GURPS: RIFTS
An Experiment in Insanity

Here it is, folks. The document that is said (in some circles) to cause a hole in the time-space continuum itself: a conversion of the *Rifts* setting to the *GURPS* rule set.

The stat blocks assume that *GURPS* 4e is being used. In most cases, I have tried to stay true to the flavor of the setting, without going overboard with the sheer silliness and rampant munchkinism that seems inherent in the Rifts system itself. I hope that I succeeded; I have my doubts about such items as the Juicer and dragon conversions.

At the moment, I have only done conversions of stuff from the *Rifts* main book, *Conversion Book 1*, *Sourcebook I*, *Mercenaries*, and *Vampire Kingdoms*, and have begun working on the racial packages and other stuff from *Atlantis* that are encountered in North America. Don't expect any gear from *Coalition War Campaign* or later, though, unless the gear is believably available prior to 105 P.A.; racial packages and creature stats from the later books are a given – eventually. I intend to stick with North America for the foreseeable future, possibly spreading into South America as time permits; Europe, Africa, and Asia can wait (sorry, but I don't normally game in those regions).

Disclaimer: No offense intended to Kevin Siembieda and company, whose *Rifts* setting is a wondrous setting in and of itself, and who are among the best world-builders out there. Without Siembieda's influence and vision, we would not be seeing role-playing games on bookstore shelves, rather than packaged as whole games in cardboard boxes. However, I have always felt that the Palladium system left much to be desired. I am only making minor changes to the setting, mostly in the languages and cultures.

Disclaimer: I am not making any money off this, nor do I ever intend to.

Character Information

Point Values

Point values can vary wildly, based on the intended scope of the campaign. A campaign filled with augmented, heavy combat types and powerful D-Bee races can run 500 to 1,000 points or more, while one focusing on those in wilderness areas with little in the way of available augmentation or in the Coalition super-cities can be closer to 150 points. The various occupational and racial templates reflect the full range of points from 3 points for a typical Coalition citizen to around 600 points for dragon hatchlings.

Mixed point value campaigns *are* possible, but this can be difficult to pull off. It is probably best for the GM to set a point value for the campaign, and to use the higher-point character templates as NPCs only sparingly. It is easier to add traits to a lower-point template than it is to remove vital traits from a higher-point one.

Social Background

Technology Level

Post-apocalyptic worlds, because of their very nature, are difficult to pin down into any set tech level; doubly so for Rifts Earth. Clearly, the Coalition States and New German Republic represent the "cutting edge" in terms of technology that would be encountered by adventurers operating in North America, while Traditionalist Indian nations may go all the way back to the stone age (TL 0). Nations such as Atlantis, Lazlo, and Tolkeen, who operate under a mixture of magic and technology, are more difficult to gauge in their tech level due to the prevalence of magic.

Breaking things down into the four general categories of technology described in the *Basic Set: Campaigns* (Transportation, Weapons and Armor, Power, and Biotechnology/Medicine), Rifts Earth has the following:

Transportation overall has regressed to TL 7. This is because of the imposed quarantine of the planet by the orbital stations; while nuclear-powered submarines, jet aircraft, and helicopters are known on Rifts Earth, spaceflight is out of the question, and several technologies that have been derived from the exploration of space have been lost and not rediscovered. Many places have regressed even further, with TL 6 and even as low as TL 3 being common in many wilderness communities.

Weapons and armor generally consist of environmental combat armor, battlesuits, combat robots, man-portable laser technology, and machine gun style Gauss weapons (rail guns). Environmental combat armor is a TL 8 innovation, battlesuits and combat robots are TL 9, while man-portable lasers and the like are TL 10. "Ion" blasters appear to be particle-beam weapons, a TL11 advancement, and heavy particle-beam weapons

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Infinite Worlds:
The Quantum Level
of Rifts Earth

Naturally, some Fourth Edition *GURPS* players will want to bring in their favorite Infinity characters, along with all the player knowledge this would entail as character knowledge. Some GMs will allow this, others will not.

Rifts Earth is a dimensional crossroads, and any Infinity or Centrum agents would want to exploit this. It seems to be a central theme in *Rifts* that the place is being exploited by extra-dimensional agents. Tossing a few more into the mix could make things interesting, or completely unbalance the setting.

While the exact placement is up to the individual GMs, I recommend placing Rifts Earth on Q2. This places the world within relatively easy reach of Reich-5, and extremely difficult for both Infinity and Centrum; Q3 is difficult but not impossible for Infinity to reach, and Q2 is out of reach of Infinity without a world jumper.

Wormwood, the Three Galaxies, and the Mechanoids' home universe should also be Q2, and possibly Q1. The various *Heroes Unlimited*, *Beyond the Supernatural*, and *Ninjas and Superspies* worlds should be relegated to Q3 or Q4, making them in reach of both Infinity and Rifts Earth. The *After the Bomb* and *Systems Failure* settings should be made Q3 or Q2, being "weird parallels".

Of course, the Rifts are quite similar to the Banestorms of the Infinite Worlds and Yrth settings, and may even be localized variants of those phenomena. This means that it's conceivable for a Rifts Earth native to land in Homeline or even Centrum. . . .

are also available. Laser weaponry appears ubiquitous across the known world.

Power in Rifts is generally considered "nuclear", with electric fuel cell and gasoline engines still in widespread use. Prior publications have been quite vague when it comes to detailing exactly what *type* of nuclear power plants are used, but from hints given it would appear that (semi-)portable fission reactors are intended, a TL 9 achievement.

As far as **Biotechnology and Medicine** are concerned, cybernetic implants and bionic reconstruction are ubiquitous. The technology centers of Rifts Earth are also capable of growing living flesh over cybernetic prostheses, as well as growing replacement eyes and ears for someone. The Coalition, using excavated pre-Rifts technology, have even given sapience and a more humanoid form to a number of animal forms, most commonly to various dog breeds. Most of these are TL 9 technologies, while the advances of the Coalition give them TL 10, particularly in the Lone Star region.

In general, then, Rifts Earth in general can be considered a TL 9 world, regressed in transportation but advanced in weaponry. Individual regions vary the tech levels, but rarely drop below TL 5. Alien/D-Bee technology can be as advanced as the GM allows.

Cultural Familiarities

North American is the culture every PC should be taking for free (unless said PC hails from one of the Indian tribes). This culture includes the Coalition, Lazlo, New Lazlo, Northern Gun, Manistique Imperium, Tolkeen, and Pecos Empire, as well as the Colorado Baronies and numerous city-states across the continent. Familiarity for this culture is worth 1 point for those that don't have it as their native culture.

Tribal Indian makes the PC familiar with the ways of the Indian tribes. GMs may wish to break this down further, with *Eastern Woodland Indian*, *Inuit/Eskimo*, *Plains Indian*, *Southwestern Indian*, and *Pacific Northwest Indian* as separate familiarities. Each familiarity is worth 1 point.

The *Mexico* culture deals primarily with the daily lives of people living in vampire-infested Mexico, as well as general knowledge on basic defenses against vampires and notable vampire-hunting organizations (Reid's Rangers and the Sons of Quetzalcoatl). It does *not* include knowing the difference between the various types of vampires (put points into the Occultism skill for that). Familiarity in this culture is worth 1 point.

New West culture deals with the wild, untamed western regions. It includes basic knowledge of notable settlements, the Code of the New West, and the like. Familiarity with this culture is worth 1 point.

The *Shemarrians* of the Atlantic seaboard have a culture all their own. Yes, long-time players and GMs know that this is a bona-fide *bogus* culture! *The characters do not and should not know this!* However, being able to study this culture up-close and personal (and the Shemarrians are programmed to be good enough actors to sustain the charade) is the dream of some anthropologists. Familiarity with this *alien* culture is worth 2 points, and is always *subject to the GM's approval*.

One other culture is available, also subject to GM discretion: *Atlantis*. Atlantis is a known haven for the monstrous and demonic, and many adventurers wind up there long enough to become familiar with their ways. Familiarity for Atlantean culture is worth 2 points. Note that this is *not* the culture of the True Atlanteans! (True Atlantean culture, also 2 points for those not native to it, should *not* be available to PCs that are not True Atlanteans themselves.)

Shifters and others with dimension-hopping abilities may, at the GM's discretion, be familiar with the following other-dimensional cultures: Wormwood, Phase World/Center, Consortium of Civilized Worlds (*Phase World*), Transgalactic Empire (*Phase World*), United Worlds of Warlock (*Phase World*), Atorian Empire (*Aliens Unlimited/Phase World*), Federation of Allied Races (*Aliens Unlimited/Phase World*), Timiro Kingdom (*Palladium Fantasy*), Western Empire (*Palladium Fantasy*), the Wolfen Empire (*Palladium Fantasy*), and any 20th/21st Century Earth culture (*Heroes Unlimited*, *Beyond the Supernatural*, *Ninjas and Superspies*, etc), among others. All are worth 2 points.

Languages

The following languages are available for characters that start off in North America. Other languages may appear in other regions based on their cultures.; these languages are often detailed in their own world books Because Rifts is considered a semi-literate setting, the native language of the PCs is considered to be "(Native/Broken) [-2]"; these points should not count against the disadvantage limit set by the GM, if any. Note that the Coalition States of Chi-Town, Missouri, and Iron Heart have primarily *illiterate* civilians, who have "American (Native Spoken/Illiterate) [-3]". If using the guideline above, only the difference between Semi-Literate and Illiterate should count towards the disadvantage limit.

Languages available in North America are:

American is the unofficial "universal language" of North America, and the official language of the Coalition States. It differs from modern-day English in several ways, having evolved over the last 300 years (and let's face it, modern English is significantly different from the Colonial English of 300 years ago, despite being considered the same language). Speakers of American and modern-day English can understand each other at Accented proficiency.

Mexican is spoken by many in Lone Star, the Pecos Empire, and Mexico; many independent nations as well as the Vampire Kingdoms of Mexico and Central America have Mexican as their native language. Like American and English, the Mexican spoken on Rifts Earth is different from modern-day Spanish in many ways; speakers of Mexican and modern-day Spanish can understand each other at Accented proficiency.

Quebecois is the second official language of Free Quebec, descended from the French spoken by many in modern-day Quebec; characters from Free Quebec are expected to speak both Quebecois and American fluently (see side box, next page). It, too, has evolved from its modern-day counterpart, with speakers of modern-day French and Quebecois understanding each other at Accented proficiency.

Euro is a relatively new language, having developed independently in Europe. Euro is descended primarily from German, but with some borrowing from Russian and Polish. This language has limited use in North America. Speakers of modern-day German and Euro can understand each other at Accented proficiency.

Techno-Can is another new language. Some critics deign not to call it a language, instead calling it a horrible mixture of slang and technical jargon. It has its roots in American, and speakers of one can understand the other at Broken proficiency; modern-day speakers of English are unable to understand it at all! (*Author's note:* For my own games, I ignore this language's existence.)

Cajun first developed in the Louisiana bayou, and started as a mixture of English, French, local Indian languages, and some African languages. Over the centuries it has diverged from all of its linguistic ancestors and evolved into its own language. Speakers of Cajun primarily hail from the Gulf Coast, and can understand and be understood by speakers of American and Quebecois at Broken proficiency.

Pennsylvania Dutch is a regional language that evolved in, not coincidentally, Pennsylvania. Pennsylvania Dutch was originally

derived from a dialect of German (known as "Low German") brought over by the original settlers during the 1600-1700s. During the 20th and 21st Centuries, the only people that continued to speak it were the Amish and Mennonites (other Pennsylvania Dutch peoples in the Poconos were eventually assimilated to American English in the late 20th Century). As they are both derived from the same core language, speakers of Euro and Pennsylvania Dutch can understand each other at Broken proficiency.

Navajo is one of the seven primary Indian languages presented. It is generally spoken by the Indians of the American Southwest; including the Navajo, Apache, Hopi, and Pueblo tribes, among others.

Iroquois is the Indian language spoken by many in the northeast corner of the old American Empire. The Iroquois are among the most organized Indian nations, being a confederation of tribes (originally five, now seven) who all share one language. Other tribes of the region south of the St. Lawrence River have adopted this as their "trade" language.

Cherokee is the Indian language spoken by the Indians of the Deep South. Historically, it was the first language native to the tribes north of Mexico to have a standardized written form.

Inuit is the primary Indian language spoken among the various tribes that inhabit the Canadian tundra.

Sioux is the primary Indian language spoken among the nomadic Indians of the Great Plains.

Huron has become the official language of the Algonquin Indian tribes of southern Canada.

Chinook is the primary Indian language spoken by the Indians of the Pacific Northwest.

Mayan is the primary language spoken by the native tribes of Mexico, particularly those in the dimensionally unstable region of the Yucatan peninsula.

Dragonese is the language spoken by the dragons. It has a written form, one that is flowing and aesthetically pleasing when done right; those who learn this language's written form often put points in Artist (Calligraphy). Ironically, it is also almost *identical* to the Elven language invented by J.R.R. Tolkien! This has led some scholars to wonder if he had come into contact with a dragon or D-Bee who taught him the language.

Faerie is the musical language of the faerie folk who are occasionally encountered in the forests of the Magic Zone (Ohio River Valley) and parts of the Canadian Atlantic seaboard. Faerie does not have a written form, and is most often encountered in songs and taunts.

Demongogian is the language spoken by the majority of the demons from the rifts, including that of the Gargoyle Empire of Southern Europe and the New Phoenix Empire of Africa. It has no apparent written form, but may occasionally be encountered spelled out phonetically in the Latin alphabet as graffiti (the Written form should be Accented at best, never Native). It is also known by the names "*Infernal*" and "*Demonese*".

Splugorthian is the language of Atlantis, named after the ruling race there (the Splugorth). If it has a written language, the Splugorth are not sharing it with their potential *slaves* in North America. Most denizens of Atlantis also speak Demongogian.

Other languages may be available; check with your GM.

("Where are Chinese and Japanese on this list?" you ask? "Aren't they listed in the **Rifts** main book?" Simply put, they're spoken in China and Japan, respectively, not in North America. Given that there is no contact between the Midwestern North American states and Eastern Asia, I found it highly unlikely that these languages would be available except in extremely isolated settlements. You're more likely to encounter the languages of South America in games set in North America than you are the Asian languages.)

Wealth

What constitutes "the average citizen" in Rifts Earth varies tremendously from place to place! In some places, such as Chi-Town, Lazlo, and Free Quebec, the average starting wealth is on par with those of other TL 8+ cultures. In other areas, as the independent farmer trying to eke out a meager existence in unclaimed territory or in one of the traditionalist Indian nations, the average wealth is about what a TL 3 medieval peasant would have.

A recommended rule of thumb for PC adventurers is to start them at $30,000 (the average starting wealth for TL9), and allow battlesuits, tanks, and mecha to be bought as an Ally or as Signature Gear. One point of Signature Gear is worth $15,000 of equipment (although this makes the Glitter Boy suit worth 200 points by itself, which makes Ally the more attractive option).

If the PCs are meant to be settled, in an urban campaign such as one set in the Coalition super-cities or a smaller city like Kingsdale or El Paso, it's a good idea to have them to set aside 50% to 80% of their Starting Wealth for a small apartment or house. If the campaign is meant to be a wandering type, drifting from settlement to settlement, then allowing them to spend 100% of their Starting Wealth on gear is acceptable.

Status

On average, the average civilian (and adventurer) on Rifts Earth should have Status 0. Beggars and drifters, as well as most denizens of the Coalition Burbs, are Status -1, while slaves (in areas where slavery is legal, including Atlantis) are Status -2. A Cyber-Knight can be considered a landless knight, which nets them a Status 2. Karl Prosek, as the head of a large nation, is easily Status 7, with his family and advisers at Status 6; no GM should allow anyone except NPCs to attain equivalent Status. (I think only Lord Splynncryth, the Splugorth who lords over the continent of Atlantis, can claim Status 8 on Rifts Earth.) GMs are encouraged to cap the starting Status of PCs to 2, and maximum attainable to 3, which is equivalent to a landed knight or ruler of a small feudal city.

What does Status mean on Rifts Earth? To most people outside the Coalition, it means little except as a measure of respect accorded to either a person or a position. For instance, in one wilderness town, Lord Blowhard (Status 3) is their town leader (a position he inherited from his father), Brave Sir Robin the Cyber-Knight (Status 2) is the town's protector/sheriff/captain of the guard, and Doc Morbid (Status 1) is quite well respected by everyone, even if he is a little creepy and scares the local animals. . . .

Inside the Coalition, Status is often accorded based on how close to

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I'm From Free Quebec!
What's my Native Tongue?

Characters from Free Quebec are expected to be fluent in both American and Quebecois. In this case, the GM is well within his rights to say that *both* languages rate as the Native Language for 0 points each.

The GM may declare that this same rule is applicable for those in Lone Star and anywhere along the Rio Grande who speak both American and Mexican.

If in either case the GM does not feel comfortable with this arrangement, I recommend using Quebecois as the Native Language for Free Quebec, and Mexican as the native language of the Pecos Empire and old Mexico.

Emperor Prosek one gets. Here, Status often vies with Military and Merchant Rank (see below) for prestige. The Emperor, his family, and his closest advisers are all of high Status (Status 6 to 7), but his advisers include civilian industrialists as well as military generals.

Rank

The most obvious use of Rank in Rifts is that of Military Rank; it seems as though a number of adventurers start off enlisting in mercenary units before moving on to form mercenary units of their own. Rank 0 in this case represents the average grunt, an enlisted soldier with no real authority, with Rank 1 being a squad-level leader (corporal), Rank 2 being equivalent to a platoon-level non-commissioned officer (sergeant), Rank 3 being the platoon-level officer (lieutenant), and Rank 4 being company-level officers (captains and majors, using modern-day Army ranks). Rank 5 is a division-level officer, generally a colonel or a ship's captain (if a naval officer). PCs in a military unit should start between Rank 0 and Rank 3; note in this case that a Duty will be appropriate. Military rank is also used in local militias.

Police Rank is another common Rank seen in Rifts Earth,. In the Coalition, the ISS are pretty much military police and follow the military ranks; other areas will have a sheriff and deputies for keeping the peace that are separate from any local militia. In more civilized areas, such as many larger towns and cities, beat cops – police who patrol the streets looking out for trouble – will have Police Rank 0, while detectives who conduct ongoing investigations will have Police Rank 1, and police captains will have Police Rank 2. In less civilized areas, a Deputy has all the same authority as a detective, while Sheriffs have the same authority – or more! – as a police captain. Police often have at least one level of Legal Enforcement Powers; again, a Duty will be also appropriate.

Other forms of Rank that can appear are Feudal Rank, Merchant Rank, Merchant Marine Rank, and Religious Rank. Feudal Rank can be used in place of or complementing Status. In the above example, Lord Blowhard, leader of the town, would have Feudal Rank 3 complementing his Status 3, giving him authority over the town, while Brave Sir Robin would likely have Legal Enforcement Powers and either Feudal Rank 2, Military Rank 2, or Police Rank 2 (depending on how the town's militia was arranged) complementing his Status 2. (Doc Morbid, being the town doctor, would not have any Rank unless he also enlisted in the militia.)

For games where the PCs are not part of a military unit (including many larger mercenary companies), it is recommended that players and GMs use the system from *Social Engineering: Pulling Rank*, which treats all forms of Rank as a mechanic for getting assistance from the granting organization. This is especially useful if a PC is, for example, an undercover Coalition (or Manistique, or New German Republic, or Lazlo) Intelligence agent.

Notes on Distances and Borders

It seems that someone in Palladium doesn't have a sense of scale, describing distances for locations that are often two to ten times the distances they should be. "Can travel thousands of miles" is a common phrase in *Rifts* books, despite the fact that the United States is only just over three thousand miles across from Atlantic to Pacific coastlines, and half that from Canada to Mexico. In *Vampire Kingdoms*, it's claimed that "Ciudad Juarez sits 70 miles south of El Paso", yet is also described as being "just over the Rio Grande" and "built on the ruins of the pre-Rifts city"; 70 miles south of El Paso, you couldn't even see the river! Using the distances given, the Coalition super-city of Chi-Town would be roughly where the modern-day city of Peoria currently sits; it is not possible to see the Chicago skyline from Peoria, unlike what's shown in the artwork in the *Rifts* main book. A good rule of thumb is to cut such distances that don't make sense by a factor of 10; using this, Juarez would sit 7 miles south of El Paso, not 70 (if going from center of town to center of town, this is feasible and believable for two cities separated by a river).

Another thing that bothers me is the insistence on following modern-day State borders rather than natural borders. This is particularly egregious in *New West* with the Colorado Baronies stopping at the present-day Colorado north and east border, despite there being no indication that such a border would be known by a post-apocalyptic people. Even the Coalition State of Lone Star doesn't expand into the areas of Oklahoma and New Mexico that it could easily control, instead stopping at an artificial border with no post-apocalyptic indication that it even exists! (Chi-Town's Iowa claims are much the same.) It's a good idea to take such claims with a grain of salt or Coalition propaganda; imposing things on the map of the US is a good way to help players visualize things, but don't treat a straight line border as a natural one.

Advantages

Allies and Patrons

Unless the character is with Coalition Intelligence, it is doubtful that anyone can claim the Coalition, in any form, as a Patron, much less an Ally. A Coalition grunt has the army as an employer, nothing more. However, a single Coalition officer may be considered a Patron, and a squad or platoon may be considered an Ally Group. This is also a valid consideration for any of the larger nations or mercenary units.

A wizard's familiar is available as an Ally; see *Dungeon Fantasy 5: Allies* for details on familiars. In addition, battlesuits, combat robots, and similar combat vehicles are also available as Allies (as per *The Captain's Boat*, *Pyramid #3/71*, pp. 32-33); in these cases, ignore the frequency of appearance modifiers, and use the base value. The recommended base cost for the Ally is listed in the individual vehicle listings.

Digital Mind

This is used to represent sentient computers and robots, a "self-aware" computer program. Any character with this advantage should also have an Unusual Background attached, possibly as much as 25 or more points. These are *rare* on Rifts Earth; the only canon examples of characters with this trait are Archie Three, his "sons" Argent Goodson and Sergeant Beta, and several of Archie's robot legions, including the Shemarrians. It is *never* encountered outside of the AI meta-trait.

High TL

Coalition and NGR characters automatically get one level of this for 5 points. This represents the technological edge possessed by the Coalition and Triax over the rest of the known world. For the record, the Coalition States, including Free Quebec, and the New German Republic are at TL10; the rest of the world is at TL9 or less. Most "civilized, industrial" societies are between TL6 and TL10, with TL9 as the setting baseline. Even areas that cannot produce TL9 equipment are familiar with the technologies, resulting in a "split TL"; for example, a town along the Atlantic seaboard may only be able to produce TL6 goods but are familiar with the TL9 tech produced by

Northern Gun and shipped via the St. Lawrence River.

Jumper

In order to duplicate the shifter's ability to always rift home, this advantage should be coupled with Accessibility: Homeworld Only (-20%), Costs 5 FP (-25%), and the Magical (-10%) power modifier, for a net value of -55%.

Legal Enforcement Powers

Dog boys, city police, town guards, and the like should normally only have the 5-point version of this, but there are exceptions. Coalition ISS forces and troops assigned to patrol the Burbs can select the 10-point version, and are not obligated to respect civil rights. Only intelligence forces for major countries (Coalition, New German Republic, Manistique, Ishpeming, Lazlo, Tolkeen, etc) are able to select the 15-point version, but must also take three or more levels of Military Rank as well as a suitable Security Clearance.

Modular Abilities

Taking Modular Abilities (Chip Slots) with Physical Only, +50% and Temporary Disadvantage: One Hand, -15%, is a good way to represent someone who has a cybernetic hand which he can replace with any number of tools or weapons.

Signature Gear

Each point in Signature Gear would net a character up to $15,000 in gear.

Disadvantages

Cybernetics/bionics and bio-system (bionics with cloned skin or cloned internal organs) parts are available in order to buy off most physical disadvantages. *GURPS Ultra-Tech* gives a Mitigator: Cybernetics limitation, worth -70%, to disadvantages which have been "bought off" in this method. Disadvantages which are often given this Mitigator include, but are not limited to, Bad Sight, Blindness, Hard of Hearing, Lame, One Arm, One Eye, One Hand, and Quadriplegic.

Enemies

*Unless you are on the same page of the Coalition's Most Wanted List with Erin Tarn or Julian the First, you **CANNOT** have the entire Coalition States as an "Enemy"!* The "Enemy" disadvantage indicates that the enemy in question is *actively* hunting for you; to take the entire Coalition States as an Enemy means that *you, personally*, must have done something to tick off Emperor Prosek or his son and they've mobilized the entire Coalition to come after you, and these people can easily be counted on one hand. Mages and D-Bees will automatically receive hostile reactions (including "shoot on sight") from the Coalition due to the Coalition's propaganda machine, but are not normally hunted by the Coalition except as part of a campaign of genocide. In those cases, it's rarely personal against the individual D-Bees.

You can, however, take a Coalition *officer* as an Enemy. The point value of the officer is reflective of the amount of influence the officer in question has. A platoon- or company-level officer as a Lieutenant or Captain can call upon less resources as a whole than a battalion-level officer such as a Major or Colonel, but the battalion-level officer will also likely spend less time hunting the character.

For instance, Penn is a rogue scholar, teaching the common populace. Normally, this just earns him a -2 reaction from Coalition personnel (and possible arrest), should they learn of his profession. But Penn also runs a pirate radio station near the Coalition border which airs opinions and information that runs counter to the Coalition propaganda machine. This is enough to get the local Coalition's attention, netting Penn the local Coalition ISS Chief as an Enemy (base -20 for the local Coalition ISS Chief). However, he realizes that, compared to everyone else out there, he is merely a small thorn in their side (and pride). He and his GM decide that this Coalition ISS Chief should come into play as an "Enemy" only on a 6 or less, halving the point cost to -10 points.

As a counter-example, Tana is a shifter, netting her a -4 or more reaction penalty (and possibly instant death) from Coalition personnel. She keeps her profile low, stays outside of Coalition-controlled and -patrolled areas, operating mainly in the El Paso/Juarez area, and does nothing to antagonize the Coalition. Tana's GM rules that she *cannot* take anyone from the Coalition as an enemy, because they are completely unaware of her existence! At worst, she suffers from being a target of their Intolerance, not to mention their "shoot mages on sight" policy, should she venture into Coalition territory, but they are not actively hunting her.

Intolerance

As a result of the Coalition propaganda machine, nearly everyone in the Coalition is intolerant, if not outright afraid, of non-humans, psychics, and mages. This does not include Dog Boys (unless you're from Free Quebec), and is worth -10 points. Other societies can be just as intolerant as the Coalition; some of them are allies of the Coalition, while others are enemies. It *is* possible to be intolerant towards humans and advanced technology, after all. . . .

Low TL

As mentioned above, the default tech level in the civilized sections of Rifts Earth is TL9. This disadvantage is common in many areas which can only support TL5 or TL6, as well as in many of the Traditionalist Native American controlled areas (which can reach as low as TL0!). Starting characters should be limited to three levels of this disadvantage, representing the TL6 frontier cultures. Traditionalist Native Americans and some D-Bees *may* have up to nine levels, but this is exceedingly rare.

No Sense of Smell/Taste (Anosmia)

This is a common disadvantage, particularly among full conversion cyborgs. Bionic systems are capable of simulating, but not replacing, these senses.

Numb

Like No Sense of Smell/Taste, above, this is a common disadvantage among borgs, especially full conversion borgs.

Phobias

Common phobias include *xenophobia* (fear of aliens or the unknown), *technophobia* (fear of machines/technology), *manophobia* (fear of magic), *psionophobia* (fear of psychics), *teratophobia* (fear of monsters), *necrophobia* (fear of the dead), and *nosferatophobia* (fear of vampires). Of course, many other mundane phobias (like agoraphobia (fear of open spaces) and claustrophobia (fear of enclosed spaces), to name a few) are available.

Skills

In the cases of skills that have tech level modifiers, such as some weapon skills (Guns, for the most common example), there will be times when the difference between a TL7 skill, a TL8 skill, and a TL9 skill are insignificant. For instance, there is no real difference in using an assault rifle between TL7 and TL9; the ammunition may be more powerful and the gun more accurate at TL9, but the *use* of the gun generally does not change. In these cases, the TL difference can be considered a familiarity penalty, at -1 for each tech level between the weapon or vehicle in use and what you're familiar with. (This is on top of other familiarity penalties due to action, caliber, et cetera.) This penalty is only applied when performing routine or emergency maintenance (such as clearing a jam), not when firing the weapon!

Scientific and repair/maintenance skills that are based on tech level, however, are more adversely affected by the differences in tech level, with the penalties involved as per the **Basic Set**. For instance, the Coalition's knowledge of genetics and engineering is much better than anyone else's (except possibly Atlantis).

Those wishing to take one of the martial arts forms listed in the **Rifts Game Master Guide**, **Ninjas and Superspies**, or one of the **Rifters** are encouraged to look into **GURPS Martial Arts** for specifics. Almost all the gun styles from **Gun Fu** are also viable, and more important to character types such as the Coalition Grunt or Headhunter than melee combat.

Battlesuit/TL

Whereas in **Rifts**, the ability to pilot power armor and robot vehicles is the same skill, GURPS treats them differently. Battlesuit covers only the power armor end of the spectrum; this includes the Coalition SAMAS, the Glitter Boy, the Flying Titan, the NG Samson, and the Triax Predator, but does not include the Triax Ulti-Max (which would use the Driving (Mecha) skill).

Familiarity *does* come into play! If you primarily use the Coalition SAMAS and find yourself piloting a Glitter Boy, you are at -2 until you take the time to familiarize yourself with the suit.

Bioengineering/TL†

Tissue Engineering is the most common specialty, and can be used to coat bionic prostheses with a living covering of flesh (called "bio-system" cyberware). Genetic Engineering is unavailable outside of Lone Star, the New German Republic, and Atlantis, and is treated as LC0 knowledge by those powers. Cloning is considered an experimental technology even in those areas, and almost *never* available to PCs.

Driving/TL†

One additional setting-specific specialty is Hovercycle, which defaults to Driving (Motorcycle) at -3 and Driving (Hovercraft) at -4; in addition, Driving (Motorcycle) defaults to Driving (Hovercycle) at -3, while Driving (Hovercraft) defaults to Driving (Hovercycle) at -4.

Robot vehicles are covered by Driving (Mecha).

Expert Skill†

A few new specialties for this skill are available in the Rifts setting.

Human Augmentation: This specialty covers theoretical knowledge of bionic ("Borg"), mental rewiring ("Crazy"), chemical ("Juicer"), and genetic ("gene-mod") augmentation.

Juicer Lore: This specialty covers all there is to know about Juicers, different Juicer variants, what abilities they possess, Juicer lore and myths, and drug side effects. A character with this skill will recognize Juicers by their armor and abilities, as well as know famous Juicers in history, current famous Juicer leaders, infamous gangs, and other Juicer facts.

In addition, the *Xenology* specialty (from the **Basic Set**) replaces the Lore: D-Bee skill from the **Rifts Game Master Guide**. Like Area Knowledge, a -2 or greater penalty can be added to the effective skill at the GM's discretion when dealing with D-Bees that are not common to the character's native region ("native region" in this case being anywhere as large as "North America" down to as small an area as "Chi-Town Burbs").

Mechanic/TL†

Most of the specializations listed for Mechanic are suitable for the *Rifts* setting. This is one case where tech level modifiers *would* come into play; a Coalition technical officer used to repairing on the Coalition's TL10 combat robots would be at a disadvantage when working on a TL9 Northern Gun model, even before familiarity penalties came into play.

Occultism

A character with this skill should specialize in one of the following: Magic, Psionics, Demonology, Vampires, Undead, Lycanthropy, and Faerie. This skill in essence replaces Lore: Magic, Lore: Psionics, Lore: Demon and Monster, and Lore: Faerie from the various Rifts books. It is the GM's decision as to whether this skill requires specialization or if these are Optional Specializations. (**Author's Note:** I require specialization in my games.)

Riding†

This replaces the various Horsemanship skills listed in the **Rifts Game Masters Guide**, as well as allowing for a wider range of riding animals. The most common type is still Equines (horses, donkeys, mules, and potentially zebras), but others include Theropods, Elephants, Fury Beetles, and Large Dinosaurs (which can include Stegosaurus, Ankylosaurus, and Triceratops).

Cyberware/Bionics

The following are only a sample of the various cybernetic and bionic systems available. Most are converted from the **Rifts** main book; a number are derived from **GURPS Ultra-Tech**.

Sensory Implants

The following can be purchased separately, but are commonly bundled together in a single sensor hand (see *Bionic Hand*, next page, for stats for the hand itself).

Clock Calendar: Absolute Timing [2].

Gyro-Compass: 3D Spatial Sense (Temporary Disadvantage: Electrical, -20%) [8].

Heat Sensor: Detect Temperature (Temporary Disadvantage: Electrical, -20%) [8]

Motion Detector: Detect Motion (Temporary Disadvantage: Electrical, -20%; Vague, -50%) [6].

Radiation Detector: Detect Radiation (Temporary Disadvantage:

Electrical, -20%; Vague, -50%) [6].

Radar Detector: Detect Radar (Temporary Disadvantage: Electrical, -20%; Vague, -50%) [2].

Ear and Head Implants

Note that none of these implants actually *replace* the ear itself. They only enhance the normal hearing.

Universal Headjack and Ear Implant: Accessory: Cable Jack [1]. Accessory: Internal Speaker [1]. Note that this allows the character to "hear" a piece of equipment as if he had headphones attached, *not* remotely access a computer. *2 points*.

Internal Radio: Telecommunications (Radio) (Temporary Disadvantage: Electrical, -20%) [8].

Amplified Hearing: Parabolic Hearing 4 (Temporary Disadvantage: Electrical, -20%) [13].

Ultra-Ear: Ultrahearing (Temporary Disadvantage: Electrical, -20%) [4].

Sound Filtration System: Protected Hearing (Temporary Disadvantage: Electrical, -20%) [4]. While *Rifts* indicates that this can only be added to any of the above ear systems, a GM may rule that it can be taken on its own.

Cybernetic Eyes

The eyes listed below are given for a single replacement eye, with a listing below it for a pair of eyes. In many cases, the point cost of getting a pair of eyes ends up cheaper, which may seem odd at first until it is remembered that the character will be at a greater disadvantage (totally Blind as opposed to having simply One Eye) when the eyes *do* malfunction.

Cybernetic Replacement Eye: Protected Vision (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [3]. One Eye (Mitigator: Cybernetics, -70%) [-4]. *-1 point*.

Pair: Protected Vision (Temporary Disadvantage: Electrical, -20%) [4]. Blindness (Mitigator: Cybernetics, -70%) [-15]. *-11 points*.

Thermo-Imager Eye: Infravision (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [7]. Protected Vision (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [3]. One Eye (Mitigator: Cybernetics, -70%) [-4]. *6 points*.

Pair: Infravision (Temporary Disadvantage: Electrical, -20%) [8]. Protected Vision (Temporary Disadvantage: Electrical, -20%) [4]. Blindness (Mitigator: Cybernetics, -70%) [-15]. *-3 points*.

Telescopic Eye: Protected Vision (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [3]. Telescopic Vision 3 (8× magnification) (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [10]. One Eye (Mitigator: Cybernetics, -70%) [-4]. *9 points*.

Pair: Protected Vision (Temporary Disadvantage: Electrical, -20%) [4]. Telescopic Vision 3 (8× magnification) (Temporary Disadvantage: Electrical, -20%) [12]. Blindness (Mitigator: Cybernetics, -70%) [-15]. *1 point*.

Multi-Optic Eye: Infravision (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [7]. Microscopic Vision 1 (10× magnification) (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [4]. Night Vision 5 (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [4]. Protected Vision (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [4]. Telescopic Vision 2 (4× magnification) (Temporary Disadvantages: Electrical, -20%, and No Depth Perception, -15%) [7]. One Eye (Mitigator: Cybernetics, -70%) [-4]. *22 points*.

Pair: Infravision (Temporary Disadvantage: Electrical, -20%) [8]. Microscopic Vision 1 (10× magnification) (Temporary Disadvantage: Electrical, -20%) [4]. Night Vision 5 (Temporary Disadvantage: Electrical, -20%) [4]. Protected Vision (Temporary Disadvantage: Electrical, -20%) [4]. Telescopic Vision 2 (4× magnification) (Temporary Disadvantage: Electrical, -20%) [8]. Blindness (Mitigator: Cybernetics, -70%) [-15]. *13 points*.

Video Camera Eye: Accessory: Video Camera [1]. No Depth Perception [-15]. One Eye [-15]. *-29 points*.

Optic Nerve Video Implant: Accessory: HUD Display [1].

Lung Implants

Oxygen Storage Cell: Doesn't Breathe (Oxygen Storage, 25× duration, -50%) [10].

Toxic Filter: Filter Lungs [5].

Molecular Analyzer: Detect Chemicals (Analyzing, +100%; Smell-Based, -20%) [54].

Prosthetic Replacements

One Bionic Arm: Arm ST +2 (One Arm; Temporary Disadvantages: Electrical, -20%, and Maintenance, 1 person, weekly, -5%) [5]; DR 2 (One Arm, -40%) [6], One Arm (Mitigator: Cybernetics, -70%) [-6]. *5 points*.

Two Bionic Arms: Arm ST+2 (Both Arms; Temporary Disadvantages: Electrical, -20%, and Maintenance, 1 person, weekly, -5%) [8]; DR 2 (Arms, -20%) [8]; No Fine Manipulators (Mitigator: Cybernetics, -70%) [-9]. *7 points*.

Bionic Hand: Arm ST +1 (One Arm; Temporary Disadvantage: Electrical, -20%) [3]; DR 2 (One Hand, -80%) [2]; One Hand (Mitigator: Cybernetics, -70%) [-4]. *1 point*.

One Bionic Leg: DR 3 (One Leg, -40%) [9]; Lame: Missing Leg (Mitigator: Cybernetics, -70%) [-6]. *3 points*.

Two Bionic Legs: Basic Move +1 (Temporary Disadvantages: Electrical, -20%, and Maintenance, 1 person, weekly, -5%) [4]; DR 3 (Legs, -20%) [12]; Super Jump 1 (Temporary Disadvantages: Electrical, -20%, and Maintenance, 1 person, weekly, -5%) [8]; Lame (Legless) (Mitigator: Cybernetics, -70%) [-9]. *15 points*.

Replacement Major Organs: Hard to Kill +2 (Temporary Disadvantage: Electrical, -20%) [4]; Terminally Ill (One Month; Mitigator, -70%) [-30]. *-26 points*.

Partial Bionic Reconstruction: Treated as a Racial Template, see below.

Full Bionic Reconstruction: Treated as a Racial Template, see below.

Black Market Cybernetic Enhancements

Finger Camera: Accessory (Camera) [1].

Finger Gun, .22LR: Small Piercing Attack 1d+1 pi- (Extra Recoil (Rcl 2), -10%; Inaccurate -2, -10%; Increased Range, ×5, +20%; Limited Use: 1/day, -40%) [3].

Razor Fingernails: Claws (Sharp Claws) [5].

Knuckle Spikes: Claws (Blunt Claws) (Switchable, +10%) [4].

Shooting Knuckle Spikes, Needles: Small Piercing Attack 1d-1 pi- (Inaccurate -3, -15%; Limited Use, 1/day, -40%; Rapid Fire (Multiple Projectiles), RoF 1×4, +70%; Reduced Range, ×1/5, -20%) [3].

Shooting Knuckle Spikes, Explosive: Crushing Attack 1d-1 cr ex (Damage Modifier: Explosive (Damage/3×Yards), +50%; Inaccurate -3, -15%; Limited Use, 1/day, -40%; Rapid Fire (Multiple Projectiles), RoF 1×4, +70%; Reduced Range, ×1/5, -20%) [6].

Cyber-Armor: DR 12 (Torso Only, -10%) [54].

Cyber-Disguise: Elastic Skin (Preparation Required: 1 hour,

-50%; Temporary Disadvantage: Electrical, -20%) [6]; Mimicry (Temporary Disadvantage: Electrical, -20%) [8]. *14 points.*

Retractable Blades: Claws (Talons) (Switchable, +10%) [9].

Retractable Vibro-Blades: Claws (Talons) (Armor Divisor (3), +100%; Switchable, +10%; Temporary Disadvantage: Electrical, -20%) [16]. Modified ST-Based Damage 1d-2 (Armor Divisor (3), +100%; Switchable, +10%; Temporary Disadvantage: Electrical, -20%) [2]. *18 points.* (Adjust the 'Modified ST-Based Damage' according to the character's base Dmg.)

Loudspeaker: Penetrating Voice [1].

Magic

Rifts Earth is a world of immense magic, not only with different schools of magic spells but with other, different ways of *using* magic. The occupational templates section, below, gives templates for the Line Walker, Mystic, Shifter, and Techno-Wizard, each with a different method of using magic.

In general, Rifts Earth is considered a normal mana world. Ley lines and nexus points are high mana areas, and regions like the Magic Zone fluctuate between high mana and very high mana areas. Low- and no-mana areas also exist; most can be found in areas where high-technology and anti-magic sentiments abound (the Coalition super-cities are prime examples of low-mana areas).

Earth Pre-Rifts, which appears to be the Earth of *Beyond the Supernatural*, was a low mana environment with ley line nexuses being normal mana areas. *Chaos Earth* – Earth immediately following the Great Cataclysm – can be considered a high mana or even very high mana world; it is only over the next 100+ years that the mana levels would stabilize.

Styles of Magic

Line Walkers are designed to use the usual spells-as-skills magic system described in the *Basic Set* and expanded in *Magic*.

Shifters should use one of three systems: Ritual Magic, Path/Book, or Ritual Path Magic. All three of these systems treat each college or path of magic as a Very Hard skill, with spells or rituals treated as defaults from the skill. Ritual Magic is introduced in the *Basic Set* and expanded in both *Magic* and *Thaumatology*. Path/Book magic is introduced in *Thaumatology*. Ritual Path Magic is introduced in *Monster Hunters 1* and expanded in *Thaumatology: Ritual Path Magic*. The Shifter's occupational template below assumes the use of Ritual Magic.

Mystics draw power from within, and use a combination of psionic abilities from *Psionic Powers* and either the Clerical Magic variation of the standard magic system, introduced in the *Basic Set* and expanded in both *Magic* and *Thaumatology*, or a Magic-as-Powers approach such as the kind found in *Powers: Divine Favor*, *Thaumatology: Chinese Elemental Powers*, or *Thaumatology: Sorcery.* The Mystic's occupational template below assumes the Clerical Magic approach, though Sorcery probably fits best, thematically.

Techno-Wizards use a variation of the standard magic system, but have limitations on their Magery advantage which prohibits them from casting any spell other than ceremonially. These mages are generally more interested in making magic items than casting traditional magic anyway; many are also Gadgeteers.

