



This kit is geared to make your job as a Palladium Game Master easier and to help you promote Palladium Books. This kit includes the following:

- Game Master Reference Sheet – This is a cheat sheet for the Game Master. Vital Game Master information is available at your fingertips.
- Rifts Combat Matrix – This useful Game Master aid will allow you to streamline combat in your game, organize initiative rolls and easily keep track of number of attacks.
- Rifts Skill List – Need to look up a skill percentage or even W.P. bonuses? This is not only a useful Game Master tool, but an excellent aid when creating characters.
- Alphabetized Spell Sheet – This quick reference for magic users lists all spells that are currently in print in the Rifts Book of Magic, along with the page number. Again, this is another dual purpose aid for both Game Masters and players.
- 'Borg Worksheet – Need to design a 'Borg as a pre-generated character? These worksheets allow you to customize your 'Borg character and easily keep track of all of the 'Borg's cybernetic and bionic enhancements.
- Rifts Mini-Posters – The mini-posters can be used to advertise the game you are running at your local store or convention. Post them at your table or where allowed at the convention. Finally, if anyone is interested in receiving Weekly Updates and Press Releases from Palladium, have them write down their email addresses and pass the list along to Palladium Books.
- Rifts Character Sheets & G.M. Logs – These are the classic character sheets, G.M. Experience Log, Mercenary Company Sheet, Robot Combat/Vehicle Log and Traveling Show Creation Sheet. They're up on our website, but we thought we'd save you some time and include them here.
- Rifts Sample Characters – 20 complete characters to hand out to players, use as NPCs, etc.

Game Master Reference Sheet



Role-Playing Game, Ultimate Edition



Ready N.P.C. Names

Shooting Missile Volleys

- Defender must have an attack available.
- Can only attack one missile (if volley).
- Must deplete missile's M.D.C.
- Roll percentiles:
 - 01-30%** One additional missile is destroyed.
 - 31-60%** Half of the missiles are destroyed.
 - 61-00%** The entire volley is destroyed!
- If the character uses missiles instead, roll:
 - 01-75%** The entire volley is destroyed.
 - 100%** chance if an equal number of missiles are used.

Saving Throws

Acid: None – Dodge!
Curses: 15 or higher.
Diseases: 14 or higher.
Lethal Poison: 14 or higher.
Non-Lethal Poison: 16 or higher.
Harmful Drugs: 15 or higher.
Insanity: 12 or higher.
Spell Magic: 12 or higher.
Ritual Magic: 16 or higher.
Psionics:
 10 or better for Master Psychics
 12 or better for Major & Minor Psychics.
 15 or better for ordinary people.

Magic Combat – Casting Time

Levels 1-5: Take 1 melee attack.
 Levels 6-10: Take 2 melee attacks.
 Levels 11-15: Take 3 melee attacks.
 Spells of Legend: Take 3 melee attacks.

Magic and Body Armor

- Need to expend 20% more P.P.E.
- Roll on the table below for various spell effects:
 01-20% Reduce Damage or effects by 1D4x10%.
 21-40% Reduce Duration by 1D4x10%.
 41-60% Reduce Range by 1D4x10%.
 61-80% Reduce Range & Duration by 20%.
 81-00% Lucked out, no problems.

Ranged Combat References

All Ranged Attacks: Requires a roll of 8 to strike (including W.P. & Sniping bonuses).
Aimed Shot: +2 to strike (takes 2 attacks).
Called Shot: No bonuses, takes 2 attacks and can hit very small or difficult targets.
Aimed Called Shot: +2 to strike, can hit small, difficult targets, takes 3 attacks.
Shooting Blind: -10 to strike.
Shooting Bursts: Reduce strike bonus by ½.
Shooting Wild: -6 to strike.
Shooting 30% Beyond Normal Range: -5 to strike.
Target is Moving: -1 to strike, -1 additional per 50 mph (80 km) beyond 20 mph (32 km), and -1 for evasive action.
Target is Behind Cover: Requires Called Shot. Impossible to hit if full cover.
Dodging Gunfire, within 10 feet (3 m): -10 to dodge.
Dodging Gunfire, within 50 feet (15.2 m): -5 to dodge.

