North America.
14	There are times when no amount of skill, talent, or training is enough. Fortunately for your character, she has a bit of Luck (as in the Edge) on her side. Take Great Luck instead if she already has Luck.
15-16	Life on the road, in the wilderness, and wandering the streets of the cities that remain gave your character special insight and some key experience with a particular calling. You may give her one Professional Edge, ignoring requirements, subject to the GM's approval and it making at least some kind of sense.
17-18	There are moments when everything comes together and an opportunity presents itself. Your hero knows how to make the most of just such a moment; choose one Wild Card Edge, regardless of requirements.
19-20	You may choose any one of the previous results.

MAGIC & MYSTICISM

Wielders of various arcane powers—those who channel PPE—are often very gifted in some fashion. They might also pick up a trick here or an unknown technique there, constantly improving their art as they survive the perils of Rifts Earth.

The following table works for Ley Line Walkers, Mystics, Techno-Wizards, and anyone else with the Arcane Backgrounds of Magic, Miracles, or Weird Science. If your character doesn't have such an AB, this table isn't a good one for you to roll on.

D20	RESULT
1	There are times to put it all on the line, no matter the cost. Your character is always prepared to do just that, thanks to having the Soul Drain Edge. Techno-Wizards gain +5 PPE instead.
2–3	In this world, combat proficiency with magic is highly valued and often necessary for survival. Your spell-weaving hero gains the effects of the Marksman Edge, but with her spellcasting skill (instead of Shooting and Throwing).
4–7	More PPE means more power to work with, and your character has it. He gains +5 PPE to his base.
8–10	Arcane casters benefit from a variety of spells. Your hero knows one power of any Rank from her own list or one Novice power normally unavailable.
11–13	Often, one crisis is quickly followed by another, and your caster needs to get his energy back quickly. He has the Rapid Recharge Edge, or Improved Rapid Recharge if he already has the former.
14	Some arcane wielders learn how to use certain spells as almost second nature. Choose one power your hero knows; if she casts it successfully, she automatically gains the raise effect.
15–16	Conservation of magical energy is an incredibly powerful talent. On a raise or better when activating a power, your hero reduces the PPE cost by 1 (minimum 0).
17	Born to fight the toughest threats, your hero's combat spells are inherently potent. All of her damage-dealing spells do Mega Damage, and ones which normally do Mega Damage gain +5 AP.
18	Putting down opponents before they end you is a powerful lesson in this dangerous world. Your hero gains +2 damage when using direct damage spells and TW weapons.
19–20	You may choose any one of the previous results.



PSIONICS

Psionic powers are, by some scholars' reckoning, representative of humankind's inevitable evolution. Others maintain these powers are an adaptation forced on the species—and many other races, besides—by the terrible traumas and challenges brought on by near-annihilation. Despite the Coalition's desire to restrict the presence and use of psionics where humanity is concerned, the genie is out of the bottle. Psionics are one of the more powerful means people have to fight back, and sometimes fight for something better.

The following table is for those who channel ISP via one of the psionic-based Arcane Backgrounds. It hold little utility for anyone without psionic powers to begin with.

D20	RESULT
1	Some psionics learn to dig deep within, risking their very lives in order to call on even more power. Your character has the Soul Drain Edge.
2–3	With deep concentration, meditation, or prayer, your hero regains her ISP at a faster rate than most. She gains the Rapid Recharge Edge (or improved Rapid Recharge if she already has the former).
4–6	More ISP means more power to work with, and your character has it. He gains +10 ISP to his base.
7	Psychic awareness leads many to the ability to sense the feelings of others. This empathy allows your psionic to determine the general emotional state of another being within Smarts range by making an opposed Spirit check. On a raise, she can tell if another character is lying or being evasive in a conversation.
8–10	Variety of techniques is a power all its own; your psionic knows one power of any Rank from her own list or one Novice power normally unavailable.
11	Some powers become second-nature to the psionic. Choose a power your character knows; when she successfully activates it, she gains the raise effect automatically.
12	Some psionic characters become expert at breaking the influence others have on people. As an action, your character can give an ally an immediate attempt to break out of <i>illusion</i> (and <i>deadly illusion</i>) or <i>puppet</i> (and <i>mind control</i>) at +2, and he can do this once per round until they break free. This benefit also aids anyone under the <i>mind walk</i> Mega Power.
13–15	Overcoming the will of others is something many psionics strive to perfect. Your hero is a master of such techniques, granting her the Mentalist Edge.
16	Many psionics strive for a level of enlightenment that transcends matters physical, focusing ever more energy and effort via their will. Your hero is able to spend a Benny to use her Spirit in place of any other Trait roll for a round.
17–18	Many psionics develop a powerful presence that aids them in influencing and unnerving others. Your hero gains +2 on all Intimidation and Persuasion checks. As well, if he has the <i>fear</i> power, he gains +2 when using it.
19–20	You may choose any one of the previous results.