Tattooed Men, including Maxi-Men and other variations, use the Magic-as-Powers approach described below. Their tattoos grant them magic powers, requiring activation.

A Note on Techno-Wizards and Natural Gemstones:

Techno-Wizards are known for incorporating much-flawed gemstones of substantial size into their creations, but not for aesthetics – pretty-looking but unflawed gemstones are not only outrageously expensive, they are useless for Techno-Wizard magic! The rifts that imbued Earth with extradimensional energies have, over the years, impregnated receptive crystal structures with huge amounts of energy ready to be extracted. Techno-Wizards value these finds highly, for a single gem is a Manastone with hundreds -- and in rare cases, thousands -- of energy points. Because they are attuned to the interaction between the magical and the material, Techno-Wizards are better at extracting this energy than other types of wizards, so effectively a stone is more likely to have the 'only for Techno-Wizard enchanting' Quirk than to be a large natural manastone any wizard can use. Larger stones can change hands in the Techno-Wizard community for fat finders' fees.

These stones cannot be created artificially (though the occasional claims of assembly-line processes involving ley lines have bilked more than one Techno-Wizard out of his funds): it takes years of exposure in the wild, and a complicated geological substrate not fully understood even today, so basically all known examples are natural finds.

Of course, normal manastones and powerstones can be enchanted, and a Techno-Wizard generally has one or more of these at the ready.

Tattoo Magic

An unusual method of magic found in Atlantis and occasionally seen in North America – usually on the bodies of escaped slaves or True Atlanteans. This magic consists of various magical abilities formed as tattoos on the skin of humans and near-human D-Bees (sorry, no dragons or brodkil with these tats). (**Author's Note:** *Rifts Atlantis* goes into detail on the, usually temporary, penalties incurred by Humans, Ogres, and Elves who obtain new magic tattoos. Given that this conversion does not deal with either Ogres nor Elves, and the acquisition of tattoos a rare thing, these penalties are to be left unconverted.)

At present, only a handful of entities, primarily super-powerful NPCs, mostly on demon-infested Atlantis, are able to grant new magical tattoos. These include many high-ranking Splugorth High Lords, elder True Atlantean alchemist-mages, and Chiang-Ku dragons (thought to be extinct). Acquiring a new tattoo should *not* be an easy task, and no PC should be in a position to learn the secret to granting them.

In all cases, the Costs Energy Reserve/Fatigue Points limitation is per minute, unless otherwise specified or an instant ability. A person can have multiple tattoos active at once; therefore

Source: World Book 2: Atlantis

Regular Weapons

Weapon: Any melee or muscle-powered ranged weapon, from a shuriken to a halberd; cannot be a gun or energy weapon, but may be a bow or crossbow. Buy each weapon separately as: Signature Gear (Cancellation, +10%; Conjured, +100%; Costs 2 ER/FP, -10%; Magical, -10%) [1.9/level]. These weapons are generally Fine-quality weapons.

Shield: Can be made into a shield of any size; most commonly seen as a medium round shield, but can be anything from a small buckler to a large slab. Defense Bonus (Cancellation, +10%;

Conjured, +100%; Costs 2 ER/FP, -10%; Magical, -10%) [57/level].

Magic Weapons:

Two Weapons Crossed: Signature Gear (Cancellation, +10%; Conjured, +100%; Costs 2 ER/FP, -10%; Link, +10%; Magical, -10%) [2/level] *plus* Skill Point Bonus (Suitable Skill) (Link, +10%; Magical, -10%) 4 [4] and Enhanced Parry (Suitable Skill) +1 (Link, +10%; Magical, -10%) [5]. *11 points total.*

Weapon Dripping Blood: Either Crushing Attack 1d (Costs 2 ER/FP, -10%; ST-Based, +100%; Magical, -10%); Cutting Attack 1d (Costs 2 ER/FP, -10%; ST-Based, +100%; Magical, -10%); *and/or* Impaling Attack 1d (Costs 2 ER/FP, -10%; ST-Based, +100%; Magical, -10%), all modified by the weapon's listed thr/sw-based damage and reach; use Alternate Attacks for weapons with multiple damage modes.

Weapon Covered in Flames: Either Crushing Attack 1d (Armor Divisor (2), +50%; Costs 3 ER/FP, -15%; Link, +10%; ST-Based, +100%; Magical, -10%); Cutting Attack 1d (Armor Divisor (2), +50%; Costs 2 ER/FP, -15%; Link, +10%; ST-Based, +100%; Magical, -10%); *and/or* Impaling Attack 1d (Armor Divisor (2), +50%; Costs 3 ER/FP, -15%; Link, +10%; ST-Based, +100%; Magical, -10%), all modified by the weapon's listed thr/sw-based damage and reach; use Alternate Attacks for weapons with multiple damage modes.. *Plus* Modified ST-Based Damage (Armor Divisor (2), +50%; Costs 1 ER/FP, -5%; Link, +10%; Magical, -10%), set to the character's base thr/sw damage.

Weapon Covered in Flames and a Coiled Serpent: As the Weapon Covered in Flames, above, but add 3d (Accessibility: Only Against Dragons, -75%; Armor Divisor (5), +150%; Link, +10%) of the appropriate damage type(s), all modified by the weapon's listed thr/sw-based damage and reach.

Weapon With Wings: Commonly added to thrown weapons, such as knives, spears, and tomahawks, but can be added to *any* weapon that may be thrown (such as swords). As the Weapon tattoo, above, but add TK Tether (That Weapon) [1].

Flaming Shield: Like the regular shield tattoo, above, and enables a better bonus to blocking. Defense Bonus (Cancellation, +10%; Conjured, +100%; Costs 2 ER/FP, -10%; Link, +10%; Magical, -10%) [57/level], plus Enhanced Block 1 (Costs 2 ER/FP, -10%; Link, +10%; Magical, -10%) [5].

Allies:

Small Animal: Like a rodent, monkey, ferret, or weasel. Ally (25% of Point Value) (Conjured, +100%; Costs 3 ER/FP per hour, -25%; Minion, +50%; Magical, -10%; Constantly Available) [9].

Medium Animal: Like a hound, chimp, wolf, or puma. Ally (50% of Point Value) (Conjured, +100%; Costs 5 ER/FP per hour, -35%; Minion, +50%; Magical, -10%; Constantly Available) [18].

Large Animal: Like a bear, horse, lion, tiger, or bison. Ally (75% of Point Value) (Conjured, +100%; Costs 7 ER/FP per hour, -35%; Minion, +50%; Magical, -10%; Constantly Available) [25].

Huge Animal: Like an elephant, hippo, rhino, or other similar megafauna. Ally (100% of Point Value) (Conjured, +100%; Costs 10 ER/FP per hour, -50%; Minion, +50%; Magical, -10%; Constantly Available) [38].

Monster: Any creature not found in nature, often belligerent, if not truly evil, but not considered intelligent. Ally (150% of Point Value) (Conjured, +100%; Costs 13 ER/FP per half hour, -65%; Minion, +50%; Magical, -10%; Constantly Available) [70].

Purchase each animal or monster separately; cannot take duplicates. Note that the animal or monster in question does not necessarily have to be exactly the point value specified, but cannot exceed that percentage. Also note that the examples given may not actually be suitable given various point values of the PC; in some cases, a "large" animal may be only 50% of the PC's value

Powers:

Ball of Thorns: (protection vs poison)
Chain Encircling a Skull: Mind Shield 10 (Costs 6 ER/FP, -30%; Magical, -10%) [24].
Chain With a Broken Link: Super ST (Costs 8 ER/FP; Magical, -10%) [35/level], normally bought at level 8 or higher.
Cloud Blowing:
Cloud Shooting Lightning: Burning Attack 6d (Costs 6 ER/FP (Variable), -15%; Damage Modifier: Surge: Arcing, +100%; Malediction: Speed/Range Table, +150%; Overhead, +30%; Variable, +5%; Magical, -10%) [108].
Cross: (turn dead)
Eye With a Dagger In It: (blind victims)
Eye of Horus: (basic magery)
Eye of Knowledge: (omnilingual)
Eye With Tears: (empathy/projective empathy)
Heart Encircled By Chains: (limited invulnerability)
Heart Pierced By Wooden Stake: (protection vs vampiric mind control/turning)
Heart With Large Wings: (flight)
Heart With Tiny Wings: (running)
Knight In Armor: (MDC armor)
Lightning Bolts: (shoot lightning)
Phoenix Rising From Ashes: (resurrection of others)
Rose With Thorny Stem Dripping Blood: (healing)
Shark or Dolphin Leaping From Waves: (swimming, water-breathing)
Skull With Bat Wings: (animate dead)
Skull Coiled With Thorns: (death touch)
Skull Engulfed In Flames: (fire powers)
Three Eyes: (supernatural vision)

Psionics

There really is no difference in GURPS between "minor" and "major" psionic characters. The real thing is that minor psionics will have up to three psionic abilities in a single Power, while major psionics will have abilities from more than one Power. Master psionics will have the majority of their points (over 300 points in some campaigns!) in psionic advantages. All three will probably have psionic power talents for their powers, though a few psionic characters will lack power talents.

The psi-sword should be built as an Innate Attack using Cutting and/or Impaling damage, with the Armor Divisor (2) enhancement, and Costs Fatigue, Psychokinetic, and Melee Attack limitations; reach and damage are determined by the player when taking the advantage, and the fatigue cost should equal the dice of damage (1d costs 1 FP, 2d costs 2 FP, etc). This is applicable to both the Cyber-Knight and any other characters with Psychokinesis.

The most common psychic Powers are ESP, Psychokinesis, and Telepathy, although Psychic Healing, Psychic Vampirism, Pyrokinesis, Electrokinesis, and Telemechanics are also fairly common. Players are

encouraged to use *Psionic Powers* for their psionic abilities.

Telemechanics Power

Power Modifier: Telemechanical (-10%). This power modifier follows all the rules for Psionics laid down in *Psionic Powers*.

Power Talent: Telemechanics Talent, 5 points per level. This power talent adds to all the individual skills for the various Telemechanics abilities, as well as all other attribute rolls – including defaults – when using any ability with the Telemechanical power modifier (above).

Know Schematic

Skill: Know Schematic (IQ/H).

This ability enables the telemechanic to scan the machine he's touching to "read" its schematic. This lets him compare the schematic of the ability with its present state to assist in troubleshooting problems. The Know Schematic skill is normally used as a complementary skill to the following skills: Armoury, Electrician, Electronics Repair, Mechanic, and any Professional Skill dealing with machinery (such as Professional Skill (Plumber)).

Statistics:

Read The Freaking Manual!

Skill: RTFM (IQ/H).

This ability lets the telemechanic know the standard operation of the machine he's touching. This gives him a bonus to the standard default to the skill normally used to use the machine equal to half the margin of success of his RTFM skill, but cannot exceed the minimum skill he would have if he spent a point in it. If he already has a point in the necessary skill, he gains a temporary bonus to the skill equal to half the margin of success of his RTFM skill.

Statistics:

Other Telemechanics abilities are identical to the *Cyberpsi* abilities of the Ergokinesis Power as listed on pages 30-32 of *Psionic Powers*.

Character Templates

Occupational Templates

I'm looking at converting the various O.C.C.s in the books into Occupational Templates, mostly as an aid to players who wish to convert their characters. For the most part, I've kept the names of the O.C.C.s intact, with some exceptions.

Because of their nature in enhancing the human norm, the Borg, Crazy, and Juicer templates are considered Racial Templates. The Burster and Cyber-Knight as listed are based off the original O.C.C.s from the *Rifts* main book and not the enhanced versions from *Psyscape* and *Coalition Wars 4: Cyber-Knights*, respectively; players and GMs may adjust the templates to match the latter versions at their discretion.

Body Fixer

60 points

You are an unlicensed doctor providing aid to those the Coalition deems "undesirable": those living in the Burbs, the poor, mutants, wilderness peasants, aliens and D-Bees, psychics, and mages. Whether it's because you're extremely tolerant or just treating the highest bidder, you really don't care who you give medical aid to.
Average Starting Age: 24.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native) (Native Language) [0].
Cultural Familiarities: North American (Native) [0].
Advantages: Healer 2 [20]; Social Regard (Respected) 2 [10].
Disadvantages: Code of Honor (Professional) [-5]. -25 from the following: Callous [-5], Greed [-5*], Guilt Complex [-5], Hidebound [-5], Honesty [-10*], Mundane Background [-10], Overconfidence [-5*], Pacifism [varies], Post-Combat Shakes [-5*], Vow [varies], Workaholic [-5], or Xenophilia [-10*].
Primary Skills: Diagnosis/TL9 (Human) (H) IQ+2 [4] – 14†;

Electronics Operation/TL9 (Medical) (A) IQ+0 [2] – 12; Physician/TL9 (Human) (H) IQ+2 [4] – 14†.
Secondary Skills: Biology/TL9 (Rifts Earth) (VH) IQ-2 [2] – 10; Chemistry/TL9 (H) IQ-1 [2] – 11; Pharmacy/TL9 (Synthetic) (H) IQ+1 [2] – 13†; Physiology/TL9 (Human) (H) IQ+1 [2] – 13; Surgery/TL9 (Human) (VH) IQ+0 [2] – 12†.
* Modified by Self-Control Rating.
† Includes +2 from Healer.

*Source: **Rifts Main Book***

Bounty Hunter

145 points

Like the wilderness scout, you are a hunter and trapper, except your prey is *intelligent*. You live by a simple code: bring your quarry in alive unless otherwise unable to, or the client specifically states to bring him in dead; and never attack anyone who is going after the same quarry.

Average Starting Age: 20.
Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].
Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0]; Dodge 10.
Languages: American (Native Spoken/Semi-Literate) [-2].
Cultural Familiarities: North American (Native) [0]
Advantages: Combat Reflexes [15]; Fit [5]; Outdoorsman 1 [10].
Disadvantages: Code of Honor (Professional) [-5], and -25 points from the following: Callous [-5], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Greed [-15*], Honesty [-10*], Intolerance [variable], Loner [-5*], Pacifism (Reluctant Killer)

[-5], Pacifism (Cannot Harm Innocents) [-10], Pacifism (Cannot Kill) [-15], Stubbornness [-5], Truthfulness [-5*], Vow (Always Bring Bounty In Alive) [-10].

Primary Skills: Beam Weapons/TL9 (Rifles) *or* Guns/TL9 (Rifles), both (E) DX+2 [4] – 14; Electronics Operation/TL9 (Surveillance) (A) IQ+1 [4] – 12; Observation (A) Per+1 [4] – 12; Shadowing (A) IQ+1 [4] – 12; Soldier/TL9 (A) IQ+1 [4] – 12; Tracking (A) Per+2 [4] – 13†; *one* of Boxing (A) DX+1 [4] – 13, Brawling (E) DX+2 [4] – 14, or Karate (H) DX+0 [4] – 12; *one* of Judo (H) DX+0 [4] – 12, or Sumo Wrestling or Wrestling, both (A) DX+1 [4] – 13.

Secondary Skills: Beam Weapons/TL9 (Pistol) *or* Guns/TL9 (Pistol), both (E) DX+1 [2] – 13; Climbing (A) DX+0 [2] – 12; Navigation/TL9 (Land) (A) IQ+1 [2] – 12†; Running (A) HT+0 [2] – 12; Survival (*one* of Desert, Mountain, Plains, Radioactive Wasteland, Swampland, or Woodlands) (A) Per+1 [2] – 12; Traps/TL9 (A) IQ+0 [2] – 11; plus *one* of Boating/TL9 (any), Driving/TL9 (Automobile, Halftrack, Heavy Wheeled, Hovercraft, Hovercycle, Mecha, Motorcycle, or Tracked), Piloting/TL9 (Autogyro, Flight Pack, Glider, Heavy Airplane, Helicopter, High-Performance Airplane, Light Airplane, Lighter-Than-Air, Ultralight, or Vertol), or Riding (any, but commonly Equines), all (A) DX+0 [2] – 12, *or* Teamster (any, but commonly Equines or Cattle) (A) IQ+0 [2] – 11.

Background Skills: Area Knowledge (any) (E) IQ+0 [1] – 11.

* Modified by Self-Control Rating.
† Includes +1 from Outdoorsman.

*Source: **Mercenaries***

Burster

250 points

You are a psionic pyrokinetic on a super scale. These dramatic and powerful abilities make you among the most feared of psychics on Rifts Earth.

Average Starting Age: 18.
Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native Spoken/Semi-Literate) [-2].
Cultural Familiarities: North American (Native) [0].
Advantages: Burning Attack 2d (Aura, +80%; Costs 2 FP/minute, -10%; Melee Attack, Reach C, -30%; Psionic, -10%) [13]; Burning Attack 10d (Costs 5 FP (Variable), -10%; Increased Range x2, +10%; Variable, +5%; Psionic, -10%) [48]; Create Fire 3 (Destruction, +100%; Ranged, +40%; Psionic, -10%) [69]; Damage Resistance 6 (Limited: Fire/Heat, -40%; Psionic, -10%) [15]; Detect Fire (Reflexive, +40%; Reliable +4, +20%; Psionic, -10%) [30]; Injury Tolerance (Damage Reduction /2) (Limited: Electricity, -40%; Psionic, -10%) [25]; Injury Tolerance (Damage Reduction /10) (Limited: Fire/Heat, -40%; Psionic, -10%) [75].
Perks: Ignition [1]; Illumination [1]; Sanitized Metabolism [1].
Disadvantages: -30 points from the following: Bad Temper [-10*]; Bloodlust [-10*]; Delusions [variable]; Easy to Read [-10]; Impulsiveness [-10*]; On the Edge [-15*], Overconfidence [-5*], Pyromania [-5*], Social Stigma (Second-Class Citizen) [-5], or Stubbornness [-5].
Primary Skills: Innate Attack (E) DX+2 [4] – 12.

* Modified by Self-Control Rating.

*Source: **Rifts Main Book***

City Rat

You are a gang member or other troublemaker from the Burbs, the lower levels of a Coalition super-city, or in one of the other urban areas in the settled strip from Lone Star to Free Quebec. No matter where you're from, you prefer to live life by bucking the system, for good or ill.

City rats tend to love cybernetic implants and gadgets of all types.

Ganger

72 points

The typical city rat is a member of a street gang. This gang may be dedicated to protecting others living on their turf, or terrorizing those same folks in an attempt to become the rulers of their small domain. These city rats tend towards criminal endeavors early on just to survive, and some develop a flair for it.

Gangers tend towards being drug dealers, racketeers, cyber-snatchers, and extortionists, although most are adept combatants.

Average Starting Age: 15.
Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10].
Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native Speaker/Semi-Literate) (Native Language) [-2].
Cultural Familiarities: North American (Native) [0].
Advantages: Fit [5]; Smooth Operator 1 [15]; Social Regard (Feared) 1 [5].
Disadvantages: Code of Honor (Pirate's) [-5]; Status -1 [-5]; Wealth (Struggling) [-10].
Primary Skills: Climbing (A) DX+1 [4] – 12; Intimidation (A) Will+2 [4] – 12*; Running (A) HT+1 [4] – 12; Streetwise (A) IQ+2 [4] – 12*.
Secondary Skills: Brawling (E) DX+1 [2] – 12; Driving/TL9 (Hovercycle or Motorcycle) (A) DX+0 [2] – 11; Guns/TL9 (Pistol) *or* Beam Weapons/TL9 (Pistol), both (E) DX+1 [2] – 12; Holdout (A) IQ+0 [2] – 10; Knife (E) DX+1 [2] – 12 *or* Kusari (H) DX-1 [2] – 10.
Background Skills: Area Knowledge (E) IQ+0 [1] – 10; Carousing (E) HT+1 [1] – 12*; Games (Billiards, Craps, or Card Games) (E) IQ+0 [1] – 10.

* Includes +1 from Smooth Operator

Hacker

55 points

The hacker is a city rat who delights in obtaining information from systems he is not supposed to be able to get into. Often, this means a combination of traditional realistic hacker techniques – dumpster diving and seduction to acquire passwords – as well as cinematic computer hacking. In addition, the hacker is knowledgeable about all aspects of the computer, being able to build and repair them as well as using them.

The hacker may be a data pirate for hire, an information broker, a man with a mission to get dirt on someone, or simply in it for the intellectual kicks.

Average Starting Age: 16.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native) (Native Language) [0].
Cultural Familiarities: North American (Native) [0].
Advantages: Computer Wizard 2 [20]; High Manual Dexterity +2 [10]; Less Sleep 1 [2];
Disadvantages: Code of Honor (Professional) [-5]; Status -1 [-5]. -25 from the following: Compulsive Behavior [varies*], Curious [-5*], Easy to Read [-10], Greed [-5*], Hard of Hearing [-10], Lame (Crippled Legs) [-10], Laziness [-10], Loner [-5*], Low Pain Threshold [-10], Low Self-Image [-10], Overweight [-1], Pacifism [varies], Short Attention Span [-10], or Unfit [-5].
Primary Skills: Computer Hacking/TL9 (VH) IQ+1 [4] – 13†; Computer Programming/TL9 (H) IQ+2 [4] – 14†; Electronics Repair/TL9 (Computers) (A) IQ+3 [4] – 15†; Expert Skill (Computer Security) (H) IQ+2 [4] – 14†.
Secondary Skills: Intelligence Analysis/TL9 (H) IQ-1 [2] – 11; Scrounging (E) Per+1 [2] – 13; Streetwise (A) IQ+0 [2] – 12.
Background Skills: Beam Weapons/TL9 (Pistol) *or* Guns/TL (Pistol), both (E) DX+0 [1] – 12; Carousing (E) HT+0 [1] – 10; Computer Operation/TL9 (E) IQ+2 [1] – 14†; Current Affairs/TL9 (Science & Technology) (E) IQ+0 [1] – 12; Driving/TL9 (Automobile, Hovercycle, or Motorcycle) (A) DX-1 [1] – 9; Typing (E) DX+0 [1] – 10.

* Modified by Self-Control Rating.
† Includes +2 from Computer Wizard.

___Street Thief___

76 points

The street thief lives by taking from others, usually the rich, and giving to the poor (himself included). He may be a pickpocket or burglar, but when he gains goods instead of cash he knows where to unload it.

Average Starting Age: 15.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 12 [0]; Per 13 [5]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native Speaker/Semi-Literate) (Native Language) [-2].
Cultural Familiarities: North American (Native) [0].
Advantages: Contact (Fence) (Effective Skill 12; Somewhat Reliable; Frequency: 9 or less) [1]; Flexibility [5]; High Manual Dexterity +1 [5].
Disadvantages: Status -1 [-5]; Wealth (Struggling) [-10]. -25 points from the following: Code of Honor (Ganger's) [-5], Curious [-5*], Greed [-15*], Impulsiveness [-10*], Kleptomania [-15*], Lecherousness [-15*], Low Pain Threshold [-10], Manic Depressive [-20], On The Edge [-15*], Overconfidence [-5*], Pacifism [varies], Selfish [-5*], Selfless [-5*], or Skinny [-5].
Primary Skills: Select one of the 14-point following packages:
Burglar: Climbing (A) DX+3 [2] – 14†; Forced Entry (E) DX+2 [4] – 13; Lockpicking/TL9 (A) IQ+1 [4] – 13; Observation (A) Per+2 [4] – 14.
Pickpocket: Pickpocket (H) DX+1 [8] – 12; Shadowing (A) IQ+0 [2] – 12; Stealth (A) DX+1 [4] – 12.
Secondary Skills: Brawling *or* Knife, both (E) DX+1 [2] – 12; Beam

Weapons/TL9 (Pistols) *or* Guns/TL9 (Pistols), both (E) DX+1 [2] – 12; Streetwise (A) IQ+0 [2] – 12.
Background Skills: Area Knowledge (Local Area) (E) IQ+0 [1] – 12; Carousing (E) HT+0 [1] – 11.

* Modified by Self-Control Rating.
† Includes +3 from Flexibility.

___Thug___

81 points

The thug is not the smartest of the city rats, but has the strength to not care. Other city rats appreciate having one or more thugs in the gang to give them the necessary muscle to back up their threats. Of all the city rats, the thug is the one most likely to go for bionic augmentation.

Average Starting Age: 15.
Attributes: ST 14 [40]; DX 11 [20]; IQ 9 [-20]; HT 11 [10].
Secondary Characteristics: Dmg 1d/2d; BL 39 lbs; HP 14 [0]; Will 10 [5]; Per 10 [5]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Accented Spoken/Illiterate) (Native Language) [-4].
Cultural Familiarities: North American (Native) [0].
Advantages: High Pain Threshold [10]; Social Regard (Feared) 2 [10]; Very Fit [15].
Disadvantages: Status -1 [-5]; Wealth (Struggling) [-10]. -25 points from the following: Bad Grip [-5/level], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Clueless [-10], Code of Honor (Ganger's) [-5], Compulsive Behavior [varies*], Gigantism [0], Hidebound [-5], Indecisive [-10], Overconfidence [-5*], Sadism [-15*], Truthfulness [-5*].
Primary Skills: Brawling (E) DX+3 [8] – 14; Intimidation (A) Will+2 [8] – 12; Lifting (A) HT+1 [4] – 12; Wrestling (A) DX+2 [8] – 13.
Secondary Skills: Streetwise (A) IQ+0 [2] – 9.
* Modified by Self-Control Rating.

*Source: **Rifts Main Book***

Coalition Citizen

3 points

You are an *average* Coalition citizen, living and working in either the farms in the areas controlled by the Coalition or inside one of the Coalition cities. You've grown up under the Prosek regime, and believe in the ideals of the Coalition wholeheartedly, mostly because you have not been exposed to outside influences.

This template is suitable for those who would play the *Vagabond O.C.C.* from the **Rifts** main book. Lenses are given for those who wish to hail from somewhere other than the Coalition States of Chi-Town, Iron Heart, or Missouri.

Average Starting Age: 15.
Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native Spoken/Illiterate) [-3].
Cultural Familiarities: North American (Native) [0].
Advantages: High TL 1 [5]
Disadvantages: Intolerance (mages and non-humans) [-10]
Primary Skills: *One* of Carpentry, Seamanship/TL10, Housekeeping,

or Masonry, all (E) IQ+3 [8] – 13; *or* Fishing (E) Per+3 [8] – 13; *or* Leatherworking or Sewing/TL10, both (E) DX+3 [8] – 13; *or* Animal Handling (Cattle, Equines, or Livestock), Architecture/TL10, Electrician/TL10, Farming, Freight Handling/TL10, Mechanic/TL10 (one vehicle type), Merchant, Packing, Politics, any Professional Skill, Smith/TL10, or Teaching, all (A) IQ+2 [8] – 12, or (A) DX+2 [8] – 12 for some Professional Skills; *or* Artist/TL10 (Body Art, Interior Decorating, or Woodworking), or Jeweler/TL10, all (H) IQ+1 [8] – 11.

Secondary Skills: *One* of Boating/TL10 (any), Driving/TL10 (Automobile, Construction Equipment, Halftrack, Heavy Wheeled, Hovercraft, Hovercycle, or Motorcycle), or Riding (Equines), all (A) DX+0 [2] – 10, or Teamster (Cattle or Equines) (A) IQ+0 [2] – 10.

Background Skills: Area Knowledge (local area) (E) IQ+0 [1] – 10, any one Hobby Skill (E) DX+0 or IQ+0 [1] – 10.

Lenses:

Ishpeming or Manistique (+6 points): Remove High TL 1 and Intolerance (non-humans). Raise Language to American (Native Spoken/Semi-Literate) [-2].

Free Quebec or Lone Star (+9 points): Raise Language to American (Native) [0]. Add Quebecois (for Free Quebec) *or* Mexican (for Lone Star) at (Native) [6].

Lazlo or New Lazlo (+8 points): Remove High TL 1 and Intolerance (non-humans), raise Language to American (Native) [0].

Frontiersman (-4/-9/-14/-19 points): Remove High TL 1, add up to three levels of Low TL [-5/level]. Raise Language to American (Native Spoken/Semi-Literate) [-2]. Remove or adjust Intolerance as necessary.

*Source: **Rifts Main Book***

Coalition Grunt

95 points

You are a soldier in Prosek's army. Some call you a mindless killer, a pawn of warmongers, and a faceless stormtrooper. You, however, know the truth: You are a hero, fighting to protect the nation you love from the evils that have crawled from the Rifts. You don't always agree with the government, but most of the enemies you face tend to be the ones who shoot back. And in a firefight, it doesn't matter whose cause is right, so long as you survive and the other guy either dies or flees.

For those who wish to play soldiers from regions outside the Coalition, use the Lenses listed under Coalition Citizen (above).

Average Starting Age: 18.
Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].
Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native Spoken/Illiterate) [-3].
Cultural Familiarities: North American (Native) [0].
Advantages: Combat Reflexes [15]; Fit [5]; High TL +1 [5]; Military Rank 0 [0]; Social Regard (Feared *or* Respected) 1 [5].
Disadvantages: Code of Honor (Soldier's) [-10]; Duty (to Coalition) (15) [-15]; Intolerance (Total) [-10].
Primary Skills: Beam Weapons/TL10 (Rifle) *or* Guns/TL10 (Rifle), both (E) DX+1 [2] – 12; Soldier/TL10 (A) IQ+1 [4] – 12. *One* of the following: Boxing (A) DX+1 [4] – 12, Brawling (E) DX+2 [4] – 13, or Karate (H) DX+0 [4] – 11. *One* of the following: Judo (H) DX+0 [4] – 11, or Wrestling (A) DX+1 [4] – 12. *Two* of

Driving/TL10 (Heavy Wheeled, Hovercraft, Hovercycle, Mecha, or Tracked), all (A) DX+1 [4] – 12.
Secondary Skills: Battlesuit/TL10 or NBC Suit/TL10, both (A) DX+1 [4] – 12; Beam Weapons/TL10 (Pistol) *or* Guns/TL10 (Pistol), both (E) DX+0 [1] – 11; Climbing (A) DX+0 [2] – 11; Electronics Operation/TL10 (Sensors) (A) IQ+1 [4] – 12; Hiking (A) HT+0 [2] – 11; Running (A) HT+0 [2] – 11; Survival (*one* of Plains, Swamplands, or Woodlands) (A) Per+0 [2] – 11.
Background Skills: *One* point each in four of the following: Animal Handling (Any), Area Knowledge, Artist/TL10, Boating/TL10 (any), Carousing, Computer Operation/TL10, Current Affairs/TL10, Dancing, Driving/TL10 (Automobile, Construction Equipment, Hovercraft, Hovercycle, *or* Motorcycle), Farming/TL10, First Aid/TL10 (Human), Fishing, Gambling, Games, Gardening, Hobby Skill, Housekeeping, Knot-Tying, Masonry, Mimicry (Animal Sounds *or* Bird Calls), Musical Instrument, Naturalist, Packing, Photography/TL10, Professional Skill, Riding (any), Sewing/TL10, Singing, Skating, Skiing, Sports, Streetwise, Swimming, Teamster, Urban Survival, or Veterinary/TL10.

*Source: **Rifts Main Book***

Coalition Intelligence Officer

190 points

You are one of the Coalition Army's elite, trained to gather and analyze intelligence against your nation's enemies. Due to your position, you are authorized to conduct covert investigations, are not obligated to respect others' civil rights, and essentially have a license to kill with relative impunity, and have even been educated to full literacy! Your starting rank of Second Lieutenant gives you the right to command a platoon of other soldiers in the course of your duties.

Most Intelligence Officers have sensory implants, usually replacing the eyes or augmenting their hearing. These are *not* included in the template below, but may be purchased separately.

Average Starting Age: 21.
Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [10]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 9.
Languages: American (Native) [0].
Cultural Familiarities: North American (Native) [0].
Advantages: Combat Reflexes [15]; Fit [5]; High TL +1 [5]; Legal Enforcement Powers 3 [15]; Military Rank 3 [15]; Security Clearance (Broad range of "need to know" secrets) [10]; Sensitive [5]; Social Regard (Feared *or* Respected) 3 [15].
Disadvantages: Duty (to Coalition States) (15) [-15]; Intolerance (Total) [-10].
Primary Skills: Acting (A) IQ+2 [8] – 14; Intelligence Analysis/TL10 (H) IQ+1 [8] – 13; Observation (A) Per+2 [8] – 14. Also select *four* of the following: Computer Operation/TL10 or Current Affairs/TL10 (Regional), both (E) IQ+2 [4] – 14; Body Language or Lip Reading, both (A) Per+1 [4] – 13; Detect Lies (H) Per+1 [4] – 13*; Electronics Operation/TL10 (Communications, Electronic Warfare, Security, or Surveillance), Interrogation, or Research/TL10, all (A) IQ+1 [4] – 13, Intimidation (A) Will+1 [4] – 13; *or* Stealth (A) DX+1 [4] – 12.
Secondary Skills: Battlesuit/TL10 *or* NBC Suit/TL10, both (A) DX+1 [4] – 12; Beam Weapons/TL10 (Pistol) *or* Guns/TL10 (Pistol), both (E) DX+2 [4] – 13; Beam Weapons/TL10 (Rifle) *or*

Guns/TL10 (Rifle), both (E) DX+1 [2] – 12; Driving/TL10 (Mecha) (A) DX+1 [4] – 12; Gunner/TL10 (*two* of Beams, Cannon, Machineguns, or Rockets), each (E) DX+1 [2] – 12; Soldier/TL10 (A) IQ+0 [2] – 12.

Background Skills: Area Knowledge (E) IQ+0 [1] – 12; Driving/TL10 (Automobile, Hovercraft, Hovercycle, or Motorcycle) (A) DX-1 [1] – 10.

* Includes +1 from Sensitive.

*Source: **Rifts Main Book***

Coalition RPA Elite

130 points

You are one of the elite troops, operating the mecha, power armor, and skycycles of the Coalition Army. You have earned this position through dedication, hard work, and a stroke of luck or innate talent. You get somewhat better pay, slightly better accommodations at base, and usually some authority over a squad of grunts, as befitting your starting rank of Corporal.

Average Starting Age: 20.
Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 11 [20].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 6 [5]; Basic Move 5 [-5]; Dodge 10.
Languages: American (Native Spoken/Illiterate) [-3].
Cultural Familiarities: North American (Native) [0].
Advantages: Combat Reflexes [15]; Fit [5]; High TL +1 [5]; Military Rank 1 [5]; Social Regard (Feared or Respected) 2 [10].
Disadvantages: Code of Honor (Soldier's) [-10]; Duty (to Coalition Army) (15) [-15]; Intolerance (Total) [-10].
Primary Skills: Electronics Operation/TL10 (Sensors) (A) IQ+1 [4] – 12. Plus select *one* of the following 20-point lenses:
Enforcer/Abolisher Pilot: Artillery/TL10 (Guided Missiles) (A) IQ+1 [4] – 12; Driving/TL10 (Mecha) (A) DX+2 [8] – 14; Gunner/TL10 (Beams) (E) DX+1 [2] – 13; Gunner/TL10 (Cannon) (E) DX+1 [2] – 13; Gunner/TL10 (Machine Gun) (E) DX+1 [2] – 13; Gunner/TL10 (Rockets) (E) DX+1 [2] – 13.
SAMAS Pilot: Aerobatics (A) DX+1 [4] – 13; Battlesuit/TL10 (A) DX+2 [8] – 14; Gunner/TL10 (Machine Gun) (E) or Guns/TL10 (Light Machine Gun), both DX+2 [4] – 14; Gunner/TL10 (Rockets) (E) or Guns/TL10 (Gyroc), both DX+2 [4] – 14.
Skull-Walker Pilot: Driving/TL10 (Mecha) (A) DX+2 [8] – 14; Gunner/TL10 (Beams) DX+2 [4] – 14; Gunner/TL10 (Cannon) (E) DX+3 [8] – 15.
Skycycle Pilot: Gunner/TL10 (Beams) (E) DX+1 [2] – 13; Gunner/TL10 (Rockets) (E) DX+1 [2] – 13; NBC Suit/TL10 (A) DX+2 [8] – 14; Piloting/TL10 (Vertol) (A) DX+2 [8] – 14.
Secondary Skills: Beam Weapons/TL10 (Pistol) *or* Guns/TL10 (Pistol), both (E) DX+1 [2] – 13; Beam Weapons/TL10 (Rifle) *or* Guns/TL10 (Rifle), both (E) DX+2 [4] – 14; Hiking (A) HT+1 [4] – 13; Running (A) HT+1 [4] – 12; Soldier/TL10 (A) IQ+1 [4] – 12. O*ne* of: Boxing (A) DX+1 [4] – 13, Brawling (E) DX+2 [4] – 14, or Karate (H) DX+0 [4] – 12. *One* of: Judo (H) DX+0 [4] – 12, or Wrestling (A) DX+1 [4] – 13. *Two* of the following: Bicycling (E) DX+2 [4] - 14, Boating/TL10 (any) (A) DX+1 [4] – 13, Driving/TL10 (any) (A) DX+1 [4] – 13, Piloting/TL10 (Flight Pack, Glider, Heavy Airplane, Helicopter, High-Performance Airplane, Light Airplane, Lighter-Than-Air, Ultralight, or Vertol) (A) DX+1 [4] - 13, Riding (Equines) (A) DX+1 [4] – 13;

Submarine/TL10 (A) DX+1 [4] – 13, or Teamster (Equines or Oxen) (A) IQ+1 [4] – 12.

*Source: **Rifts Main Book***

Coalition Technical Officer

75 points

You are one of the Coalition's technical specialists. As such, you have received a higher education than your comrades, and have been rewarded with a starting rank of Corporal. As an added bonus, you are able to read and write, while they remain woefully illiterate. Your rank entitles you to command the grunts in the field should you find yourself there, but you usually end up deferring to a Sergeant or Lieutenant, whether he is a grunt or a Sam – or possibly even an Intelligence Officer.

Average Starting Age: 18.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native) [0].
Cultural Familiarities: North American (Native) [0].
Advantages: High Manual Dexterity 2 [10]; High TL +1 [5]; Military Rank 1 [5]; Social Regard (Feared or Respected) 1 [5]; plus *one* of the following Talents: Artificer 2, Computer Wizard 2, or Healer 2, each [20]. Artificer is appropriate for the Combat Engineer, Communications Officer, and Field Mechanic lenses; Computer Wizard for the Field Scientist lens; and Healer for the Field Medic lens; the skills below reflect the appropriate talent.
Disadvantages: Code of Honor (Soldier's) [-10]; Duty (to Coalition Army) (15) [-15]; Intolerance (Total) [-10].
Primary Skills: Select one of the following 12-point lenses:
Combat Engineer: Engineer/TL10 (Combat) (H) IQ+2 [4] – 14*; Explosives/TL10 (Demolitions) (A) IQ+1 [4] – 13; Strategy (Land) (H) IQ+0 [4] – 12.
Communications Officer: Cryptography/TL10 (H) IQ+0 [4] – 12; Electronics Operation/TL10 (*one* of Communications, Electronic Warfare, Media, or Sensors) (A) IQ+1 [4] – 13; Electronics Repair/TL10 (*one* of Communications, Computers, Electronic Warfare, Media, or Sensors) (A) IQ+3 [4] – 15*.
Field Mechanic: Six of Armoury/TL10 (Battlesuits, Body Armor, Heavy Weapons, Melee Weapons, Small Arms, or Vehicular Armor), Electrician/TL10, Electronics Repair/TL10 (Communications, Computers, Electronic Warfare, Media, Medical, Scientific, Sensors, or Surveillance), or Mechanic/TL10 (any *except* Contragravity, Nanotechnology, or Spacecraft), all (A) IQ+2 [2] – 14*.
Field Medic: Diagnosis/TL10 (Human) (H) IQ+2 [4] – 14†; Electronics Operation/TL10 (Medical) (A) IQ+1 [4] – 13; First Aid/TL10 (Human) (E) IQ+0 [2] – 15†; Pharmacy/TL10 (Synthetic) (H) IQ+1 [2] – 13†.
Field Scientist: Computer Programming/TL10 (H) IQ+2 [4] – 14‡; Electronics Operation/TL10 (Scientific) (A) IQ+1 [4] – 13; Forensics/TL10 (H) IQ+0 [4] – 12.
Secondary Skills: Beam Weapons/TL10 (Pistol) *or* Guns/TL10 (Pistol), both (E) DX+1 [2] – 11; Beam Weapons/TL10 (Rifle) *or* Guns/TL10 (Rifle), both (E) DX+1 [2] – 11; Mathematics/TL10 (Applied) (H) IQ+0 [4] – 12; Soldier/TL10 (A) IQ+0 [2] – 12.
Background Skills: Computer Operation/TL10 (E) IQ+0 [1] – 12; Driving/TL10 (one of Automobile, Hovercraft, Hovercycle, or

Motorcycle) (A) DX+0 [2] – 10.

* Includes +2 from Artificer.
† Includes +2 from Healer.
‡ Includes +2 from Computer Wizard.

*Source: **Rifts Main Book***

Cyber-Doc

90 points

You are a surgeon who specializes in cybernetics and bionics, although you are familiar with all forms of augmentation – chemical, mental rewiring, and bionics. You may be operating an illegal "chop-shop" or a strictly legit medical clinic; either way, the Coalition, if they know of your activities, frowns upon them. Given the right facilities, you are able to produce cybernetic and bionic systems yourself.

Because you're a surgeon, you've had medical training, and can double as a body fixer if need arises.

Average Starting Age: 25.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native) (Native Language) [0].
Cultural Familiarities: North American (Native) [0].
Advantages: Healer 1 [10]; High Manual Dexterity 2 [10]; Social Regard (Respected) 1 [5]; Wealth (Comfortable) [10].
Disadvantages: Code of Honor (Professional) [-5]. -20 points from the following: Absent-Mindedness [-15], Addiction [varies], Alcoholism [-15], Bad Sight (Mitigator: Glasses/Contacts, -60%) [-10], Callous [-5], Charitable [-15*], Combat Paralysis [-15], Compulsive Behavior [-5 to -15*], Cowardice [-10*], Dependents [varies], Greed [-15*], Hidebound [-5], Incurious [-5], Loner [-5*], Low Pain Threshold [-10], Oblivious [-5], Odious Personal Habit [varies], Pacifism [varies], Sadism [-15*], Selfless [-5*], Sense of Duty [varies], Social Stigma (Criminal Record) [-5], Stubbornness [-5], Truthfulness [-5*], or Workaholic [-5].
Primary Skills: Physiology/TL9 (Human) IQ+2 [8] – 14†; Surgery/TL9 (Human) (Bioware) (H) IQ+3 [12] – 15†.
Secondary Skills: Diagnosis/TL9 (Human) IQ+0 [2] – 12†; Electronics Operation/TL9 (Medical) IQ+0 [2] – 12; Engineer/TL9 (Bioware) (H) IQ+0 [4] – 12; Expert Skill (Human Augmentation) (H) IQ+0 [4] – 12; Mathematics/TL9 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL9 (Bioware) (A) IQ+0 [2] – 12; Physician/TL9 (H) IQ+0 [2] – 12†.
* Modified by Self-Control roll.
† Includes +1 from Healer.