Supernatural Strength & Damage			
P.S.	Restrained Punch	Full Punch	Power Punch
15 or less	1D6 S.D.C.	4D6 S.D.C.	1D4 M.D.
16 - 20	3D6 S.D.C.	1D6 M.D.	2D6 M.D.
21 - 25	4D6 S.D.C.	2D6 M.D.	4D6 M.D.
26 - 30	5D6 S.D.C.	3D6 M.D.	6D6 M.D.
31 - 35	5D6 S.D.C.	4D6 M.D.	1D4x10 M.D.
36 - 40	6D6 S.D.C.	5D6 M.D.	1D6x10 M.D.
41 - 50	1D6x10 S.D.C.	6D6 M.D.	2D4x10 M.D.
51 - 60	1D6 M.D.	1D6x10 M.D.	2D6x10 M.D.

Quick Page Reference:
Black Market Bionics: Page 48
Coalition Combat Weapons: Page 257
Coalition Military Gear: Page 240
Common Gear: Page 261
Experience Tables: Page 295
Hand to Hand Tables: Page 347
Insanity Rules/Tables: Page 332
Missile Stats & Prices: Page 256
Missile Table: Page 363
Perception Rolls: 367
Robot Combat Damage Tables: Page 353
Robot & Power Armor Combat: Page 351

Robot Strength & Damage			
P.S.	Restrained Punch	Full Punch	Power Punch
15 or less	1D6 S.D.C.	2D6 S.D.C.	4D6 S.D.C.
16 - 20	2D6 S.D.C.	1 M.D.	1D6 M.D.
21 - 25	6D6 S.D.C.	1D4 M.D.	2D4 M.D.
26 - 30	1D4 M.D.	1D6 M.D.	2D6 M.D.
31 - 35	1D4 M.D.	2D4 M.D.	4D4 M.D.
36 - 40	1D4 M.D.	2D6 M.D.	4D6 M.D.
41 - 50	1D6 M.D.	3D6 M.D.	1D6x10 M.D.
51 - 60	2D6 M.D.	6D6 M.D.	2D6x10 M.D.

Attributes	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q.: One time bonus to skills	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E.: Save vs Psionic Attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
Save vs Insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A.: Trust/Intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S.: Hand to Hand Combat Damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P.: Bonus to Strike, Parry & Dodge	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E.: Save vs Coma/Death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
Save vs Magic/Poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B.: Charm/Impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd.: Yards/meters per melee, running	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150

Rifts® Combat Matrix

The Rifts® Combat Matrix is a combination chart for keeping track of individual attacks and the number of melees, and a quick reference tool for the Game Master. Combat is somewhat inevitable in most games and keeping all the information organized can be a daunting task to newer Game Masters. Well now with the Rifts Combat Matrix, battles can flow a bit more smoothly.

Top of the Combat Matrix

Character/N.P.C. Name	Initiative Roll	Perception Bonus	H.F. Size	Magic Save	Physical Save	Position or Bonus	Prey	Detect Ambush	Detect Concealment

The top of the matrix has a section to list the names of all of the Player Characters, NPCs and villains or monsters. Write all the names down then when combat is expected, write down each character's initiative in the "Initiative Roll" column. The remaining columns are reference information for the Game Master. You might want to collect this information ahead of time from the players. Sometimes it adds a little suspense to a game if a player doesn't know what he or she is rolling for. For example, if the players are in a seedy bar known for pick pockets and one of the players is "accidentally" bumped into by a patron, and I tell the player to make a Perception Roll and the roll is pathetic, the player knows the character probably had his pocket picked. On the other hand, if we replay that last scene and I just tell the player to roll me a D20 and the roll is low, then I just tell him "a guy just brushed by you on the way out," or if the player rolls very high, then I say "a guy brushed by you on the way out and you see him quickly putting something the size of a Universal Credit Card in his pocket and when you check, yours is missing!" Another example is the ambush. What surprise is it to the player if a G.M. tells the players to roll their Detect Ambush skill? Gee, could an ambush be coming? On the other hand, the Game Master can just tell his players to roll percentile dice. Those who make the roll see

a glint of a gun barrel reflecting in the distance, while those who fail may lose initiative and their first melee attack. In the end, Game Masters, you should do what works best for you. Use this information as you see fit for your game.