RANGED WEAPONS

A rather constant quest for many in the world of Rifts Earth is to find a bigger, better gun. It's a dangerous, violent world, and your character is always better off if he has a powerful deterrent, or something that can speak loudly for him when words fail.

Many of the results are for modifications to one of your character's starting ranged weapons; only one of each indicated modification can be added to any single weapon, unless otherwise indicated. For any result that grants the character a weapon they already have, allow them to take the Trademark Weapon Edge for free with that weapon.

D20	RESULT
1-3	Add any Personal Ranged Weapon listed in this book to your character's gear list. Apply all other results from rolling on this table to your new weapon as you wish.
4	Your hero came across a cache of grenades, and she knows those can come in handy! She's got 1d6 armor piercing, 1d8 fragmentation, 1d6 high explosive, and 1d4 plasma grenades. Even after these are gone, she always seems to find more, beginning each session with 1d4 fragmentation grenades.
5-6	Exceptional crafting and fine-tuning grants your hero a +1 Shooting with this weapon. This result may be applied a maximum of two times.
7-8	The NG-LG6 Laser Rifle combines exceptional firearm capabilities with a handy grenade launcher, making your character a favored squad support member as well as a favored target for enemy shooters.
9-10	This weapon is extra deadly, granting a +1 to all damage rolls made with it. This result may be applied a maximum of three times.
11	Likely taken from a former foe, your hero has a TX-5 Pump Pistol as part of his personal arsenal.
12	The JA-11 Energy Rifle is a marvel of design and effectiveness. Most Juicers give any non-Juicer the side-eye if they're carrying one.
13	Throwing grenades is fine, but shooting them in rapid succession is better. Your hero loves his WI-GL20 Automatic Grenade Launcher, which comes with a full load of his choice of grenades.
14	Your hero, ready for vampires, carries a modified crossbow that serves to launch wooden stakes (Range 12/24/48, Damage 2d6+2, RoF 1). It has a small clip-feeder, giving it five shots before reloading, which takes an action.
15	Advanced technology makes this weapon extra effective against armor, giving it +2 AP.
16	This weapon has a Vibro-Knife embedded, bayonet-style (Str+d6, AP 4, Mega Damage).
17	It's big, it's bulky, and it's a pain to fire while on the move. Nonetheless, your hero's NG-E4 Plasma Ejector is exactly what the team needs when the gates of Hell open or a Coalition Death's Head transport flies overhead.
18	When your bullets and blasts are splashing off the giant machine's M.D.C. armor or the horrific demon's carapace, it's time to grab the Portable Rocket Launcher.
19-20	You may choose any one of the previous results.

TRAINING

Your hero's done some things here and there, or he's had a chance to learn the tricks of trades from some of the best. He practices extensively, incorporates lessons learned adeptly, and seeks out new experiences frequently. He may have been a member of a military or paramilitary group, and there received extensive training.

Where appropriate, repeat rolls should result in further advancement (such as gaining a die in a related skill) of the given benefit. Otherwise, the Game Master should allow for a new roll.