*Source: **Rifts Main Book***

Cyber-Knight

455 points

You are a champion of the common people, a wandering knight-errant dedicated to aiding those in need against those who would bring them harm. Aided by your cybernetic enhancements, your psi-sword, and the ideals of chivalry, you bring hope to those who have none.

Average Starting Age: 21
Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].
Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 14 [4]; Will 13 [10]; Per 12 [5]; FP 15 [9]; Basic Speed 6 [0]; Basic Move 7 [5]; Dodge 10.
Languages: American (Native) [0]; Dragonese (Native Spoken/Semi-Literate) [4].
Cultural Familiarities: North American (Native) [0].
Advantages: Charisma 1 [5]; Combat Reflexes [15]; Damage Resistance 12 (Torso Only, -10%) [54]; Danger Sense (ESP, -10%) [14]; Detect (Supernatural Phenomena and Beings) (ESP, -10%) [27]; ESP Talent 1 [5]; Fearlessness 3 [6]; High Pain Threshold [10]; Legal Enforcement Powers 2 [10]; Psi-Sword (Cutting Attack) 2d (Affects Insubstantial, +20%; Armor Divisor (3), +100%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach 1, 2, -20%; Melee Attack: ST-Based, +100%; Psychokinetic, -10%; Alternative Attack, x1/5) [9]; Psi-Sword (Impaling Attack) 2d (Affects Insubstantial, +20%; Armor Divisor (3), +100%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach 1, -25%; Melee Attack: ST-Based, +100%; Psychokinetic, -10%) [48]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5]; Resistant to Psionics (+3) [10]; Social Regard (Respected) 3 [15]; Status 2 [10]; Trained By A Master [30]; Very Fit [15].
Perks: Style Familiarity (Cyber-Knight Combat Training) [1].
Disadvantages: Code of Honor (Chivalry) [-15]; Pacifism (Cannot Harm Innocents) [-10]. Also -25 points from the following: Charitable [-15*], Duty [varies], Enemies [varies], Guilt Complex [-5], Honesty [-10*], Impulsiveness [-10*], On The Edge [-15*], Overconfidence [-5*], Sense of Duty [varies], or Truthfulness [-5*].
Primary Skills: Force Sword (A) DX+2 [8] – 14; Judo (H) DX+1 [8] – 13; Karate (H) DX+1 [8] – 13; Occultism (A) IQ+2 [8] – 13; Riding (Equines) DX+2 [8] – 14.
Secondary Skills: Acrobatics (H) DX+0 [4] – 12; Climbing (A) DX+1 [4] – 13; First Aid/TL9 (E) IQ+2 [4] – 13; Hiking (A) HT+1 [4] – 13; Lifting (A) HT+1 [4] – 13; Swimming (E) HT+2 [4] – 14. Also *two* of Beam Weapons/TL9 (any), Gunner/T9 (any), or Guns/TL9 (any), all (E) DX+1 [2] – 13. *Two* of Axe/Mace, Bolas, Bow, Broadsword, Lance, Lasso, Polearm, Shield, Shortsword, Spear, Staff, Throwing, Tonfa, Two-Handed Axe/Mace, Two-Handed Sword, or Whip, all (A) DX+0 [2] – 12, *or* Crossbow, Knife, or Thrown Weapon (Axe/Mace, Knife, Spear, or Stick), all (E) DX+1 [2] – 13, *or* Blowpipe, Flail, Kusari, Net, Parry Missile Weapons, Sling, Throwing Art, or Two-Handed Flail, all (H) DX-1 [2] – 11.
Background Skills: Area Knowledge (E) IQ+0 [1] – 11; Survival (pick one) (A) Per-1 [1] – 11.

* Modified by Self-Control roll.

*Source: **Rifts Main Book***

Forger

90 points

You are an expert at creating false documents.

Average Starting Age: 15.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 13 [10]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.

Languages: American (Native) (Native Language) [0]; One of Choice (Native) [6].

Cultural Familiarities: North American (Native) [0].

Advantages: Acute Vision 2 [4]; Alternate Identity (Illegal) [15]; High Manual Dexterity +3 [15].

Perks: Efficient Forgery [1]; Focused Forgery [1].

Disadvantages: -40 from the following: Absent-Mindedness [-15], Bad Temper [-10*], Callous [-5], Clueless [-10], Code of Honor (Professional) [-5], Combat Paralysis [-15], Cowardice [-10*], Greed [-15*], Loner [-5*], Mundane Background [-10], Oblivious [-5], Pacifism (Reluctant Killer, Cannot Harm Innocents, Cannot Kill, *or* Self-Defense Only) [-5 to -15], Secret [-5 to -15], or Social Stigma (Criminal Record) [-5].

Primary Skills: Artist/TL9 (Drawing) (H) IQ+0 [4] – 12; Counterfeiting/TL9 (H) IQ+1 [8] – 13; Electronics Operation/TL9 (Media) (A) IQ+1 [4] – 13; Forgery/TL9 (H) IQ+1 [8] – 13; Photography/TL9 (A) IQ+1 [4] – 13.

Secondary Skills: Acting (A) IQ+0 [2] – 12; Computer Operation/TL9 (E) IQ+1 [2] – 13; Disguise/TL9 (A) IQ+0 [2] – 12; Jeweler/TL9 (H) IQ+0 [4] – 12.

* Modified by Self-Control Rating.

*Source: **Mercenaries***

Freelance Spy

150 points

As a spy, you work for the highest bidder among the various nations and corporations, commonly among the more settled Great Lakes region, rooting out secrets and any dirty laundry you can. You employ many methods: seduction, breaking and entering, and shorting out surveillance systems are just some of the tools of the trade.

The Super-Spy is a variation on the basic spy, but with an edge: cybernetic/bionic augmentation, magic, or psychic powers. Lenses are given for the various super-spy options.

Average Starting Age: 20

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0]; Dodge 10.

Languages: American (Native) [0].

Cultural Familiarities: North American (Native) [0].

Advantages: Combat Reflexes [15]; 30 points from among the following: Acute Senses [2/level], Ambidexterity [5], Charisma [5/level], Courtesy Rank [1/level], Flexible [5] *or* Double-Jointed [15], High Manual Dexterity [15], Military or Administrative Rank [5/level], Perfect Balance [15], Security Clearance [5 to 15], Sensitive [5] *or* Empathy [15], or Single-Minded [5].

Disadvantages: Code of Honor (Professional) [-5]; -30 from the following: Compulsive Carousing [-5*], Compulsive Gambling [-5*], Enemies [varies], Greed [-15*], Lecherousness [-15*], Overconfidence [-5*], Pacifism [-5 to -15], Secret (Spy) [varies], or Sense of Duty [varies].

Primary Skills: Disguise/TL9 (A) IQ+1 [4] – 13; Electronics Operation/TL9 (Communications) (A) IQ+1 [4] – 13; Electronics Operation/TL9 (Security) (A) IQ+1 [4] – 13; Electronics Repair/TL9 (Security) (A) IQ+1 [4] – 13; Lockpicking/TL9 (A) IQ+1 [4] – 13; Observation (A) Per+1 [4] – 13; Stealth (A) DX+1 [4] – 13.

Secondary Skills: Climbing (A) DX+0 [2] – 12; Fast-Talk (A) IQ+0 [2] – 12; Intelligence Analysis/TL9 (H) IQ-1 [2] – 11; *one* of Boxing (A) DX+0 [2] – 12, Brawling (A) DX+1 [2] – 13, or Karate (H) DX-1 [2] – 11; *one* of Judo (H) DX-1 [2] – 11, *or* Sumo Wrestling or Wrestling, both (A) DX+0 [2] – 12.

Background Skills: Beam Weapons/TL9 (Pistol) or Guns/TL9 (Pistol), both (E) DX+0 [1] – 12; Computer Operation/TL9 (E) IQ+0 [1] – 12.

"Super-Spy" Lenses:

Cybernetic (+30 points): Select 30 points from various sensory cybernetics.

Mage (+29 points): Add Magery 1 [15], and seven spells at IQ+0 [2] – 12. Feel free to ignore prerequisite chains.

Psychic (+30 points): Select up to 30 points in advantages and skills from ***Psionic Powers*** (ignoring the Teleportation Power) or the Telemechanics Power (above).

* Modified by Self-Control Rating.

*Source: **Mercenaries***

Glitter-Boy Pilot

85 points

You are one of the many pilots that specialize in the Glitter Boy power armor. Others may be able to utilize the armor, but yours is *yours*, and that lets you use it just slightly better than others would. You're also adept at repairing it, as you know all of your armor's quirks; you may even be slightly responsible for some of those quirks.

Average Starting Age: 18.

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 9.

Languages: American (Native Spoken/Semi-Literate) [-2].

Cultural Familiarities: North American (Native) [0].

Advantages: Ally (Glitter Boy Power Armor) [10].

Perks: Equipment Bond (Glitter Boy) [1]; Intuitive Repairman (*Your* Glitter Boy Power Armor) [1].

Disadvantages: -30 from the following: Code of Honor (Soldier's) [-5], Compulsive Behavior [-5* to -15*], Impulsiveness [-10*], Intolerance [-5 or -10], Overconfidence [-5*], Pacifism (Cannot Harm Innocents) [-10], Phobias [varies*], Stubbornness [-5], or Unluckiness [-10].

Primary Skills: Battlesuit/TL9 (A) DX+2 [8] – 14; Gunner/TL9 (Cannon) (E) DX+3 [8] – 15.

Secondary Skills: Beam Weapons/TL9 (Pistol) *or* Guns/TL9 (Pistol), both (E) DX+1 [2] – 13; Beam Weapons/TL9 (Rifle) *or* Guns/TL9 (Rifle), both (E) DX+1 [2] – 13; Brawling (E) DX+0 [1] – 12; Electronics Operation/TL9 (Sensors) (A) IQ+1 [4] – 12; Soldier/TL9 (A) IQ+1 [4] – 12; Wrestling (A) DX-1 [1] – 11.

* Modified by Self-Control Number.

*Source: **Rifts Main Book***

Headhunter

206 points

You are equal parts a warrior for hire and tracker. For you, there is nothing more satisfying than the thrill of the hunt, or the screams of

battle. You've got your share of scars, and probably a bionic limb to replace one that was shot off. Unlike some others, you don't mind cybernetic enhancement; anything to aid you in your career is a good thing, and cybernetics and bionics can't be taken away as easily as the rest of your gear.

Average Starting Age: 18.
Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].
Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0]; Dodge 10.
Languages: American (Native Spoken/Semi-Literate) [-2].
Cultural Familiarities: North American (Native) [0].
Advantages: Combat Reflexes [15]; High Pain Threshold [10]. 30 points from the following: Acute Hearing [2/level], Acute Vision [2/level], Ambidexterity [5], Contacts [varies], Danger Sense [15], Daredevil [15], Extra Attack [25/level], Fit [5] or Very Fit [15], Flexibility [5], Gizmos [5/level], Gunslinger [25], Hard to Kill [2/level], Hard to Subdue [2/level], Resistant [varies], Signature Gear [varies], Single-Minded [5], or Weapon Master [varies]. 15 points in cybernetic or bionic systems, but at least one *must* be either Bionic Hand [1], One Bionic Arm [5], or One Bionic Leg [3].
Disadvantages: -40 from the following: Addiction [varies], Bad Temper [-10*], Bloodlust [-10*], Callous [-5], Code of Honor (Bandit's) [-5], Code of Honor (Soldier's) [-10], Compulsive Behaviors [varies*], Duty [varies], Enemies [varies], Greed [-15*], Impulsiveness [-5*], Intolerance [-5 or -10], Loner [-5*], Overconfidence [-5*], Sense of Duty [varies], Social Disease [-5], Stubbornness [-5], or Truthfulness [-5*].
Primary Skills: Tracking (A) Per+2 [8] – 14. *One* of Boxing (A) DX+2 [8] – 14, Brawling (E) DX+3 [8] – 15, or Karate (H) DX+1 [8] – 13. *One* of Judo (H) DX+1 [8] – 13, *or* Sumo Wrestling or Wrestling, both (A) DX+2 [8] – 14. *Two* of Artillery/TL9 (A) IQ+2 [8] – 13; *or* Beam Weapons/TL9, Crossbow, Fast-Draw (any except Force Sword), Garrote, Gunner/TL9, Guns/TL9, Knife, Liquid Projector/TL9, Shield, or Thrown Weapon (any), all (E) DX+3 [8] – 14; *or* Axe/Mace, Bolas, Bow, Broadsword, Dropping, Jitte/Sai, Lasso, Main-Gauche, Polearm, Rapier, Saber, Shortsword, Smallsword, Staff, Spear, Spear-Thrower, Throwing, Tonfa, Two-Handed Axe/Mace, Two-Handed Sword, or Whip, all (A) DX+2 [8] – 13; *or* Blowpipe, Flail, Kusari, Sling, or Two-Handed Flail, all (H) DX+1 [8] – 13.
Secondary Skills: Driving/TL9 (Heavy Wheeled *or* Tracked) (A) DX+1 [4] – 13; Electronics Operation/TL9 (Sensors) (A) IQ+1 [4] – 12; Navigation/TL9 (Land) (A) IQ+1 [4] – 12; NBC Suit/TL9 (A) DX+1 [4] – 13; Search (A) Per+1 [4] – 13; Soldier/TL9 (A) IQ+1 [4] – 12. *Two* of Airshipman/TL9, Bicycling, Seamanship/TL9, or Submariner/TL9, all (E) DX+2 [4] – 14; *or* Battlesuit/TL9, Boating/TL9 (any), Driving/TL9 (any), Piloting/TL9 (Autogyro, Flight Pack, Glider, Heavy Airplane, Helicopter, High-Performance Airplane, Light Airplane, Lighter-Than-Air, Ultralight, or Vertol), Riding (any), or Submarine/TL9 (any), all (A) DX+1 [4] – 13; *or* Teamster (commonly Equines or Oxen) (A) IQ+1 [4] – 12; *or* Shiphandling/TL9 (Airship, Ship, or Submarine) (H) IQ+0 [4] – 11.
Background Skills: Area Knowledge (E) IQ+0 [1] – 11.

*Source: **Rifts Main Book***

Line Walker

350 points

You are a spellcaster. You call yourself a "ley line walker" due to the various magical feats you can employ at a ley line, but others may call you a wizard, sorcerer, magician, mage, or spell-slinger. No matter what else, you know that magic is here to stay, and you embrace it willingly. This makes you a criminal in areas held by the Coalition, but accepted in nations as Lazlo, Tolkeen, and Stormspire. The majority of your magical power resides in your spells, which follow the regular casting rules from the **Basic Set** and **Magic**.

Most ley lines are found in areas held to be "wilderness", so you're familiar with basic wilderness survival. Fortunately, ley lines and nexus points are high mana areas, which reduces the cost of casting your spells.

Average Starting Age: 18.
Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native Spoken/Semi-Literate) [-2].
Cultural Familiarities: North American (Native) [0].
Advantages: Detect Ley Lines and Nexus Points (Analyzing, +100%; Reflexive, +40%) [48]; Detect Rifts (Reflexive, +40%) [14]; Energy Reserve (Magical) 10 [30]; Fit [5]; Magery 3 [35]; Regeneration (Slow: 1 HP/12 hrs) (Accessibility: Only Along Ley Line, -20%; Magical, -10%) [7]; Telecommunications (Telesend) (Accessibility: Requires Ley Line, -20%; Broadcast, +50%; Magical, -10%) [36]; Walk on Air (Accessibility: Only Along Ley Line, -20%; Magical, -10%; Maximum Height: 5 feet, -25%) [9]; Warp (Accessibility: Only Along Ley Line, -20%; Blind, +50%; Limited Use: 5-10/day, -10%; Magical, -10%) [110].
Perks: Charms (Wizard Eye) [1].
Disadvantages: -30 from any *mundane* disadvantages.
Primary Skills: Occultism (A) IQ+1 [4] – 14; Thaumatology (VH) IQ+2 [4] – 15†.
Secondary Skills: Navigation/TL9 (Land) (A) IQ-1 [1] – 12; Survival (any land) (A) Per-1 [1] – 12.
Background Skills: *One* of Driving/TL9 (Automobile, Halftrack, Hovercraft, Hovercycle, Motorcycle, or Tracked), Piloting/TL9 (Flight Pack), or Riding, all (A) DX-1 [1] – 9.
Spells: Armor (H) IQ+2 [2] – 15†; Counterspell (H) IQ+2 [2] – 15†; Detect Magic (H) IQ+1 [1] – 14†; Lend Energy (H) IQ+1 [1] – 14†; Light (H) IQ+1 [1] – 14†; Recover Energy (H) IQ+2 [2] – 15†; Shield (H) IQ+2 [2] – 15†; Seek Magic (H) IQ+1 [1] – 14†; Sense Mana (H) IQ+1 [1] – 14†; Wizard Eye (H) IQ+3 [4] – 16†.

* Modified by Self-Control rating.
† Includes +3 from Magery.

*Source: **Rifts Main Book***

Master Assassin

150 points

You are a killer, yes, and one well-suited for the role. Unlike other types of killers, however, you are paid by others to eliminate specific individuals, and you refuse to needlessly kill anyone you weren't paid to – those who get between you and your paid prey, however, are still viable targets.

Average Starting Age: 20.
Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs; HP 11 [0]; Will 11 [0]; Per 12 [5]; FP 11 [0]; Basic Speed 6 [5]; Basic Move 6 [0]; Dodge 10.

Languages: American (Native) [0].

Cultural Familiarities: North American [0].

Advantages: Combat Reflexes [15]; Fit [5]; High Pain Threshold [10].

Disadvantages: -30 from the following: Addiction [varies], Bloodlust [-10*], Callous [-5], Code of Honor (Pirate's or Professional) [-5], Code of Honor (Soldier's) [-10], Compulsive Behavior [-5 to -15*], Duty (to employer or military) [varies], Enemies [varies], Greed [-15*], Hidebound [-5], Loner [-5*], Pacifism (Cannot Harm Innocents) [-10], Phobias [varies*], Sadism [-15*], Secret (Assassin) [-20 or -30], Social Stigma (Criminal Record) [-5], Stubbornness [-5], Truthfulness [-5*], or Wounded [-5].

Primary Skills: Beam Weapons/TL9 (Rifle) or Guns/TL9 (Rifle), both (E) DX+3 [8] – 15; Explosives/TL9 (Demolition) (A) IQ+2 [8] – 13; Intelligence Analysis/TL9 (H) IQ+1 [8] – 12; Stealth (A) DX+2 [8] – 14; Tactics (H) IQ+1 [8] – 12; Tracking (A) Per+2 [8] – 14.

Secondary Skills: Explosives/TL9 (Explosive Ordnance Disposal) (A) IQ+1 [4] – 12; Holdout (A) IQ+1 [4] – 12; Savoir-Faire (Military or High Society) (E) IQ+1 [2] – 12; Streetwise (A) IQ+0 [2] – 11. Three of Beam Weapons/TL9 (Pistol), Crossbow, Garrote, Guns/TL9 (Pistol), Thrown Weapon (Knife), or Thrown Weapon (Shuriken), all (E) DX+2 [4] – 14, *or* Fast-Draw (Knife) or Fast-Draw (Pistol), both (E) DX+3 [4] – 15†. One of Boxing (A) DX+1 [4] – 13, Brawling (E) DX+2 [4] – 14, or Karate (H) DX+0 [4] – 12. One of Judo (H) DX+0 [4] – 12, or Sumo Wrestling or Wrestling, both (A) DX+1 [4] – 13.

* Modified by Self-Control rating.
† Includes +1 from Combat Reflexes.

*Source: **Mercenaries***

Mystic

120 points

Unlike the line walker, shifter, and techno-wizard, your magic knowledge comes from within rather than through arcane study; your magic comes from having achieved a form of enlightenment. This enlightenment has also given you some psionic abilities, commonly from the ESP, Psychic Healing, and Telepathy Powers. Your spellcasting ability uses the Clerical Magic variant, as explained in the *Basic Set*, *Magic*, and *Thaumatology*.

Average Starting Age: 16.

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [10]; Per 12 [5]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Languages: American (Native Spoken/Semi-Literate) [-2].

Cultural Familiarities: North American (Native) [0].

Advantages: Channeling (ESP, -10%) [9]; Detect Supernatural Evil (Reflexive, +40%; Vague, -50%; ESP, -10%) [8]; Power Investiture 3 [30]; Precognition (ESP, -10%) [23]. 15 points from the following: ESP Talent [5/level], Healing Talent [5/level], or Telepathy Talent [5/level].

Perks: Autotrance [1].

Disadvantages: -40 points from the following: Addiction [varies], Discipline of Faith (Asceticism, Mysticism, *or* Ritualism) [varies], Low TL [-5/level], Sense of Duty [varies], Pacifism [varies], Vow

[varies], or Wealth (Struggling) [-10] *or* Wealth (Poor) [-15].

Primary Skills: Autohypnosis (H) Will+0 [4] – 13; Exorcism (H) Will+0 [4] – 13;

Secondary Skills: Breath Control (H) HT+0 [4] – 11; Dancing (A) DX+0 [2] – 10; Musical Instrument (*two* distinct specialties), both (H) IQ-1 [2] – 10.

Background Skills: Riding (Equines) (A) DX-1 [1] – 9.

Spells: Six spells, each (H) IQ+1 [1] – 12*.

* Includes +3 from Power Investiture.

*Source: **Rifts Main Book***

Operator

100 points

You are a mechanic, engineer, and technician working in areas outside of Coalition control. Your abilities are in high demand across the known world.

Average Starting Age: 17.

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.

Languages: American (Native) (Native Language) [0].

Cultural Familiarities: North American (Native) [0].

Advantages: Artificer 2 [20]; High Manual Dexterity 1 [5]; Social Regard (Respected) 1 [5].

Disadvantages: -30 points from any Mundane disadvantage.

Primary Skills: *Six* of the following: Armoury/TL9 (Battlesuits, Body Armor, Heavy Weapons, Melee Weapons, Missile Weapons, Small Arms, or Vehicular Armor), Electrician/TL9, Electronics Repair/TL9 (Communications, Computers, Electronic Warfare, Media, Medical, Scientific, Security, Sensors, Sonar, or Surveillance), Machinist/TL9, Mechanic/TL9 (any *except* Contragravity, Nanotechnology, or Spacecraft), or Smith/TL9 (any), all (A) IQ+3 [4] – 15*; or Computer Programming/TL9 or Engineer/TL9 (any *except* Contragravity, Nanotechnology, or Spacecraft), all (H) IQ+2 [4] – 14*; or Carpentry or Masonry, both (E) IQ+4 [4] – 16*.

Secondary Skills: Mathematics/TL9 (Applied) (H) IQ+0 [4] – 12.

Background Skills: Current Affairs/TL9 (Science and Technology) (E) IQ+0 [1] – 12; *one* of Beam Weapons/TL9 (Pistol or Rifle) or Guns/TL9 (Gyroc, Pistol, Rifle, Shotgun, or Submachine Gun), both (E) DX+0 [1] – 11.

Optional: Roughly 40% of all Operators are have psionic powers, and can select abilities from the Psychokinesis and Telemechanics Powers.

Cinematic Option: Cinematic Operators can, at the GM's option, take either version of Gadgeteer [25 or 50].
* Includes +2 from Artificer.

*Source: **Rifts Main Book***

Professional Thief

160 points

You are a step up from the Street Thief City Rat (see above). In a different time, you'd be called a cat-burglar. You are an expert at breaking and entering, and leaving with the prize. Some governments

and corporations hire you to perform espionage, often obtaining records or prototypes of new technology.

Average Starting Age: 16.
Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 14 [10]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 10.
Languages: American (Native Spoken/Semi-Literate) (Native Language) [-2].
Cultural Familiarities: North American (Native) [0].
Advantages: Combat Reflexes [15]; Widget-Worker 2 [10]; *plus* 30 points from the following advantages: Absolute Direction [5], Acute Touch [2/level], Danger Sense [10], Daredevil [15/level], Enhanced Dodge [15/level], Fearlessness [2/level], Fit [5] *or* Very Fit [15], Flexibility [5] *or* Double-Jointed [15], Gizmo [5/level], High Manual Dexterity [5/level], Perfect Balance [15], Rapier Wit [5], Versatile [5], Wealth (Comfortable) [10], or additional levels of Widget-Worker [5/level].
Disadvantages: -30 points from the following: Code of Honor (Pirate's or Professional) [-5], Enemies [var], Greed [-15*], Impulsiveness [-10*], On the Edge [-15*], Pacifism (Reluctant Killer, Cannot Harm Innocents, Cannot Kill, or Self-Defense Only) [-5 to -15], Selfish [-5*], Secret (Thief; Imprisonment or Death) [-20 or -30], Social Stigma (Criminal Record) [-5], Trademark [-5 to -15], Wealth (Struggling or Poor) [-10 or -15], or reduced Status [-5/level].
Primary Skills: Climbing (A) DX+1 [4] – 13; Electronics Operation/TL9 (one of Security, Sensors, or Surveillance) IQ+1 [4] – 13; Electronics Repair/TL9 (one of Security, Sensors, or Surveillance) IQ+1 [4] – 13; Lockpicking/TL9 (A) IQ+3 [4] – 13†;
Secondary Skills: Acrobatics (H) DX+0 [4] – 12; Computer Operation/TL9 (E) IQ+1 [2] – 13; Disguise/TL9 (A) IQ+0 [2] – 12; Traps/TL9 (A) IQ+2 [2] – 14†. *Two* from Beam Weapons/TL9 (Pistol or Rifle), Guns/TL9 (Pistol, Rifle, or SMG), or Knife, all DX+1 [2] – 13. *One* of Brawling (E) DX+1 [2] – 13 or Boxing (A) DX+0 [2] – 12. *One* of Judo (H) DX-1 [2] – 11 or Wrestling (A) DX+0 [2] – 12.

* Modified by Self-Control rating.
† Includes +2 from Widget-Worker.

*Source: **Mercenaries***

Rogue Scholar/Scientist

100 points

You are one of the many scholars and scientists that operate outside the Coalition, learning all you can about pre-Rifts science and society, and cataloging the changes since the Great Cataclysm. You don't bother with a lab coat; the wilderness is your laboratory! Your thirst for knowledge – recovered and new – makes you a dangerous criminal to those in power in the Coalition; they covet your knowledge, but don't want it in the hands of their enemies . . . or their subjects in the general populace!

Average Starting Age: 21.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Secondary Characteristics: Dmg 1d-1/1d+1; BL 29 lbs; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0];Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native) (Native Language) [0].

Cultural Familiarities: North American (Native) [0].
Advantages: Fit [5]; Social Regard (Feared or Respected) 1 [5].
Disadvantages: -30 from any mundane disadvantages.
Primary Skills: Select *one* 32-point lens:
Physical Sciences: Research/TL9 (A) IQ+2 [8] – 14; plus *three* of: Metallurgy/TL9 (A) IQ+2 [8] – 14; *or* Astronomy/TL9, Chemistry/TL9, Geology/TL9 (Rifts Earth), Meteorology/TL9 (Rifts Earth), Naturalist (Rifts Earth), Paleontology/TL9, or Physiology/TL9, all (H) IQ+1 [8] – 13; *or* Biology/TL9 (Rifts Earth) or Physics, both (VH) IQ+0 [8] – 12. *Or* replace all four skills with Science! (WC) IQ+0 [32] – 12.
Social Sciences: Research/TL9 (A) IQ+2 [8] – 14; plus *three* of: Anthropology, Archeology, Geography/TL9 (Rifts Earth), History, Linguistics, Paleontology/TL9 (Paleoanthropology), Psychology, Sociology, or Theology, all (H) IQ+1 [8] – 13; *or* Cartography/TL9, Criminology/TL9, or Occultism, both (A) IQ+2 [8] – 14. *Or* replace all four skills with Scholar! (WC) IQ+0 [32] – 12.
Secondary Skills: Mathematics/TL9 (Applied) (H) IQ+0 [4] – 12.
Background Skills: Computer Operation/TL9 (E) IQ+0 [1] – 12; Navigation/TL9 (Air, Land, or Sea) (A) IQ-1 [1] – 11. *One* of Beam Weapons/TL9 (Pistol or Rifle) or Guns/TL9 (Pistol, Rifle, Shotgun, or Submachine Gun), all (E) DX+0 [1] – 11. *One* of Battlesuit/TL9, Boating/TL9, Driving/TL9 (Automobile, Halftrack, Heavy Wheeled, Hovercraft, Hovercycle, Motorcycle, or Tracked), or Riding (any), all (A) DX-1 [1] – 10, *or* Teamster (A) IQ-1 [1] – 11.

Lenses:
Scholar (+20 points): Add the following: Charisma 2 [10]; Public Speaking (A) IQ+2 [2] – 14†; Teaching (A) IQ+1 [4] – 13; Writing (A) IQ+1 [4] – 13.

* Modified by Self-Control rating.
† Includes +2 from Charisma.

*Source: **Rifts Main Book***

Safe-Cracker

100 points

You are a cross between a demolitions expert and a burglar, using high explosives to open up bank vaults, safes, and other fortified structures without utterly destroying them, enabling you to retrieve what's inside.

Average Starting Age: 18.
Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native) (Native Language) [0].
Cultural Familiarities: North American (Native) [0].
Advantages: High Manual Dexterity 2 [10].
Disadvantages: -30 from the following: Addiction [varies], Bloodlust [-10*], Callous [-5], Code of Honor (Professional) [-5], Compulsive Behavior [-5 to -15*], Duty (to employer or military) [varies], Enemies [varies], Greed [-15*], Hard of Hearing [-10]; Hidebound [-5], Loner [-5*], Pacifism [varies], Secret (Safe-cracker) [-20 or -30], Social Stigma (Criminal Record) [-5], Stubbornness [-5], Truthfulness [-5*], or Wounded [-5].
Primary Skills: Electronics Repair/TL9 (Security) (A) IQ+2 [8] – 14; Explosives/TL9 (Demolition) (A) IQ+2 [8] – 14; Explosives/TL9

(Explosive Ordnance Disposal) (A) IQ+2 [8] – 14; Lockpicking/TL9 (A) IQ+2 [8] – 14.
Secondary Skills: Architecture/TL9 (A) IQ+0 [2] – 12; Search (A) IQ+0 [2] – 12; Traps/TL9 (A) IQ+1 [4] – 13.

* Modified by Self-Control rating.

Source: ***Mercenaries***

Shifter

180 points

You are a spellcaster who specializes in the manipulation of ambient energies in order to create rifts, summon and control extradimensional beings, and manipulate the people and environment around you. You are also curious about other worlds, and have probably spent time on other worlds in other dimensions.

Your spellcasting ability comes primarily in the Ritual Magic variant as explained in the ***Basic Set***, ***Magic***, and ***Thaumatology***.

Average Starting Age: 18.
Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [5]; Per 12 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native Spoken/Semi-Literate) (Native Language) [-2]; Dragonese (Accented) [2].
Cultural Familiarities: North American (Native) [0].
Advantages: Ally (Familiar) (25% Point Value; Constantly) [4]; Detect Rifts (Reflexive, +40%) [14]; Energy Reserve (Magical) 10 [30]; Jumper (World) (Accessibility: Homeworld Only, -20%; Costs 5 Energy, -25%; Magical, -10%) [45]; Ritual Magery 3 [35].
Disadvantages: Dependent (Familiar) (No More Than 25% Point Value; Constantly; Loved One) [-80].
Primary Skills: Occultism (A) IQ+2 [8] – 14; Ritual Magic (VH) IQ+3 [8] – 15*.
Secondary Skills: Astronomy/TL9 (Observational) (A) IQ+0 [2] – 12; Navigation/TL9 (Land) (A) IQ+0 [2] – 12; *two* specialties of Survival, both (A) Per+0 [2] – 12.
Background Skills: *One* of Bicycling, Boating/TL9, Driving/TL9 (Automobile, Halftrack, Heavy Wheeled, Hovercraft, Hovercycle, Motorcycle, or Tracked), or Riding, all (A) DX-1 [1] – 10, *or* Teamster (A) IQ-1 [1] – 11.
Magical Paths: Path of Gate (VH) IQ+3 [8] – 15*; Path of Illusion & Creation (VH) IQ+3 [8] – 15*; Path of Necromancy (VH) IQ+3 [8] – 15*; Path of Protection & Warning (VH) IQ+3 [8] – 15*;

* Includes +3 from Ritual Magery.

Source: ***Rifts Main Book***

Smuggler

110 points

There are many items that are banned by various factions: weaponry, body armor, magic items, books, medicines, drugs, etc. As a smuggler, you make it a point to transport these items to where they aren't supposed to be. You're equal parts merchant, con-man, and cargo transport specialist.

Average Starting Age: 16.
Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 9.
Languages: American (Native Spoken/Semi-Literate) (Native Language) [-2]; three of choice, each (Accented Spoken/Illiterate) [2].
Cultural Familiarities: North American (Native) [0].
Advantages: Business Acumen 1 [10]; Combat Reflexes [15]; Smooth Operator 1 [15]; *plus* 30 points from the following: Absolute Direction [5], Appearance (Attractive or Handsome/Beautiful) [4 or 12], Charisma [5/level], Danger Sense [15], Eidetic Memory [5] *or* Photographic Memory [10], Gizmos [5/level], Intuition [15], Language Talent [10], One-Way Fluency [1], Social Chameleon [5], Voice [10], additional Spoken Languages [1/level], or additional levels of Smooth Operator [15/level] or Business Acumen [10/level].
Disadvantages: -30 points from the following: Callous [-5], Code of Honor (Pirate's or Professional's) [-5], Compulsive Behaviors [-5* to -15*], Debt [-1/level], Enemies [var], Greed [-15*], Over-confidence [-5*], Pacifism [-5 to -30], Selfish [-5*], Social Stigma (Criminal Record) [-5].
Primary Skills: Fast-Talk (A) IQ+2 [4] – 13†; Holdout (A) IQ+1 [4] – 12; Merchant (A) IQ+1 [2] – 13†; Search (A) Per+1 [4] – 13; Smuggling (A) IQ+3 [12] – 14.
Secondary Skills: Accounting (H) IQ+1 [4] – 12‡; Law (select *one* area) (H) IQ+0 [2] – 10; Streetwise (A) IQ+1 [2] – 12†. One of Freight Handling or Packing, both (A) IQ+1 [4] – 12. One of Beam Weapons/TL9 (Pistol or Rifle) or Guns/TL9 (Pistol or Rifle), all (E) DX+1 [2] – 11.
Background Skills: Savoir-Faire (Mafia) (E) IQ+1 [1] – 12†.

* Modified by Self-Control rating.
† Includes +1 from Smooth Operator.
‡ Includes +1 from Business Acumen.

Source: ***Mercenaries***

Special Forces

180 points

As a special forces soldier, you've received extensive combat and covert ops training beyond that of the average soldier. This represents those soldiers who have training similar to today's Army Green Berets and Navy SEALs.

This template defaults to the special forces trained and fielded by Ishpeming, Manistique, and Tolkeen. Lenses for other nations are provided for those wishing to make spec-forces soldiers for Coalition or Lazlo.

Average Starting Age: 20.
Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].
Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.
Languages: American (Native Spoken/Semi-Literate) (Native Language) [-2].
Cultural Familiarities: North American (Native) [0].
Advantages: Born Soldier 2 [10]; Combat Reflexes [15]; Military Rank 3 [15].
Disadvantages: Duty (Nation or Mercenary Unit; Extremely Hazardous) (12) [-15]; plus -30 points from the following: Bad Temper [-10*], Code of Honor (Soldier's) [-10], Intolerance [-5 or

-10], Nightmares [-5], Overconfidence [-5*], Selfish [-5*], Selfless [-5*], or Sense of Duty (Comrades) [-5].

Primary Skills: Beam Weapons/TL9 (Rifle) (E) DX+3 [8] – 15; Explosives/TL9 (Demolition) (A) IQ+1 [4] – 12; Explosives/TL9 (Underwater Demolition) (A) IQ+1 [3] – 12†; Judo (H) DX+1 [8] – 13; Karate (H) DX+1 [8] – 13;

Secondary Skills: Camouflage (E) IQ+2 [4] – 13; Climbing (A) DX+1 [4] – 13; Forced Entry (E) DX+1 [2] – 13; Forward Observer/TL9 (A) IQ+1 [4] – 12; Fast-Draw/TL9 (Ammo) (E) DX+2 [2] – 14‡; Fast-Draw (Knife) (E) DX+2 [2] – 14‡; Garrote (E) DX+1 [2] – 13; Hiking (A) HT+1 [4] – 13; Jumping (E) DX+1 [2] – 13; Knife (E) DX+2 [4] – 14; Running (A) HT+1 [4] – 13; Stealth (A) DX+1 [4] – 13; Swimming (E) HT+1 [2] – 13. One of Beam Weapons/TL9 (Pistols), Gunner/TL9 (Beams, Cannon, Machine Gun, or Rockets), or Guns/TL9 (Grenade Launcher, Gyroc, Light Anti-Armor Weapon, or Shotgun), all (E) DX+2 [4] – 14.

Background Skills: Savoir-Faire (Military) (E) IQ+2 [1] – 13§; Soldier/TL9 (A) IQ+3 [4] – 14§; Tactics (H) IQ+1 [2] – 12§.

Lenses:

Coalition States (-5 points): Add High TL +1 [5] and Intolerance (Non-Humans and Mages) [-10].

Free Quebec or Lone Star (+3 points): Add High TL +1 [5] and Intolerance (Non-Humans and Mages) [-10]. Raise Language to American (Native) [0]. Add Quebecois (for Free Quebec) *or* Mexican (for Lone Star) at (Native) [6].

Lazlo or New Lazlo (+2 points): Raise Language to American (Native) [0].

* Modified by Self-Control rating.
† Defaulted from Explosives/TL9 (Demolition).
‡ Includes +1 from Combat Reflexes.
§ Includes +2 from Born Soldier.

*Source: **Mercenaries***

Techno-Wizard

165 points

You are a combination of spellcaster and inventor, with an emphasis on creating technology that works off magical and psionic energy. All of your casting is performed ceremonially. In fact, you don't actually *cast* spells in the traditional sense, with the exception of the Enchant spell (which itself requires ceremonial casting). Instead, you use your spells as components in your devices. The majority of your devices require an infusion of magical or psionic energy to use – or at least to recharge.

Average Starting Age: 20.
Attributes: ST 10 [0]; DX 10[0]; IQ 12 [40]; HT 10 [0].
Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0]; Dodge 8.
Languages: American (Native) (Native Language) [0].
Cultural Familiarities: North American (Native) [0].
Advantages: Artificer 2 [20]; Energy Reserve (Magical) 10 [30]; High Manual Dexterity 2 [10]; Magery 3 (Ceremonial Magery, -40%; Solitary Ceremonial, +10%) [25].
Perks: Shortcut to Power (Enchant) [1].
Disadvantages: -40 from any mundane disadvantages.
Primary Skills: Weird Science (VH) IQ+0 [8] – 12; plus *four* of the following: Armoury/TL9 (Battlesuits, Body Armor, Heavy Weapons, Melee Weapons, Missile Weapons, Small Arms, or Vehicular Armor), Electrician/TL9, Electronics Repair/TL9 (any), or Mechanic/TL9 (any), all (A) IQ+2 [4] – 14*, or Engineer/TL9 (any) (H) IQ+1 [4] – 13*.
Secondary Skills: Carpentry (E) IQ+2 [2] – 14*; Computer Programming/TL9 (H) IQ+0 [4] – 12; Electronics Operation/TL9 (Sensors) (A) IQ+0 [2] – 12; Jeweler/TL9 (H) IQ+0 [4] – 12; Mathematics/TL9 (Applied) (H) IQ+0 [4] – 12.
Background Skills: Computer Operation/TL9 (E) IQ+0 [1] – 12.
Spells: Apportation (H) IQ+3 [4] – 15†; Create Fire (H) IQ+3 [4] – 15†; Deflect Energy (H) IQ+3 [4] – 15†; Enchant (VH) IQ+3 [8] – 15†; Fortify (H) IQ+3 [4] – 15†; Ignite Fire (H) IQ+3 [4] – 15†; Light (H) IQ+3 [4] – 15†; Light Jet (H) IQ+3 [4] – 15†; Lightning (H) IQ+3 [4] – 15†; Power (H) IQ+3 [4] – 15†; Powerstone (H) IQ+3 [4] – 15†.

* Includes +2 from Artificer.
† Includes +3 from Magery

Notes: The price on Magery includes the modifiers on Magery 0 as well as the standard Magery. Because the Techno-Wizard *does not* cast spells in the traditional manner, it will not unbalance the game allowing him to learn spells without learning the prerequisites.

*Source: **Rifts Main Book***

Wilderness Scout

175 points

You are at home in the wilderness, eschewing the trappings of civilization in favor of an existence in the woodlands, mountains, swamps, plains, and deserts where few have tread for several hundred years. You make your living as a hunter, trapper, tracker, and/or guide.
Average Starting Age: 15.
Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].
Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs; HP 12 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0]; Dodge 10.
Languages: American (Native Spoken/Semi-Literate) (Native Language) [-2]; one Indian language (Native Spoken/Illiterate) [3].
Cultural Familiarities: North American (Native) [0]; Tribal Indian [1].
Advantages: Animal Friend 1 [5]; Combat Reflexes [15]; Fit [5]; High Pain Threshold [10]; Outdoorsman 1 [10].
Disadvantages: Social Stigma (Uneducated) [-5]; -30 points from the following: Bad Temper [-10*], Callous [-5], Clueless [-10], Compulsive Behavior [varies*], Discipline of Faith [varies], Guilt Complex [-5], Gullibility [-10*], Hidebound [-5], Honesty [-10*], Innumerate [-5], Lecherousness [-15*], Light Sleeper [-5], Loner [-5*], Low TL [-5/level], Miserliness [-10*], Non-Iconographic [-10], Oblivious [-5], Odious Personal Habits [varies], Pacifism [varies], Shyness [varies], Skinny [-5], Social Disease [-5], Stubbornness [-5], Truthfulness [-5*], or Wounded [-5].
Primary Skills: Naturalist (Rifts Earth) (H) IQ+1 [4] – 12†; Survival (Desert, Mountain, Plains, Radioactive Wasteland, Swampland, or Woodlands) (A) Per+2 [4] – 14†; Tracking (A) Per+2 [4] – 14†; Weather Sense (A) IQ+1 [4] – 12.
Secondary Skills: Area Knowledge (E) IQ+1 [2] – 12; Climbing (A) DX+0 [2] – 12; Fishing (E) Per+2 [2] – 14†; Hiking (A) HT+0 [2] – 12; Jumping (E) DX+0 [1] – 12; Mimicry (Animal Sounds or Bird Calls) (H) IQ+1 [4] – 12†; Observation (A) Per+0 [2] – 12; Packing (A) IQ+0 [1] – 11‡; Riding (A) DX+0 [1] – 12‡; Running

(A) HT+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Swimming (E) HT+0 [1] – 12. *Two* of Beam Weapons/TL9 (Pistol or Rifle), Crossbow, Guns/TL9 (Pistol, Rifle, or Shotgun), or Thrown Weapon (Axe/Mace, Knife, Spear, or Stick), all (E) DX+2 [4] – 14; or Bolas, Bow, Lasso, Spear Thrower, or Throwing, all (A) DX+1 [4] – 13; or Blowpipe or Sling, both (H) DX+0 [4] – 12.