The remainder of the combat matrix is to keep track of melees and melee attacks. After initiative has been rolled, write down from first to last your initiative order next to the first set of boxes.

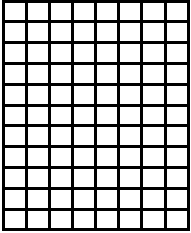
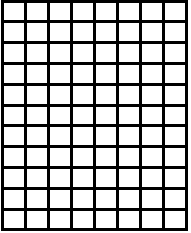
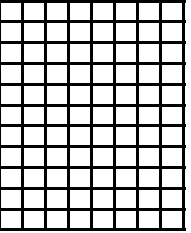
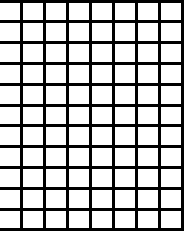
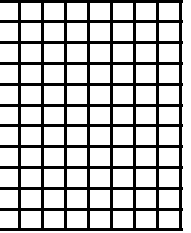
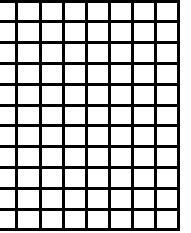
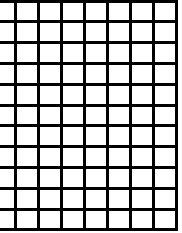
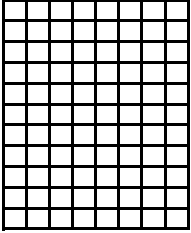
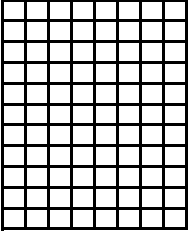
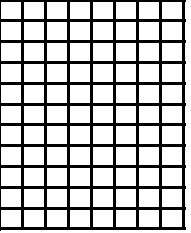
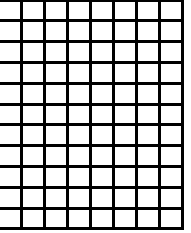
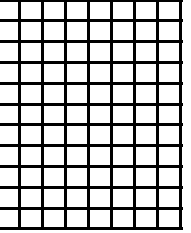
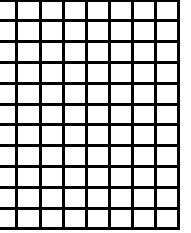
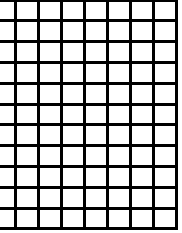
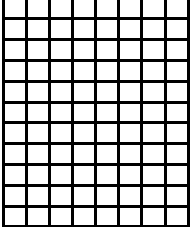
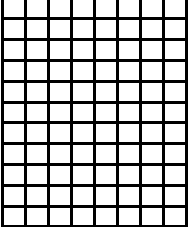
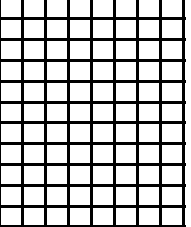
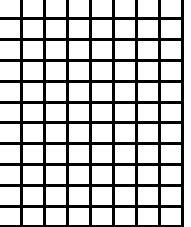
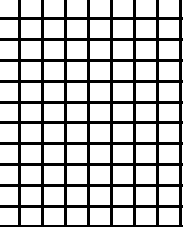
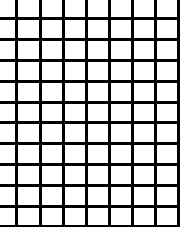
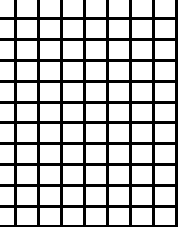
Character/N.P.C. Name	Melee