DZO	RESULT
1-3	After serving in a military, paramilitary, militia, or security force for some time, your hero has some solid combat training. She gains +5 Skill Points, which may be spent on Fighting, Shooting, or Throwing in any combination.
4-5	Whether via formal training in a dedicated school, learning at the hands of a master, or just surviving a dangerous world, your hero's picked up some serious fighting skills. He's got the Martial Artist Edge (or Improved Martial Artist, if he already had the former), as well as the Brawler Edge.
6-7	Part of your character's extensive training including full understanding of a particular occupation or area of focus. You may give her one Professional Edge, ignoring requirements, subject to the GM's approval.
8-9	While the cities of <i>Savage Rifts</i> ® are deadly in their own right, your hero understands the dangers of the wilderness in ways few ever grasp. He has the Woodsman Edge and gains a one die type increase in Survival and Tracking.
10-11	Functional machines and technology often mean the difference between life and death in the world of <i>Savage Rifts</i> ®. Fortunately for any group your hero runs with, she's pretty good with tech, giving her a one die type increase for the Repair skill, as well as +1 on Knowledge (Electronics) and Knowledge (Engineering) rolls.
12-13	There are a lot of broken elevators and overgrown mountain trails across the world, making trained climbers a valuable addition to any group. Your character is one of those folks who knows his way around ropes and clamps, granting him a d6 Climbing, or +2 to the skill if he already has it. He also has a good set of climbing gear for a party of four.
14	When it gets up-close and ugly, your hero knows how to set up her opponents for a nasty fall, while protecting herself. She has the Dirty Fighter Edge (or Tricky Fighter, if she already has Dirty Fighter). She also gains +1 to Parry.
15-16	Constant battle, for cause or survival, means your hero knows a great deal about combat. Select one Combat Edge; you may ignore all requirements except other Edges (to take Improved Frenzy; your character must have Frenzy first).
17	Though lots of folks can jump behind a wheel or grab a stick, your hero understands the nuances of guiding a machine effectively through the worst conditions. She gains the Ace Edge (or Combat Ace, if she already has Ace), as well as a one die type increase in her choice of Boating, Driving, or Piloting.
18	There are moments when everything comes together and an opportunity presents itself. You're hero knows how to make the most of just such a moment; choose one Wild Card Edge, regardless of requirements.
19-20	You may choose any one of the previous results.

UNDERWORLD & BLACK OPS

Nascent nations struggle to grow out of the ashes of global disaster. Credit-hungry corporations seek to once again flex the power and influence of their pre-Rifts predecessors. Many other factions impose their own versions of order upon the chaos of existence. Covert operatives are always in high demand.

Where appropriate, repeat rolls should result in further advancement (such as gaining a die in a related skill) of the given benefit. Otherwise, the Game Master should allow for a new roll.

DZO	RESULT
1-2	When all else fails, your hero knows how to take any available resources and jury-rig her way into or out of situations. She has the McGyver Edge, and she gains a die type in Repair.
3-4	Your character's innate understanding of computers makes him one of the most valuable people in the world. He gains Knowledge (Computers) d8, as well as +2 when dealing with electronic security.
5-7	She's done more and traveled more than anyone, and she always seems to know someone, somewhere, she can call on for information or aid. Your hero has the I Know a Guy Edge, and she gains +2 on all Connections rolls to contact and gain assistance.
8	Your character has a knack for taking full advantage of his opponents. He has the Dirty Fighter Edge (or Tricky Fighter, if he already has Dirty Fighter), and whenever he gets a raise on a Trick attempt, he may spend a Benny to gain The Drop on his opponent on that round.
9-10	Though few and far between, the cities of Rifts Earth are the hubs of what remains of civilization, vital as sources of information. Your character understands the ebb and flow of their streets and alleyways, gaining a d8 in Streetwise. She is also good at creating fakes of necessary papers, badges, and the like; she's got experience and training in Forgery (treat as Common Knowledge), with a +2 to related checks.
11-13	Your character is inherently gifted at larceny, possessing the Thief Edge without concern for requirements. He also gains +3 Skill Points to spend on Climbing, Lockpicking, and Stealth as he chooses.
14	Your hero is an infiltration specialist, skilled at blending into a culture or group for undercover work. She gains a +1 to any Investigation, Persuasion, Stealth, and Streetwise rolls related to being undercover, and a +2 to any Common Knowledge rolls for disguising herself and playing the role. She also gains two additional languages on top of what she already knows.
15-16	With a nose for opportunities, horse-trading, and five-fingered discounts, your hero is the go-to person for getting what's needed in a crunch. He has the Scrounger Edge and Connections (Black Market).
17	Spies and provocateurs are regularly called upon to do just about anything to accomplish a mission; your hero's made it a point to learn a little something about everything. She has the Jack-of-All-Trades Edge.
18	There are many killers in the world, but your character is a network expert with a particular set of skills. He gains the Assassin Edge. He also gains +2 for Fighting, Shooting, and Throwing rolls, but only to offset Called Shot penalties.
19-20	You may choose any one of the previous results.

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