Background Skills: Animal Handling (A) IQ+1 [2] – 12†; First Aid/TL9 (E) IQ+0 [1] – 11; Knot-Tying (E) DX+0 [1] – 12.

* Modified by Self-Control rating.
† Includes +1 from Outdoorsman
‡ Includes +1 from Animal Friend

Source: Rifts Main Book

Racial Templates

The dragon conversions are *not* straight conversions. I have left off their innate teleportation and much of their psionics, leaving them with Racial Gift perks in order to acquire these traits as the GM or player desires. As it remains, the dragons still possess large point values, and would be best suited for campaigns that run 750-1,000 points.

Altara Warrior Woman

284 points

You are one of the infamous blind warrior women enslaved by the Splugorth. While blind, your other senses more than compensate.

This package's set of social traits assumes that the campaign takes place in North America, not Atlantis. At least one change that needs to be made in a campaign that happens in Atlantis is removing the Social Regard (Feared).

Average Starting Age: 8.
Attribute Adjustments: ST +5 [50]; DX +2 [40]; HT +2 [20].
Secondary Characteristic Adjustments: Will +2 [10]; Per +4 [20].
Languages: Splugorthian (Native/Illiterate) [-3].
Advantages: Appearance (Beautiful) [12]; DR 1 (Limited: Crushing Attacks, -40%; Tough Skin, -40%) [1]; Danger Sense (ESP, -10%) [14]; Detect Magic (ESP, -10%) [9]; Discriminatory Hearing [15]; Discriminatory Smell [15]; Enhanced Time Sense [45]; High Pain Threshold [10]; Metabolism Control 2 [10]; Mind Shield 3 [12]; Parabolic Hearing 1 [4]; Perfect Balance [15]; Para-Radar [40]; Sensitive Touch [10]; Social Regard (Feared) 1 [5]; Vibration Sense [10].
Disadvantages: Blindness [-50]; Social Stigma (Subjugated) [-20]; Wealth (Struggling) [-10].
Features: Bald [0]; Parthenogenesis [0].

Source: Sourcebook 1; World Book 2: Atlantis.

Bearman

139 points

You are one of the so-called Bearmen of the North, a 9-10 foot tall hulking brute that looks like a humanoid bear. Ill-tempered and cantankerous, all you want is to be left alone, wandering the vast wilderness forests. However, that place that calls itself "civilization" has candies and booze. . . .

Average Starting Age: 15.
Attribute Adjustments: ST +13 (Size, -10%) [117]; IQ -1 [-20]; HT +2 [20].
Secondary Characteristic Adjustments: SM +1; Per +4 [20]; Basic Move 6 [5].
Advantages: Acute Hearing +4 [8]; Claws (Blunt Claws) [3]; Constriction Attack (Bear Hug) [15]; Damage Resistance 3 (Tough Skin, -40%) [9]; Discriminatory Smell [15]; Night Vision 6 [6]; Outdoorsman 2 [20]; Teeth (Sharp Teeth) [1]; Temperature Tolerance (Cold) 3 [3].
Perks: Alcohol Tolerance [1]; Extended Hearing (High) [1]; Fearsome Stare [1]; Fur [1].
Disadvantages: Bad Sight (Nearsighted) [-25]; Bad Temper (9) [-15]; Intolerance (Total) [-10]; Loner (12) [-5]; Sense of Duty (Nature) [-15]; Social Stigma (Monster) [-15].
Quirks: Likes Alcohol [-1]; Likes Sweets [-1].
Features: Taboo Trait (Magic) [0].

Source: Conversion Book 1

Borg, Full Conversion

394 points

Full conversion Borgs are commonly created for military purposes. As such, they are much more heavily armored than their partial conversion counterparts.

With full conversion, only the brain and a portion of the spinal column are left. In most cases, the face of the Borg is patterned off the original face, but this is not an absolute. While the body itself is powered off a small radio-thermal nuclear generator, guaranteed for at least two decades before needing to be replaced, the brain still needs nutrients and oxygen to survive. These nutrients are available in most settled areas in a puree that resembles baby food. (In the absence of this nutrient puree, any normal food pureed in a household blender – or the old fashioned way – will suffice for a short time.) Given regular replacement of the nuclear generator, a Borg may survive up to twice as long as a normal human.

Average Starting Age: 18.
Attribute Adjustments: ST +10 [100]; DX +3 [60]; HT +2 [20].
Advantages: Absolute Direction [5]; DR 30 [150]; Extended Lifespan 1 (×2) [2]; High Pain Threshold [10]; Infravision [10]; Machine [25]; Microscopic Vision 1 (10× magnification) [5]; Night Vision 5 [5]; Protected Hearing [5]; Protected Vision [5]; Sealed [15]; Telescopic Vision 2 (4× magnification) [10]; Temperature Tolerance 20 (-85°F to 210°F); Vacuum Support [5].
Perks: Accessory (Cable Jack) [1]; Accessory (Personal Computer) [1].
Disadvantages: Electrical [-20]; Maintenance (1 person, weekly) [-5]; Numb [-20]; Restricted Diet (Nutrient Puree) (Substitution, -50%) [-15].

Source: Rifts Main Book

Borg, Partial Conversion

2 points

Partial reconstruction involves replacing the arms, legs, heart, lungs, and eyes with bionic replacements, and strengthening the hips, spine, and torso to support the additional weight.

The template below represents the *bare minimum* granted by the reconstruction. Partial reconstruction for *military* purposes also include multi-optic eyes (see the *Cybernetics/Bionics* section, above), increased strength (up to ST +7), increased agility (up to DX +6), and cyber-armor (DR 12), along with cybernetic weaponry.

Average Starting Age: 16.
Attribute Adjustments: ST +3 [30].
Secondary Characteristic Adjustments: Basic Move +1 [5].
Advantages: DR 2 [10]; DR 1 (Legs Only, -20%) [4]; DR 2 (Torso Only, -10%) [9]; Doesn't Breathe (Oxygen Storage, ×25, -50%) [10]; Hard to Kill 3 [6]; Protected Vision [5]; Super Jump 1 [10].
Perks: Accessory (Cable Jack) [1]; Accessory (Internal Speaker) [1].
Disadvantages: Blindness (Mitigator: Cybernetics, -60%) [-20]; Electrical [-20]; Maintenance (1 person, weekly) [-5]; Quadriplegic (Mitigator: Cybernetics, -70%) [-24]; Unhealing (Partial) [-20].

*Source: **Rifts Main Book***

Brodkil

240 points

You are one of a belligerent race of superhuman giants (averaging 9 feet tall) that came to Rifts Earth through one of the many rifts several generations ago. Many folks call you a demon because of your strength and resilience, as well as your horrible visage, but there is nothing supernatural about you. You are able to turn invisible at will, but this ability is innate rather than magical.

Your kind has adapted well to the violent and primal nature of this planet, and you may have replaced one or all of your limbs with bionic prostheses. Most of your kind make their living as bandits and raiders, preying on the many small settlements that dot the landscape.

Average Starting Age: 15.
Attribute Adjustments: ST +10 (Size, -10%) [90]; DX +2 [40]; HT +2 [20].
Secondary Characteristic Adjustments: SM +1; Will +3 [15]; Per +2 [10]; Basic Move +1 [5].
Advantages: Claws (Blunt Claws) [3]; Damage Resistance 5 (Flexible, -20%) [20]; Invisiblity (Switchable, +10%) [44]; Regeneration (Regular: 1 HP/hr) [25]; Teeth (Sharp Teeth) [1]; Temperature Tolerance 5 [5].
Disadvantages: Appearance (Ugly) [-8]; Code of Honor (Pirate's) [-5]; Laziness [-10]; Social Stigma (Monster) [-15].

*Source: **Sourcebook 1***

Bruutasaur

100 points

You are a large reptilian D-Bee from a world where your kind lives in nomadic Stone Age tribes. Your kind tends to average eleven feet tall and close to half a ton in weight. You tend to see mammals (and most others) as food, only really respecting other reptilian races.

Average Starting Age: 14.
Attribute Adjustments: ST +10 (Size, -20%) [80]; IQ -4 [-80].

Secondary Characteristic Adjustments: SM +2; Will +4 [20]; Per +6 [30].
Advantages: Claws (Sharp Claws) [5]; Damage Resistance 5 (Tough Skin, -40%) [15]; Discriminatory Smell [15]; Enhanced Move (Ground) 1 [20]; Peripheral Vision [15]; Striker (Crushing; Tail) (Limited Arc: Rear, -40%; Long +1, +100%) [8]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1].
Perks: Scales [1].
Disadvantages: Bestial [-10]; Cold-Blooded ("Stiffen Up" Under 50°F) [-5]; Social Stigma (Monster) [-15].
Features: Born Biter 3 [0]; No Body Hair [0]; Taboo Trait (Pacifism) [0];
Common Traits (not part of the racial package): Bad Temper; Berserk; Bloodlust; Bully; Gullibility; Hidebound; Impulsiveness; Innumerate; Laziness; Loner; No Sense of Humor; One-Way Fluency (Understands One Language); On the Edge; Overconfidence; Sadism; Selfish; Stubbornness; Truthfulness. Survival and Brawling skills will be expected.

*Source: **World Book 1: Vampire Kingdoms***

Crazy

302 points

You have been subjected to a treatment which essentially rewires the brain to respond quicker and to ignore pain. Side effects include minor psionic powers and a slippery slope into insanity. Eventually, the body will burn itself out; fortunately, not as dramatically as the Juicer (below). However, most crazies tend to be put down due to their mental state well before their bodies give out.

Note that only humans, some human-like D-Bees, and the occasional sub-demon can be converted into Crazies.

Average Starting Age: 18 (before this template is applied).
Attribute Adjustments: ST +5 [50]; DX +4 [80]; HT +2 [20].
Secondary Characteristic Adjustments: HP +5 [10].
Advantages: Combat Reflexes [15]; Discriminatory Smell [15]; Enhanced Move (Ground) 1 [20]; ESP Talent 2 [10], Telepathy Talent 2 [10], *or* ESP Talent 1 [5] *and* Telepathy Talent 1 [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [15]; Mind Shield 3 [12]; Regeneration (Regular: 1HP/hr) [25]; Resistant to Poisons/Toxins (+8) [8]; Resistant to Psionics (+3) [10]; Sensitive Touch [10]; Super Jump 1 [10]; Telescopic Vision 2 [10]. In addition, up to 30 points can be spent on any ability from the ESP or Telepathy Powers.
Disadvantages: Self-Destruct [-10]; Short Lifespan -1 [-10]; Social Stigma (Minority Group) [-10]. -30 points from any mundane mental disadvantage that is not a self-imposed disadvantage, or from Alcoholism [-15], Epilepsy [-30], Insomniac [-10 to -15], Killjoy [-15], or Stuttering [-10]; these represent mental instabilities already present at the start of play.
Special: In addition, every month of play (*not* game time) the Crazy must roll vs. the better of IQ or Will; a failure indicates a new disadvantage from the above list *must* be added to the character sheet, worth -5 points or more (alternatively, an existing mental disadvantage may have its self-control number reduced one step). Talents and other advantages do *not* modify this roll. Like all disadvantages gained during play, these are not bonus points to be added to advantages or skills. This simulates the Crazy's increasingly unstable mental state.

*Source: **Rifts Main Book***

Cyber-Horseman

245 points

The Cyber-Horsemen of Ixion, as your kind are called, resemble the centaurs of myth, only with much of the body replaced with bionic prostheses. It is not known where they come from, but they are known to range throughout the Great Plains and American Southwest, but only rarely seen east of the Mississippi River and almost never in the eastern woodlands.

Cyber-Horsemen stand about 9-10 feet tall, with about 7 feet of that in their lower body. Many also augment their senses or add additional armor.

Average Starting Age: 16
Attribute Adjustments: ST +16 (Size, -20%) [128].
Secondary Characteristic Adjustments: SM +2;
Advantages: Claws (Hooves) [3]; Damage Resistance 20 [100]; Enhanced Move (Ground) 1 [20]; Extra Legs (4 Legs) [5]; Fit [5].
Perks: Racial Gifts (Other Cybernetic Systems) [1].
Disadvantages: Short Arms [-10]; Weak Arms (2 Arms) (1/2 ST) [-5]; Weak Bite [-2].

*Source: **Conversion Book 1***

Dog Boy

82 points

You are a mutant canine, a dog or wolf mutated by the scientists in Lone Star for the Coalition. You've likely been given training as a soldier – use the Coalition Grunt template above for those skills.

The Coalition treats you like a talking animal, and as far as you're concerned that's fine. Everyone, from the top brass down to yourself, considers you expendable. It's a harsh life, but you're proud to be part of the pack.

Average Starting Age: 3.
Attribute Adjustments: ST +2 [20]; HT +2 [20].
Secondary Characteristic Adjustments: Per +2; Basic Speed +0.50 [10]; Basic Move +1 [5].
Languages: American (Accented Spoken/Illiterate) [-4].
Advantages: Acute Hearing 2 [4]; Animal Empathy [5]; Claws (Blunt Claws) [3]; Combat Reflexes [15]; Damage Resistance 1 (Tough Skin, -40%) [3]; Danger Sense (ESP, -10%); Detect Psychics (Reflexive, +40%; ESP, -10%) [13]; Detect Supernatural Beings and Phenomena (Reflexive, +40%; ESP, -10%) [39]; Discriminatory Smell [15]; Parabolic Hearing 1 [4]; Ultrahearing [5].
Perks: Fur [1].
Disadvantages: Chummy [-5]; Easy to Read [-10]; Pacifism (Cannot Harm Innocents) [-10]; Short Lifespan -3 [-30]; Social Stigma (Subjugated) [-20]; Wealth (Poor) [-15].
Quirks: Red/Green Colorblind [-1].
Features: Vestigial Tail [0].

Note: I'm currently working on a number of lenses for various breeds. What is printed above is good for a mixed breed – a true "CS Mutt", if you will.

*Source: **Rifts Main Book***

Dragon Hatchling, Fire

515 points

You are a smaller example of dragon than the great horned (below), covered in fine red scales of varying shades, from light pink to a deep scarlet. Fin-like structures of varying size run down your spine from the back of the head to mid-tail. You also possess powerful limbs and bat-like wings coming from your shoulder-blades. Most of your kind are fascinated by magic, particularly fire magic, and human technology.

As a hatchling, you are roughly 52 feet long and weigh 20 tons; when you reach adulthood at 600 years, you will grow to 65 feet long and 25 tons.

Average Starting Age: 1 to 100 years.
Attribute Adjustments: ST +58 (Size, -60%) [192]; IQ +2 [40].
Secondary Characteristic Adjustments: SM +6.
Languages: American (Native) [6]; Dragonese (Native) (Native Language) [0].
Advantages: Burning Attack (*Fire Breath*) 8d (Cone +2, +70%; Increased 1/2D Range x5, +10%) [72]; Claws (Talons) [8]; Damage Resistance 10 (Can't Wear Armor, -40%; Hardened +2, +40%) [50]; Doesn't Eat or Drink [10]; Eidetic Memory [5]; Enhanced Move (Air) 1.5 (Average Air Move 30) [30]; Flight (Winged, -25%) [30]; Immunity to Disease [10]; Immunity to Poisons [15]; Infravision [10]; Injury Tolerance (Damage Reduction /10) (Limited Defense: Heat/Fire, -40%) [90]; Less Sleep 4 [8]; Magery 0 [5]; Morph (Cosmetic, -50%; Limited Use: 2/day, -30%; Maximum Duration: 6 hours, -5%) [20]; Peripheral Vision [15]; Regeneration (Fast: 1HP/min) [50]; See Invisible [15]; Short Spines [1]; Social Regard (Feared) 4 [20]; Striker (Crushing; Wings) [5]; Teeth (Fangs) [2]; Unaging [15].
Perks: Deep Sleeper [1]; Racial Gifts (Psionics) [1]; Racial Gifts (Teleportation) [1]; Scales [1].
Disadvantages: Bad Grip -3 [-15]; Dependency (Mana, Constantly) [-25]; Greed (12) [-15]; Horizontal [-10]; Intolerance (Other Dragons) [-5]; Miserliness (6) [-20]; Overconfidence (9) [-7]; Vulnerability (Freezing Attacks, ×4) [-60]; Weakness to Extreme Cold (1d per 5 minutes) [-10]; Xenophilia (12) [-10].
Quirks: Territorial [-1].
Features: Any positive Appearance traits will have the Impressive, +0%, modifier.

*Source: **Rifts Main Book***

Dragon Hatchling, Great Horned

620 points

You are the classic example of a dragon: a great winged serpent with sharp claws, a fiery breath, and a territorial nature. You can also change your shape to any living form you wish, down to the size of a house cat (SM -6), including human forms; when you do so, you retain all of your draconic abilities – including your strength and fire breath. You don't need to eat or drink, deriving sustenance from the ambient mana around you; you may *choose* to do so if the fancy strikes you, however. You can be any color, although shades of brown, blue, green, gold, and bronze are the most common. As an adult, you will reach 70 feet long with a 120 ft wingspan, weighing 30 tons; hatchlings start off 20 feet long, but grow quickly to around 56 feet long with a 96 ft wingspan and 24 tons in a matter of weeks.

As a great horned dragon, your most distinctive features are the

large horns which adorn your head, with spines running down your back.

Average Starting Age: 1 to 100 years.
Attribute Adjustments: ST +63 (Size, -60%) [252], IQ +2 [40].
Secondary Characteristic Adjustments: SM +6.
Languages: American (Native) [6]; Dragonese (Native) (Native Language) [0].
Advantages: Burning Attack (*Fire Breath*) 6d (Cone +2, +70%; Increased 1/2D Range ×5, +10%) [54]; Claws (Long Talons) [11]; Damage Resistance 10 (Can't Wear Armor, -40%; Hardened +2, +40%) [50]; Doesn't Eat or Drink [10]; Eidetic Memory [5]; Enhanced Move (Air) 1.5 (Average Air Move 30) [30]; Flight (Winged, -25%) [30]; Immunity to Disease [10]; Immunity to Poisons [15]; Injury Tolerance (Damage Reduction /2) (Limited Defense: Heat/Fire and Cold, -20%) [40]; Less Sleep 4 [8]; Long Spines [3]; Magery 0 [5]; Morph (Cosmetic, -50%; Limited Use: 2/day, -30%; Maximum Duration: 6 hours, -5%) [20]; Night Vision 9 [9]; Peripheral Vision [15]; Regeneration (Fast: 1HP/min) [50]; See Invisible [15]; Social Regard (Feared) 4 [20]; Striker (Crushing; Wings) [5]; Striker (Impaling; Tail) (Weak, -50%) [4]; Teeth (Fangs) [2]; Unaging [15].
Perks: Deep Sleeper [1]; Racial Gifts (Psionics) [1]; Racial Gifts (Teleportation) [1]; Scales [1].
Disadvantages: Bad Grip -3 [-15]; Dependency (Mana, Constantly) [-25]; Greed (12) [-15]; Horizontal [-10]; Intolerance (Other Dragons) [-5]; Miserliness (6) [-20]; Overconfidence (9) [-7]; Xenophilia (12) [-10].
Quirks: Territorial [-1].
Features: Any positive Appearance traits will have the Impressive, +0%, modifier.

*Source: **Rifts Main Book***

Dragon Hatchling, Ice

530 points

You are in many ways the opposite of the fire dragon. You are commonly seen in shades of white and blue, and lack the spines of the above breeds. As a hatchling, you are roughly 50 feet long and weigh 17.6 tons; as an adult, you will reach 65 feet long and 22 tons. Most importantly, your breath weapon is a cone of cold and ice, not fire. While practically unaffected by cold-based attacks, you take additional damage from fire and heat.

Average Starting Age: 1 to 100 years.
Attribute Adjustments: ST +55 (Size, -60%) [180]; IQ +2 [40].
Secondary Characteristic Adjustments: SM +6.
Languages: American (Native) [6]; Dragonese (Native) (Native Language) [0].
Advantages: Claws (Talons) [8]; Damage Resistance 10 (Can't Wear Armor, -40%; Hardened +2, +40%) [50]; Doesn't Eat or Drink [10]; Eidetic Memory [5]; Enhanced Move (Air) 1.5 (Average Air Move 30) [30]; Fatigue Attack (*Frost Breath*) 6d (Cone +2, +70%; Freezing Hazard, +20%; Increased 1/2D Range x5, +10%) [120]; Flight (Winged, -25%) [30]; Immunity to Disease [10]; Immunity to Poisons [15]; Infravision [10]; Injury Tolerance (Damage Reduction /10) (Limited Defense: Cold, -40%) [90]; Less Sleep 4 [8]; Magery 0 [5]; Morph (Cosmetic, -50%; Limited Use: 2/day, -30%; Maximum Duration: 6 hours, -5%) [20]; Peripheral Vision [15]; Regeneration (Fast: 1HP/min) [50]; See Invisible [15]; Short Spines [1]; Social Regard (Feared) 4 [20]; Striker (Crushing;

Wings) [5]; Teeth (Fangs) [2]; Unaging [15].
Perks: Deep Sleeper [1]; Racial Gifts (Psionics) [1]; Racial Gifts (Teleportation) [1]; Scales [1].
Disadvantages: Bad Grip -3 [-15]; Dependency (Mana, Constantly) [-25]; Greed (12) [-15]; Horizontal [-10]; Intolerance (Other Dragons) [-5]; Laziness [-10]; Miserliness (6) [-20]; Overconfidence (9) [-7]; Vulnerability (Burning Attacks, ×4) [-60]; Weakness to Extreme Heat (1d per 5 minutes) [-10]; Xenophilia (12) [-10].
Quirks: Territorial [-1].
Features: Any positive Appearance traits will have the Impressive, +0%, modifier.

*Source: **Rifts Main Book***

Dragon Hatchling, Thunder Lizard

605 points

Unlike other dragons, you lack wings and the ability to fly. Your scales lean towards shades of emerald green and gold, and in many ways you resemble a large dinosaur, except for your face, which is distinctly draconian. The back of your neck possesses long spines. As a hatchling, you average 36 feet long from nose to tail, and weigh 16 tons; as an adult, you'll reach around 45 feet long and 20 tons. Your breath is a poisonous cloud of gas which can paralyze anyone who breathes it in; you are fortunately immune to your own poison.

Average Starting Age: 1 to 100 years.
Attribute Adjustments: ST +55 (Size, -50%) [225]; IQ +2 [40].
Secondary Characteristic Adjustments: SM +5.
Advantages: Affliction 5 (HT-4; Poison Gas) (Area Effect, 4 yds, +100%; Dissipation, -50%; Incapacitation: Paralysis, +150%; Increased 1/2D Range x5, +10%; Respiratory Agent, +50%); Claws (Talons) [8]; Damage Resistance 10 (Can't Wear Armor, -40%; Hardened +2, +40%) [50]; Doesn't Eat or Drink [10]; Eidetic Memory [5]; Immunity to Disease [10]; Immunity to Poisons [15]; Infravision [10]; Injury Tolerance (Damage Reduction /2) (Limited Defense: Heat/Fire and Cold, -20%) [40]; Less Sleep 4 [8]; Magery 0 [5]; Morph (Cosmetic, -50%; Limited Use: 2/day, -30%; Maximum Duration: 6 hours, -5%) [20]; Peripheral Vision [15]; Regeneration (Fast: 1HP/min) [50]; See Invisible [15]; Social Regard (Feared) 4 [20]; Teeth (Fangs) [2]; Unaging [15].
Perks: Deep Sleeper [1]; Racial Gifts (Psionics) [1]; Racial Gifts (Teleportation) [1]; Scales [1].
Disadvantages: Bad Grip -3 [-15]; Dependency (Mana, Constantly) [-25]; Greed (12) [-15]; Horizontal [-10]; Intolerance (Other Dragons) [-5]; Miserliness (6) [-20]; Overconfidence (9) [-7]; Xenophilia (12) [-10].
Quirks: Territorial [-1].
Features: Any positive Appearance traits will have the Impressive, +0%, modifier.

*Source: **Rifts Main Book***

Flooper

318 points

You are a short (between 4 and 5 feet tall) and chubby (average 200 lbs) D-Bee whose physical shape belies incredible agility. You are friendly, cheerful, extremely talkative, and lazy. You also have the

ability to blink (or "floop", due to the sound it makes) out of the world for short periods of time, always reappearing roughly where you were, though possibly off to the side by a few feet. Incredibly lazy and curious, you love to show off for a crowd to get them laughing, but refuse to do an ounce of physical work.

Average Starting Age: 20; can live up to 200 years.
Attribute Adjustments: ST +2 [20]; DX +2 [40]; HT +2 [20].
Secondary Characteristic Adjustments: SM -1.
Advantages: Ambidexterity [5]; Appearance (Attractive) (Impressive, +0%) [4]; Damage Resistance 10 (Tough Skin, -40%) [30]; Danger Sense (ESP, -10%); Double-Jointed [15]; Empathy (ESP, -10%) [14]; Extended Lifespan ×2 [2]; Injury Tolerance (Damage Reduction /2) [50]; Mind Shield 3 [12]; Pitiable [5]; Super Jump 1 (Bouncing Only, -50%) [5]; Warp (Blink, +25%; No Strain, +25%; Reliable +10, +50%; Nuisance Effect: "Floop"ing sound, -5%; Range Limit: 10 yards, -50%; Psionic Teleportation, -10%) [135].
Disadvantages: Compulsive Behavior (Zany Antics) (9) [-7]; Curious (6) [-10]; Fat [-3]; Kleptomania (9) [-22]; Laziness [-10].
Quirks: Show-Off [-1].
Features: Large, floppy ears [0].

*Source: **World Book 1: Vampire Kingdoms***

Hawrk-duhk

points

Average Starting Age:
Attribute Adjustments:
Secondary Characteristic Adjustments:
Languages:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:

*Source: **World Book 2: Atlantis***

Juicer

370 points

You are a human or related race who has elected to undergo a process which turns you into a chemically-augmented superman. Without these drugs, you go through a withdrawal process which could kill you! Ordinary people fear you, but the perks are worth it, while they last. Chances are, you'll be on last call by your fifth year, and checking out by your sixth, unless you detox by your third, so you only live for today. This inevitable fatality often leads you to take chances that would frighten others.

Average Starting Age: 18 (before this template is applied).
Attribute Adjustments: ST +7 [70]; DX +4 [80]; HT +4 [40].
Secondary Characteristic Adjustments: Per +2 [10]; Basic Speed +1.00 [20].
Advantages: Altered Time Rate 1 [100]; Damage Resistance 4 (Tough Skin, -40%) [12]; Enhanced Dodge 1 [15]; Enhanced Time Sense [45]; Extra Attack 1 [25]; Fearlessness 4 [8]; Flexibility [5]; High Pain Threshold [10; Less Sleep 4 [8]; Perfect Balance [15]; Recovery [10]; Regeneration (Regular: 1HP/hr) [25]; Social

Regard (Feared) 2 [10]; Super Jump 1 [10]; Very Fit [15].
Perks: Alcohol Tolerance [1]; No Hangovers [1].
Disadvantages: Dependency (Exotic Drugs) (Occasional; Constantly) [-100]; Light Sleeper [-5]; Short Attention Span [-10]; Self-Destruct [-10]; Short Lifespan -3 [-30].
Common Traits (not part of the package): Bad Temper, Berserk, Bloodlust, Bully, Compulsive Behavior, Enhanced Block, Enhanced Parry, Greed, Gullibility, Gunslinger, Impulsiveness, Lecherousness, Obsession, On The Edge, Overconfidence, Pacifism, Phobias, Sadism, Stubbornness, Tough Guy Talent, Trained By A Master, Unfazeable, Weapon Master.

*Source: **Rifts Main Book***

Kittani

points

Average Starting Age:
Attribute Adjustments:
Secondary Characteristic Adjustments:
Languages:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:

*Source: **World Book 2: Atlantis***

Lost One

100 points

You are a member of an ancient race whose origins are lost to antiquity. You've lived hundreds, possibly thousands of years, and are one of the few survivors of the Coming of the Rifts. Despite that, you appear as though you were a human in your late 20s or early 30s. Furthermore, you have great psionic potential, and likely possess a number of psionic powers.

Average Starting Age: 500+.
Attribute Adjustments: IQ +2 [40]; HT +4 [40].
Secondary Characteristic Adjustments: HP +10 [20].
Languages: American (Native) [0].
Advantages: Appearance (Handsome/Beautiful) [12]; Less Sleep 1 [2]; Unaging [15].
Perks: Racial Gifts (Psionics) [1].
Disadvantages: Secret (Immortal) (Possible Death) [-30].

*Source: **Mercenaries***

Lyvorrk

167 points

You are a cold-blooded reptilian of human proportions. Your kind has a natural affinity for all reptiles, able to converse with and occasionally command them. Being cold-blooded, your kind is rarely found outside of the Dinosaur Swamp or the deserts of the American Southwest.

Average Starting Age: 18.

Attribute Adjustments: DX +1 [20]; IQ +1 [20]; HT +2 [20].
Secondary Characteristic Adjustments: HP +2 [4].
Advantages: Animal Empathy [5]; Claws (Sharp Claws) [5]; Damage Resistance 20 (Tough Skin, -40%) [60]; Peripheral Vision [15]; Speak With Animals (Sapience, +40%; Specialized: Reptiles, -50%; Telepathic, -10%) [20]; Teeth (Sharp Teeth) [1].
Perks: Racial Gifts (Reptile Telepathy) [1]; Scales [1].
Disadvantages: Cold-Blooded (Stiffen Up Under 50°F) [-5].
Features: Born Biter 1 [0].

*Source: **World Book 1: Vampire Kingdoms***

Mutant Cat

96 points

You are a mutant animal bred by the Coalition at Lone Star from feline stock. Because of your feline nature, you're more independent than the mutts. Meow like you mean it!

Average Starting Age: 16.
Attribute Adjustments: DX +2 [40];
Secondary Characteristic Adjustments: Per +2 [10];
Advantages: Appearance (Attractive) [4]; Catfall [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Night Vision 6 [6]; Parabolic Hearing 1 [4]; Silence 3 [15]; Stalker 2 [10]; Temperature Tolerance 1 [1]; Ultrahearing [5].
Perks: Fur [1].
Disadvantages: Compulsive Pouncing (12) [-5]; Laziness [-10]; Short Lifespan 1 [-10]; Stubbornness [-5].
Lenses:
Domestic Cat, Lynx, or Bobcat (+5 points): Add Will +1 [5].
Cougar/Mountain Lion (+10 points): Add Basic Move +2 [10].
Lion, Tiger, Leopard, or Jaguar (+50 points): Add ST +2 [20]; DX +1 [20]; HT +1 [10].

*Source: **World Book 1: Vampire Kingdoms***

Ork

50 points

You are one of the most common D-Bees in the Americas; many of your kind are third- and fourth-generation D-Bees, having grown up here. You aren't that attractive – in fact, most of these silly humans call you downright ugly – but you make up for it with increased strength and tenacity. And in this new world, strength – not looks – is what you need to survive.

Average Starting Age: 13.
Attribute Modifiers: ST +4 [40]; IQ -1 [-20]; HT +1 [10].
Secondary Characteristic Modifiers: Will +1 [5]; Per +1 [5].
Advantages: Claws (Blunt Claws) [3]; Damage Resistance 2 (Tough Skin, -40%) [6]; Discriminatory Smell [15]; Longevity [2]; Teeth (Sharp Teeth) [1].
Perks: Low Rejection Threshold [1].
Disadvantages: Appearance (Ugly) [-8]; Short Lifespan -1 [-10].
Features: Taboo Trait (Magery).

Note: Yes, this is the Orc from *Conversion Book 1*, originally adapted from the *Palladium Fantasy RPG*. This, the Bearman (above), and the Ratling (below) are the only Palladium Fantasy races being converted at this time. Why? Rifts Earth may be a haven for magic users, but it is not a traditional "fantasy" setting. Orks are useful for the "generic" D-Bee, while in my opinion races like the Elf and Dwarf are a little *too* fantasy-ish for the setting.

*Source: **Conversion Book 1***

Pogtal Dragon Slayer

509 points

You are a giant D-Bee of a race known for your ferocity, strength, and love of dragon flesh. Your kind stands an average of 21 feet tall and weigh in an average of 3,500 pounds. As an added bonus, you can dislocate your jaw in order to bite through the tough hide of your favorite food – dragons! You are sometimes called a cannibal, but you never eat your own kind, though humans and their ilk are often fair game.

Average Starting Age: 20.
Attribute Adjustments: ST +20 (Size, -30%) [140]; HT +2 [20].
Secondary Characteristic Adjustments: SM +3; Will +1 [5]; Per +1 [5].
Advantages: Damage Resistance 30 (Force Field, +20%; Semi-Ablative, -20%; Switchable, +10%) [165]; Damage Resistance 30 (Tough Skin, -40%) [90]; Imbue 3 (Limited Skill Access: Annihilating Weapon, Forceful Blow, Penetrating Strike, and Traumatic Blow only, -20%) [32]; Injury Tolerance (Damage Reduction /10 (Limited: Energy Attacks, -20%)) [120]; Invisibility (Electromagnetic Vision) (Switchable, +10%) [44]; See Invisible (Electromagnetic Vision) [15]; Teeth (Sharp Teeth) [1].
Disadvantages: Appearance (Monstrous) [-20]; Odious Racial Habit (Eats Sapients) [-15]; Social Stigma (Monster) [-15].
Features: Born Biter 3 [0].

*Source: **World Book 1: Vampire Kingdoms***

Psi-Stalker

80 points

You are a mutant human, a psychic vampire who must feed on the energy of other psychics, mages, and supernatural beings that stalk the landscapes. Most psi-stalkers use face-paint on their faces and eyes, but this is not universal. The one universal feature among psi-stalkers is that they are bald and have sparse body hair.

Average Starting Age: 16.
Attribute Adjustments: HT +2 [20].
Secondary Characteristic Adjustments: Will +2 [10].
Languages: American (Native Spoken/Illiterate) [-3].
Advantages: Animal Empathy [5]; Detect Psionics (Reflexive, +40%; Reliable +4, +20%; ESP, -10%) [15]; Detect Supernatural Beings and Phenomena (Reflexive, +40%; Reliable +4, +20%; ESP, -10%) [45]; Leech 10 (Accessibility: Must Cut Victim, -10%; Accessibility: Must Drain From Mage, Psychic, or Supernatural Being, -20%; Steal FP/ER, -25%; Psychic Vampirism, -10%) [22]; Reduced Consumption 3 [6].
Disadvantages: Dependency (FP from Mages, Psychics, or Supernatural Beings, Occasional; Weekly) [-40].
Features: Bald [0].

*Source: **Rifts Main Book***

Quick-Flex Alien

90 points

You are one of a number of near-human D-Bees, visually separated from the human norm by a thinner face and the lack of a prominent nose, having only two small slits for nostrils. You are naturally quick and agile, but easily bored.

Average Starting Age: 15.
Attribute Adjustments: DX +4 [80].
Advantages: Ambidexterity [5]; Combat Reflexes [15]; Double-Jointed [15]; Super Jump 1 [10].
Disadvantages: Short Attention Span [-10]; and -25 points from the following: Compulsive Behaviors [-5* to -15*], Curious [-5*], Easy to Read, Impulsiveness [-10*], Indecisive [-10*], Mania [-5*], On the Edge [-15*], Overconfidence [-5*], or Illiterate in their native language [-3].
Common Traits (not part of the racial package): Increased Basic Speed and Basic Move; Enhanced Defenses; Enhanced Move (Ground) (though never more than one full level), Combat Reflexes can be bought up to Enhanced Time Sense; Gunslinger and/or Heroic Archer are common cinematic traits.

* modified by Self-Control Rating.

*Source: **World Book 11: Coalition War Campaign***

Ratling

7 points

You are a member of a D-Bee race who could be mistaken for mutant rats from the Coalition State of Lone Star. Small, slender, and lithe, with sharp claws and teeth, your kind are sneaky, but tend towards cowardice.

Average Starting Age: 12.
Attribute Adjustments: ST -2 [-20]; DX +1 [20].
Secondary Characteristic Adjustments: SM -1 or SM 0.
Advantages: Claws (Sharp Claws) [5]; Craftiness 2 [10]; Teeth (Sharp Teeth) [1].
Perks: Fur [1].
Disadvantages: Short Lifespan -1 [-10].
Features: Taboo Trait (Arcane Magic) [0].
Common Traits (not part of the racial package): Cowardice [-10].

*Source: **Conversion Book 1***

Shaydor Spherian

points

Average Starting Age:
Attribute Adjustments:
Secondary Characteristic Adjustments:
Languages:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:

*Source: **World Book 2: Atlantis***

Shaydorian Intel

points

Average Starting Age:
Attribute Adjustments:
Secondary Characteristic Adjustments:
Languages:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:

*Source: **World Book 2: Atlantis***

Shemarrian

527 points

You are one of the enigmatic Shemarrian warrior-women. You appear as a tall, Amazonian woman with heavy bionic replacement; in truth, you are a robot who has been programmed to act as though she was alive.

Average Starting Age: 1.
Attribute Adjustments: ST +29 (Size, -10%) [261]; DX +2 [40]; HT +2 [20].
Secondary Characteristic Adjustments: SM +1; FP N/A; Basic Move +1 [5].
Languages: American (Native) [0]; Dragonese (Native) [6].
Advantages: AI [32]; Machine [25]; Appearance (Beautiful) [12]; Combat Reflexes [10]; Claws (Sharp Claws) [5]; DR 30 (Can't Wear Armor, -40%; Semi-Ablative, -20%) [60]; Doesn't Eat or Drink [10]; High Pain Threshold [10]; High TL +2 [10]; Hyperspectral Vision [25]; Parabolic Hearing 1 [4]; Signature Gear (Shemarrian Rail Gun) [9]; Social Regard (Feared) 3 [15]; Super Jump 1 [10]; Telescopic Vision 2 [10]; Ultrahearing [5]; Vibration Sense [10].
Disadvantages: Callous [-5]; Code of Honor (Warrior's) [-10]; Duty (to Archie; Involuntary) (6) [-7]; Electrical [-20]; Impulsiveness (9) [-15]; Secret (Robot; Possible Death) [-30]; Short Lifespan 2 [-20]; Stubbornness [-5].
Quirks: Attacks Splugorthian Slave Barges on Sight [-1]; Arrogant [-1]; Speaks Accented American Despite Full Understanding [-1].
Skills: Climbing (A) DX+0 [2] – 12; Guns/TL11 (Rifle) (E) DX+2 [4] – 14; Judo (H) DX+0 [4] – 12; Karate (H) DX+0 [4] – 12; Navigation/TL11 (Land) (A) IQ+0 [2] – 10; Riding (Monst-Rex) (A) DX+1 [4] – 13; Survival (Woodlands) (A) Per+0 [2] – 10; Wrestling (A) DX+0 [2] – 12.
Features: Always Female [0]; Fixed Physical Stats [0]; Sterile [0].

*Source: **Sourcebook 1***

Simvan Monster Rider

73 points

You are a member of a race of humanoid carnivores, anthrophages, and cannibals, with skill at taming even the wildest and most dangerous animals as mounts. Your kind commonly lives in nomadic

tribes, wandering the woodlands and plains between the Rocky Mountains and the Atlantic Ocean.

Average Starting Age: 15
Attribute Adjustments: ST +2 [20]; DX +1 [20]; HT +1 [10].
Secondary Characteristic Adjustments: Will +2 [10]; Per +2 [10]; Basic Move +1 [5].
Languages: Simvan (Native) [0];
Advantages: Animal Empathy [5]; Damage Resistance 2 (Tough Skin, -40%) [6]; Fit [5]; Night Vision 7 [7]; Outdoorsman 2 [20]; Resistant to Disease (+8) [5]; Resistant to Poisons (+3) [5]; Teeth (Sharp Teeth) [1].
Perks: Call of the Wild [1].
Disadvantages: Bad Temper (12) [-10]; Code of Honor (Simvan) [-10]; Odious Racial Habit (Cannibals and Anthrophages) [-15]; Restricted Diet (Carnivore) [-10]; Sense of Duty (Tribe) [-10]; Sense of Duty (Mount) [-2].
Lenses:
Female (+45 points): Detect Psionics (ESP, -10%) [9]; Healing (Xenohealing: All Vertebrates, +30%; Psychic Healing, -10%) [36].
Male (+94 points): Danger Sense (ESP, -10%) [14]; Mind Reading (Telepathic, -10%) [27]; Mind Shield 3 (Telepathic, -10%) [11]; Telecommunications (Telesend) (Broadcast, +50%; Telepathic, -10%) [42].

*Source: **Sourcebook 1***

True Atlantean

points

Average Starting Age:
Attribute Adjustments:
Secondary Characteristic Adjustments:
Languages:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:

*Source: **World Book 2: Atlantis***

Uteni

123 points

You are an extradimensional newcomer to the world of Rifts Earth, a blue-skinned humanoid with smooth faces dominated by two eyes and lacking a nose and mouth (you breathe through your skin). Most of your kind work for the extradimensional corporation Naruni Enterprises, and you're often mistaken for being a Naruni yourself. You have extremely limited shape shifting ability, being able to alter your height from your native 8' up to 9' and down to 4', and to change the shape of your face; your overall features and weight remain constant, however.

Average Starting Age: 20 (in Earth years).
Attribute Adjustments: ST +2 (Size, -10%) [18]; DX +1 [20]; IQ +2 [40]; HT +1 [10].
Secondary Characteristic Adjustments: SM +1.

Languages: Naruni (Native) (Native Language) [0].
Advantages: Charisma 1 [5]; Extended Lifespan (×8) [6]; Shrinking 2 (Full Damage, +100%; Full HP, +30%) [23].
Perks: Racial Gifts (Minor Psionics) [1].
Features: Blue Skin [0].

*Source: **Mercenaries***

Vampire, Master

880 points

You are a *willing* minion of a vampire intelligence! You've traded in your humanity for existence as a lord of the undead. Your thirst for power has been answered, and now you thirst for blood and the creation of more of your kind.

Not intended for use as a player-character; only included here rather than in the *Bestiary*, below, because the vampire template can be added on top of almost any other non-supernatural racial template.