The boxes next to each name represent attacks per melee. The average character will have 5 to 7 attacks per melee. Starting at the top of the list and working your way down, place a slash in the first box to indicate that the character has used his first melee attack. In some instances, characters may be put on the defensive and may have to use several of their attacks dodging. As each melee attack is used, place a slash in the next box. For characters who have more than 8 melee attacks, just make a slash going in the other direction so you have an "X" in the box. Finally, I also find it useful for keeping track of when magic users cast their spells. If the character decides to go for a high level spell and it is going to take three attacks to cast, I'll mark the first two boxes with slashes and the third box with an "S" so I know that the character's spell is going to be cast on that attack. It is also useful for determine the duration of spells. If a character is caught in a Magic Net spell and is trying to cut his way out, I can plot it out on the matrix to let me know when he has finally cut his way free.

Each melee round has its own set of boxes to represent numerous characters.

Rifts® Combat Matrix

Character/N.P.C. Name	Initiative Roll	Perception Bonus	H.F. Save	Magic Save	Psionic Save	Penalties or Bonuses	Prowl	Detect Ambush	Detect Concealment
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Character/N.P.C. Name	Melee _____	Melee _____	Melee _____	Melee _____	Melee _____	Melee _____	Melee _____
_____							
_____							
_____							

Rifts® Quick Reference Skill List

Communication Skills

Barter (30%+4%)
Creative Writing (25%+5%)
Cryptography (25%+5%)
Electronic Countermeasures (30%+5%)
Language: Native Tongue (88%+1%)
Language: Other (50%+3%)
Laser Communications (30%+5%)
Literacy: Native Language (40%+5%)
Literacy: Other (30%+5%)
Optic Systems (30%+5%)
Performance (30%+5%)
Public Speaking (30%+5%)
Radio: Basic (45%+5%)
Sensory Equipment: (30%+5%)
Sign Language (25%+5%)
Sing (35%+5%)
Surveillance (30%+5%)
T.V./Video (25%+5%)

Cowboy Skills

Branding (50%+5%)
Breaking/Taming Wild Horse (20%+5%)
Herding Cattle (30%+5%)
Horsemanship: Cowboy (66%/50%+3%)
Horsemanship: Exotic (30%/20%+5%)
Lore: American Indians (25%+5%)
Lore Cattle/Animals (30%+5%)
Roping (20%+5%)
Trick Riding: See RUE page 306.
W.P. Rope

Domestic Skills

Brewing (25%/30%+5%)
Cook (35%+5%)
Dance (30%+5%)
Fishing (40%+5%)
Gardening (36%+4%)
Housekeeping (35%+5%)
Play Musical Instrument (35%+5%)
Recycle (30%+5%)
Sewing (40%+5%)
Sing (35%+5%)
Wardrobe & Grooming (50%+4%) +1 to P.B.

Electrical Skills

Basic Electronics (30%+5%)
Computer Repair (30%+5%)
Electrical Engineer (35%+5%)
Electricity Generation (50%+5%)
Robot Electronics (30%+5%)

Espionage Skills

Detect Ambush (30%+5%)
Detect Concealment (25%+5%)
Disguise (25%+5%)
Escape Artist (30%+5%)
Forgery (20%+5%)
Impersonation (30%/16%+4%)
Intelligence (32%+4%)
Interrogation (30%+5%)
Pick Locks (30%+5%)
Pick Pockets (25%+5%)
Sniper (+2 to strike on Aimed Shot)
Tracking (people) (25%+5%)
Undercover Ops (30%+5%)
Wilderness Survival (30%+5%)

Horsemanship Skills

Horsemanship: General (40%/20%+4%)
Horsemanship: Cowboy (66%/50%+3%)
Horsemanship: Cossack (55%/45%+5%)
Horsemanship: Cyber-Knight (70%/50%+3%)
Horsemanship: Equestrian (40%/30%+5%)
Horsemanship: Exotic (30%/20%+5%)