Average Starting Age: 25 (before conversion).
Attribute Adjustments: ST +10 [100]; DX +6 [120]; IQ +5 [100]; HT +6 [60].
Advantages: Ally Group (Canines, 10% Starting Point Value; up to 6, ×6) (Minion, +50%; Summonable, +100%) (9) [6]; Ally Group (Vermin Swarm; 5% Starting Point Value; up to 100, ×12) (Minion, +50%; Summonable, +100%) [12]; Alternate Form (Bat, Mist, or Wolf) [45]; Catfall [10]; Claws (Sharp Claws) [5]; Clinging [20]; Dark Vision [25]; Discriminatory Smell [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Dominance [20]; Empathy [15]; Enhanced Time Sense [45]; Extra Attack 1 [25]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /4; No Blood) [105]; Mind Control (Accessibility: Must Have Bitten Victim Once, -20%; Puppet, -40%; Magical, -10%) [5]; Regeneration (Very Fast: 1 HP/sec) [100]; Regrowth [40]; Supernatural Durability (Vampiric Weaknesses) [150]; Teeth (Fangs) [1]; Unkillable 2 (Achilles Heel: Vampiric Weaknesses, -50%; Hindrance: Wooden Stake, -15%) [35]; Vampiric Bite (1 HP/sec) [30];
Disadvantages: Bloodlust (6) [-20]; Bully (6) [-20]; Dependency (Fresh Humanoid Blood; 1 Pint Weekly) [-10]; Dread (Garlic and Wolfbay) [-10]; Duty (Vampire Intelligence) (9) [-5]; Frightens Animals [-10]; Nocturnal [-20]; Supernatural Feature (No Body Heat; No Reflection; Pallor) [-25]; Vulnerability to Silver (Wounding Modifier ×3) [-30]; Weakness to Running Water (1d per minute) [-60]; Weakness to Holy Symbols (1d per 5 minutes) [-20].
Features: Sensed as Supernatural Evil.

*Source: **World Book 1: Vampire Kingdoms***

Vampire, Secondary

730 points

You are a "second-generation" vampire, one transformed into a vampire by a master or another secondary. As such, your link to the vampire intelligence isn't as stable as the master's; you can defy your new vampire master and retain a few more of your mortal life's skills and memories. If you decide to turn someone else into a vampire, there is a very real chance that you'll create a wild vampire instead of another secondary (see *Vampire, Wild*, below).

Of all the vampires, this template is most suited to being a PC in a

high-point campaign.

Average Starting Age: 25 (before transformation).
Attribute Adjustments: ST +7 [70]; DX +4 [80]; HT +4 [40].
Secondary Characteristic Adjustments: Will +2 [10]; Per +2 [10].
Advantages: Alternate Form (Bat, Mist, or Wolf) [45]; Ally Group (Vermin Swarm; 25% Starting Point Value; up to 100, ×12) (Minion, +50%; Summonable, +100%) [30]; Ally Group (Canines, 25% Starting Point Value; up to 6, ×6) (Minion, +50%; Summonable, +100%) [15]; Catfall [10]; Claws (Sharp Claws) [5]; Clinging [20]; Combat Reflexes [15]; Dark Vision [25]; Discriminatory Smell [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Extra Attack 1 [25]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /4; No Blood) [105]; Mind Control (Accessibility: Must Have Bitten Victim Once, -20%; Puppet, -40%; Magical, -10%) [15]; Regeneration (Very Fast: 1 HP/sec) [100]; Regrowth [40]; Supernatural Durability (Vampiric Weaknesses) [150]; Teeth (Fangs) [1]; Unkillable 2 (Achilles Heel: Vampiric Weaknesses, -50%; Hindrance: Wooden Stake, -15%) [35]; Vampiric Bite (1 HP/sec) [30].
Disadvantages: Bloodlust (6) [-20]; Bully (6) [-20]; Dependency (Fresh Humanoid Blood; 1 Pint Weekly) [-10]; Dread (Garlic and Wolfbay) [-10]; Frightens Animals [-10]; Infectious Attack [-5]; Nocturnal [-20]; Supernatural Feature (No Body Heat; No Reflection; Pallor) [-25]; Vulnerability to Silver (Wounding Modifier ×3) [-30]; Weakness to Running Water (1d per minute) [-60]; Weakness to Holy Symbols (1d per 5 minutes) [-20].
Features: Sensed as Supernatural Evil.

*Source: **World Book 1: Vampire Kingdoms***

Vampire, Wild

527 points

You are a "third-generation" vampire, often little more than a wild beast driven by savage vampiric instincts. Driven from vampire society, you make your living at night killing for food and pleasure. Your kind tends to congregate into packs, sometimes led by a secondary, and will terrorize a wide area.

While *Vampire Kingdoms* claims these are suitable for PCs, in practice this can be hard to pull off due to the wild vampire's animalistic nature. Use with discretion.

Average Starting Age: 25 (before transformation).
Attribute Adjustments: ST +4 [40]; DX +2 [40]; IQ -2 [-40]; HT +2 [20].
Secondary Characteristic Adjustments: Will +2 [10]; Per +4 [20].
Advantages: Alternate Form (Bat, Mist, or Wolf) [45]; Ally Group (Vermin Swarm; 25% Starting Point Value; up to 100, ×12) (Minion, +50%; Summonable, +100%) [30]; Ally Group (Canines, 25% Starting Point Value; up to 6, ×6) (Minion, +50%; Summonable, +100%) [15]; Catfall [10]; Claws (Sharp Claws) [5]; Clinging [20]; Combat Reflexes [15]; Dark Vision [25]; Discriminatory Smell [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Extra Attack 1 [25]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /4; No Blood) [105]; Mind Control (Accessibility: Must Have Bitten Victim Once, -20%; Puppet, -40%; Magical, -10%) [15]; Regeneration (Very Fast: 1 HP/sec) [100]; Regrowth [40]; Supernatural Durability (Vampiric Weaknesses) [150]; Teeth (Fangs) [1]; Unkillable 2 (Achilles Heel: Vampiric Weaknesses, -50%; Hindrance: Wooden Stake, -15%) [35]; Vampiric Bite (1 HP/sec) [30].
Disadvantages: Bestial [-10]; Bloodlust (6) [-20]; Bully (6) [-20]; Chummy [-5]; Dependency (Fresh Humanoid Blood; 1 Pint Weekly) [-10]; Dread (Garlic and Wolfbay) [-10]; Frightens Animals [-10]; Hidebound [-5]; Infectious Attack [-5]; Nocturnal [-20]; Supernatural Feature (No Body Heat; No Reflection; Pallor) [-25]; Vulnerability to Silver (Wounding Modifier ×3) [-30]; Weakness to Running Water (1d per minute) [-60]; Weakness to Holy Symbols (1d per 5 minutes) [-20].
Skills: Survival (Desert) (A) Per+0 [2] – 12.
Features: Sensed as Supernatural Evil.

*Source: **World Book 1: Vampire Kingdoms***

Vernulian

226 points

Believed by many in Mexico and the Yucatan to be the children of the serpent goddess Cihuacoatl, you are in actuality a member of a species of alien serpents. You are an average of 15 feet long and half a ton in weight, with four tentacle like arms, you can often rear 3/4 of your body into a "standing" position to deal with humanoids and their ilk. Sadly, they tend to attack you as if you were a monster or demon.

Your kind are new to this world; your home has technology equal to the Coalition you've heard rumors about.

Average Starting Age: 10.
Attribute Adjustments: ST +10 (Size, -20%) [80].
Secondary Characteristic Adjustments: SM +2.
Advantages: Constriction Attack [15]; Extra Arms 2 (Extra-Flexible, +50%) [30]; Extra-Flexible Arms (2 Arms) [10]; High TL +1 [5]; Mind Reading (Psionic, -10%) [27]; Telecommunications (Telesend) (Psionic, -10%) [27]; Telekinesis 10 (Psionic, -10%) [45].
Perks: Racial Gifts (Psionics) [1]; Scales [1].
Disadvantages: No Legs (Slithers) [0]; Social Stigma (Monster) [-15].

*Source: **World Book 1: Vampire Kingdoms***

Werebear

428 points

You are a supernatural being who can take one of three forms: a human (usually well-built), a large brown bear, or a hybrid form. The stats below treat the "hybrid" form as your "default" form.

Werebears tend to be anti-social loners, preferring their own kind or that of Bearmen to humans. Even in human form, werebears tend to be large, often mistaken for humans with Gigantism.

Average Starting Age: 16.
Attribute Adjustments: ST +10 (Size, -10%) [90]; DX -1 [-20]; HT +1 [10].
Secondary Characteristic Adjustments: SM +1; Per +2 [10].
Advantages: Alternate Forms (Bear, Human) [30]; Claws (Blunt Claws) [3]; Injury Tolerance (Damage Reduction /10; Limited: Except For Silver, -20%) [120]; Regeneration (Regular: 1 HP/hr) [25]; Supernatural Durability [150]; Teeth (Sharp Teeth) [1]; Unkillable 1 (Achilles Heel: Silver, -10%) [45].
Perks: Fur [1].
Disadvantages: Dread (Wolfsbane) [-10]; Loner (9) [-7]; Odious Racial Habit (Eats Sapients) [-15]; Vulnerability (Silver; Wounding Multiplier ×4) [-20].

Werejaguar

422 points

You are a supernatural being who can take one of three forms: a human, a large jaguar, or a hybrid form. The stats below treat the "hybrid" form as your "default" form.

Werejaguars tend to be playful, and unlike the other were-beings are not "man-eating monsters"; indeed, the only creatures a werejaguar will attack on sight are vampires.

The largest concentrations of werejaguars in North America are in southern Mexico, near the Yucatan Anomaly, but can be found anywhere.

Average Starting Age: 16.
Attribute Adjustments: ST +2 [20]; DX +2 [40]; HT +2 [20].
Secondary Characteristic Adjustments: Per +2 [10].
Advantages: Acute Taste and Smell 3 [6]; Alternate Forms (Jaguar, Human) [30]; Claws (Sharp Claws) [5]; Injury Tolerance (Damage Reduction /10; Limited: Except For Silver, -20%) [120]; Parabolic Hearing 1 [4]; Regeneration (Regular: 1 HP/hr) [25]; Supernatural Durability [150]; Teeth (Sharp Teeth) [1]; Unkillable 1 (Achilles Heel: Silver, -10%) [45].
Perks: Fur [1].
Disadvantages: Chummy [-5]; Dread (Wolfsbane) [-10]; Vulnerability (Silver; Wounding Multiplier ×4) [-20].

Werewolf

380 points

You are a supernatural being who can take one of three forms: a human, a large wolf, or a hybrid form. The stats below treat the "hybrid" form as your "default" form.

Werewolves are cunning pack hunters, and many have a taste for humanoid flesh.

Average Starting Age: 16.
Attribute Adjustments: ST +2 [20]; DX +2 [40]; IQ -2 [-40]; HT +2 [20].
Secondary Characteristic Adjustments: Per +4 [20].
Advantages: Acute Taste and Smell 3 [6]; Alternate Forms (Wolf, Human) [30]; Claws (Blunt Claws) [3]; Injury Tolerance (Damage Reduction /10; Limited: Except For Silver, -20%) [120]; Parabolic Hearing 1 [4]; Regeneration (Regular: 1 HP/hr) [25]; Supernatural Durability [150]; Teeth (Sharp Teeth) [1]; Unkillable 1 (Achilles Heel: Silver, -10%) [45].
Perks: Fur [1].
Disadvantages: Chummy [-5]; Dread (Wolfsbane) [-10]; Odious Racial Habit (Eats Sapients) [-15]; Vulnerability (Silver; Wounding Multiplier ×4) [-20].

Bestiary

Although I refer to this section as the "bestiary", it not only includes the obligatory stats for beasts that have appeared in *Rifts* books, but also those intelligent, usually malevolent creatures that are wholly unsuited for use as PCs (even if the entry in the *Rifts* books indicates that they can be such).

Adarok

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:
Note: While *Atlantis* claims these can be PCs, their monstrous forms and incredibly large size makes them difficult to work into a party. Hence why I list them here in the Bestiary.

Agenor River Serpent

This giant 45 foot long serpent lurks in the shallow rivers and coastlines along the Gulf of Mexico, sometimes moving as far inland as El Paso/Juarez on the Rio Grande.

ST: 40; **DX:** 12; **IQ:** 3; **HT:** 12
Will: 16; **Per:** 10; **Speed:** 6; **Dodge:** 9
Move: 6 (water), 3 (land)
SM: +5; 4 tons

Traits: Constriction Attack; Doesn't Breathe (Gills Only); Night Vision 6; Vermiform; Wild Animal.

Black Faerie

A horrible and malignant form of supernatural life, the black faerie may or may not be an actual faerie. It is called one because it speaks the faerie language and resembles the faeries, if only superficially; it may in fact be a mutation on the meaner and nastier faerie folk. It feeds on faerie folk and other supernatural creatures; however, it is a sadistic life form that loves to torture and kill any sapient life, often killing for sheer pleasure. While the thing resembles a bloated larva with wings, it is surprisingly strong and agile for its size and build.

ST: 15; **DX:** 14; **IQ:** 8; **HT:** 20
Will: 14; **Per:** 10; **Speed (air):** 8.5; **Dodge:** 11
Move (air): 8
SM: -1; 300 lbs.

Traits: Agony Attack 3; Blinding Attack 3; Burning Attack 4d; Chameleon; Damage Resistance 25 (Ablative); Discriminatory Smell; Flight (Winged); No Fine Manipulators; Sadism (9); Sleep Attack 3; Striker (Tail); Teeth (sharp)
Skills: Aerobatics-14; Flight-14; Stealth-14

Dragonsaurus

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

*Source: **World Book 2: Atlantis***

Erta

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

Note: While *Atlantis* claims these can be PCs, pulling this off can, in my experience, be a very hard thing to do, given their bestial natures. Hence why I list them here in the Bestiary.

*Source: **World Book 2: Atlantis***

Fury Beetle
   A wild animal from the rifts with a spiny chitin shell. While often found in the wild, it is sometimes domesticated as a mount for wilderness folk, psi-stalkers, Simvan, and mages. Some ranches raise herds of them for riding and meat, and the chitin is often used to make armor.

ST: 45; **DX:** 9; **IQ:** 4; **HT:** 25
Will: 10; **Per:** 10; **Speed:** 5; **Dodge:** 8
Move: 9
SM: +3; 3,500 lbs

Traits: Bad Temper (12); Damage Resistance 10; Enhanced Move 2 (Ground Speed 36); Extra Legs (10 Legs); Fangs (Impaling); Hyperspectral Vision; Long Spines; Wild (or Domesticated) Animal.
Skills: Brawling-12; Mount-13.
Value: $16,000 for a trained riding beetle.

*Source: **Rifts Main Book***

Hawrk-ka

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:

SM: + ; lbs

Traits:
Skills:

Note: While *Atlantis* claims these can be PCs, pulling this off can, in my experience, be a very hard thing to do, given their bestial natures. Hence why I list them here in the Bestiary.

*Source: **World Book 2: Atlantis***

Hawrk-ohl

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

Note: While *Atlantis* claims these can be PCs, pulling this off can, in my experience, be a very hard thing to do, given their bestial natures. Hence why I list them here in the Bestiary.

*Source: **World Book 2: Atlantis***

Kreelong Carapace

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

*Source: **World Book 2: Atlantis***

Kreewarr Carapace

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

*Source: **World Book 2: Atlantis***

Krpt

   These little critters are about two and a half to three feet long, weighing roughly 50 pounds. Their long arms have a leathery membrane resembling wings which allow them to glide (but do not provide true flight). They tend to walk and run on all fours, but can

pull themselves to a standing position for short periods of time.

ST: 7; **DX:** 9; **IQ:** 5; **HT:** 12
Will: 12; **Per:** 12; **Speed:** 5.25; **Dodge:** 8
Move: 5; **Air Move:** 10.
SM: -2.

Traits: Flight (Controlled Gliding); Greed (6); Impaling Striker (Tail); Magery 0; Semi-Upright; Sharp Teeth;
Skills: Stealth-10; Survival (Woodlands)-12.
Spells: Air Jet, Climbing, Concussion, Daylight, Flash, Minor Healing, See Invisible, Sense Evil, Sound; Spoil Food, Thunderclap; Turn Zombie, all at 10. Cannot learn new spells.

Krpt Familiar: Ally (Krpt) [5]; ER 6 (Drains Familiar, -50%) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; Sonar (Accessibility, Not in water, -30%; GBF, -40%) [6]; Special Rapport (Familiar) [5]. *32 points.* Note that in Rifts, familiars are not considered summonable.

Note: While *Vampire Kingdoms* claims these can be PCs, pulling this off can, in my experience, be a very hard thing to do, given their low IQ scores. Hence why I list them here in the Bestiary.

*Source: **World Book 1: Vampire Kingdoms***

Kydian – Splugorth Overlord

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

Note: While *Atlantis* claims these can be PCs, the book also says that PC Kydians should be extremely rare due to their racial Fanaticism to the Splugorth. Hence why I list them here in the Bestiary.

*Source: **World Book 2: Atlantis***

Murex Metzla

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

*Source: **World Book 2: Atlantis***

Murvolva Metzla

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**

Move:
SM: + ; lbs

Traits:
Skills:

*Source: **World Book 2: Atlantis***

Murvoma Metzla

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

*Source: **World Book 2: Atlantis***

Neuron Beast

This intelligent demonic being from the rifts is a massive being superficially resembling a nerve ending. They are masters of both magic and psionics and are incredibly intelligent. They are also usually callous and cruel, and are generally incredibly curious; they have no qualms about dissecting other intelligent beings to see how they function - often while the subject of their dissection is still alive. Neuron beasts feed off emotions, and the pain of others is an especially delectable morsel to them.

ST: 20; **DX:** 14; **IQ:** 20; **HT:** 20
Will: 14; **Per:** 14; **Speed:** 8.5; **Dodge:** 11
Move: 8
SM: +3; 20 ft tall, 1,400 lbs

Traits: Callous; Curious (12); Damage Resistance 45 (Ablative); Detect Auras (ESP); Detect Magic (ESP); ESP Talent 5; Flight; Four Arms; Magery 4; Mental Stunning Attack 4 (Affliction, Telepathy); Mind Reading (Telepathy); Monstrous Appearance; Photographic Memory; Paralysis Attack 4 (Affliction, Melee Attack); Psi-Sword 4d; Psychometry; Regeneration (Regular); Resist Fire/Heat; See Invisible (ESP); Telesend (Telepathy); Telepathy Talent 5.
Skills: Any four languages (Native); anything else the GM wants.

*Source: **Sourcebook 1***

Ostrosaurus

A dinosaur-like theropod animal, often used as a mount by Simvan riders, the ostrosaurus is usually found in the west, although it has also been spotted in the Dinosaur Swamp. A carnivore, the ostrosaurus feeds on buffalo, horses, deer, and other dinosaurs; sometimes it hunts in small packs, but it is a fairly aggressive lone hunter. The beast can move on just its rear legs or on all fours.

ST: 28; **DX:** 15; **IQ:** 4; **HT:** 14
Will: 10; **Per:** 10; **Speed:** 7.25; **Dodge:** 10
Move: 7

SM: +2 to +3; 1,600 lbs.

Traits: Bad Temper (9); Claws (Talons); Damage Resistance 2; Discriminatory Smell; Enhanced Move 2 (Ground Speed 36); Striker (Tail); Teeth (sharp); Telescopic Vision 2; Wild (or Domesticated) Animal.
Skills: Brawling-12; Mount-14.

Source: Sourcebook 1

Rhino-Buffalo

A really large (25 ft tall and 40 ft long), ornery predator from the rifts, the rhino-buffalo (often just called a "rhinalo" by my one gaming group) resembles a feral rhino, complete with horn on the forehead, with a buffalo-like pelt on the top. They are incredibly stupid; and while they rarely attack humans, they are known to attack robot vehicles, thinking the mecha to be "dinner." It has powerful jaws and claws capable of ripping open almost anything.

ST: 25; **DX:** 15; **IQ:** 3; **HT:** 20
Will: 8; **Per:** 8; **Speed:** 8.75; **Dodge:** 11
Move: 8
SM: +5; 5 tons.

Traits: Bad Temper (6); Claws (Talons); Damage Resistance 30 (Ablative); Enhanced Speed 3; Horizontal; Striker (Horn); Teeth (Tusks); Wild Animal.
Skills: Brawling-13; Tracking-14.

Source: Sourcebook 1

Shaper

An almost-sapient animal with incredible shapeshifting ability, shapers can change parts of their body to resemble the body parts of other animals. Furthermore, they can add up to four additional appendages, including but not limited to wings, horns and additional arms and legs. Despite their ability, they cannot become a whole animal, such as a wolf or cat, but can become a wolf with a cat's head. They never stay in any one shape for long.

ST: 9; **DX:** 9; **IQ:** 6; **HT:** 12
Will: 12; **Per:** 12; **Speed:** 5.25; **Dodge:** 9
Move: 10
SM: -3.

Traits: Discriminatory Smell; Fur; Morph (Accessibility: Partial Animal Forms Only; Active Change; Cosmetic; Improvised Forms; Mass Conservation); Night Vision 5; Reduced Consumption 1 (Cast Iron Stomach); Teeth (Sharp Teeth); Telescopic Vision 1; Wild (or Domesticated) Animal.
Skills: Survival (select one environment)-12.

Note: While *Vampire Kingdoms* claims these can be PCs, pulling this off can, in my experience, be a very hard thing to do, given their low IQ scores. Hence why I list them here in the Bestiary.

Source: World Book 1: Vampire Kingdoms

Splugorth Powerlord

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs.

Traits:
Skills:

Note: While *Atlantis* claims these can be PCs, the book also says that PC Kydians should be extremely rare due to their racial Fanaticism to the Splugorth. Hence why I list them here in the Bestiary.

Source: World Book 2: Atlantis

Splugorth Slaver Minion

A demonic being that serves the Splugorth of Atlantis, this being is forever fused to a hover barge and surrounded by eleven floating eyeballs. This hideous being is also usually accompanied by four Altara warrior women. Adventurers will usually encounter these beings when the minions are hunting for human and D-Bee slaves for their inhuman masters. To the average denizen of North America, these creatures *are* the Splugorth!

ST: 28; **DX:** 15; **IQ:** 10; **HT:** 20
Will: 15; **Per:** 15; **Speed:** 8.75; **Dodge:** 11
Move (air): 16
SM: +4; 5 tons with barge

Traits: 360° Vision; Bad Temper (6); Berserk (6); Bully (6); Burn Attack 5d (2) (laser; Rapid Fire 5, selective fire; breakable); Damage Resistance 40 (minion body; force field); Damage Resistance 50 (hover barge; force field); Flight (low ceiling); No Legs (aerial); Payload 10; Protected Vision; Strikers (Long Tentacles, 8).
Skills: Brawling-15; Innate Attack (beam)-15; Stealth-14.

Source: Sourcebook 1

Thornhead Demon

The thornhead demon is a territorial monster commonly found in the eastern portion of the old Canadian and American empires. It possesses the intelligence of a human child and human-like emotions; however, it is also a creature of pure evil that loves to torture, maim, kill, and lord over less powerful beings. Thornheads are so territorial that it won't even associate with others of its own kind! A thornhead's territory is usually marked by corpses or skeletons impaled onto trees or buildings. Humanoids that live in its territory are usually forced to pay it some form of weekly or monthly tribute.

ST: 25; **DX:** 16; **IQ:** 8; **HT** 20
Will: 10; **Per:** 10; **Speed:** 9; **Dodge:** 12
Move: 9
SM: +2; 500 lbs

Traits: Acute Vision 3; Claws (sharp); Damage Resistance 45 (Ablative); Night Vision 5; See Invisible; Regeneration (Fast); Regrowth; Teeth (sharp).

Spells: Dispel Magic-10; Fire Jet-10; Fire Ball-10; Turn Zombie-10; Zombie-10.

Ti-Xibalban

These creatures are dull-witted golems or zombies made of wood, created to serve the Xibalban demons as slave labor. A select few, however, are selected to become evil doppelgängers of the living, usually at the cost of the life of the person they're becoming.

ST: 10; **DX:** 10; **IQ:** 10; **HT** 10
Will: 5; **Per:** 10; **Speed:** 5; **Dodge:** 8
Move: 5
SM: 0; 150 lbs

Traits: Body of Wood; Detect Magic. When a mirror person, gains Secret (Is a Demon; Possible Death).
Special: In a mystic ritual that takes about four days to complete, a Ti-Xibalban can become the mirror image of a person. This "mirror person" has the stats and memories of the person being duplicated, but scars and even the dominant hand are reversed! They possess enough of the personality of the person duplicated to fool others, but replace virtuous disadvantages with their less benevolent counterparts (e.g. Selfless may become Selfish, Charitable may become Sadism, etc.).

Vampire Demon Familiar

The demon familiar is the primary physical extension of the vampire intelligence (see below). The demon familiar appears as a large humanoid bat-like creature with its wings coming from the shoulder-blades instead of along the arms. Unknown to all but a few, the demon familiar is merely a shell controlled by the vampire intelligence! As such, anything the familiar sees or hears, the intelligence is automatically aware of.

ST: 32; **DX:** 15; **IQ:** 18; **HT:** 15
Will: 20; **Per:** 18; **Speed:** 7.5; **Dodge:** 10
Move:
SM: +2 to +3 (15 to 20 feet); 1-3 tons.

Traits: Appearance (Horrific); Bloodlust (6); Bully (6); Callous; Claws (Talons); Constriction Attack; Damage Resistance 25+; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dominance; Enhanced Time Sense; Flight; Fur; Immunity to Metabolic Hazards; Injury Tolerance (Damage Reduction /4; No Brain); Magery 5+; Magic Susceptibility 5; Megalomania; Mind Reading (Sensory; Universal); Possession; Puppet; Regeneration (Fast: 1 HP/minute); Regrowth; Sadism (6); See Invisible; Supernatural Durability; Teeth (Sharp Teeth); Telecommunications (Telesend) (Sensory; Universal); Terror (-5 to the Fright Check); Unaging; Uncontrollable Appetite (Fresh Blood) (6); Unkillable 2 (Achilles Heel: Wood/Silver/Magic); Vacuum Support; Vulnerability to Silver; Vulnerability to Wood; Xeno-Omnilingual.
Skills: Area Knowledge (any locale)-18; Brawling-18; Broadsword-18; Occultism-20; Two-Handed Sword-18; Wresting-18.
Spells: Whatever It Wants.

Vampire Intelligence

The entity responsible for the vampire infestations of Mexico, the vampire intelligence exists to rule vampiredom, and through its vampires the rest of the world. At present, there are four or five vampire intelligences at work in Mexico, though only two or three of them are directly manifested on Rifts Earth.

The vampire intelligence appears as a giant amorphous *thing* with a multitude of tentacles (between six and twelve) and a central eye; its mass tends to be 100 to 200 feet in diameter. Each tentacle ends in a mouth with sharp teeth. Almost all of them rest in pools of human blood, and all of them, when they manifest on Earth, are located at ley line nexus points, drawing energy from the nexus.

In addition, the intelligence possesses a wide range of magical and psionic power. Describing such power is far beyond the scope of this document; as a GM, feel free to let it use whatever spells from *Magic* or other magical ability from *Thaumatology* and whatever psionics from *Psionic Powers* you feel necessary. And don't forget that these monsters will *never* be left alone, having at minimum a horde of vampires and the demon familiar at their beck and call. . . .

ST: 110; **DX:** 15; **IQ:** 18; **HT:** 15
Will: 20; **Per:** 18; **Speed:** 7.5; **Dodge:** 10
Move: 1
SM: +9 , 60 to 100 tons

Traits: 360° Vision; Ally (Demon Familiar); Appearance (Horrific); Bloodlust (6); Bully (6); Callous; Constriction Attack; Cowardice (6); Damage Resistance 25+; Dark Vision; Dependency (Humanoid Blood); Dependency (Mana); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dominance; Enhanced Time Sense; Enhanced Tracking 5; Extra Attack 4; Extra Arms 4+; Horizontal; Immunity to Metabolic Hazards; Injury Tolerance (Damage Reduction /4; No Brain); Jumper (World) (Accessibility: Must have 2,500 vampires of its spawn in the target world; Magical); Lifebane; Magery 5+; Magic Susceptibility 5; Megalomania; Mind Reading (Sensory; Universal); No Legs (Slithers); Possession; Puppet; Regeneration (Fast: 1 HP/minute); Regrowth; Sadism (6); See Invisible; Slippery; Supernatural Durability; Teeth (Sharp Teeth); Telecommunications (Telesend)(Sensory; Universal); Terror (-5 to the Fright Check); Unaging; Uncontrollable Appetite (Fresh Blood) (6); Unkillable 2 (Achilles Heel: Wood/Silver/Magic); Vacuum Support; Vulnerability to Silver (×2); Vulnerability to Wood (×2); Xeno-Omnilingual.
Skills: Area Knowledge (any locale)-18; Brawling-18; Occultism-20; Wresting-18.
Spells: Whatever It Wants.

Volute Metzla

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits:
Skills:

*Source: **World Book 2: Atlantis***

Witchling

The Witchling is another intelligent demon from the Rifts. Unlike most other demons, however, the Witchling likes to associate with other evil beings, including evil humans, and can often be found ruling wilderness towns. They appreciate deceit and treachery as art forms and find kindred spirits a pleasure to work and live with, so long as the "arts" are not directed in the Witchling's direction. Like the hags of mythology, Witchlings are invariably female.

ST: 10; **DX:** 10; **IQ:** 14; **HT:** 10
Will: 14; **Per:** 14; **FP:** 20; **Speed:** 5; **Dodge:** 8
Move: 5
SM: 0; 150 lbs

Traits: Chummy; Damage Resistance 45 (Ablative); Flight; Immunity to Effects of Heat and Cold; Invisibility (Switchable); Magery 3; No Legs; Regeneration (Slow); Resist Poison (immune); Ugly.
Skills: Acting-14; Interrogation-14; Psychology-14; Stealth-12.

*Source: **Sourcebook 1***

Xibalban

The Xibalbans are demons who rule a large portion of the Yucatan Peninsula. Most look like the prototypical humanoid demon: humans with red skin, pointed ears, a pointed tail, sharp teeth, and occasionally horns.

ST: 14; **DX:** 14; **IQ:** 10; **HT:** 14
Will: 12; **Per:** 12; **Speed:** 7; **Dodge:** 10
Move: 7.
SM: 0 (6 ft), 200 lbs.

Traits: Alternate Form (Owl); DR 20; Elastic Skin (Magical); Empathy; Invisibility (Switchable); Magery 0; Mind Reading (Magical); Night Vision 6; Possession (Magical); See Invisible (Electromagnetic and Auras) (Magical); Telecommunication (Telesend) (Magical); Weakness to Silver (×3).
Skills: Axe/Mace-14; Broadsword-14; Survival (Jungle)-12; others as the GM sees fit.

*Source: **World Book 1: Vampire Kingdoms***

Xiticix Warrior

The Xiticix are insect-like hive-mind creatures from the rifts who have settled into hives in the Minnesota area. The following covers stats for the most commonly encountered warrior. The warrior is often seen armed with a TW TK-rifle and bayonet, a short sword, and a spear.

ST: 16; **DX:** 13; **IQ:** 8; **HT:** 10
Will: 15; **Per:** 12; **Speed:** 6; **Dodge:** 10
Move: 7.
SM: 0 (7 ft), 500 lbs.

Traits: Bad Sight (Farsighted); Bestial; Combat Reflexes; Discriminatory Smell; DR 10 (Can't Wear Armor; Hardened 2); Enhanced Move (Air) 2 (Air Move 48); Extra Arms 2; Extra Attack 2; Flight (Winged); Hyperspectral Vision; Sharp Claws; Sharp Teeth;
Skills: Beam Weapons (Rifle)-14; Brawling-14; Shortsword-14; Spear-14; Tracking-13.

*Source: **Rifts Main Book***

Xiticix Worker

This is the smaller worker Xiticix. This creature may be armed with a short sword for self-defense, but is only called to battle by the queen when the hive itself is threatened.

ST: 14; **DX:** 13; **IQ:** 8; **HT:** 10
Will: 15; **Per:** 12; **Speed:** 6; **Dodge:** 10
Move: 7.
SM: 0 (6 ft), 400 lbs.

Traits: Bad Sight (Farsighted); Bestial; Discriminatory Smell; DR 10 (Can't Wear Armor; Hardened 2); Enhanced Move (Air) 2 (Air Move 48); Extra Arms 2; Extra Attack 2; Flight (Winged); Hyperspectral Vision; Sharp Claws; Sharp Teeth;
Skills: Masonry-12; Shortsword-12.

*Source: **Rifts Main Book***

Yahzing Multipede

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + (hexes); lbs

Traits: .
Skills: .

*Source: **World Book 2: Atlantis***

Yll - Tree Climber

ST: ; **DX:** ; **IQ:** ; **HT:**
Will: ; **Per:** ; **Speed:** ; **Dodge:**
Move:
SM: + ; lbs

Traits: .
Skills: .

*Source: **World Book 2: Atlantis***

Economics

I'm not going to make this a full-fledged economic lesson. However, when I GM I use something completely different (and more realistic) than the Coalition Universal Credit that has plagued **Rifts** since the beginning. My reasoning is that even the advanced nations lack the infrastructure necessary for widespread use of electronic currency outside their core cities; the New German Republic in Europe may be the exception to this.

First off, the Coalition Universal Credit has changed into the Coalition dollar. Each dollar in print is backed by a set amount of gold or silver stored in a vault underneath Chi-Town. Other nations have used similar methods; Lazlo, Tolkeen, New Lazlo, Manistique, and Ishpeming all have their own money, each referred to as the "dollar." The Coalition, Lazlo, and Ishpeming have all opened banks in various other nations, large and small, and are capable of converting money from one nations' currency to another's. Furthermore, for simplicity, each Coalition dollar will be exactly one GURPS $. A currency exchange table will be forthcoming; however, for the bulk of items in the *Equipment* section, below, one GURPS $ is equal to 5 Universal Credits.

The Black Market does not have their own currency; instead, they use the local currency. (Never understood why they used their own currency in the first place.)

Other nations in North America use the same basic system, or will use one of the other nations' currencies; the Ishpeming dollar is common among communities that shun magic but not D-Bees, while the Lazlo dollar is common among magic-using nations. Metal coinage is popular in the New West, the Atlantic seaboard, and Lone Star/Mexico.

The New German Republic still uses the Euro as their currency. In North America, only the Coalition cities are able to exchange the Euro to the Coalition dollar; and the Coalition dollar is the only foreign currency the NGR will convert to the Euro.

Equipment

For the most part, I am assuming that people reading this file are familiar with the *Rifts*-specific items listed.

A note to players and GMs: it's recommended to use the weapon and armor listings here rather than anything listed in **Ultra-Tech** in order to help maintain verisimilitude.

A note regarding GURPS power cells and Rifts E-Clips:

In general, a Rifts "short" E-Clip is treated roughly the same as a GURPS **Ultra-Tech** C cell. A "long" E-Clip is generally equal to two C cells, while the Canister E-Clip (CE-Clip) is analogous to a D cell. This is *not* an absolute, but where the text calls for either an E-clip or a C or D cell, feel free to substitute the other if it makes it easier to conceptualize.

Armor

One thing about armor that is immediately apparent is that, unlike in the Rifts system, GURPS armor is not normally ablative, nor does it have to be whittled down to 0 before the wearer can be harmed.

As far as the GURPS armor types go, "Reflex" is an advanced ballistic fabric produced by Northern Gun, Bandito Arms, Wellington Industries, and other technology centers which is able to resist most conventional firearms, but is fairly lousy against laser weapons. "Nanoweave" is a similar but more advanced Pre-Rifts ballistic fabric produced by the Coalition and Triax. While not effective against laser weapons, these fabrics are useful against conventional firearms and most blades at a very cheap price compared to the flashier armors, and (with the exception of the tacsuits) can be styled to appear as normal clothes. Both are sold on the open market.

Armor Table
Body Armor

TL	Armor	Locations	DR	Cost	Wt	LC	Notes
6	Fury Beetle Cuirass	torso, groin	40	$1,630	13	3	
6	Fury Beetle Plate Armor	full suit	40	$4,400	35	3	
9	Reflex Vest	torso	12/4*	$300	2	3	[1]
9	Reflex Jacket	torso, arms	12/4*	$450	3	3	[1]
9	Reflex Trousers	groin, legs	12/4*	$280	2.8	3	[1]
9	Reflex Bodysuit	body, limbs	12/4*	$900	6	3	[1]
9	Reflex Tactical Vest	torso, groin	18/7*	$900	9	2	[1]
	+ *Trauma Plates*	torso	+34	$600	+9	2	
9	Juicer Assassin's Plate	torso, groin	50	$5,600	18	2	
9	Huntsman Plate and Padded	full suit	50/30	$4,000	16	3	[1]
10	Nanoweave Vest	torso	18/6*	$600	2	3	[1]
10	Nanoweave Jacket	torso, arms	18/6*	$900	3	3	[1]
10	Nanoweave Trousers	groin, legs	18/6*	$560	2.8	3	[1]
10	Nanoweave Bodysuit	body, limbs	18/6*	$1,800	6	3	[1]
10	Nanoweave Tactical Vest	torso, groin	24/10*	$1,800	9	2	[1]
	+ *Trauma Plates*	torso	+46	$1,200	+9	2	
10	Dog Pack DPM Light Riot Armor	full suit	30/15	$3,600	8	2	[2, 3]

Gloves and Footwear

TL	Armor	Locations	DR	Cost	Wt	LC	Notes

TL	Armor	Locations	DR	Cost	Wt	LC	Notes
9	Assault Boots	feet	12/6	$150	3	4	[1]
9	Reflex Gloves	hands	6/2*	$30	neg.	4	[1]
10	Assault Boots	feet	18/9	$300	3	4	[1]
10	Nanoweave Gloves	hands	9/3*	$60	3	4	[1]

Headgear

TL	Armor	Locations	DR	Cost	Wt	LC	Notes
9	Armored Shades	eyes	10	$100	+0.1	4	
9	Light Infantry Helmet	skull	18	$250	3	3	
	+ Visor	face, eyes	15	+$100	+3	3	
9	Tacsuit Helmet	head	18/12	$1,000	5	2	[2, 4]
9	Bushman Helmet	head	30/20	$640	5		[2, 4]
9	Crusader Helmet	head	25/17	$800	5		[2, 4]
9	Gladiator Helmet	head	30/20	$1,000	5		[2, 4]
9	Plastic Man Helmet	head	20/13	$360	5		[2, 4]
9	Urban Warrior Helmet	head	25/17	$700	5		[2, 4]
10	Tacsuit Helmet	head	27/18	$2,000	5		[2, 4]
10	CA-1 Heavy Dead Boy Helmet	head	45/30	$1,400	5		[2, 4]
10	CA-2 Light Dead Boy Helmet	head	30/20	$800	5		[2, 4]
10	Dog Pack DPM Light Riot Helmet	skull	15	$180	2		[4]
10	T-43 Explorer Helmet	head	45/30	$900	5		[2, 4]

Environmental Suits

TL	Armor	Locations	DR	Cost	Wt	LC	Notes
9	Reflex Tacsuit	full suit	20/10*	$3,000	15	2	[1, 5, 6]
9	Bushman Full Composite EBA	full suit	50/30	$6,400	17	2	[2, 3, 6]
9	Crusader Full Fiber EBA	full suit	40/25	$8,000	11	2	[2, 3, 6]
9	Gladiator Full EBA	full suit	50/30	$10,000	21	2	[2, 3, 6]
9	Plastic Man Full Plastic EBA	full suit	35/20	$3,600	13	2	[2, 3, 6]
9	Urban Warrior Full Padded EBA	full suit	40/25	$7,000	11	2	[2, 3, 6]
10	Nanoweave Tacsuit	full suit	30/15*	$6,000	15	2	[1, 5, 6]
10	CA-1 Heavy Dead Boy Armor	full suit	75/45	$14,000	18	2	[2, 3, 6]
10	CA-2 Light Dead Boy Armor	full suit	50/30	$8,000	9	2	[2, 3, 6]
10	T-43 Explorer Full Composite EBA	full suit	75/45	$9,000	20	2	[2, 3, 6]
11^	NE-C20 Camouflage Variable Armor	full suit	90/55	$20,000	13	1	[2, 3, 6, 7]

Powered Battlesuits

TL	Armor	Locations	DR	Cost	Wt	LC	Notes
9	NG-EX10 Gladius	full suit	70/50	$30,000	20	2	[2, 6, 8]
9	Chipwell CAI-50 Challenger	full suit	56/40	$18,000	130	2	[2, 6, 8]

Force Field Harnesses

TL	Armor	Locations	DR	Cost	Wt	LC	Notes
12^	N-F10A Light Force Field	all	30	$8,000	8/Dp	2	[9]
12^	N-F20A Medium Force Field	all	60	$12,000	10/Dp	2	[10]
12^	N-F40A Heavy Force Field	all	120	$24,000	15/Dp	1	[11]
12^	N-F50A Super-Heavy Force Field	all	200	$40,000	15/Dp	1	[12]

Notes: The various EBA suits replace the ubiquitous Combat Hardsuit listed in the ***Basic Set*** and ***Ultra-Tech***, and require NBC Suit to use properly. Likewise, the powered battlesuits replace the Battlesuit listed in the ***Basic Set***, and require the Battlesuit skill to use properly.

[1] Split DR: Use the higher DR against only cutting and all piercing attacks; the lower number is used for all other damage types.
[2] Split DR: Use the higher DR only if the attack strikes the torso (if body armor), skull (if headgear), or underside of foot (if footwear).
[3] Price includes cost of helmet.
[4] Price listed is for replacement helmet, or if placed on another armor.
[5] Operates for 12 hours (for a Reflex Tacsuit) or 18 hours (for a Nanoweave Tacsuit) on a single C-cell/standard E-clip.
[6] Environmental body armor; when sealed with the helmet provides Protected Hearing, Protected Vision, Radio (1 mile range for most helmets, 10 mile range for powered battlesuits), Infravision, Night Vision 9, Telescopic Vision 2, and a HUD compatible with smartgun electronics.
[7] Grants Chameleon 5 (Extended: Infravision).
[8] Requires the use of the Battlesuit skill. Weight does not count towards encumbrance; instead, use the suit's adjusted Lifting ST to figure encumbrance. NG-EX10 Gladius provides Lifting ST +5 and Striking ST +5, while Chipwell CAI-50 Challenger provides Lifting ST +2 and Striking ST +2.
[9] Conforms to the wearer, cannot be worn under but can be built into armor, lasts for 12 hours when activated.
[10] Conforms to the wearer, cannot be worn under but can be built into armor, lasts for 10 hours when activated.
[11] Conforms to the wearer, cannot be worn under but can be built into armor, lasts for 8 hours when activated.

[12] Conforms to the wearer, cannot be worn under but can be built into armor, lasts for 6 hours when activated.

Weapons

Melee Weapons

Vibrating blade weapons (generally just called "vibroblades") were originally a pre-Rifts design. The plans for them were discovered by the Coalition and put into production about the same time the first mutant Dog Boys were being fielded. Vibro-weapons are powered off an energy cell; their superior cutting ability is due to the fact that the blade vibrates about a thousand times per second. When first powered on, the blade emits a high-pitched whine. When not powered, vibroblades do the same damage as regular weapons of the same type; powered, they do an additional 1d of cutting damage and have an armor divisor of (3). Duration for vibro-weapons on the table below gives the number of seconds the weapon can stay powered on for at a time, with the number and type of power cells used.

Since their release, vibroblades have been copied ("knocked off") by every major arms manufacturer, including Wilk's, Northern Gun, Manistique, Cyberwerks, and Triax. Unknown to the Coalition, the Russian warlords and the high-tech regions of Japan also have vibroblades.

Neural maces are blunt weapons that cause paralysis when a blow is struck. Each neural mace operates off an E-clip which is good for 200 blows.

The table below lists the most common vibroblade weapons; however, *any* blade capable of cutting or impaling damage can be equipped as a vibroblade, including most polearms and spears. For oversized and unique blades (such as a two-handed vibro-falchion or a double-bladed vibro-sword), feel free to use *Low-Tech Companion 2: Weapons and Warriors* to create the base weapon before adding the vibro-blade option from *Ultra-Tech* (detailed above) to it.

Melee Weapon Table

Axe/Mace

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Duration	Notes
10	Neural Mace	sw+3 cr	1	0U	$550	6	12	200/C	[1]
	linked	HT-5 (2) aff	–	–	–	–	–	–	
10	Small Neural Mace	sw+2 cr	1	0U	$535	4	10	200/C	[1]
	linked	HT-5 (2) aff	–	–	–	–	–	–	
10	Small Vibro-Axe	sw+1d+1 (3) cut	1	0U	$500	3	8	200/2C	[1]
10	Throwing Vibro-Axe	sw+1d+2 (3) cut	1	0U	$600	4	11	150/2C	[1]
10	Vibro-Axe	sw+1d+2 (3) cut	1	0U	$500	4	11	150/2C	
10	Vibro-Hatchet	sw+1d (3) cut	1	0	$400	2	8	150/C	[1]

Boxing, Brawling, Karate, or DX

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Duration	Notes
10	Vibro-Claws	sw+1d-2 (3) cut	C	0	$1,000	1	6	300/C	[2]
	or	thr (3) imp	C	0	–	–	6	–	[2]

Broadsword

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Duration	Notes
10	Vibro-Broadsword	sw+1d+1 (3) cut	1	0	$5,000	3	10	200/2C	
	or	thr+2 (3) imp	1	0	–	–	10	–	
10	Vibro Bastard Sword	sw+1d+1 (3) cut	1, 2	0U	$7,500	5	10	120/3C	
	or	thr+2 (3) imp	2	0U	–	–	10	–	
10	Large Vibro-Falchion	sw+1d+2 (3) cut	1	0U	$6,250	4.5	11	130/2C	
	or	thr-1 (3) imp	1	0U	–	–	11	–	
10	Vibro-Longsword	sw+1d+1 (3) cut	1	0	$7,000	4	10	150/2C	
	or	thr+2 (3) imp	1, 2	0	–	–	10	–	

Knife

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Duration	Notes
10	Large Vibro-Knife	sw+1d-2 (3) cut	C, 1	-1	$400	1	6	300/C	
	or	thr (3) imp	C	-1	–	–	6	–	[1]
10	Long Vibro-Knife	sw+1d-1 (3) cut	C, 1	0	$1,200	1.5	7	150/C	
	or	thr (3) imp	C, 1	0	–	–	7	–	
10	Small Vibro-Knife	sw+1d-3 (3) cut	C, 1	-1	$300	0.5	5	600/C	
	or	thr-1 (3) imp	C	-1	–	–	5	–	[1]
10	Vibro-Dagger	thr-1 (3) imp	C	-1	$200	0.25	5	120/B	[1]

Shortsword

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Duration	Notes
10	Long Vibro-Knife	sw+1d-1 (3) cut	1	0	$1,200	1.5	7	150/C	
	or	thr (3) imp	C, 1	0	–	–	7	–	
10	Small Vibro-Falchion	sw+1d (3) cut	1	0	$2,000	2	8	300/2C	
	or	thr-2 (3) imp	1	0	–	–	8	–	
10	Vibro-Shortsword	sw+1d (3) cut	1	0	$4,000	2	8	300/2C	

	or	thr (3) imp	1	0	–	–	8	–	
10	Vibro-Falchion	sw+1d+1 (3) cut	1	0	$4,000	3	10	200/2C	
	or	thr-2 (3) imp	1	0	–	–	10	–	

Two-Handed Axe/Mace

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Duration	Notes
10	Neural Maul	sw+4 cr	1, 2*	0U	$500	13	13‡	200/C	
	linked	HT-5 (2) aff	–	–	–	–	–	–	
10	Vibro Great Axe	sw+1d+4 (3) cut	1, 2*	0U	$1,000	8	12‡	75/2C	

Two-Handed Sword

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Duration	Notes
10	Vibro Bastard Sword	sw+1d+2 (3) cut	1, 2	0	$7,500	5	10†	120/3C	
	or	thr+3 (3) imp	2	0	–	–	10†	–	
10	Vibro-Longsword	sw+1d+1 (3) cut	1	0	$7,000	4	9†	150/2C	
		thr+3 (3) imp	1, 2	0	–	–	9†	–	
10	Vibro-Greatsword	sw+1d+3 (3) cut	1, 2	0	$9,000	7	12†	128/3C	
	or	thr+3 (3) imp	2	0	–	–	12†	–	

Notes:
[1] May be thrown.
[2] Benefits from Boxing, Brawling, or Karate skill bonuses to damage.

Firearms, Energy Weapons, and Heavy Weapons

Conventional firearms are manufactured by a number of companies across the world; most of these are based on pre-Rifts designs. Some of these designs were already two hundred years old when the rifts opened; that they were still in use at that time is a testament to the reliability and in many cases *simplicity* of the designs. The most notable producers of conventional weaponry in North America are Bandito Arms, Northern Gun, and Wellington Industries. Many smaller manufacturers also exist, with capabilities ranging from TL 6 through TL 9.

Conventional firearms come in two types of ammunition: cased and caseless. Only the more technologically advanced manufacturers – the three listed above, plus Triax and the Coalition States – are able to produce caseless ammo.

The most notable producers of energy weapons in North America are Wilk's Lasers, Northern Gun, and the Coalition States, with imports from Triax being a notable fourth. Wellington Industries in Ishpeming has produced knock-offs of the Northern Gun laser weapons.

Firearms and Heavy Weapons Table

Beam Weapons (Pistol)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	C-18 Laser Pistol	3d+2 (2) burn	6	200/600	4	3	10(3)	4	-2	1	$2,400	3	
10	Concealed Laser Rod	2d (2) burn	3	100/300	0.5	3	20(3)	3	-1	1	$300	2	
10	NG-33 Laser Pistol	3d (2) burn	6	260/780	4	3	20(3)	6	-2	1	$1,300	3	[1, 2]
10	NG-Super Laser Pistol	4d (2) burn	6	260/780	13	3	20(3)	14	-2	1	$4,200	3	[1]
10	WI-15 Laser Pistol	3d (2) burn	6	260/780	4	3	20(3)	6	-2	1	$1,200	3	
10	Wilk's 320 Laser Pistol	3d (2) burn	7	300/900	2	3	20(3)	4	-2	1	$4,400	3	[3]
10^	Concealed Ion Rod	2d (3) burn sur	3	130/500	0.5	3	20(3)	3	-1	1	$600	2	
10^	NG-56 Light Ion Pistol	3d (3) burn sur	4	150/450	3	3	6(3)	5	-2	1	$1,000	3	[1, 4]
10^	NG-57 Heavy-Duty Ion Blaster	4d (3) burn sur	5	150/450	5	3	10(3)	6	-3	1	$1,600	3	[1, 5]
	or	3d (3) burn sur	5	150/450	–	3	10(3)	6	–	1	–	–	
11^	NE-4 Plasma Cartridge Pistol	7d+2 (2) burn ex	4	375/1,100	6	3	10(3)	9	-3	2	$5,000	2	

Beam Weapons (Rifle)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	C-10 Light Assault Laser Rifle	5d (2) burn	12+3	500/1,500	5	9#/10	20(3)	5†	-4	1	$3,200	2	[6]
10	C-12 Heavy Assault Laser Rifle	7d (2) burn	12+1	700/2,100	7	9#/10	20(3)	6†	-5	1	$4,000	2	[6, 7]
	or	5d (2) burn	12+1	500/1,500	–	9#/10	20(3)	6†	-	1	–	–	
	or	4d (2) burn	12+1	400/1,200	–	9#/10	120(3)	6†	-	1	–	–	[8]
10	C-14 Fire Breather Assault Laser Rifle	6d (2) burn	12+1	700/2,100	10	9#/10	20(3)	7†	-5	1	$6,000	2	
10	L-20 Pulse Laser	4d (2) burn	12	500/1,500	7	3	40(3)	7†	-4	1	$5,000	3	[9]
	or	4d cr ex	12	1,000/3,000	–	1	13(3)	7†	–	1	–	–	
10	NG-E4 Plasma Ejector	3d×5 (2) burn ex	8+3	750/2,250	20	1	10(5)	10†	-5	2	$6,000	1	[1, 4]
10	NG-L5 Laser Rifle	5d (2) burn	12	500/1,500	14	9#/10	10(3)	7†	-4	1	$3,200	2	[1, 10]
10	NG-LG6 Laser Rifle	5d (2) burn	12	500/1,500	19	9#/10	10(3)	9†	-5	1	$4,000	2	[1, 10]
10	TX-11 Sniper Laser Rifle	8d (2) burn	12+3	1,300/3,900	20	1	35(5)	10B†	-5	1	$19K	1	[11]
10	WI-20 Laser Rifle	5d (2) burn	12	500/1,500	14	9#/10	10(3)	7†	-4	1	$2,900	2	
10	Wilk's 447 Laser Rifle	5d (2) burn	13	600/1,800	5	9#/10	20(3)	6†	-4	1	$7,200	2	[3]
10	Wilk's 457 Laser Pulse Rifle	5d (2) burn	13	600/1,800	6	3	30(3)	7†	-4	1	$8,000	2	[3]
	or	5d cr ex	13	1,200/3,600	-	1	10(3)	7†	-	1		-	

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10^	JA-11 Juicer Assassin Energy Rifle	–	–	–	6.5	–	–	–	-4		$8,000	2	[6]
	Laser, Setting 1	5d (2) burn	12+2	1,300/4,000	–	1	10(3)	7†	–	1	–	–	
	Laser, Setting 2	7d (2) burn	12+2	1,300/4,000	–	1	–	7†	–	1	–	–	
	Ion Setting	6d (3) burn sur	10	400/1,200	–	3	–	7†	–	1	–	–	
10^	TX-30 Ion Pulse Rifle	6d (3) burn sur	10	700/2,100	7	3	40(3)	7†	-4	1	$5,000	2	[9, 12]
11	Arch-22 Pulse Rifle	6d (3) burn	12	2,000/6,000	22	9#/10	80(3)	15†	-4	1	$16K	2	
	or	6d cr ex	12	4,000/12,000	-	3	26(3)	15†	-	1			-
11	CV-212 Variable Light Laser Rifle	7d (3) burn	12+1	700/2,100	8	9#/10	30(3)	7†	-4	1	$10K	2	[6, 7]
	or	5d (3) burn	12+1	500/1,500	-	9#/10	30(3)	7†	-	1			-
11	JA-9 Juicer Assassin Variable Laser Rifle	5d (3) burn	12	1,500/4,500	6	3	10(3)	7†	-4	1	$4,000	2	[6]
11	NE-50 Particle Beam Rifle	6d (5) burn sur	10+2	700/2,100	13	3	8(3)	7†	-4	1	$9,000	2	[13]
11	NG-P7 Particle Beam Rifle	8d (5) burn sur	10+4	400/1,200	21	1	8(5)	10†	-6	1	$8,800	1	[1, 14]
11^	C-27 Heavy Plasma Cannon	3d×5 (2) burn ex	8+2	750/2,250	12	1	10(5)	15†	-6	2	$40,000	1	
11^	NE-10 Plasma Cartridge Rifle	3d×5 (2) burn ex	8+2	750/2,250	20	3	20(3)	15†	-6	2	$8,000	1	
11^	NE-1000 Plasma Ejector Rifle	3d×5 (2) burn ex	8+2	750/2,250	22	3	8(3)	15†	-6	2	$7,200	1	[13]

Guns (Pistol)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Derringer, .22LR	1d pi-	0	60/650	0.6/0.02	1	2(3i)	6	-1	2	$390	3	
6	Derringer, .38 Special	2d-1 pi	0	60/650	1/0.07	1	2(3i)	8	-1	3	$390	3	
6	Revolver, .22 LR	1d+1 pi-	2	70/1,400	1.5/0.05	3	6(3i)	8	-2	2	$400	3	
6	Revolver, .357 Magnum	3d pi	2	190/2,100	3/0.2	3	6(3i)	10	-2	3	$600	3	
6	Revolver, .38 Special	2d pi	2	110/1,200	2/0.2	3	6(3i)	9	-2	3	$500	3	
6	Revolver, .38 Special Snub-Nose	2d-1 pi	1	90/1,000	1.4/0.17	3	5(3i)	9	-1	2	$475	3	
6	Revolver, .44-40 Winchester	2d+2 pi+	2	120/1,300	3/0.3	1	6(3i)	11	-2	4	$500	3	
6	Revolver, .45 ACP	2d pi+	2	140/1,500	2.5/0.3	3	6(3i)	10	-2	3	$600	3	
6	Revolver, .45 Long Colt	3d-2 pi+	2	120/1,300	3/0.3	1	6(3i)	11	-2	4	$500	3	
6	Semiautomatic, 9×19mm	2d+2 pi	2	160/1,800	2.4/0.5	3	13+1(3)	9	-2	2	$780	3	
6	Semiautomatic, .32 ACP	2d-1 pi-	1	120/1,300	1.7/0.2	3	7+1(3)	7	-1	2	$480	3	
6	Semiautomatic M1911, .45 ACP	2d pi+	2	150/1,600	2.8/0.5	3	7+1(3)	10	-2	3	$850	3	
7	Revolver, .44 Magnum	3d+2 pi+	2	210/2,300	2.9/0.2	3	6(3i)	11	-3	4	$800	3	
7	Semiautomatic Compact, .22 LR	1d+1 pi-	1	120/1,300	1.5/0.2	3	9+1(3)	7	-1	2	$480	3	
8	Revolver, .454 Casull	5d-1 pi+	2	210/2,300	3.6/0.4	3	6(3i)	12	-3	5	$750	3	
8	Semiautomatic Subcompact, .40 S&W	2d+1 pi+	1	160/1,800	1.7/0.4	3	9+1(3)	9	-1	2	$750	3	
8	Semiautomatic Subcompact, .45 ACP	2d-1 pi+	1	160/1,800	1.7/0.4	3	6+1(3)	9	-1	3	$750	3	
8	Semiautomatic Subcompact, 9×19mm	2d+1 pi	1	160/1,800	1.6/0.4	3	10+1(3)	9	-1	2	$750	3	
8	Semiautomatic Compact, .25 ACP	1d pi-	0	90/950	0.9/0.2	3	6+1(3)	5	-1	2	$80	3	[15]
8	Semiautomatic Compact, .380 ACP	2d-1 pi	2	160/1,800	1.7/0.4	3	15+1(3)	9	-2	2	$750	3	
8	Semiautomatic Compact, .40 S&W	2d+1 pi+	2	160/1,800	1.9/0.6	3	13+1(3)	9	-2	2	$750	3	
8	Semiautomatic Compact, 9×19mm	2d+1 pi	2	160/1,800	1.8/0.5	3	15+1(3)	9	-2	2	$750	3	
8	Semiautomatic, .357 Magnum	3d pi	2	220/2,500	4.2/0.6	3	9+1(3)	10	-4	2	$1,250	3	
8	Semiautomatic, .40 S&W	2d+2 pi+	2	160/1,800	2.1/0.7	3	15+1(3)	9	-2	2	$750	3	
8	Semiautomatic, .44 Magnum	3d+2 pi+	2	220/2,500	4.6/0.7	3	8+1(3)	12	-4	4	$1,250	3	
8	Semiautomatic, .45 ACP	2d pi+	2	160/1,800	2.4/0.8	3	13+1(3)	10	-2	3	$750	3	
8	Semiautomatic, .50 AE	4d pi+	2	220/2,500	4.6/0.6	3	7+1(3)	12	-4	4	$1,250	3	
8	Semiautomatic, 10×25mm Auto	3d-1 pi+	2	160/1,800	2.4/0.7	3	15+1(3)	10	-2	4	$750	3	
8	Semiautomatic, 9×19mm	2d+2 pi	2	160/1,800	2.8/0.5	3	17+1(3)	9	-2	2	$750	3	
8	Taser	1d-3 pi-	0	7	1.1/0.3	1	2(3i)	7	-2	2	$400	4	[16]
	follow-up	HT-5 (0.5) aff	–	–	–	–	–	–	–	–	–	–	
9	Semiautomatic, 10mmCLP	3d pi+	2	180/2,000	2.5/0.7	3	20+1(3)	10	-3	3	$540	3	
9	Semiautomatic Holdout, 7.5mmCLP	2d pi	1	100/1,200	1/0.2	3	18+1(3)	6	-1	2	$240	3	
9	Semiautomatic, 15mmCLP Magnum	4d+1 pi++	2	235/2,600	3/1	3	9+1(3)	11	-2	4	$870	3	
9	Semiautomatic, 7.5mmCLP	2d+2d pi	2	150/1,900	2/0.5	3	30+1(3)	9	-2	2	$450	3	
9	MP-10 Caseless Pistol, 10mmCLP	3d pi+	2	180/2,000	2/0.3	3	20+1(3)	10	-3	3	$500	3	
9	Shotgun Pistol	1d pi	1	40/800	4/0.7	3×9	5+1(3)	10	-3	1	$330	3	
	or solid slug	4d pi++	2	100/2,100	–	3	–	10	–	5	–	–	
10	NG-Super Underbarrel Grenade Launcher	2d+1 cr ex	2	160/480	–	4	6(5i)	10	–	1	–	1	[1, 17]
10	TX-5 Pump Pistol	1d cr ex	1	180/2,000	5	1	5(3i)	10	-3	3	$2,600	3	

Guns (Shotgun)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Double-Barrel Shotgun, 10G 2.875"	2d-1 pi	3	40/800	10.3/0.3	2×13	2(3i)	12†	-6	1	$750	3	
	or solid slug	8d-4 pi++	4	100/1,200	–	2	2(3i)	12†	–	7	–	–	

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Double-Barrel Shotgun, 12G 2.75"	1d+1 pi	3	40/800	7.4/0.2	2×9	2(3i)	10†	-6	1	$250	3	
	or solid slug	4d+4 pi++	4	100/1,200	–	2	2(3i)	10†	–	5	–	–	
6	Double-Barrel Sawed-Off Shotgun, 20G 2.5"	1d pi	2	40/800	5/0.2	2×7	2(3i)	9†	-3	1	$400	3	
	or solid slug	4d pi++	3	100/1,200	–	2	2(3i)	9†	–	5	–	–	
6	Pump Shotgun, 10G 2.875"	2d-1 pi	3	40/800	8/0.6	2×13	4+1(2i)	11†	-6	1	$800	3	[18]
	or solid slug	8d-4 pi++	4	100/1,200	–	2	4+1(2i)	12†	–	7	–	–	
7	Pump Shotgun, 12G 2.75"	1d+1 pi	3	40/800	7.6/0.6	3×9	5+1(2i)	10†	-6	1	$330	3	
	or solid slug	4d+4 pi++	4	100/1,200	–	2	5+1(2i)	10†	–	5	–	–	
7	Pump Shotgun, 16G 2.75"	1d pi	3	40/800	7.4/0.4	3×8	5+1(2i)	10†	-6	1	$330	3	
	or solid slug	4d pi++	4	100/1,200	–	2	5+1(2i)	10†	–	5	–	–	
7	Pump Shotgun, 20G 2.75"	1d pi	3	40/800	7/0.45	3×7	5+1(2i)	10†	-6	1	$330	3	
	or solid slug	4d pi++	4	100/1,200	–	2	5+1(2i)	10†	–	5	–	–	
8	Automatic Shotgun, 12G 2.75"	1d+1 pi	3	40/800	10.6/1.3	3×9	12(3i)	11†	-5*	1	$600	2	
	or solid slug	4d+4 pi++	4	100/1,200	–	3	12(3i)	11†	–	4	–	–	
8	Underbarrel Shotgun, 12G 2.75"	1d+1 pi	3	40/800	3.8/1.1	1×9	5+1(3)	10†	–	1	$500	2	[19]
	or solid slug	4d+4 pi++	4	100/1,200	–	1	5+1(3)	10†	–	5	–	–	
9	Civilian Shotgun, 12G/18.5mmPC	1d+1 pi	3	40/800	6/0.75	3×9	5+1(3)	10†	-5	1	$450	3	
	or solid slug	4d+4 pi++	3	100/2,100	–	3	5+1(3)	10†	–	4	–	–	
9	Close Assault Weapon, 12G/18.5mmPC	1d+1 pi	3	40/800	10/1	10×9	10+1(3)	11†	-5	1	$800	2	
	or solid slug	4d+4 pi++	3	100/2,100	–	10	10+1(3)	11†	–	4	–	–	
9	Underbarrel Shotgun, 12G/18.5mmPC	1d+1 pi	2	40/800	1.5/0.75	2×9	5+1(3)	10†	–	1	$300	2	[19]
	or solid slug	4d+4 pi++	2	100/2,100	–	2	5+1(3)	10†	–	4	–	–	

Guns (Submachine Gun)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Tommy Gun, .45ACP	2d+1 pi+	4	160/1,700	15.7/4.9	13	50+1(5)	10†	-5	2	$2,300	2	
7	SMG, 9×19mm Parabellum	3d-1 pi	3	170/1,900	8.8/1.1	10	25(3)	9†	-4*	2	$600	2	
	one-handed	–	–	–	–	–	–	11	–	3	–	–	
7	SMG, .45ACP	2d+1 pi+	3	140/1,500	8.4/2.2	19	30(3)	8†	-3*	2	$425	2	
	one-handed	–	2	–	–	–	–	10	–	3	–	–	
8	SMG, 9×19mm Parabellum	2d+2 pi	2	160/1,800	5.6/1.2	15	30+1(3)	8†	-3	2	$1,400	2	
	one-handed	–	2	–	–	–	–	10	–	3	–	–	
8	SMG, .40S&W	3d-1 pi+	3	190/2,000	6/1.4	12	30+1(3)	8†	-4*	2	$900	2	
8	SMG, .45ACP	2d+1 pi+	3	160/1,700	6.5/1.6	10	25+1(3)	8†	-4*	2	$900	2	
8	PDW, 5.7×28mm	3d-1 (2) pi-	4	180/1,900	6.6/1	15	50+1(5)	8†	-3	2	$1,650	2	
9	Machine Pistol, 10mmCLP	3d pi+	3	180/2,000	3/1	3	30+1(3)	10	-2	3	$750	2	
9	MP-23A Careless SMG, 10mmCLP	3d pi+	3	180/2,000	3/1.4	10	100+1(3)	10†	-3	2	$900	2	
9	PDW, 5.7mmCL	4d pi-	4	350/3,000	4.5/1	10	100+1(5)	9†	-3	2	$1,000	2	
9	Urban Assault Weapon				8				-3		$2,100	2	
	SMG Barrel, 10mmCLP	3d pi+	4	200/2,100	-/1	10	40+1(3)	9†	–	3	–	–	
	Shotgun Barrel, 18.5mmPC	1d+1 pi	2	100/500	-/0.75	2×9	5+1(3i)	10†	–	1			

Guns (Rifle)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Bolt-Action Hunting Rifle, .30-06	7d+1 pi	5	1,000/4,500	8.8/0.3	1	5(3)	9†	-5	3	$900	3	
7	Assault Rifle, 5.56×45mm	5d pi	5	800/3,500	8.9/1	9#/13	30+1(3)	8†	-5	2	$850	2	
7	Assault Rifle, 7.62×51mm	6d+2 pi	5	850/3,750	11.4/1.7	10	20+1(3)	10†	-5	3	$1,500	2	
7	Semiautomatic Hunting Rifle, 7.62×51mm	7d pi	5	1,000/4,200	7.8/0.3	1	5(3i)	11†	-5	4	$450	3	
7	Sniper Rifle, 7.62×51mm	7d pi	6+2	1,100/4,400	18.5/0.7	1	5+1(3)	11†	-6	4	$9,100	2	[3]
7	Varmint Gun, .22LR	1d+2 pi-	3	80/1,400	3.1/0.3	3	8+1(3)	7†	-4	2	$150	3	
8	Anti-Material Rifle, .50 BMG	6d×2 pi+	6+3	1,700/6,500	35/4.4	1	10+1(3)	13B†	-7	3	$7,775	2	
8	Assault Carbine, 5.56×45mm	4d+2 pi	4	750/2,900	7.3/1	15	30+1(3)	9†	-4	2	$950	2	
9	Anti-Material Rifle, 15mmCL	5d×3 pi+	6+3	2,000/9,000	30/2	3	10(3)	12B†	-6	4	$8,000	2	
9	Assault Carbine, 7mmCL	6d pi	4	700/4,000	7/1.5	15	50(3)	9†	-4	2	$1,600	2	
9	Assault Rifle, 10mmCL	7d pi++	4	700/2,100	8/2	10	50+1(3)	10†	-4	3	$1,800	2	
9	Gatling Carbine, 5.7mmCL	4d pi-	4	350/3,000	10/2	40	200(5)	9†	-4	2	$2,400	1	
9	Hunting Rifle, 10mmCLR	9d pi++	4	1,300/5,800	10/1.2	3	12+1(3)	10†	-4	3	$2,700	3	
9	Hunting Rifle, 7mmCL	6d+1 pi	4	750/4,200	7/0.3	3	10+1(3)	9†	-5	2	$800	3	
9	JA-11 Juicer Assassin's Rifle, 7.62mm	7d pi	6+3	1,000/4,500	6.5	1	1(3i)	11†	-6	4	$8,000	2	
10	TX-16 Pump Rifle	2d+2 cr ex	3	500/2,000	21	3	16(3i)	9†	-5	2	$7,400	2	
11	Shemarrian Rail Gun	8d×2 (3) pi	10+3	3,000/14,000	128	1	12(3)	28B†	-10	3	$250K	1	[20]

Guns (Grenade Launcher)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes

7	Underbarrel Grenade Launcher, 40×53mm	4d-1 cr ex [2d]	1	30/440	4.1/0.5	1	1(3)	9†	-	2	$1,250	1	[19]
8	Rotary Grenade Launcher, 40×53mm	4d-1 cr ex [2d]	1	30/440	18.5/6	3	12(3i)	10†	-6	2	$2,000	1	
9	Underbarrel Grenade Launcher, 25mmPC	4d pi++	4+2	360/2,200	1.5/0.8	1	3(3)	10	-	3	$300	1	[19]
	follow-up	4d cr ex [1d+1]	–	–	–	–	–	–	–	–	–	–	
9	Underbarrel Grenade Launcher, 40mmPLB	1d pi++	2	75/450	3/2	3	5(5)	10	-	1	$200	1	[19]
	follow-up	8d cr ex [2d]	-	–	–	–	–	–	–	–	–	–	
9	WI-GL4 Revolving Grenade Launcher	8d cr ex [2d]	2	75/450	10/9.6	1	24(3i)	7†	-7	1	$10K	1	
10	C-14 Underbarrel Grenade Launcher	8d cr ex [2d]	2	75/450	–	4	12(3i)	7†	–	1	–	1	
9	NG-LG6 Underbarrel Grenade Launcher	8d cr ex [2d]	2	50/300	–	1	4(3i)	7†	–	1	–	2	[1]
9	Bandit 6000 Grenade Launcher	4d pi++	10+3	360/2,200	60/32	5	50+1(4)	18†	-8	3	$16K	1	[]

Guns (Light Machine Gun)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	General Purpose Machine Gun, 7.62×51mm	7d pi	5	1,000/4,200	30.5/6.6	12!	100(5)	12B†	-7	2	$6,000	1	
8	Light Machine Gun, 5.56×45mm	5d pi	5	800/3,500	22.6/7	12!	200(5)	11B†	-6	2	$3,300	1	
9	Light Support Weapon, 7mmCL	6d pi	4	700/4,000	15/5	15!	200(5)	9B†	-5	2	$3,000	1	
9	Storm Chaingun, 10mmCLR	9d pi++	5	1,300/5,800	20/6	10!	100(5)	11B†	-6	3	$11K	1	
10	TX-500 Borg Rail Gun	10d (3) pi-	8	1,800/7,200	80/25	15!	390(5)	21M†	-7	2	$17K	1	[21]

Gunner (Beams)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10^	NG-E12 Heavy Plasma Ejector	2d×10 (2) burn ex	12	1,000/3,000	30	1	6(5)	13M†	-7	2	$16K	1	[1]
11^	NE-200 Plasma Cartridge Machine Gun	6d×5 (2) burn ex	12	1,500/4,500	70	10	200(5)	20M†	-8	2	$19K	1	[22]

Gunner (Machine Gun)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	HMG, .50 BMG	7d×2 pi+	5	1,800/7,600	84/35	8	100(5)	21M	-9	2	$12K	1	
7	Mini-Gatling, 7.62×51mm	7d pi	5	1,000/4,200	61/322	33!	4,500(10)	19M	-8	2	$14K	1	
8	Automatic GL, 40×53mm	4d (10) cr ex	2	35/2,200	75/44	6	32(5)	21M	-8	2	$17.5K	1	
	linked	4d+1 cr ex [2d]	–	–	–	–	–	–	–	–	–	–	
9	NG-101 Rail Gun	8d (3) pi-	8	1,600/6,400	128	20	300(5)	25M†	-7	2	$13K	1	[1, 23]
9	NG-202 Rail Gun	10d (3) pi-	8	1,800/7,200	198	20	300(5)	31M	-8	2	$40K	1	[1, 23]
9	WI-GL20 Automatic GL	8d cr ex [2d]	2	75/450	130/16	10	40(5)	25M†	-9	1	$30K	1	[24]
10	C-40R SAMAS Rail Gun	10d (3) pi-	8	1,800/7,200	92	20	400(5)	21M†	-8	2	$40K	1	[23]
10	TX-500 Borg Rail Gun	10d (3) pi-	8	1,800/7,200	80/25	15!	390(5)	20M†	-7	2	$17K	1	[21]

Gunner (Cannon)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Shemarrian Rail Gun	8d×2 (3) pi	10+3	3,000/14,000	128	1	12 (3)	28B†	-10	3	$250K	1	[20]

Guns (Light Anti-Armor Weapon)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Reloadable Rocket Launcher, 40mm	6d×4 (10) cr ex	2+1	10/1,000	18.9/5	1	1(4)	9†	-7	1	$2,300	1	[25]
	linked	7d×2 cr ex	–	–	–	–	–	–	–	–	–	–	
8	Reloadable Rocket Launcher, 60mm	6d×9 (10) cr ex	2+1	20/1,200	28.4/23.3	1	1(4)	10†	-7	1	$7,200	1	[25]
	linked	6d×4 cr ex	–	–	–	–	–	–	–	–	–	–	
9	WI-23 Missile Launcher	by mini-missile	3	1 mile	14/12	1	6(5)	9†	-6	1	$6,000	1	
9	WI-40M Super-Heavy Missile Launcher	by SR missile	3	10 miles	120	1	1	14†	-9	1	$5,000	1	[25]
10	CR-1 Rocket Launcher	by mini-missile	3	1 mile	14/2	1	1(5)	7†	-5	1	$3,600	1	

Liquid Projector (Flamethrower)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Flamethrower	3d burn	0	50/75	50	Jet	5×2s	11†	-8	1	$1,800	1	

Notes:

[1] Durable; +1 to Malf, if those rules are used.
[2] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases Shots to 40 (3).
[3] Fine (Accurate). Stats on table already adjusted.
[4] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases Shots to 12 (3).
[5] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases Shots to 18 (3).
[6] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases shots to 30 (3).
[7] Can use a Canister E-Clip, which gives an additional 30 shots. For the JA-11, this CE-Clip is integral.
[8] Six shots on this setting uses the same power as one shot from the other settings.
[9] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases shots to 50 (3).
[10] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases shots to 20 (3).
[11] Shots is for a Short E-Clip. Can use a Long FSE-Clip, which increases shots to 20 (3)
[12] Both Short and Long E-Clips are front-loaded (generally designated "FSE-Clips"); firing one-handed imposes a penalty of -2.
[13] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases Shots to 16 (3).

[14] Shots is for a Short E-Clip. Can use a Long E-Clip, which increases Shots to 10 (3).

[15] Unreliable; Malfunctions on a 16+ (see p. B407).

[16] Victim is stunned while the trigger is depressed and for (20-HT) seconds afterward; integral targeting laser

[17] Also has a secondary grenade clip which adds 8 (3) shots.

[18] Designed as a sawed-off, whippet configuration, with barrels as short as possible and a pistol grip, no stock. (see High-Tech, p. 106, for details on sawed-off shotguns).

[19] Add weight to host weapon and add -1 to weapon's Bulk.

[20] May use a machine gun style belt, giving Shots 220 (5).

[21] May also use a heavy ammo drum with 1,170 rounds or a magazine clip with 90 rounds.

[22] Can use a magazine of 40 plasma cartridges.

[23] Uses an external power pack; the C-40R pack weighs 60 lbs, the NG-101 pack weighs 90 lbs, and the NG-202 pack weighs 100 lbs.

[24] May use a machine gun style belt, giving Shots 200 (5).

[25] Dangerous backblast doing 2d burn out to 5 yards

Designer's Conversion Notes:

1. "Ion" weapons are built as blasters, except with the armor divisor knocked back to (3) and altering the TL to 10^ instead of 11. This gives them a slight difference from the particle beam weapons available from Triax, Northern Gun, and Naruni, which are supposed to be superior weapons compared to ions.

2. "Variable" laser rifles are built as rainbow lasers.

3. The TX-11 Sniper Laser Rifle has been reworked to be akin to a Dinosaur Laser (see *Ultra-Tech*, p. 115), making it better suited for the role of a sniper rifle.

4. "Pulse lasers" are designed similarly to the option on p. 118 of *Ultra-Tech*, replacing the "(2) burn" with "cr ex", and doubling the range.

5. The Pump Rifle fires 18.5mm HEC rounds; the Pump Pistol fires 10mm HEC rounds.

Specialty Ammo

Ramjet Rounds (TL9): Ramjet rounds are produced by Wellington Industries in the Kingdom of Manistique, and are designed to give conventional firearms the same penetrating power as a laser. Produced in all standard cased and caseless calibers, ramjets add a (2) armor divisor. Ammo cost is doubled, and LC is decreased by 1. Not available for grenade launchers; only available for shotguns as solid slugs.

Explosive Rounds (TL9): Explosive rounds are also produced by Wellington Industries. Treat as High Explosive (HE) rounds from either **High-Tech** or **Ultra-Tech**.

It soon becomes obvious that conventional weapons with ramjet rounds are equal or possibly even superior to the setting's laser weaponry in damage with the same armor penetration, which is a change from Palladium's system where even a laser pistol doing 1D6 M.D. was superior to a conventional weapon of *any* caliber with ramjet rounds that did a mere 1 M.D. This change makes ramjet rounds more likely to be bought by mercenaries and adventurers who are on a budget, and more likely to explain why the CS has banned them as "cop-killer" bullets. (In the *Rifts* system, it still takes unloading several clips of ramjets at someone to kill them, as you cannot bypass M.D.C. armor until the M.D.C. is fully depleted.)

Hand Grenades and Explosives

Hand Grenade Table
Throwing

TL	Weapon	Damage	Weight	Fuse	Cost	LC	Notes
9	NG Flare Grenade	Spec (600 yards)	1	2-5	$80	4	
9	NG Fragmentation Grenade	8d+2 cr ex [2d]	1	4	$40	2	
9	NG Concussion Grenade	8d+2 cr ex	1	4	$40	2	
9	NG Tangler Grenade	ST 36	1	4	$80	4	[1]
9	NG Thermobaric Grenade	6d×5 cr ex inc	1	4	$200	1	
9	NG EMP Grenade	spec (8 yards)	1	4	$400	2	[2]
	plus	2d cr ex	–	–	–	–	
9^	NG Plasma Grenade	6d×2 burn ex sur	1	4	$400	1	
9	NG Smoke Grenade	spec (7 yards)	1	4	$55	4	
10	CS Flare Grenade	spec (600 yards)	1	2-5	$80	4	
10	CS Fragmentation Grenade	8d+8 cr ex [2d]	1	4	$40	2	
10	CS Concussion Grenade	8d+8 cr ex	1	4	$40	2	
10	CS Tangler Grenade	ST 36	1	4	$80	4	[1]
10	CS Thermobaric Grenade	6d×6 cr ex inc	1	4	$200	1	
10	CS EMP Grenade	spec (8 yards)	1	4	$400	2	[3]
	plus	2d cr ex	–	–	–	–	
10^	CS Plasma Grenade	6d×4 burn ex sur	1	4	$400	1	

10	CS Smoke Grenade	spec (7 yards)	1	4	$55	4	

Notes:

[1] +2 per additional layer; 1-yard radius.

[2] Electronics must make an HT-6 (2) resistance roll or be knocked out.

[3] Electronics must make an HT-8 (2) resistance roll or be knocked out.

Mini-Missiles

Mini-missiles are munitions, often explosive, that are the width of a can of soda, about 2.3 inches (60mm) in diameter, and about eight inches (200 mm) long; roughly the size of two cans of soda stacked on top of each other. They weigh about two pounds each, and have a range of about a mile. Technically, the "missiles" are actually unguided rockets, and will fly in a straight line until their engine runs out of fuel or they hit a target; mini-missiles can be purchased with a laser guidance system for five times the cost. A missile's range can be effectively doubled if fired in a ballistic arc; use the Artillery (Rockets) skill for indirect fire. Normally, use Gunner (Rockets) for mounted mini-missile launchers, or Guns (Light Anti-Armor Weapon) for man-portable mini-missile launchers.

Oddly enough, the mini-missiles produced by the Coalition are the exact same models produced by Northern Gun, Wellington Industries, Triax, and Bandito Arms (the "legitimate" arm of the Black Market). The Coalition and Triax independently originated the missiles (based on pre-Rifts schematics), and Northern Gun and Bandito Arms – among other companies – reverse engineered the designs. This effectively means that anyone can purchase these missiles anywhere on the continent and use them in *any* launcher designed for minis, hand-held or mounted.

Mini-Missile Table

TL	Warhead	Damage	Cost	LC
9	Solid	6d×3 pi++	$110	2
9	Armor-Piercing Enhanced Penetrator (APEP)	6d×3 (3) pi++	$200	2
9	Armor-Piercing Hardcore Explosive (APHEX)	6d×3 (2) pi++	$200	2
	follow-up	4d cr ex	–	–
9	High Explosive (HE)	6d×3 (0.5) pi++	$110	2
	follow-up	8d×2 cr ex [3d]	–	–
9	High Explosive Concussion (HEC)	6d×3 (0.5) pi++	$110	2
	linked	8d×2 cr ex	–	–
9	High-Explosive Anti-Tank (HEAT)	6d×7 (10) cr inc	$120	1
	linked	8d cr ex [3d]	–	–
9	Electro-Magnetic Pulse (EMP)	spec (8 yds)	$200	2
	linked	2d cr ex	–	–
9	Nerve Gas, Lethal	spec (7 yds)	$1,610	0
9	Riot Gas	spec (7 yds)	$410	3
9	Sleep Gas	spec (7 yds)	$185	2
9	Smoke	spec (7 yds)	$125	4
10^	Plasma	6d×4 burn ex sur	$200	1

Short-Range Missiles

Like the mini-missiles, short-range missiles are standardized across North America, having originated in the Coalition and adopted by all other industrialized nations.

These missiles are generally too large to be fired by most man-portable launchers, and tend to be used on jet fighters as the standard close-range dog-fighting missile and on a number of large robot vehicles. Many are also used on automated launchers as base defenses by armies and mercenary units across the continent. (If using *Ultra-Tech* for the warheads, short-range missiles have a 100mm warhead.)

Unlike the mini-missiles, the short-range missiles are guided missiles; infrared imaging is standard, but laser and wire guidance systems are also common. Range on the missiles is about 15 miles, and most weigh about 50 lbs. Most use Artillery (Guided Missile) to hit.

Short-Range Missile Table

TL	Warhead	Damage	Cost	LC
9	Solid	6d×30 pi++	$1,640	1
9	Armor-Piercing Enhanced Penetrator (APEP)	6d×30 (3) pi++	$2,000	1
9	Armor-Piercing Hardcore Explosive (APHEX)	6d×30 (2) pi++	$2,000	1
	follow-up	8d cr ex [5d]	–	–
9	High Explosive (HE)	6d×30 (0.5) pi++	$1,640	1
	follow-up	6d×5 cr ex [5d]	–	–
9	High Explosive Concussion (HEC)	6d×30 (0.5) pi++	$1,640	1
	linked	6d×5 cr ex	–	–
9	High-Explosive Anti-Tank (HEAT)	6d×10 (10) cr inc	$1,680	1
	linked	8d×2 cr ex [5d]	–	–
9	Smart Explosively Forged Projectile (SEFOP)	6d×10 (3) cr inc	$1,800	1

TL	Warhead		Damage	Cost	LC
9	Thermobaric		6d×10 cr ex inc	$1,800	1
9	Electro-Magnetic Pulse (EMP)		spec (16 yds)	$2,000	2
	linked		4d cr ex	–	–
10^	Plasma		6d×10 burn ex	$2,000	1

Medium-Range Missiles

Medium-range missiles are the workhorses of most ground-based artillery and attack jets. A number of robot vehicles pack both short-range and medium-range missiles in their arsenal.

Like the short-range missiles, all medium-range missiles have guidance systems. Most work off radar guidance, although a few with laser guidance and IFF systems are in use. The increased range of the missiles makes them good for indirect fire as well.

Medium-range missiles have a range of about 100 miles, and tend to weigh about 500 pounds. Most use Artillery (Guided Missile) to hit.