Mechanical Skills

Aircraft Mechanics (25%+5%)
Automotive Mechanics (25%+5%)
Basic Mechanics (30%+5%)
Bioware Mechanics (30%+5%)
Locksmith (25%+5%)
Mechanical Engineer (25%+5%)
Robot Mechanics (20%+5%)
Vehicle Armorer (30%+5%)
Weapons Engineer (25%+5%)

Medical Skills

Animal Husbandry (35%+5%)
Brewing: Medicinal (25%/30%+5%)
Crime Scene Investigation (35%+5%)
Cybernetic Medicine (40%/60%+5%)
Entomological Medicine (40%/20%+5%)
Field Surgery (16%+4%)
First Aid (45%+5%)
Forensics (35%+5%)
Holistic Medicine (30%/20%+5%)
Pathology (40%+5%)
Paramedic (40%+5%)
Medical Doctor (60%/50%+5%)
Psychology (35%+5%)
Veterinary Science (50%+4%)

Military Skills

Camouflage (20%+5%)
Demolitions (60%+3%)
Demolitions Disposal (60%+3%)
Demolitions: Underwater (56%+4%)
Field Armorer & Munitions Expert (40%+5%)
Find Contraband (26%+4%)
Forced March
Military Etiquette (35%+5%)
Military Fortification (30%+5%)
Naval History (30%+5%)
Naval Tactics (25%+5%)
NBC Warfare (35%+5%)
Parachuting (40%+5%)
Recognize Weapon Quality (25%+5%)
Trap/Mine Detection (20%+5%)

Physical Skills

No Hand to Hand Combat Skill
Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Arts
Hand to Hand: Assassin
Hand to Hand: Commando
Acrobatics: +1 to P.S., P.P., P.E., +2 to roll, +1D6 S.D.C.
Aerobic Athletics: +1 to disarm and pull punch, +2 to kicking damage, +2D4 S.D.C.
Athletics (General): +1 to P.S., parry, dodge, roll, +1D6 to Spd., +1D8 to S.D.C.
Body Building & Weight Lifting: +2 to P.S., +10 S.D.C.
Boxing: +2 to P.S., +2 to parry and dodge, +1 to roll, +1 attack per melee round, and +3D6 S.D.C.

Climbing (40%/30%+5%)
Fencing: +1 to strike and parry, +1D6 to damage.
Forced March: +2 to P.E., +1D4 to Spd., +2D6 S.D.C.
Gymnastics: +2 to P.S., +1 to P.P., +2 to P.E. and roll, +2D6 S.D.C.
Juggling (35%+5%) +1 to initiative.
Kick Boxing: +1 to P.S., P.E., +1D10 S.D.C.
Outdoorsmanship: +1 to P.E. and +2D6 S.D.C.
Physical Labor: +2 to P.S., +1 to P.E. and +2D8 S.D.C.
Prowl (25%+5%)
Running: +1 to P.E., +4D4 to Spd., and +1D6 S.D.C.
Swimming (50%+5%)
SCUBA (50%+5%)
Wrestling: +2 to P.S., +1 to P.E. and roll, +4D6 to S.D.C.

Pilot Skills

Airplane (50%+4%)
Automobile (60%+2%)
Bicycling (44%+4%)
Boat: Motor, Race & Hydrofoil (55%+5%)
Boat: Paddle Types/Canoe/Kayak (50%+5%)
Boat: Sail Type (60%+5%)
Boat: Ships (45%/40%+5%)
Combat Driving
Flight Systems Combat (Juicer; 40%+5%)
Hover Craft (Ground; 50%+5%)
Hovercycles, Skycycles & Rocket Bikes (70%+3%)
Jet Aircraft (40%+4%)
Jet Packs (42%+4%)
Jump Bike Combat (Juicer; 45%+5%)
Military: Combat Helicopter (52%+3%)
Military: Jet Fighters (40%+4%)
Military: Submersibles (40%+4%)
Military: Tanks & APCs (36%+4%)
Military: Warships & Patrol Boats (40%+4%)
Motorcycles & Snowmobiles (60%+4%)
Robots & Power Armor (56%+3%)
Robot Combat: Basic (Special)
Robot Combat: Elite (Special)
Tracked & Construction Vehicles (40%+4%)
Truck (40%+4%)
Water Scooters (50%+5%)
Water Skiing & Surfing (40%+4%)