Medium-Range Missile Table

TL	Warhead	Damage	Cost	LC
9	Solid	6d×100 pi++	$6,560	1
9	Armor-Piercing Enhanced Penetrator (APEP)	6d×100 (3) pi++	$8,000	1
9	Armor-Piercing Hardcore Explosive (APHEX)	6d×100 (2) pi++	$8,000	1
	follow-up	8d×2 cr ex [7d]	–	–
9	High Explosive (HE)	6d×100 (0.5) pi++	$6,560	1
	follow-up	6d×10 cr ex [57]	–	–
9	High Explosive Concussion (HEC)	6d×100 (0.5) pi++	$6,560	1
	linked	6d×10 cr ex	–	–
9	High-Explosive Anti-Tank (HEAT)	6d×20 (10) cr inc	$6,720	1
	linked	6d×5 cr ex [7d]	–	–
9	Smart Explosively Forged Projectile (SEFOP)	6d×20 (3) cr inc	$7,200	1
9	Thermobaric	6d×20 cr ex inc	$7,200	1
9	Electro-Magnetic Pulse (EMP)	spec (16 yds)	$8,000	2
	linked	8d cr ex	–	–
9	Nuclear	6d×600 cr ex	$166,400	0
	linked	4d×400 burn ex rad sur	–	–
10^	Plasma	6d×20 burn ex	$8,000	1

Long-Range Missiles

Modern-day long-range missiles are sub-sonic cruise missiles fired from ships, submarines, aircraft, or ground installations, and often used against ships and ground installations at extreme range. These often use inertial guidance systems, and have their own radar and a computer designed to avoid enemy fire. This should not change by the time of Rifts; however, these missiles are quite rare.

A long-range missile has a potential range of about 1,000 miles, although most are only fired at targets at about a tenth to a fifth of that range (100-200 miles) due to the problems of aiming at a target at maximum range without satellite positioning. Even with the reduced combat range, most of these are fired in ballistic arcs using the Artillery rules. They weigh about a ton. Use Artillery (Guided Missile) to hit.

Long-Range Missile Table

TL	Warhead	Damage	Cost	LC
9	Solid	6d×300 pi++	$26,240	0
9	Armor-Piercing Enhanced Penetrator (APEP)	6d×300 (3) pi++	$32,000	0
9	Armor-Piercing Hardcore Explosive (APHEX)	6d×300 (2) pi++	$32,000	0
	follow-up	6d×5 cr ex [10d]	–	–
9	High Explosive (HE)	6d×300 (0.5) pi++	$26,240	0
	follow-up	6d×20 cr ex [10d]	–	–
9	High Explosive Concussion (HEC)	6d×300 (0.5) pi++	$26,240	0
	linked	6d×20 cr ex	–	–
9	High-Explosive Anti-Tank (HEAT)	6d×50 (10) cr inc	$26,880	0
	linked	6d×5 cr ex [10d]	–	–
9	Smart Explosively Forged Projectile (SEFOP)	6d×50 (3) cr inc	$28,800	0
9	Thermobaric	6d×50 cr ex inc	$28,800	0
9	Electro-Magnetic Pulse (EMP)	spec (16 yds)	$32,000	0
	linked	8d×2 cr ex	–	–
9	Nuclear	6d×2,000 cr ex	$665,600	0
	linked	4d×2,000 burn ex rad sur	–	–
10^	Plasma	6d×50 burn ex	$32,000	0

Conversion Notes: I have *intentionally* left off the speeds of the various missiles. Part of this is because real life missiles often have speeds

that are classified, and are generally listed as either "sub-sonic" or "supersonic". One thing that always irked me was Palladium's handling of missiles, making the longer-ranged missiles faster than their shorter-ranged counterparts, when in real life the opposite is usually true; real life short-range missiles are generally supersonic, while the long-range missiles (called "cruise missiles") are generally sub-sonic.

My biggest concern as far as the missiles go was Palladium's tendency, especially in later books, to outfit their craft with nothing but long-range missiles and mini-missiles, with nothing in between (I think the first such craft were from either *South America 1* or *Mercenaries*, so we can probably blame C. J. Carella for this discrepancy). I have kept the long-range missiles in the mix, but for the most part any conversion I do of those craft will have mediums instead of longs, and possibly shorts instead of minis, for a more believable design (unless that design also has mediums and shorts). Note that in the world of Rifts Earth, only the Coalition, Triax, Iron Heart Armaments, Naruni Enterprises and maybe Northern Gun are capable of producing long-range missiles, and they're almost never for sale, even on the black market.

The mini-missiles and short-range missiles were built from tables in *GURPS Ultra-Tech*. Medium- and long-range missiles were designed by extrapolating the *GURPS Ultra-Tech* tables to larger missiles; there are likely discrepancies between these missiles and their counterparts from the *GURPS Spaceships* series, which will be addressed in a later update.

In short, the Fragmentation warheads in Palladium translate into High Explosive, Explosive into High Explosive Concussion, Armor-Piercing into Armor-Piercing Hardcore Explosive, and Plasma (not surprisingly) into Plasma. I've added other warheads to fill in some gaps. Note that with the way damages work, Plasma warheads are no longer necessarily the overall best choice for missiles like they were in the *Rifts* books.

Power Armor

Every item listed here under "Power Armor" requires the Battlesuit skill to use (or Aerobatics while flying for select models).

Rifts power armors operate in a gray area as far as GURPS is concerned; most of them neither fully fit the Battlesuit listed on the Armor tables in *Basic Set: Characters*, nor do they fully fit the Vehicles listed in *Basic Set: Campaigns*. However, I have come up with something I hope fits the bill. While each Power Armor is listed on the following table as if it was a standard vehicle, each one has a separate entry giving details, particularly where sensors and individual weapons are concerned.

For all power armors, the DR is semi-ablative; for every 10 points damage dealt to the armor before DR is subtracted, the DR is reduced by one point.

For characters wanting to own a suit of power armor, Ally costs have been provided with the descriptions.

Power Armor Table
Battlesuit

TL	Power Armor	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	LC
8	Chipwell CAS-30 Assault Suit	32	-1/1	11	4/20	0.25	0.1	+1	1S	55/40	F	$50K	2A2Lt	–	2
8	Chipwell CAI-100 Warmonger	32	-2/1	10	4/20	0.25	0.1	+1	1	50/37	F	$16K	2A2Lt	–	3
9	FT-005 Flying Titan	22	0/1	12	5/25	0.25	0.1	+0	1S	70/50	F	$200K	2A2LtWi	–	2
	flying	–	+2/1	–	10/100	–	–	–	–	–	–	–	–	0	–
9	NG-X9 Samson	31	0/1	12	5/75	0.5	0.1	+1	1S	105/75	F	$170K	2A2Lt	–	2
10	CS PA-08 SAMAS	27	+1/1	11	6/30	0.4	0.1	+1	1S	105/75	F	$320K	2A2LtWi	–	1
	flying	–	+2/1	–	10/150	–	–	–	–	–	F	–	–	0	–
10	T-21 Terrain Hopper	19	+3/1	11	6/20	0.15	0.1	0	1S	70/50	F	$100K	2A2Lt	–	3
10	USA G-10 Glitter Boy	54	-2/3	13	3/30	1.3	0.1	+1	1S	140/100	F	$5M	2A2Lt	–	1
10	X-10 Predator	39	0/1	12	5/25	0.55	0.1	+1	1S	105/75	F	$380K	2A2LtWi	–	1
	flying	–	-1/2	–	7/125	–	–	–	–	–	–	–	–	0	–
10^	Angrar Mark II Power Armor	40	+2/1	13	6/22	0.5	0.1	+1	1S	280/200	F	$2M	2A2Lt	–	2
11^	MK-PA12 Mecha-Knight	48	+2/1	12	6/22	1	0.1	+1	1S	140/100	F	$6.25M	2A2LtWi	–	2
	flying	–	+3/1	–	8/150	–	–	–	–	–	–	–	–	0	–

Note: In all cases of split DR, the larger number is for the main body while the smaller number is for the locations listed.

Coalition PA-08 SAMAS (TL10)
Communications: Radio with 20 mile range and secure encryption.
Sensors: Hyperspectral Visor (2× magnification). ESM Detector (its own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 16×). Small Tactical Ladar (20 mile range, track 10 targets out to 20 miles). Small Tactical Multi-Mode Radar (20 mile range in search mode; 2 mile range in imaging mode; can track 10 targets at once out to 20 miles, identify at 2 miles). Small Tactical Terahertz Radar (400 yard range; can track 10 targets out to range).
Targeting Systems: Small Tactical Ladar (gives +3 to hit with an aimed attack). Small Tactical Multimode Radar (gives +3 to hit with an aimed attack). Small Tactical Terahertz Radar (gives +3 to hit with an aimed attack). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.
Base Cost as an Ally: 10 points.
Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	C-40R SAMAS Rail Gun	10d (3) pi-	8	1,800/7,200	20	2,000	2

10	CM-2 Rocket Launcher	by missile	0	by missile	2	2	1
	Hand to Hand: Punch	3d-2 cr		C			
	Hand to Hand: Kick	3d-1 cr		C, 1			

*Source: **Rifts Main Book***

Cyberworks FT-005 Flying Titan (TL9)

Communications: Radio with 10 mile range and basic encryption.

Sensors: Night Vision Visor (2× magnification). ESM Detector (its own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 8×). Small Tactical Ladar (10 mile range, track 10 targets out to 10 miles). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; can track 10 targets at once out to 10 miles, identify at 1 mile). Small Tactical Terahertz Radar (200 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (gives +3 to hit with an aimed attack). Small Tactical Multimode Radar (gives +3 to hit with an aimed attack). Small Tactical Terahertz Radar (gives +3 to hit with an aimed attack). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	Wing Lasers (×2)	6d×2 (2) burn	18	2,900/8,700	2	unlimited	1
9	Missile Hardpoints (×6)	by missile	0	by missile	4	see below	1
	Hand to Hand: Punch	2d-1 cr		C			
	Hand to Hand: Kick	2d cr		C, 1			

*Source: **Rifts Main Book***

Each missile hardpoint may carry either one short-range missile or two mini-missiles. A common load is two short-range missiles and eight mini-missiles.

Northern Gun NG-X9 Samson (TL9)

Communications: Radio with 10 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). ESM Detector (uses own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 8×). Small Tactical Ladar (10 mile range, track 10 targets out to 10 miles). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; can track 10 targets at once out to 10 miles, identify at 1 mile). Small Tactical Terahertz Radar (200 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (gives +3 to hit with an aimed attack). Small Tactical Multimode Radar (gives +3 to hit with an aimed attack). Small Tactical Terahertz Radar (gives +3 to hit with an aimed attack). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	NG-202 Super Rail Gun	10d (3) pi-	8	1,800/7,200	20	6,000	2
9	Forearm Rocket Launcher	by missile	0	by missile	2	4	1
	Hand to Hand: Claws	3d cut/imp		C			
	Hand to Hand: Punch	3d cr		C			
	Hand to Hand: Kick	3d+1 cr		C, 1			

*Source: **Rifts Main Book***

Triax T-21 Terrain Hopper (TL10)

Communications: Radio with 10 mile range; encryption optional.

Sensors: Hyperspectral Visor (2× magnification). ESM Detector (its own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 8×). Small Multi-Mode Radar (20 mile range in search mode; 2 mile range in imaging mode). Small Terahertz Radar (200 yard range).

Targeting Systems: HUD (+1 Acc within 300 yards, not cumulative with any weapon's laser sights).

Weapons: None.

Base Cost as an Ally: 2 points.

*Source: **Sourcebook 1***

Triax X-10 Predator (TL10)

Communications: Radio with 20 mile range and basic encryption.

Sensors: Hyperspectral Visor (2× magnification). ESM Detector (its own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 16×). Small Tactical Ladar (20 mile range, track 10 targets out to 20 miles). Small Tactical Multi-Mode Radar (20 mile range in search mode; 2 mile range in imaging mode; can track 10 targets at once out to 20 miles, identify at 2 miles). Small Tactical Terahertz Radar (400 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (gives +3 to hit with an aimed attack). Small Tactical Multimode Radar (gives +3 to hit with an aimed attack). Small Tactical Terahertz Radar (gives +3 to hit with an aimed attack). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	X-10-453A Pulse Cannon	6d cr ex	12	1,400/4,200	4	unlimited	1
10	Shoulder Mini-Missile Launcher	by missile	3	1 mile	2	2	1
	Hand to Hand: Claw	4d+1 cr		C			
	Hand to Hand: Punch	4d cr		C			
	Hand to Hand: Kick	4d+1 cr		C, 1			

*Source: **Sourcebook 1***

USA G-10 Glitter Boy (TL10)

Communications: Radio with 20 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). ESM Detector (its own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 16×). Small Tactical Ladar (20 mile range, track 10 targets out to 20 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; can track 10 targets at once out to 60 miles, identify at 6 miles). Small Tactical Terahertz Radar (400 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (gives +3 to hit with an aimed attack). Small Tactical Multimode Radar (gives +3 to hit with an aimed attack). Small Tactical Terahertz Radar (gives +3 to hit with an aimed attack). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Note: The Glitter Boy's DR has 3 levels of Hardened vs beam weapons, lowering any Armor Divisors by three steps (10 to 2, 5 to 1), and 1 level of Hardened vs everything else.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	RG-14 Boom Gun	7d+2 (3) pi	8	1,500/4,500	1×200	100	3
	Hand to Hand: Punch	6d-1 cr		C			
	Hand to Hand: Kick	6d cr		C, 1			

Note: The Boom Gun does 700d+200 (3) pi++ at a range of 150 yards or less, but all DR against it is multiplied by 100 as well. At some point, I'll come up with stats for an anti-vehicular round, probably patterned off APEX or HEAT rather than a flechette shotgun.

*Source: **Rifts Main Book***

Naruni MK-PA12 Mecha-Knight (TL11)

Communications: Radio with 50 mile range and basic encryption.

Sensors: Hyperspectral Visor (8× magnification). ESM Detector (its own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 32×). Small Tactical Ladar (50 mile range, track 10 targets out to 50 miles). Small Tactical Multi-Mode Radar (50 mile range in search mode; 5 mile range in imaging mode; can track 10 targets at once out to 50 miles, identify at 5 miles). Small Tactical Terahertz Radar (1,000 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (gives +3 to hit with an aimed attack). Small Tactical Multimode Radar (gives +3 to hit with an aimed attack). Small Tactical Terahertz Radar (gives +3 to hit with an aimed attack). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 15 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
11	Particle Beam Rifle	8d (5) burn sur	10+4	1,200/3,600	3	unlimited	1
11	Energy Sword	8d (5) burn		1, 2			
	Hand to Hand: Punch	6d-1 cr		C			
	Hand to Hand: Kick	6d cr		C, 1			

*Source: **Mercenaries***

Angrar Mark II Power Armor (TL10^)

Communications: Radio with 20 mile range and basic encryption.

Sensors: Hyperspectral Visor (4× magnification). ESM Detector (its own skill of Electronics Operation (EW)-10). Personal Sound Detector (amplifies sound by 16×). Small Tactical Ladar (20 mile range, track 10 targets out to 20 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; can track 10 targets at once out to 60 miles, identify at 6 miles). Small Tactical Terahertz Radar (400 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (gives +3 to hit with an aimed attack). Small Tactical Multimode Radar (gives +3 to hit with an aimed attack). Small Tactical Terahertz Radar (gives +3 to hit with an aimed attack). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 10 points.
Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	Angrar Rail Gun	4d×4 (3) pi	8	3,000/12,000	40!	8,000	2
10^	AR-90 Plasma Gun	3d×5 (2) burn ex	8+3	750/2,250	3	unlimited	2
	Hand to Hand: Punch	4d cr		C			
	Hand to Hand: Kick	4d+1 cr		C, 1			

Source: **Mercenaries**

Chipwell CAS-30 Assault Suit (TL8)

Communications: Radio with 5 mile range, no encryption.
Sensors: Night Vision Visor (Night Vision 7 and 1× magnification). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; can track 10 targets at once out to 10 miles, identify at 1 mile).
Targeting Systems: Small Tactical Radar (+3 to hit with an aimed attack). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.
Base Cost as an Ally: 3 points.
Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
8	Machinegun, .50BMG	13d+1 pi+	6	1,800/7,400	8!	800	2
10	Integral Pulse Laser	5d (2) burn	13	600/1,800	3	unlimited	1
	or	5d cr ex	13	1,200/3,600	1	unlimited	1
	Hand to Hand: Punch	3d-1 cr		C			
	Hand to Hand: Kick	3d cr		C, 1			

Source: **Mercenaries**

Chipwell CAI-100 Warmonger Combat Suit (TL8)

Communications: Radio with 5 mile range, no encryption.
Sensors: Night Vision Visor (Night Vision 7 and 1× magnification).
Targeting Systems: HUD (+1 Acc within 300 yards, not cumulative with any carried weapon's laser sights).
Base Cost as an Ally: 1 point.
Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	Modified WI-23 Missile Launcher	by missile	3	1 mile	1	6 (5)	1
	Hand to Hand: Punch	3d-1 cr		C			
	Hand to Hand: Kick	3d cr		C, 1			

Source: **Mercenaries**

Robot Vehicles

Before I had done these in Fourth Edition stats, I had worked out a lot of the entries as 3rd edition vehicles, using the **GURPS Vehicle Designer** program, and was mildly surprised to discover that, for the most part, Siembieda and crew had actually given accurate weights for these robots (to within a ton or two) – at least, until I started adding in the nuclear power plants, which totally threw off the weights.

For all robot combat vehicles, the DR is semi-ablative; for every 10 points damage dealt before DR is subtracted, the DR is reduced by one point. A split DR is handled by the larger number for the main body and the lesser number for any arms, legs, heads, and external-mount weapons. Most of these robots can be operated by a single operator, even if the Occupancy statistic indicates a crew of 2 or 3.

For characters wanting to own their own robot vehicle, Ally or Patron (for certain models) costs have been provided with the descriptions.

Robot Vehicle Table

Driving (Mecha)

TL	Robot Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Locations	LC
9	NG-M56 Multi-Bot	157	-2/2	12	3/30	31	0.8	+4	2+6S	200/100	–	$6.8M	2Ag2L2tX	2
9	NG-V7 Hunter Mobile Gun	163	-2/2	11	4/35	34	0.7	+4	3+4S	600/300	–	$8M	2A2LTt	2
9	NG-V10 Labor Bot	132	-2/3	12	3/30	18	0.2	+3	1+1S	100/50	–	$3M	2Ag2L	2
9	TR-001 Titan Combat	141	0/2	12	3/30	22	0.3	+4	1+2S	1,600/800	–	$4.8M	2A2L3t	1
9	TR-002 Titan Explorer	130	0/2	12	5/45	17.6	0.5	+3	1+4S	200/100	–	$2.8M	2A2L4t	2
9	TR-003 Titan Recon	108	+1/2	12	7/75	10	0.2	+2	1+1S	150/75	–	$2M	2A2L3t	2
10	CS CR-003 Spider Skull-Walker	153	-2/3	12	8/40	28	0.8	+4	2+6S	1,600/800	–	$7.2M	6LT2t	1
10	CS IAR-2 Abolisher	172	-2/2	12	3/35	40.7	0.7	+4	5+2S	1,800/900	–	$16M	2A2LT2t	1
10	CS UAR-1 Enforcer	132	-1/1	11	6/30	18	0.2	+3	2S	250/125	–	$5.6M	2A2L5t	1
10	EX-5 Behemoth Explorer	585	-5/3	11	1/20	1763	208.3	+7	3+80AS	300/150	–	$20M	2A2L	3
10	X-500 Forager	141	-2/3	12	3/30	28	0.4	+4	2+2S	300/150	–	$4.4M	2A2L3t	1

10	X-500 Forager Labor	141	-2/3	12	3/30	22	0.4	+4	2+2S	200/100	–	$2.6M	2A2Lt	2
10	X-1000 Ulti-Max	68	-2/3	13	2/22	2.6	0.1	+2	1S	1,500/750	–	$4.4M	2Ag2L	1
10^	Angrar Assault Robot	165	-2/3	13	4/35	35	0.3	+4	3S	1,050/525	–	$5M	2A2Lt	1
11	Death-Knight Assault Robot	172	-1/2	13	4/35	40	0.7	+4	3+4S	2,100/1,000	–	$18M	2A2Lt	1
11	Nomad Scout Robot	115	+1/2	13	7/75	12	0.3	+2	1+2S	160/80	–	$4M	2A2L2t	1

Note: In all cases of split DR, the larger number is for the main body while the smaller number is for the locations listed.

Coalition UAR-1 Enforcer Urban Assault Robot (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus or uses own skill of Electronics Operation (EW)-12). Tactical Sound Detector (amplifies sound by 64×). Small Radscanner (+6 to detection, or ×10 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; can track 10 targets at once out to 60 miles, identify at 6 miles). Medium Tactical Terahertz Radar (1,200 yard range; can track 10 targets out to range). Infrared Searchlights.

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	C-50R Rail Gun	8d×2 (3) pi	8	3,000/12,000	20	20,000	2
10	CR-6 Medium-Range Missile Launcher	by missile	3	100 miles	4	6	1
10	CR-10 Short-Range Missile Launchers (×2)	by missile	3	15 miles	4	10	1
10	CR-20 Mini-Missile Turret	by missile	3	1 mile	4	20	1
10	CR-2T Laser Turrets (×2)	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
10	Smoke Dispenser	spec (25 yd)	0	1,300	1	5	1
	Hand to Hand: Punch	14d-1 cr		C			
	Hand to Hand: Kick	14d cr		C, 1			

*Source: **Rifts Main Book***

Coalition IAR-2 Abolisher Infantry Assault Robot (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 16×). Small Radscanner (+6 to detection, or ×10 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; can track 10 targets at 60 miles, identify at 6 miles). Medium Tactical Terahertz Radar (1,200 yard range; can track 10 targets out to range). Infrared Searchlights.

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 15 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	C-144 Auto-Cannon (×6)	6d×25 (3) pi	6	3,000/10,000	1	20	2
10	CR-3T Laser Turret	6d×5 (3) burn	18	2,900/8,700	4	unlimited	1
	Hand to Hand: Punch	18d-1		C			
	Hand to Hand: Kick	18d		C, 1			

*Source: **Sourcebook 1***

Coalition CR-003 Spider-Skull Walker (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 16×). Small Radscanner (+6 to detection, or ×10 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; can track 10 targets at 60 miles, identify at 6 miles). Medium Tactical Terahertz Radar (1,200 yard range; can track 10 targets out to range). Infrared Searchlights.

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300

yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	C-100R Rail Cannon (×2)	6d×25 (3) pi	8	8,000/29,000	20	20,000	2
10	CR-4T Laser Turrets (×2)	6d×5 (2) burn	18	18,000/54,000	4	unlimited	1
10	Smoke Dispenser	spec (25 yd)	0	25	1	8	1

*Source: **Rifts Main Book***

Cyberworks TR-001 Titan Combat (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 8×). Medium Tactical Ladar (30 mile range, track 10 targets out to 30 miles). Medium Tactical Multi-Mode Radar (30 mile range in search mode; 3 mile range in imaging mode; can track 10 targets at once out to 30 miles, identify at 3 miles). Medium Tactical Terahertz Radar (600 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	T-001 Rail Gun	6d×25 (3) pi	8	8,000/29,000	20	20,000	2
9	T-001 Medium Range Missile Launchers (×2)	by missile	3	100 miles	2	5	1
9	T-001 Mini-Missile Leg Launchers (×2)	by missile	3	1 mile	4	12	1
10	T-001 Laser Turret	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
	Hand to Hand: Punch	15d-1 cr		C			
	Hand to Hand: Kick	15d cr		C, 1			

*Source: **Rifts Main Book***

Cyberworks TR-002 Titan Explorer (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 8×). Medium Tactical Ladar (30 mile range, track 10 targets out to 30 miles). Medium Tactical Multi-Mode Radar (30 mile range in search mode; 3 mile range in imaging mode; can track 10 targets at once out to 30 miles, identify at 3 miles). Medium Tactical Terahertz Radar (600 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	T-002 Short-Range Missile Launchers (×2)	by missile	3	15 miles	2	5	1
10	T-002 Laser Ball Turrets (×2)	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
	Hand to Hand: Punch	14d-1 cr		C			
	Hand to Hand: Kick	14d cr		C, 1			

*Source: **Rifts Main Book***

Cyberworks TR-003 Titan Recon (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Imaging Sensor Array (32× magnification). Tactical Chemsniffer (track 10 different scents at same time). Tactical ESM Detector (+1 bonus or uses own skill of Electronics Operation (EW)-12). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Tactical Sound Detector (amplifies sound by 32×). Large Radscanner (+18 to detection, or ×1,000 range for signals). Large Ladar (100 mile range). Large Multi-Mode Radar (100 miles in search mode; 10 miles in imaging mode). Large Terahertz Radar (2,000 yard range). Rad Counter. Infrared Searchlight.

Targeting Systems: TacNet software (+2 to effective Tactics skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl

10	T-003 Mini-Laser	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
	Hand to Hand: Punch	11d-1 cr		C			
	Hand to Hand: Kick	11d		C, 1			

Source: ***Rifts Main Book***

Northern Gun NG-V7 Hunter Mobile Gun (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 8×). Medium Tactical Ladar (30 mile range, track 10 targets out to 30 miles). Medium Tactical Multi-Mode Radar (30 mile range in search mode; 3 mile range in imaging mode; can track 10 targets at once out to 30 miles, identify at 3 miles). Medium Tactical Terahertz Radar (600 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	NG-H155 Howitzer Rail Gun	6d×25 (3) pi++	8	8,000/29,000	1	2,000	2
9	Forearm Rocket Launchers	by missile	3	1 mile	3	9	1
10	NG-330 Heavy Laser	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
	Hand to Hand: Punch	15d-1 cr		C			
	Hand to Hand: Kick	15d		C, 1			

Source: ***Sourcebook 1***

Northern Gun NG-M56 Multi-Bot (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 8×). Medium Tactical Ladar (30 mile range, track 10 targets out to 30 miles). Small Medium Tactical Multi-Mode Radar (30 mile range in search mode; 3 mile range in imaging mode; can track 10 targets at once out to 30 miles, identify at 3 miles). Medium Tactical Terahertz Radar (600 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Special: The crew compartment section of the Multi-Bot can detach from the rest of the bot and fly around like a vertol craft. This hovercraft has no weapons except for the exposed weapon mount. Stats for the crew compartment in flight mode are given in the *Aircraft* section, below.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	Short-Range Missile Launcher (×2)	by missile	3	15 miles	2	5	1
9	Shoulder Mini-Missile Launcher (×2)	by missile	3	1 mile	3	9	1
10^	Heavy Ion Cannon	8d (3) burn sur	10	1,200/3,600	3	unlimited	1
	Hand to Hand: Punch	16d-1 cr		C			
	Hand to Hand: Kick	16d cr		C, 1			

Source: ***Sourcebook 1***

Northern Gun NG-V10 Labor Bot (TL9)

Communications: Radio with 100 mile range; encryption optional.

Sensors: Infrared Imaging Surveillance Camera (4× magnification). Personal Sound Detector (amplifies sound by 8×). Small Multi-Mode Radar (10 mile range in search mode, 1 mile range in imaging mode). Medium Terahertz Radar (600 yard range).

Targeting Systems: HUD (+1 Acc within 300 yards).

Notes: The left hand of the Labor Bot effectively has Bad Grip. The laser in the claw hand can be adjusted to a minimum of 1d-4 burn damage.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	Industrial Laser	4d (2) burn	12	300/900	6	unlimited	1
	Hand to Hand: Claw	14d-1 cut/imp		C			
	Hand to Hand: Punch	16d-1 cr		C			

	Hand to Hand: Kick	16d cr		C, 1			

*Source: **Sourcebook 1***

Triax X-500 Forager Battlebot (TL10)

Communications: Radio with 200 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 16×). Medium Radscanner (+12 to detection, or ×100 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; can track 10 targets at once out to 60 miles, identify at 6 miles). Medium Tactical Terahertz Radar (1,200 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Notes: The Forager also comes in a Labor model which lacks the missile launcher pods and replaces the sensors with their non-tactical counterparts.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	Medium Missile Launchers (×2)	by missile	3	100 miles	4	8	1
10^	Ion Belly Gun Turret	8d (3) burn sur	10	1,200/3,600	3	unlimited	1
	Hand to Hand: Punch	15d-1 cr		C			
	Hand to Hand: Kick	15d		C, 1			

*Source: **Sourcebook 1***

Triax X-1000 Ulti-Max (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronics Operation (EW)-12). Personal Sound Detector (amplifies sound by 16×). Medium Radscanner (+12 to detection, or ×100 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; can track 10 targets at once out to 60 miles, identify at 6 miles). Medium Tactical Terahertz Radar (1,200 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Special: Experimental Force Field grants DR 1,000, but the laser cannot be fired while the shield is engaged. If depleted, the shield takes 24 hours to recharge.

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	VX-180 Maxi-Railgun	6d×25 (3) pi	8	8,000/29,000	20	4,000	2
11	VX-180 Variable Laser Mode	8d (3) burn	12	4,000/12,000	1	unlimited	1
10	VX-160 Mini-Missile Launchers (×2)	by missile	3	1 mile	3	15	1
	Hand to Hand: Punch	8d-1 cr		C			
	Hand to Hand: Kick	8d cr		C, 1			

*Source: **Sourcebook 1***

EX-5 Behemoth Explorer (TL10?)

Communications: Radio with 200 mile range; encryption optional.

Sensors: Hyperspectral Imaging Sensor Array (64× magnification). Tactical Chemsniffer (track 10 different scents at same time). Tactical Sound Detector (amplifies sound by 64×). Large Radscanner (+18 to detection, or ×1,000 range for signals). Large Ladar with Chemscanner mode (200 mile range). Large Terahertz Radar (4,000 yard range). Large Multi-Mode Radar (200 mile range in search mode; 20 mile range in imaging mode). Rad Counter.

Targeting Systems: HUD (+1 Acc within 300 yards).

Base Cost as a Patron: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
9	Mini-Missile Forearm Launchers (×2)	by missile	3	1 mile	4	48	1
	Hand to Hand: Punch	59d-1 cr		C			
	Hand to Hand: Kick	59d cr		C, 1			

Naruni DK-AR500 Death-Knight Assault Robot (TL11)

Communications: Radio with 500 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (16× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 32×). Medium Radscanner (+14 to detection, or ×100 range for signals). Medium Tactical Ladar (150 mile range, track 10 targets out to 150 miles). Medium Tactical Multi-Mode Radar (150 mile range in search mode; 15 mile range in imaging mode; can track 10 targets at once out to 150 miles, identify at 15 miles). Medium Tactical Terahertz Radar (3,00 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 15 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl	Notes
11	Particle Beam Cannon	6d×2 (5) burn sur	15	2,800/8,400	3	60	1	[1]
11^	Energy Axe	8d (5) burn		1, 2				
9	Short-Range Missile Launchers (×4)	by missile	3	10 miles	2	8	1	
10	Shoulder-Mounted Laser	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1	
10	Belly Rail Gun	5d×3 (3) pi-	4	3,000/12,000	40!	40,000	3	
	Hand to Hand: Punch	18d-1		C				
	Hand to Hand: Kick	18d		C, 1				

Notes:
[1] Shots recharge at a rate of 1 per minute.

Naruni SR-20 Nomad Scout Robot (TL11)

Communications: Radio with 500 mile range and basic encryption.

Sensors: Hyperspectral Imaging Sensor Array (128× magnification). Tactical Chemsniffer (track 10 different scents at same time). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Tactical Sound Detector (amplifies sound by 128×). Large Radscanner (+20 to detection, or ×1,000 range for signals). Large Tactical Ladar (500 mile range, track 10 targets out to 500 miles). Large Tactical Multi-Mode Radar (500 mile range in search mode; 50 mile range in imaging mode; can track 10 targets at once out to 500 miles, identify at 50 miles). Large Tactical Terahertz Radar (10,000 yard range; can track 10 targets out to range).

Targeting Systems: Large Tactical Ladar (+3 to hit with an aimed ranged attack). Large Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Large Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Camouflage Stealth System: Gives +8 to Stealth against ordinary and infrared vision, +4 against hyperspectral or ultraviolet vision, and +2 against extended high- or low-band hyperspectral vision, even when moving (same as the Dynamic Multispectral Chameleon Surface, ***Ultra-Tech***, p. 99).

Base Cost as an Ally: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10	Rail Gun Turret	5d×3 (3) pi-	4	3,000/12,000	40!	1,200	2
9	Mini-Missile Launcher	by missile	3	1 mile	4	16	1
10	Pulse Laser Gun	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
	or	6d×2 cr ex	18	5,800/17,400	4	unlimited	1
	Hand to Hand: Punch	12d-1		C			
	Hand to Hand: Kick	12d		C, 1			

Angrar AM-XX Assault Robot (TL10^)

Communications: Radio with 200 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 16×). Medium Radscanner (+12 to detection, or ×100 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode). Medium Tactical Terahertz Radar (1,200 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300

yards). Can only benefit from one targeting system at a time.
Base Cost as an Ally: 10 points.
Weapons:

TL	Weapon	Damage	Acc	Range/Reach	RoF	Shots	Rcl
10^	Hellfire Cannon	6d×25(2) burn ex	12	7,500/22,500	1	unlimited	2
9	Mini-Missile Launchers (×2)	by missile	3	1 mile	4	10	1
10^	Energy Blast	4d burn	3	500/1,500	2	unlimited	1
10^	Energy Claws	+2d burn		C			
	Hand to Hand: Punch	4d cr		C			
	Hand to Hand: Kick	4d+1 cr		C, 1			

Source: ***Mercenaries***

Tanks and APCs

For all tanks and APCs, the DR is semi-ablative; for every 10 points damage dealt before DR is subtracted, the DR is reduced by one point. For characters wanting to own their own tanks, Ally costs have been provided with the descriptions of eligible models.

Tank and APC Table
Driving (Heavy Wheeled)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	LC
10	CS Mark V APC	132	-3/4	11	2/45	18	5	+6	5+26S	200/100	–	$4.2M	g8t8W3X	1
10	CS Mark IX Missile Launcher Vehicle	147	-3/4	11	2/45	25	0.6	+6	6S	200/100	–	$15M	gT4t8WX	0

Driving (Hovercraft)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	LC
10	Coalition Grinning Skull MBT	178	-3/5	12	4/45	45	1.2	+5	6+6S	1,525/525	–	$10M	T3tX	0
11^	Naruni Carnivore Light Hover Tank	141	-2/5	12	9/90	22	0.4	+5	2+2S	700	–	$8M	T2t	1
11^	Naruni Juggernaut Heavy Hover Tank	295	-4/5	12	5/100	200	0.5	+6	4+1S	1,050	–	$12M	TtX	1

Driving (Tracked)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	LC
9	IHA Iron Bolt Missile Vehicle	173	-2/4	12	2/32	40	0.5	+5	3S	630/315	400	$800K	2CTt	1
9	IHA Iron Fist MBT	165	-2/5	12	2/32	35	1	+5	3+2S	630/315	600	$500K	2CTtX	1
9	IHA Iron Hammer MBT	203	-2/5	12	2/30	65	1	+5	4S	1,100/550	600	$800K	2CTtX	1
9	IHA Iron Maiden APC	137	-1/4	12	4/35	20	2.1	+4	2+10S	280/140	400	$200K	2CTtX	2

IHA Iron Hammer MBT (TL9)
Communications: Radio with 100 mile range and basic encryption.
Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 Bonus, or uses own skill of Electronics Operation (EW)-12). Personal Sound Detector (amplifies sound by 8×). Small Radscanner (+6 to detection, or ×10 range for signals). Small Tactical Ladar (10 mile range, track 10 targets out to 10 miles). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; track 10 targets at 10 miles; identify at 1 mile). Small Tactical Terahertz Radar (200 yard range; can track 10 targets out to range).
Targeting Systems: Small Tactical Ladar (+3 to hit with an aimed ranged attack). Small Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Small Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.
Note: Listed price is for a diesel engine. Costs $1.2 million for an electric motor, or $7 million for a nuclear power plant giving a 10 year life.
Base Cost as an Ally: 10 points.
Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	IH-B Auto-Cannon, 200mm	6d×50 (2) pi++	10	6,000/20,000	1	80	5
9	IH-100 Rail Gun	10d (3) pi-	8	1,800/7,200	60!	12,000	2
9	IH-105 Coaxial Rail Gun	10d (3) pi-	8	1,800/7,200	40!	8,000	2
9	IH-44L Vulcan Laser	6d×2 (2) burn	18	2,900/8,700	6!	3,000	1
9	Short-Range Missile Launchers (×2)	by missile	10	10 miles	2	5	1

Source: ***Mercenaries***
Armament Changes: In ***Mercenaries***, this tank mounted medium-range missiles instead of shorts.

IHA Iron Fist MBT (TL9)
Communications: Radio with 100 mile range and basic encryption.
Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 Bonus, or uses own skill of Electronics Operation (EW)-12). Personal Sound Detector (amplifies sound by 8×). Small Radscanner (+6 to detection, or ×10 range for signals). Small Tactical

Ladar (10 mile range, track 10 targets out to 10 miles). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; track 10 targets at 10 miles; identify at 1 mile). Small Tactical Terahertz Radar (200 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (+3 to hit with an aimed ranged attack). Small Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Small Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Note: Listed price is for a diesel engine. Costs $600 thousand for an electric motor, or $4.6 million for a nuclear power plant giving a 10 year life.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	IH-B Auto-Cannon, 120mm	6d×30 (2) pi+	10	3,600/12,000	1	80	4
9	IH-100 Rail Gun	10d (3) pi-	8	1,800/7,200	60!	12,000	2
9	IH-105 Coaxial Rail Gun	10d (3) pi-	8	1,800/7,200	40!	8,000	2
9	IH-34L Laser Turret	6d×2 (2) burn	18	2,900/8,700	2	1,000	1
9	Smoke/Gas Dispensers (×2)	spec (25 yd)	0	25	1	10	1

*Source: **Mercenaries***

IHA Iron Bolt Missile Vehicle (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Imaging Sensor Array (32× magnification). Tactical ESM Detector (+1 Bonus, or uses own skill of Electronics Operation (EW)-12). Personal Sound Detector (amplifies sound by 8×). Small Radscanner (+6 to detection, or ×10 range for signals). Large Tactical Ladar (100 mile range, track 10 targets out to 100 miles). Large Tactical Multi-Mode Radar (100 mile range in search mode; 10 mile range in imaging mode; track 10 targets at 100 miles; identify at 10 miles). Large Tactical Terahertz Radar (2,000 yard range; can track 10 targets out to range).

Targeting Systems: Large Tactical Ladar (+3 to hit with an aimed ranged attack). Large Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Large Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Note: Listed price is for a diesel engine. Costs $1 million for an electric motor, or $4.6 million for a nuclear power plant giving a 10 year life.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	ML-12 Medium-Range Missile System	by missile	3	20 miles	6	12 (30i)	1
9	MLRS-120 Multiple Launcher Rocket System	by missile	3	1 mile	10	120	1
9	IH-34L Laser Turret	6d×2 (2) burn	18	2,900/8,700	2	1,000	1

*Source: **Mercenaries***

Armament Changes: In *Mercenaries*, this vehicle uses long-range missiles. Given the lack of satellite support in the Rifts setting, I found it more plausible to load it with medium-range missiles.

IHA Iron Maiden APC (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 Bonus, or uses own skill of Electronics Operation (EW)-12). Personal Sound Detector (amplifies sound by 8×). Small Radscanner (+6 to detection, or ×10 range for signals). Small Ladar (10 mile range). Small Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode). Medium Terahertz Radar (200 yard range).

Targeting Systems: TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Note: Listed price is for a diesel engine. Costs $260 thousand for an electric motor, or $2.8 million for a nuclear power plant giving a 10 year life.

Base Cost as an Ally: 3 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	IH-10RJ 30mm Ramjet Auto-Cannon	4d×10 (2) pi++	8	900/3,000	20!	2,000	3
9	MLRS-24 Multiple Launcher Rocket System (×2)	by missile	3	1 mile	3	24	1
9	IH-34L Laser Turret	6d×2 (2) burn	18	2,900/8,700	2	1,000	1
9	Smoke/Gas Dispensers (×2)	spec (25 yd)	0	25	1	10	1

*Source: **Mercenaries***

Coalition Mark V APC (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 Bonus, or uses own skill of Electronics Operation (EW)-12). Personal Sound Detector (amplifies sound by 16×). Medium Radscanner (+12 to detection, or ×100 range for signals). Small Radscanner (+6 to detection, or ×10 range for signals). Small Tactical Ladar (20 mile range, track 10 targets out to 20 miles). Small Tactical Multi-Mode Radar (20 mile range in search mode; 2 mile range in imaging mode; track 10 targets at 20 miles; identify at 2 miles). Small Tactical Terahertz Radar (400 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (+3 to hit with an aimed ranged attack). Small Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Small Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as a Patron: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	C-40R Rail Gun Turret	8d×2 (3) pi	8	3,000/12,000	20	20,000	1
10	CR-4T Laser Turret	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
10	C-2T Laser Turrets (×4)	5d×2 (2) burn	18	1,300/3,900	10	unlimited	1
10	CR-10 Mini-Missile Launchers (×2)	by missile	3	1 mile	20	20	1
10	Forward Auto-Cannon (×2)	6d pi	4	700/4,000	5	30	2
10	Hatch Laser Guns (×3)	6d (2) burn	3	700/2,100	10	unlimited	1
10	Smoke Dispensers (×2)	spec (25 yd)	0	25	1	10	1

*Source: **Rifts Main Book***

Coalition Grinning Skull MBT (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 16×). Medium Radscanner (+12 to detection, or ×100 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; track 10 targets at 60 miles; identify at 6 miles). Medium Tactical Terahertz Radar (1,200 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	C-144 Cannon (×2)	6d×25 (3) pi	6	3,000/10,000	1	30	2
10	CR-4T Laser Turrets (×2)	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
10	C-2T Laser Turrets (×2)	5d×2 (2) burn	18	1,300/3,900	10	unlimited	1
10	CR-10S Side-Mounted Missile Launchers (×2)	by missile	3	1 mile	5	20	1

*Source: **Mercenaries***

Coalition Mark IX Missile Launch Vehicle (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Imaging Sensor Array (64× magnification). Tactical ESM Detector (+1 Bonus, or uses own skill of Electronics Operation (EW)-12). Personal Sound Detector (amplifies sound by 16×). Medium Radscanner (+12 to detection, or ×100 range for signals). Large Tactical Ladar (200 mile range, track 10 targets out to 200 miles). Large Tactical Multi-Mode Radar (200 mile range in search mode; 20 mile range in imaging mode; track 10 targets at 200 miles; identify at 20 miles). Large Tactical Terahertz Radar (4,000 yard range; can track 10 targets out to range).

Targeting Systems: Large Tactical Ladar (+3 to hit with an aimed ranged attack). Large Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Large Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	Medium-Range MLRS	by missile	3	20-50 miles	8	160	1
10	C-2T Laser Turrets (×4)	5d×2 (2) burn	18	1,300/3,900	10	unlimited	1
10	CR-10 Mini-Missile Launchers (×2)	by missile	3	1 mile	20	20	1
10	Forward Auto-Cannon (×2)	6d pi	4	700/4,000	5	30	2

*Source: **Mercenaries***

Armament Changes: In *Mercenaries*, this craft uses long-range missiles, enabling it to hit Tolkeen with impunity from Chi-Town. Given the lack of satellite support in the Rifts setting, I found it more plausible to load it with medium-range missiles.

Naruni N-120B Carnivore Light Hover Tank (TL11)

Communications: Radio with 500 mile range and basic encryption.
Sensors: Hyperspectral Surveillance Camera (16× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 32×). Medium Radscanner (+14 to detection, or ×100 range for signals). Medium Tactical Ladar (150 mile range, track 10 targets out to 150 miles). Medium Tactical Multi-Mode Radar (150 mile range in search mode; 15 mile range in imaging mode; track 10 targets at 150 miles; identify at 15 miles). Medium Tactical Terahertz Radar (3,000 yard range; can track 10 targets out to range).
Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.
Base Cost as an Ally: 20 points.
Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl	Notes
11	Particle Beam Cannon	4d×20 (5) burn sur	15	30,000/90,000	3	30	1	[1]
9	Mini-Missile Launcher	by mini-missile	3	1 mile	8	24	1	
10	Laser Turret	3d×10 (2) burn	18	1,200/3,600	10	unlimited	1	

Notes:
[1] Shots recharge at a rate of one per 15 seconds.
*Source: **Mercenaries***

Naruni J-2 Juggernaut Heavy Hover Tank (TL11)
Communications: Radio with 500 mile range and basic encryption.
Sensors: Hyperspectral Surveillance Camera (16× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 32×). Medium Radscanner (+14 to detection, or ×100 range for signals). Medium Tactical Ladar (150 mile range, track 10 targets out to 150 miles). Medium Tactical Multi-Mode Radar (150 mile range in search mode; 15 mile range in imaging mode; track 10 targets at 150 miles; identify at 15 miles). Medium Tactical Terahertz Radar (3,000 yard range; can track 10 targets out to range).
Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.
Note: For an additional cost, an ablative force field (stats on ***Ultra-Tech***, p. 191) can be added by a Naruni dealership (*extremely* rare on Rifts Earth!).
Base Cost as an Ally: 30 points.
Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl	Notes
11	Particle Beam Cannon	6d×20 (5) burn sur	15	120,000/360,000	1	60	1	[1]
10	Coaxial Rail Gun	6d×25 (3) pi	8	8,000/29,000	80!	20,000	2	
9	Mini-Missile Launchers (×8)	by mini-missile	3	1 mile	1	6	1	
10	Cupola Laser Rifle	8d (2) burn	12	1,300/3,900	10	35(5)	1	
9	Short-Range Missile Launchers (×8)	by missile	3	10 miles	1	6	1	
10	Forward Rail Gun Turret	6d×2 (3) pi	8	8,000/29,000	1×200	200	5	

Notes:
[1] Shots recharge at a rate of one per minute.
*Source: **Mercenaries***
Armament Changes: In ***Mercenaries***, this tank uses medium-range missiles instead of the shorts on the side launchers.

Aircraft

For all aircraft, the DR is semi-ablative; for every 10 points damage dealt before DR is subtracted, the DR is reduced by one point.
For characters wanting to own their own aircraft, Ally or Patron (for certain models) costs have been provided with the descriptions.

Aircraft Table
Piloting (Contragravity)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	LC
11^	Naruni OMAV Combat Pod	50	+2/2	10	15/150	1	0.1	+3	1S	1,750	–	$10M	2sT	0	1
11^	Naruni Crescent Moon Spaceplane	157	+3/3	11	30/2,100	30	0.4	+6	2+2SV	280	–	$10M	gt3WrWi	0	1

Piloting (Flight Pack)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	LC
9	Wilk's Jet Pack	14	+1/1	10f	6/60	0.12	0.1	-2	1	6	800	$10K	E	10	2
10	Triax Falcon 300 Jet Pack	13	+1/1	11f	6/60	0.12	0.1	-2	1	6	700	$9.2K	E	5	2

Piloting (Heavy Airplane)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	LC
9	IHA Air Castle Bomber	295	-4/4	12f	2/400	200	101.9	+9	14+5S	280	–	$16M	g5t8WrWi	160	0
10	AFC-050 Death's Head Transport	526	-4/4	10f	2/335	1,250	110.5	+10	9+384S	168	–	$100M	g7t	0	1

Piloting (Helicopter)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	LC
9	IHA Iron Eagle Attack Helicopter	109	0/4	11f	10/100	10	0.6	+4	4+2S	280	400	$300K	GH2Rrt	0	2

Piloting (High-Performance Airplane)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	LC
9	IHA Grey Falcon Attack Jet	132	+2/4	12f	20/675	18	0.1	+6	1S	105	2,000	$4M	g3WrWi	60	1
10	CS Nightwing Attack Aircraft	121	+2/4	12f	25/675	14	0.2	+6	2S	210	–	$10M	G3WrWi	0	1
11^	Naruni Boomerang Attack Aerodyne	109	+5/4	13	30/150	10	0.2	+5	2S	168	–	$2M	G3WrWi	0	1

Piloting (Vertol)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Stall	LC
9	NG-A70 Sky King	55	+2/2	11f	6/280	1.4	0.1	+2	1	85	–	$300K	E3RrWi	0	1
9	NG-M56 Multi-Bot (Aircraft Mode)	124	+2/3	12	6/120	15	0.8	+2	2+6S	200	–	–	gtX	0	3
10	AFC-023 Sky Cycle	49	+2/2	11f	20/260	1	0.1	+2	1	90	–	$200K	E3Wr	0	1

Coalition AFC-023 Skycycle (TL10)

Communications: Radio with 20 mile range and secure encryption.

Sensors: Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Small Radscanner (+6 bonus to detection, or ×10 range for signals). Small Tactical Ladar (20 mile range, track 10 targets out to 320 miles). Small Tactical Multi-Mode Radar (20 mile range in search mode; 2 mile range for imaging; can track 30 targets at 20 miles; identify at 2 miles).

Targeting Systems: Small Tactical Ladar (+3 to hit with an aimed ranged attack). Small Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	CR-21 Mini-Missile Launcher (×2)	by missile	3	1 mile	5	10	1
10	CR-4T Laser	6d×5 (2) burn	18	18,000/54,000	1	unlimited	1
10	Smoke Dispenser	spec (25 yd)	0	25 yd	1	6	1

Source: Rifts Main Book

Coalition AFC-050 Death's Head Transport (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Imaging Sensor Array (64× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Large Radscanner (+18 to detection, or ×1,000 range for signals). Large Tactical Ladar (200 mile range, track 10 targets out to 200 miles). Large Tactical Multi-Mode Radar (200 mile range in search mode; 20 mile range in imaging mode; can track 20 targets at once out to 200 miles; identify at 20 miles). Infrared Searchlights.

Targeting Systems: Large Tactical Ladar (+3 to hit with an aimed ranged attack). Large Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as a Patron: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	C-200H Rail Gun	8d×2 (3) pi	8	3,000/12,000	20	80,000	2
10	CR-51 Medium Range Missile Launcher	by missile	3	100 miles	4	10	1
10	CR-6T Laser Turrets (×6)	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1
10	Smoke Dispenser	spec (25 yd)	0	25 yd	1	12	1

Source: Rifts Main Book

Designer's Note: Back in the days when I was building these craft using 3e's *Vehicles*, I adamantly refused to attempt to build this craft. GURPS 4e makes it much easier to stat insane designs like this one.

Coalition Nightwing Attack Aircraft (TL10)

Communications: Radio with 200 mile range and secure encryption.

Sensors: Hyperspectral Surveillance Camera (8× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Medium Radscanner (+12 to detection, or ×100 range for signals). Medium Tactical Ladar (60 mile range, track 10 targets out to 60 miles). Medium Tactical Multi-Mode Radar (60 mile range in search mode; 6 mile range in imaging mode; track 10 targets at 60 miles; identify at 6 miles).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an

aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 15 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	High-Intensity Laser Turret	6d×5 (2) burn	18	18,000/54,000	1	unlimited	1
10	Wing-Mounted Short-Range Missile Launchers (×4)	by missile	3	10 miles	1	6	1
10	Pylon-Mounted Medium-Range Missiles	by missile	3	30 miles	6	6	1

*Source: **Mercenaries***

Armament Changes: In *Mercenaries*, this aircraft uses long-range missiles instead of medium-range on the pylons, and mediums instead of shorts in the wing-mounted launchers.

Northern Gun NG-A70 Sky King (TL9)

Communications: Radio with 10 mile range, encryption optional.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Small Tactical Ladar (10 mile range, track 10 targets out to 10 miles). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; can track 10 targets at once out to 10 miles; identify at 1 mile).

Targeting Systems: Small Tactical Ladar (+3 to hit with an aimed ranged attack). Small Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	NG-101 Rail Gun (×2)	8d (3) pi-	8	1,600/6,400	20	600	2
9	Mini-Missile Launchers (×2)	by missile	3	1 mile	2	6	1
9	NG-101 Heavy Laser	7d (2) burn	12	1,300/3,900	10	unlimited	1

*Source: **Rifts Main Book***

Northern Gun NG-M56 Multi-Bot (Aircraft Mode) (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; track 10 targets out to 10 miles; identify at 1 miles).

Targeting Systems: Small Tactical Multi-Mode Radar (+3 to hit on aimed attacks). Targeting software (+2 to effective Gunner skill). HUD. (Note: Targeting systems used only when fitted on the main Multi-Bot chassis.)

Weapons: None.

*Source: **Sourcebook 1***

IHA Grey Falcon Attack Jet (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Medium Tactical Ladar (30 mile range, track 10 targets out to 30 miles). Medium Tactical Multi-Mode Radar (30 mile range in search mode; 3 mile range in imaging mode; can track 30 targets at once out to 30 miles; identify at 3 miles).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	Forward Gatling Rail Gun	10d (3) pi-	8	1,800/7,200	40!	8,000	3
9	Medium-Range Missile Launcher (×2)	by missile	10	30 miles	1	4	1
9	Short-Range Missile Launcher (×4)	by missile	10	10 miles	1	4	1
9	Mini-Missile Launcher	by missile	10	1 mile	1	50	1

*Source: **Mercenaries***

Armament Changes: In *Mercenaries*, this aircraft uses long-range missiles instead of the mediums on the wings, and medium-range missiles instead of short-range missiles on the side launchers.

IHA Air Castle Bomber (TL9)

Communications: Radio with 1,000 mile range and basic encryption.

Sensors: Hyperspectral Imaging Sensor Array (32× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Large Tactical Ladar (100 mile range, track 10 targets out to 100 miles). Large Tactical Multi-Mode Radar (50 mile range in search mode; 5 mile range in imaging mode; can track 10 targets at once out to 50 miles; identify at 5 miles).

Targeting Systems: Large Tactical Ladar (+3 to hit with an aimed ranged attack). Large Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Note: The price listed in the stat block is for a jet fuel engine. A model with a nuclear reactor costs $20M.

Base Cost as a Patron: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	Vulcan Laser Turret (×2)	6d×2 (2) burn	18	2,900/8,700	40!	unlimited	1
9	Forward Vulcan Laser	6d×2 (2) burn	18	2,900/8,700	40!	unlimited	1
9	30mm Auto-Cannon Turrets (×3)	4d×10 (2) pi++	8	900/3,000	20!	4,000	3
9	Wing-Mounted Short-Range Missile Launchers (×8)	by missile	3	10 miles	1	6	1
9	Medium-Range Missile Launchers (×12)	by missile	3	100 miles	1	5	1
9	Bomb Bay	by bomb	3	–	30	200	3

Source: Mercenaries

Armament Changes: In *Mercenaries*, this aircraft uses medium-range missiles instead of the shorts on the wings, and long-range missiles instead of mediums underneath.

IHA Iron Eagle Attack Helicopter (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Small Tactical Ladar (10 mile range, track 10 targets out to 10 miles). Medium Tactical Multi-Mode Radar (30 mile range in search mode; 3 mile range in imaging mode; track 10 targets at 30 miles; identify at 3 miles). Medium Tactical Terahertz Radar (600 yard range; can track 10 targets out to range).

Targeting Systems: Small Tactical Ladar (+3 to hit with an aimed ranged attack). Small Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Small Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Note: The price listed in the stat block is for a jet fuel engine. A model with a nuclear reactor costs $4.8M.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	30mm Ramjet Autocannon Turret	4d×10 (2) pi++	8	900/3,000	20!	4,000	3
9	Mini-Missile Launchers (×2)	by missile	10	1 mile	12	24	1
9	Short-Range Missile Launchers (×2)	by missile	3	10 miles	1	4	1

Source: Mercenaries

Armament Changes: In *Mercenaries*, this aircraft uses medium-range missiles instead of short-range missiles. As an attack helicopter, similar to the modern AH-1 Cobra series, shorts fit the ground-attack role better.

Naruni NE-300 OMAV Combat Pod (TL11^)

Communications: Radio with 500 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (16× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 32×). Medium Radscanner (+14 to detection, or ×100 range for signals). Medium Tactical Ladar (150 mile range, track 10 targets out to 150 miles). Medium Tactical Multi-Mode Radar (150 mile range in search mode; 15 mile range in imaging mode; track 10 targets at 150 miles; identify at 15 miles). Medium Tactical Terahertz Radar (3,000 yard range; can track 10 targets out to range).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). Medium Tactical Terahertz Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 20 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
11	Particle Beam Turret	5d×20 (5) burn sur	15	120,000/360,000	1	unlimited	1
9	Mini-Missile Launchers (×2)	by missile	3	1 mile	2	6	1

Source: Mercenaries

Naruni CM-DW1000 Crescent Moon Delta-Wing Spaceplane (TL11^)

Communications: Radio with 500 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (16× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Medium Radscanner (+14 to detection, or ×100 range for signals). Medium Tactical Ladar (150 mile range, track 10 targets out to 150 miles). Medium Tactical Multi-Mode Radar (150 mile range in search mode; 15 mile range in imaging mode; track 10

targets at 150 miles; identify at 15 miles).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 20 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
11	Plasma Projector	8d×5 (2) burn ex	12	4,000/12,000	10	unlimited	2
10	Pulse Laser	6d×5 (2) burn	18	18,000/54,000	1	unlimited	1
	or	6d×2 cr ex	18	36,000/108,000	1	unlimited	1
9	Medium-Range Missile Launchers (×4)	by missile	3	10 miles	2	5	1
10	Nose Laser	6d×2 (2) burn	18	2,900/8,700	4	unlimited	1

*Source: **Mercenaries***

Naruni B-AA14 Boomerang Attack Aerodyne (TL11^)

Communications: Radio with 500 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (16× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Medium Radscanner (+14 to detection, or ×100 range for signals). Medium Tactical Ladar (150 mile range, track 10 targets out to 150 miles). Medium Tactical Multi-Mode Radar (150 mile range in search mode; 15 mile range in imaging mode; track 10 targets at 150 miles; identify at 15 miles).

Targeting Systems: Medium Tactical Ladar (+3 to hit with an aimed ranged attack). Medium Tactical Multi-Mode Radar (+3 to hit with an aimed ranged attack). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 20 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
10	Rail Gun Cannon	4d×4 (3) pi	8	3,000/12,000	80!	20,000	2
9	Short-Range Missile Launchers (×4)	by missile	3	10 miles	2	10	1

*Source: **Mercenaries***

Armament Changes: In ***Mercenaries***, this plane uses 4 mini-missile launchers instead of short-range missiles. I felt the damage from shorts fit the idea of being a ground-attack aircraft better, as those are more likely to take out tanks and combat robots with a single hit.

Triax Falcon 300 Jet Pack (TL10)

Communications: None.

Sensors: None.

Targeting Systems: None.

Base Cost as an Ally: 1 point; not recommended.

Weapons: None.

Note: The price listed in the stat block is for an electric fuel cell engine. A gasoline engine costs $6,000, while a nuclear reactor thruster costs $80,000. This jet pack is designed specifically for use with the T-43 Explorer full composite EBA.

*Source: **Sourcebook 1***

Wilk's Jet Pack (TL9)

Communications: None.

Sensors: None.

Targeting Systems: None.

Weapons: None.

Base Cost as an Ally: 1 point; not recommended.

Note: The price listed in the stat block is for an electric fuel cell engine. A gasoline engine costs $7,600, while a nuclear reactor thruster costs $70,000.

*Source: **Rifts Main Book***

Watercraft

For all watercraft, the DR is semi-ablative; for every 10 points damage dealt before DR is subtracted, the DR is reduced by one point.

Torpedoes use the same warheads as a medium-range missile, while depth charges are essentially mini-missiles (commonly explosive) that are fired into the water.

For characters wanting to own their own watercraft, Ally or Patron (for certain models) costs have been provided with the descriptions.

Watercraft Table
Boating (Large Powerboat)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Draft	LC
9	IHA Black Eel Torpedo Boat	80	+1/3	10f	35	4	0.4	+5	4S	50	800	$20K	gX	3	2
9	IHA Triton Patrol Boat	318	-1/4	12f	25	250	15	+9	50SA	200	–	$40M	3T	10	1

Shiphandling (Ship)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	Draft	LC
9	IHA Sea King Missile Cruiser	1,086	-3/5	12f	20	10,000	1,000	+12	108SA	3,000	–	$120M	St	12	0

IHA Black Eel Torpedo Boat (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Surveillance Camera (4× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 8×). Small Hydrophone (+8 to detection roll). Small Tactical Ladar (10 mile range, track 10 targets out to 10 miles). Small Tactical Multi-Mode Radar (10 mile range in search mode; 1 mile range in imaging mode; can track 10 targets at once out to 10 miles; identify at 1 mile). Medium Tactical Sonar (2,000 yard range; can track and identify 10 targets out to range).

Targeting Systems: Small Hydrophone (+3 to hit with torpedoes). Small Tactical Multi-Mode Radar (+3 to hit with aimed attacks). Medium Tactical Sonar (+3 to hit with aimed attacks). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as an Ally: 5 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	14mm Machine Gun Turret	13d pi+	8	600/1,800	40!	2,000	3
9	Heavy Torpedo Tube	by torpedo	3	2 miles	1	6	2
9	Depth Charge Launcher	by mini-missile	3	600	2	10	3

*Source: **Mercenaries***

IHA Triton Patrol Boat (TL9)

Communications: Radio with 100 mile range and basic encryption.

Sensors: Hyperspectral Imaging Sensor Array (32× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Personal Sound Detector (amplifies sound by 8×). Medium Hydrophone (+10 to detection roll). Medium Tactical Ladar (30 mile range, track 10 targets out to 30 miles). Medium Tactical Multi-Mode Radar (30 mile range in search mode; 3 mile range in imaging mode; track 10 targets at 30 miles; identify at 3 miles). Medium Tactical Sonar (2,000 yard range; can track and identify 10 targets out to range).

Targeting Systems: Medium Hydrophone (+3 to hit with torpedoes). Medium Tactical Multi-Mode Radar (+3 to hit with aimed attacks). Medium Tactical Sonar (+3 to hit with aimed attacks). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Base Cost as a Patron: 10 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	Mini-Missile Launcher	by missile	3	1 mile	16	160+320	3
9	Torpedo Tubes (×2)	by torpedo	3	10 miles	1	50	3
9	Rail Gun Turrets (×2)	10d (3) pi-	8	1,800/7,200	40!	8,000	2
9	Depth Charge Launchers (×2)	by mini-missile	3	600	1	50	3

*Source: **Mercenaries***

IHA Sea King Missile Cruiser (TL9)

Communications: Radio with 1,000 mile range and basic encryption.

Sensors: Hyperspectral Imaging Sensor Array (32× magnification). Tactical ESM Detector (+1 bonus, or uses own skill of Electronic Operations (EW)-12). Large Hydrophone (+12 to detection roll). Large Tactical Ladar (100 mile range, track 10 targets out to 100 miles). Large Tactical Multi-Mode Radar (100 mile range in search mode; 10 mile range in imaging mode; track 10 targets at 100 miles; identify at 10 miles). Large Tactical Sonar (20,000 yard range; can track and identify 10 targets out to range).

Targeting Systems: Large Hydrophone (+3 to hit with torpedoes). Large Tactical Multi-Mode Radar (+3 to hit with aimed attacks). Large Tactical Sonar (+3 to hit with aimed attacks). TacNet software (+2 to effective Tactics skill). Targeting software (+2 to effective Gunner skill). Multispectral Laser Sight (+1 to skill out to 1/2D range). HUD (+1 Acc within 300 yards). Can only benefit from one targeting system at a time.

Note: Only 12 in existence, and Free Quebec owns 4 of them.

Base Cost as a Patron: 25 points.

Weapons:

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl
9	Medium-Range Missile Launchers (×4)	by missile	3	10 miles	4	160	1

9	Torpedo Tubes (×6)	by torpedo	3	20 miles	1	100	1
9	Rail Gun Turrets (×2)	10d (3) pi-	8	1,800/7,200	40!	8,000	2
	8" Naval Guns (×2)	6d×50 (10) pi++	10	20 miles	1	30	5
	follow-up	2d×20 cr ex [10d]	–	–	–	–	–
	Depth Charge Launchers (×2)	by mini-missile	3	600	1	50+200	3

*Source: **Mercenaries***

Armament Changes: In ***Mercenaries***, this ship's description indicates that longs can be fired from the launchers. Given the lack of satellite support for aiming, it seems unlikely that anyone besides Free Quebec would have the resources to fire longs, and even they would be firing "blind".

Civilian Vehicles

By "civilian", these are vehicles that are not normally considered to be "combat" vehicles. This typically indicates vehicles used by the average person and/or the adventurer who is either down on his luck or doesn't use anything fancy.

It should be noted that many of the vehicles in the ***Basic Set***, p. B464, are available on the open market (with the notable exception of the APC, which may be available through Golden Age Weaponsmiths). Any of the vehicles below or in the Ground Vehicle Table on p. B464, except for the APC, may be available as the default vehicle granted at Status 0; do not take them as Allies.

For all vehicles, the DR is semi-ablative; for every 10 points damage dealt before DR is subtracted, the DR is reduced by one point.

Ground Vehicle Table
Driving (Automobile)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	LC
8	Big Boss ATV	50	-1/3	10f	3/75	1.4	0.4	+3	1+3	5	300	$4.8K	G4WX	4

Driving (Heavy Wheeled)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	LC
8	Mountaineer ATV	92	-3/4	10f	4/60	7.5	1.5	+5	1+4	5	600	$12.8K	g3W	4

Driving (Hovercycle)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	LC
9	NG Speedster	36	+2/2	11f	10/110	0.45	0.1	+1	1	5	800	$19.6K	E	4

Driving (Motorcycle)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Range	Cost	Loc	LC
7	Highwayman	25	+2/2	11f	9/90*	0.22	0.1	0	1	3	400	$4.8K	E2W	4
7	Wastelander	37	+1/2	12f	6/60	0.5	0.2	0	1	4	400	$3.6K	E2W	4

Big Boss ATV (TL8)
Communications: Radio with 10 mile range.
Sensors: Headlights.
Targeting Systems: None.
Weapons: None; a machinegun or laser rifle can be mounted on its exposed weapon mount, however.
Note: The price listed in the stat block is for a gasoline engine. Substituting an electric fuel cell engine costs $5,600.
*Source: **Rifts Main Book***

Mountaineer ATV (TL8)
Communications: Radio with 10 mile range.
Sensors: Headlights.
Targeting Systems: None.
Cargo: The Mountaineer has cargo space able to house 640 cubic feet of cargo (10' × 8' × 8').
Weapons: None
Note: The price listed in the stat block is for a gasoline engine. Substituting an electric fuel cell engine costs $14,000, while substituting a nuclear engine costs $100,000.
*Source: **Rifts Main Book***

NG Speedster Hovercycle (TL9)
Communications: Radio receiver designed for 10 mile range.
Sensors: Headlights.
Targeting Systems: None.
Weapons: None; an automatic rifle or laser rifle can be mounted on the front, however.
Note: The price listed in the stat block is for an gasoline engine. Substituting an electric fuel cell engine costs $22,000, while substituting a nuclear power plant costs $90,000.
*Source: **Rifts Main Book***

Highwayman Motorcycle (TL7)
Communications: Radio receiver designed for 10 mile range.
Sensors: Headlights.
Targeting Systems: None.
Weapons: None; an automatic rifle or laser rifle can be mounted on the front, however.
Note: The price listed in the stat block is for a gasoline engine. Substituting an electric fuel cell engine costs $5,800.
*Source: **Rifts Main Book***

Wastelander Motorcycle (TL7)
Communications: Radio receiver designed for 10 mile range.
Sensors: Headlights.
Targeting Systems: None.
Cargo: The Wastelander has a cargo container on the back able to house 15 cubic feet of cargo (5' × 3' × 1').
Weapons: None; a machinegun or laser rifle can be mounted on the front, however.

Note: The price listed in the stat block is for a gasoline engine. Substituting an electric fuel cell engine costs $4,200.

*Source: **Rifts Main Book***

Robots

The robots listed below are semi-autonomous robots, as opposed to the robot vehicles listed above. They invariably possess a rudimentary artificial intelligence. Although it is possible to build character templates off the entries below, they are not available as PCs, except in *rare* occasions; usually, this would be accomplished by using the robot body for a full-conversion borg, in which case the IQ, Will, and Per stats, the AI meta-trait, and pre-programmed skill packages would be left off the template.

Most of the robots in this section possess one of three skill programs, which are listed below.

Labor Package: Driving/TL9 (Construction Equipment)-12; Electrician/TL9-12; Explosives/TL9 (Demolition)-12; Lifting-12; Masonry-12; Professional Skill/TL9 (Miner)-12; Housekeeping-12; Professional Skill/TL9 (Construction Worker)-12. **Cost:** $20,000.

Mining Package: Same as the Labor Package, but add Engineer/TL9 (Mining)-12 and Expert Skill (Minerals)-12. **Cost:** $30,000.

Combat Package: Beam Weapons/TL9 (Rifle)-12; Boxing-12; Broadsword-12; Camouflage-11; Driving/TL9 (Heavy Wheeled)-11; Driving/TL9 (Tracked)-11; Gunner/TL9 (Beams)-12; Gunner/TL9 (Cannon)-12; Gunner/TL9 (Machine Gun)-12; Guns/TL9 (Grenade Launcher)-12; Guns/TL9 (LAW)-12; Guns/TL9 (Light Machine Gun)-12; Guns/TL9 (Rifle)-12; Knife-12; Soldier/TL9-12; Tactics-10; Throwing-12; Wrestling-12. **Cost:** $50,000.

Triax and Coalition models increase the technological skills to TL10 for twice the cost. Archie's combat robots use similar skill packages, but with the technological skills boosted to TL11.

AA-10 Bottweiler (TL11)

The Bottweiler is a robot guard and attack dog produced by Archie-3. Similar models, albeit made from lesser technology (TL10 or even TL9), may be found in many of the technological centers of the known world. These other models are produced primarily by Triax, the Coalition, or Northern Gun. May also make loyal pets for their owners.

ST: 29; **DX:** 11; **IQ:** 5; **HT:** 11.
Will: 12; **Per:** 12; **Speed:** 5.5; **Dodge:** 9
Move: 8
SM: 0 (6 ft), 400 lbs.
Cost: $250K

Traits: AI; Automaton; Blunt Claws; Combat Reflexes; Compulsive Behavior (Canine Behaviors); DR 10; Domestic Animal; Discriminatory Hearing; Discriminatory Smell; Electrical; Enhanced Move (Ground) 1 (Move 16); Fangs; Hyperspectral Vision; Machine; Parabolic Hearing 3; Quadruped; Sexless; Telescopic Vision 2; Ultrahearing.
Skills: Brawling-12; Stealth-12; Swimming-11; Tracking-13.
Damages: Bite 3d-1 imp; Pounce 3d+2 cr; Kick 3d+3 cr.

Coalition FASSAR-20 Skelebot (TL10)

The Skelebot is a Coalition robot designed for front-line combat. It gets its name from the fact that it was designed to look like a walking skeleton, allegedly to strike fear into the hearts of the Coalition's enemies who would be facing these soulless killing machines on the field of battle. As expected, the Combat Skill Program comes standard.

ST: 29; **DX:** 14; **IQ:** 10; **HT:** 12.
Will: 10; **Per:** 12; **Speed:** 6.5; **Dodge:** 10
Move: 6.
SM: 0 (7 ft), 390 lbs.
Cost: $600K

Traits: AI; Automaton; Cannot Learn; Combat Reflexes; Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Hyperspectral Vision; Machine; Maintenance (1 person, Monthly); Numb; Radar (360° Arc; Multi-Mode; Targeting); Sexless; Telescopic Vision 2; Vibro-Shortswords.
Skills: Combat Skill Package; Shortsword-14.
Damages: Punch 3d-1 cr; Kick 3d cr; Vibrosword Swing: 6d+2 (3) cut; Vibrosword Thrust: 3d+3 (3) imp.
Equipment: CV-213 Variable Laser Rifle (see CV-212 Variable Laser Rifle in table above, but with unlimited shots due to being tied into the Skelebot's own radiothermal generator).

Monst-Rex (TL11)

The Monst-Rex are the mounts of the enigmatic Shemarrians, appearing to be animals that have undergone cybernetic enhancements. Their programming permits them to maintain this illusion. Only a handful are outfitted as riding mounts for Shemarrians; a good number more are roaming freely across North America, believed to be feral beasts escaped from wherever the Shemarrians bred them.

ST: 50; **DX:** 9; **IQ:** 11; **HT:** 12
Will: 11; **Per:** 11; **Speed:** 5.25; **Dodge:** 9
Move: 9
SM: +2 (16 ft), 2,000 lbs.

Traits: AI; Discriminatory Smell (Profiling); DR 25; Enhanced Move 3.5 (Move 108); Hyperspectral Vision; Laser Cannon; Long Spines; Machine; Parabolic Hearing 2; One-Way Fluency (American and Dragonese); Plasma Cannon; Quadruped; Radar; Sharp Teeth; Striker (Crushing; Tail); Talons; Telescopic Vision 2; Ultrahearing; Vibration Sense.
Skills: Brawling-12; Climbing-12; Mount-13; Stealth-11; Swimming-14; Tactics-12.
Damages: Bite 5d+6 cut; Claws 5d+6 cut/imp; kick 5d+7 cut/imp; Plasma Cannon 6d×10 (2) burn ex; Laser 6d×5 (2) burn.

Northern Gun NG-W9 Light Labor Bot (TL9)

The Northern Gun Light Labor Bot is a slightly larger than human-sized robot intended to replace human beings in hazardous labor areas. They are a popular model used mainly for construction and mining purposes. The Labor Program comes standard.

ST: 37; **DX:** 12; **IQ:** 11; **HT:** 11
Will: 11; **Per:** 11; **Speed:** 5.75; **Dodge:** 8
Move: 6.
SM: +1 (8 ft 4 in), 800 lbs.
Cost: $400K

Traits: AI; Automaton; Cannot Learn; Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Hyperspectral Vision; Laser Finger (Burning Attack 2d (2); Reach C, 1); Machine; Maintenance (1 person, Monthly); Numb; Radar (360° Arc; Multi-Mode; Targeting); Sexless; Telescopic Vision 2.
Skills: Labor Skill Package.
Damages: Punch 4d-1 cr. Kick 4d cr. Laser Finger 2d (2) burn.

Northern Gun NG-W10 Heavy Labor Bot (TL9)

The Heavy Labor Bot resembles a ten and a half foot tall replica of the larger NG-V10 Labor Mech. The Mining Program comes standard in the robot; the majority of them work in mines and salvage yards.

ST: 43; **DX:** 9; **IQ:** 10; **HT:** 10
Will: 10; **Per:** 10; **Speed:** 4.75; **Dodge:** 7
Move: 6.
SM: +1 (10 ft 5 in), lbs.
Cost: $800K

Traits: AI; Automaton; Cannot Learn; Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Hyperspectral Vision; Machine; Maintenance (1 person, Monthly); Numb; Radar (360° Arc; Multi-Mode; Targeting); Sexless; Talons (one hand only); Telescopic Vision 2.

Skills: Mining Skill Package.
Damages: Claw 5d-1 cut/imp; Punch 5d-1 cr; Kick 5d cr; Claw Laser 4d (2) burn, 3d-1 (2) burn, 2d+1 (2) burn, or 2d-1 (2) burn.

Triax DV-12 Dynabot (TL10)

Triax developed the Dynabot as a combat model designed to replace human beings in the New German Republic's war with the Gargoyle Empire. The bot is also sold in North America as a labor bot; the combat package for the robot is sold separately, but may be installed on a successful Computer Programming skill check.

ST: 31; **DX:** 12; **IQ:** 10; **HT:** 12.
Will: 10; **Per:** 10; **Speed:** 6; **Dodge:** 9
Move: 6.
SM: 0 (7 ft), 500 lbs.
Cost: $800K for combat; $700K for labor. $100K for the combat program.

Traits: AI; Automaton; Cannot Learn; Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Hyperspectral Vision; Laser Finger Gun (Burning Attack 4d (2); Range 10/20; Variable); Machine; Maintenance (1 person, Monthly); Numb; Radar (360° Arc; Multi-Mode; Targeting); Sexless; Telescopic Vision 2. Combat program adds Combat Reflexes. Labor and Mining programs increases IQ to 12.
Skills: Labor or Mining Skill Package; combat models will have the Combat Skill Package instead.
Damages: Punch 3d cr. Kick 3d+1 cr. Laser Finger 4d (2) burn, 3d (2) burn, or 2d (2) burn.
Equipment: Concealed ion rod.

Other Equipment

Note: Due to the difference between the GURPS $ and Rifts Universal Credit, any equipment in the *Rifts* main book, *Sourcebook 1*, or *Mercenaries* that is not listed here or in a published GURPS supplement is available at a rate of G$1 per 5 credits.

Tools

Wilk's Portable Laser Torch (TL10)

A laser torch put out by Wilk's Laser Designs, this is designed for cutting and welding metal and laminates. In appearance, it resembles a small gun connected to a power pack. The power pack is powered by a pair of standard C-cells. In a pinch, it can be used as a weapon, but it only does 1d-3 (2) burn damage, with a jet up to 1 yard long (usually much shorter, about half a foot). Any workshop for the Mechanic skill is assumed to have at least one of these, and many mechanics purchase one for their portable tool kits. **Cost:** $1,400.

Wilk's Laser Wand (TL10)

A small pen or pocket flashlight sized item, about 6 inches long. It is designed for detail laser work on electronics, and cannot be used as a weapon, doing *at most* 1 (2) burn damage. The wand is powered off an A-cell, which works for six hours. Any tool kit for the Electronics Repair skill is assumed to have one of these. **Cost:** $400.

Sensory Equipment

Infrared Distancing Binoculars (TL9)

This is primarily a set of binoculars with an active infrared sensor, laser rangefinder, and built-in crosshairs; very common. **Cost:** $1,200.

Multi-Optic Helmet (TL9)

This is simply a set of optics that can be fitted in any standard helmet that doesn't already feature these functions. It includes a HUD for smartgun electronics, infrared illuminator, telescopic sights, and a thermo-imager. Grants Protected Vision, Telescopic Vision 2, Infravision, Night Vision 5, and +2 to the Acc of any weapon; this does not stack with any scope that grants similar abilities. (Telescopic Vision, Night Vision, and the Acc bonus all increase by +2 for TL10 models from the Coalition and Triax, for twice the cost.) **Cost:** $2,900.

Optics Band (TL9)

This is a set of goggles with adjustable lenses used for close work; it includes infrared and ultraviolet sights, magnifying lenses, passive night sights, and a set of colored filters. Grants Hyperspectral Vision, Protected Vision, and Microscopic Vision 2. **Cost:** $800.

Medical Equipment

First Aid Kit (TL9)

A complete kit for treating wounds; contains bandages, a tube of protein healing salve, a pair of splints, and medical adhesive tape. Considered *basic* equipment for First Aid. **Cost:** $50.

Protein Healing Salve (TL9)

This is a special high protein chemical solution for treating burns, cuts, and rashes. A tube holds 8 ounces of salve, and is good for about 100 doses. Effectively grants Rapid Healing to the applied area. **Cost:** $20; included in most first aid and crash kits.

Palm Bio-Unit (TL9)

This palm-sized biological analyzer gives a quick reading of a person's vital signs – body temperature, blood pressure, respiration, and hydration – simply by inserting his finger into the finger housing. The readings take about 10-20 seconds. Use of this unit gives +1 to Diagnosis and Physician rolls. **Cost:** $150.

RMK Robot Medical Kit, "Knitter" (TL10)

A medical kit developed through applied micotechnology. The kit consists of six robots, each about the size of a shirt button, that seek out and treat cuts in the skin. One sprays the cut with a disinfectant, another sprays antibiotics, a third cuts away dead or infected tissue, while the other three work to sew the cut closed. When the cut is repaired, the tiny robots return to their carrying unit to refill their supplies. This kit is of no use against internal injuries, but is good against cuts, scrapes, bruises, bullet holes, and stab wounds. The robots have an effective skill of First Aid-15. These are available from Triax, Northern Gun, Lazlo, and the Coalition; very few other places are able to produce them. **Cost:** $4,800.

IRMSS Internal Robot Medical Surgeon System (TL10)

A true development of Pre-Rifts nanotechnology, the IRMSS injects hundreds of nanoscopic robots into a person's bloodstream to repair internal injury. The nanites have an effective skill of Surgeon-12 against internal bleeding, minor damage to internal organs, and similar maladies. The nanites have an active life of about an hour, after which they will be flushed from the person's system; they are not reusable. Each IRMSS is good for 4 uses. These are available from Triax, Northern Gun, Lazlo, and the Coalition; no other places selling in North America are able to produce them. **Cost:** $8,400.

Wilk's Laser Scalpel (TL10)

This is a laser tool designed for delicate surgery, generally used by fixers and cyber-docs. It is not meant to be used as a weapon, as it has a three inch range; the most it will do is 1d-4 (2) burn damage, if used as a knife. The scalpel is powered off a B-cell, which works for twelve hours. Any set of surgical tools is assumed to have one of these. **Cost:** $500.

Magical Equipment

TW Globe of Daylight Flare (TL 6^)

This techno-wizard (magic) device comes in two styles; one resembles a small grenade and can be fired from any standard 40mm grenade launcher or flare gun, the other appears similar to a roman candle. Both shoot into the air and create a globe that shines with true sunlight which lasts for 2d minutes. This sunlight is enough to keep vampires at bay, but won't do lasting damage. **Cost:** $400. **Spells Needed to Create:** Sunlight, Power. **Energy to Create:** 1,150.

TW Storm Flare (TL 6^)

This techno-wizard (magic) device comes in two styles; one resembles a small grenade and can be fired from any standard 40mm grenade launcher or flare gun, the other appears similar to a roman candle. Both shoot into the air and create a downpour of rain over a 50 foot radius area that lasts 1d minutes. **Cost:** $2,000. **Spells Needed to Create:** Rain, Power. **Energy to Create:** 1,200.

TW Water Field (TL 6^)

This relatively silly-looking techno-wizard (magic) device is quite popular among those who must travel in vampire-infested areas or hunt vampires themselves. It appears as an umbrella with no protective membrane which is worn on the back; the "umbrella's" framework is really a sprinkler system that sprays a field of water all around the user. It doesn't require a tank of water (that's created by magic). It costs the user 2 energy to use, and lasts for five minutes (long enough to hold off a vampire). **Cost:** $1,000. **Spells Needed to Create:** Water Jet. **Energy to Create:** 600.

Miscellaneous Equipment

Portable Language Translator (TL9)

A portable microphone and speaker attachment hooked to a headset, this unit is able to translate effortlessly between the following languages: American, French, Spanish, Euro, Techno-Can, Cajun, Pennsylvania Dutch, Navajo, Iroquois, Cherokee, Inuit, Sioux, Huron, Chinook, Dragonese, Faerie Speak, and Demongogian. Other languages can be programmed into it, given time. It is unable to translate written text. Because of the nature of human (and non-human) languages, a roll of 3d is required for any difficult concepts, idioms, and figures of speech; a roll of 14 or more indicates a mistranslation. **Cost:** $1,920

PC-3000 Portable Computer (TL9)

A portable computer which is common among city rats of the cities. Operating system contains a graphical user interface with an available command prompt. This particular model is put out by Northern Gun; clones are available from Manistique, the Coalition, and Lazlo. Disk space and memory alter greatly, but are commonly measured in terabytes and gigabytes, respectively (pre-Rifts models may reach into petabytes and terabytes, respectively). **Cost:** $900

Wilk's PC-2020 Field Identifier (TL9)

This portable computer, roughly the size of a briefcase when closed up, comes standard with an optic scanner, flat-screen display, and holographic projector. The computer can be used as a standard computer, but comes standard with an identifier program that can recognize 6,000 vehicles, 21,000 animal species, 40,000 insects, and 50,000 plants and fruits. The data focuses primarily on the survival aspects: dangerous and friendly life forms and can identify whether a plant, fruit, or animal is poisonous or edible. Knowledge is limited to the American continent; Triax produces a similar model with knowledge limited to Europe. Gives +1 to Survival skill. **Cost:** $3,800.

Sonic Flea & Tick Repellant (TL8)

This small unit, about the size of a cigarette lighter, produces white noise inaudible to cats, dogs, and humans, but audible to insect and arachnid life. This prevents those who travel in the wilderness from becoming infested with fleas, ticks, and lice. The unit's battery (equal to an A cell) has an effective life of two months. **Cost:** $10.

NG-S2 Basic Survival Pack (TL9)

This pack from Northern Gun has become the standard issue wilderness survival kit across North America. It includes a 2-person tent, an insulated sleeping bag, flashlight, compass, inertial mapper,

short-range radio, first aid kit (above), fishing line, fish hooks, set of snares for small game, cutting wires for firewood, fire starter, survival knife, four signal flares, 30 feet of lightweight nylon cord, 4 spikes, a small mallet, bar of soap, washcloth, towel, mess kit, canteen, and food ration bag. **Cost:** $600.

Author's Notes

Books used so far: ***Rifts*** (original), ***Sourcebook 1*** (original), ***Conversion Book 1*** (original), ***Mercenaries***, ***World Book 1: Vampire Kingdoms*** (original).

Books currently being converted: ***World Book 2: Atlantis***.