Pilot Related Skills

Navigation (40%+5%)
Sensory Equipment (30%+5%)
Weapon Systems (40%+5%)

Rogue Skills

Cardsharp (24%+4%)
Computer Hacking (20%+5%)
Concealment (20%+4%)
Find Contraband (26%+4%)
Gambling (Standard) (30%+5%)
Gambling (Dirty Tricks) (20%+4%)
I.D. Undercover Agents (30%+4%)
Imitate Voices & Sounds (42%/36%+4%)
Palming (20%+5%)
Pick Locks (30%+5%)
Pick Pockets (25%+5%)
Prowl (25%+5%)
Roadwise (26%+4%)
Safe-Cracking (20%+4%)
Seduction (20%+3%, plus attribute bonuses)
Streetwise (20%+4%)
Tailing (30%+5%)

Science Skills

Anthropology (30%+5%)
Archaeology (30%/20%+5%)
Artificial Intelligence (30%+3%)
Astronomy & Navigation (30%+5%)
Astrophysics (30%+5%)
Biology (30%+5%)
Botany (25%+5%)
Chemistry (30%+5%)
Chemistry: Analytical (25%+5%)
Chemistry: Pharmaceutical (30%+5%)
Mathematics: Basic (45%+5%)
Mathematics: Advanced (45%+5%)
Xenology (30%+5%)
Zoology (30%+5%)

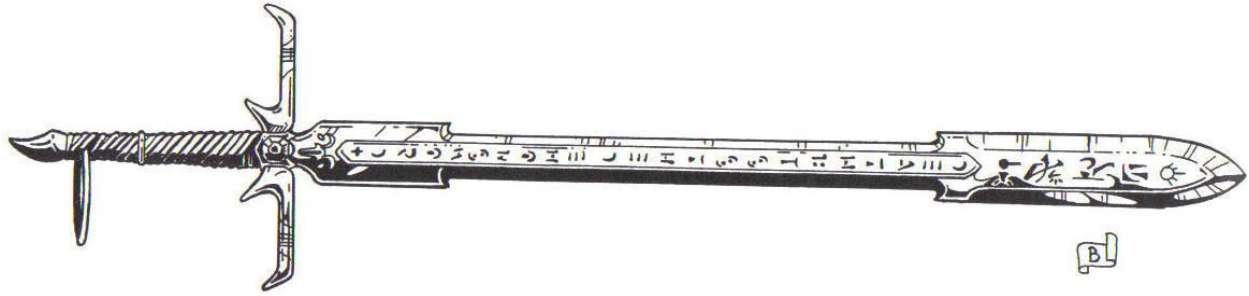
Technical Skills

Appraise Goods (30%+5%)
Art (35%+5%)
Begging (30%+3%)
Breed Dogs (40%/20%+5%)
Calligraphy (35%+5%)
Computer Operation (40%+5%)
Computer Programming (30%+5%)
Cybernetics: Basic (25%+5%)
Excavation (40%+5%)
Firefighting (30%+5%)
Gemology (25%+5%)
General Repair & Maintenance (35%+5%)
History: Pre-Rifts (32%/24%+4%)
History: Post-Apocalypse (35%/30%+5%)
Jury Rig (25%+5%)
Law (General; 35%+5%)
Leather Working (40%+5%)
Lore: American Indians (25%+5%)
Lore: Cattle & Animals (30%+5%)
Lore: D-Bees (25%+5%)
Lore: Demons & Monsters (25%+5%)
Lore: Faeries & Creatures of Magic (25%+5%)
Lore: Juicers (30%+5%)
Lore: Magic (25%+5%)
Lore: Psychics & Psionics (25%+5%)
Masonry (40%+5%)
Mining (35%+5%)
Mythology (30%+5%)
Philosophy (30%+5%)
Photography (35%+5%)
Recycling (30%+5%)
Research (40%+5%)
Rope Works (30%+5%)
Salvage (35%+5%)
Ventriloquism (16%+4%)
Whittling & Sculpting (30%+5%)

Wilderness Skills

Boat Building (25%+5%)
Carpentry (25%+5%)
Dowsing (20%+5%)
Fasting (40%+3%)
Hunting
Identify Plants & Fruit (25%+5%)
Land Navigation (36%+4%)
Preserve Food (30%+5%)
Skin & Prepare Animal Hides (30%+5%)
Spelunking (35%+5%)
Track & Trap Animals (20/30%+5%)
Wilderness Survival (30%+5%)

Weapon Proficiencies (Ancient)



W.P. Archery: +1 to strike at levels 1, 2, 4, 6, 8, 10, 12 & 14. +1 to parry at levels 1, 2, 5, 10 & 15, and +1 to disarm at levels 2, 5, 10 & 15. Rate of Fire: Two per melee round, +1 at levels 2, 4, 5, 8, 10, 12 & 14.

W.P. Axe: +1D6 to damage and +1 to strike & parry at levels 2, 5, 8, 12 & 15. +1 to strike when thrown at levels 5, 8 & 12.

W.P. Blunt: +1 to strike and parry at levels 1, 3, 6, 9 & 12.

W.P. Chain: +1 to strike at levels 1, 3, 7, 10 & 13. +1 to parry at levels 4, 8 & 12.

W.P. Forked: +1 to strike & entangle at levels 1, 3, 5, 8, 11 & 13. +1 to parry at levels 1, 3, 6, 10 & 13. +1 to strike when thrown at levels 4, 10 & 15.

W.P. Grappling Hook: +1 to strike or entangle at levels 3, 6, 9 & 12.

W.P. Knife: +1 to strike at levels 2, 4, 7, 10 & 13. +1 to parry at levels 1, 3, 6, 9 & 12. +1 to strike when thrown at levels 1, 3, 6, 8, 10 & 13.

W.P. Paired Weapons (Men at Arms) – See Rifts® Ultimate Edition (RUE), page 327.

W.P. Pole Arm: +2 to damage at levels 2 & 8. +1 to strike and parry at levels 1, 3, 6, 9 & 12. +1 to strike when thrown at levels 3, 8 & 12.

W.P. Quick Draw: +1 to initiative if P.P. is 17 or less. +2 to initiative if P.P. is 18-23, +3 to initiative if P.P. is 24 to 30 and +4 to initiative if P.P. is 31 or higher.

W.P. Rope: See RUE, page 306.

W.P. Shield: +1 to parry at levels 1, 3, 7, 10 & 13. +1 to strike at levels 4, 8 & 12.

W.P. Spear: +1 to strike and parry at levels 1, 3, 6, 9 & 12. +1 to strike when thrown at levels 3, 6, 10 & 14.

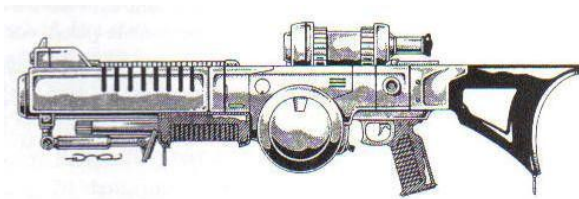
W.P. Staff: +1 to strike at levels 1, 3, 7, 10 & 13. +1 to parry at levels 2, 5, 8, 11 & 14. +1 to strike when thrown at levels 5, 10 & 15.

W.P. Sword: +1 to strike at levels 1, 3, 6, 9, 12 & 15. +1 to parry at levels 2, 4, 7, 10 & 13. +1 to strike when thrown at levels 4, 8 & 12.

W.P. Targeting: +1 to strike at levels 1, 3, 7 & 10. See RUE, page 328, for full details.

W.P. Whip: +1 to strike, disarm & entangle at levels 2, 4, 7, 10 & 13. +1 to damage at levels 2, 4, 8 & 12.

Weapon Proficiencies (Modern)



W.P. Handguns: +1 to strike at levels 2, 4, 6, 8, 10, 12 & 14.

W.P. Rifles: +1 to strike at levels 1, 3, 5, 7, 9, 11 & 13.

W.P. Shotgun: +1 to strike at levels 1, 3, 6, 10 & 14.

W.P. Submachine-Gun: +1 to strike at levels 1, 3, 6, 9, 12 & 15.

W.P. Heavy Military Weapons: +1 to strike at levels 1, 3, 6, 10 & 14.

W.P. Military Flamethrowers: +1 to strike at levels 2, 5, 10 & 15.

W.P. Harpoon & Spear Gun: +1 to strike at levels 2, 4, 7, 10 & 15.

W.P. Energy Pistol: +1 to strike at levels 1, 3, 5, 7, 9, 11, 13 & 15.

W.P. Energy Rifle: +1 to strike at levels 2, 4, 6, 8, 10, 12 & 14.

W.P. Heavy M.D. Weapons: +1 to strike at levels 2, 4, 7, 10 & 13.

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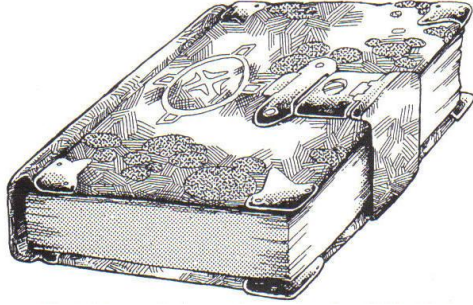
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Eyes (3) _____

Ears (4) _____

Head (6) _____

Mouth/Jaw (5) _____

Throat/Neck (3) _____

Left Shoulder/Upper Arm (1)

Right Shoulder/Upper Arm (1)

Left Forearm (2) _____

Chest (4) _____

Right Forearm (2) _____

Left Wrist (1) _____

Right Wrist (1) _____

Left Hand (2) _____

Right Hand (2) _____

Borg Attributes

P.S.: _____
P.P.: _____
Spd: _____

Borg M.D.C.
Main Body: _____
Head: _____
Legs: _____
F-Arms: _____
U-Arms: _____
Hands: _____
Feet: _____

Cyborg Armor
Type: _____
M.D.C. by Location:
Main Body: _____
Head: _____
Arms: _____
Legs: _____
Penalties : _____

Left Leg (3) _____

Right Leg (3) _____

Left Hand
Finger (1)
Knuckles (1)

Notes :

Right Hand
Finger (1)
Knuckles (1)

Eyes (3) _____

Ears (4) _____

Head (6) _____

Mouth/Jaw (5) _____

Throat/Neck (3) _____

Left Shoulder/Upper Arm (1) _____

Chest (4) _____

Right Shoulder/Upper Arm (1) _____

Left Forearm (2) _____

Right Forearm (2) _____

Left Wrist (1) _____

Right Wrist (1) _____

Left Hand (2) _____

Right Hand (2) _____

Borg Attributes

P.S.: _____
P.P.: _____
Spd: _____

Borg M.D.C.

Main Body: _____
Head: _____
Legs: _____
F-Arms: _____
U-Arms: _____
Hands: _____
Feet: _____

Cyborg Armor

Type: _____
M.D.C. by Location:
Main Body: _____
Head: _____
Arms: _____
Legs: _____
Penalties : _____

Left Leg (3) _____

Left Leg (3) _____

Left Hand

Finger (1) _____
Knuckles (1) _____

Notes :

Right Hand

Finger (1) _____
Knuckles (1) _____

Head (6) _____

Eyes (3) _____

Ears (4) _____

Mouth/Jaw (5) _____

Throat/Neck (3) _____

Left Shoulder/Upper Arm (1)

Chest (4) _____

Right Shoulder/Upper Arm (1)

Left Forearm (2) _____

Right Forearm (2) _____

Left Wrist (1) _____

Right Wrist (1) _____

Left Hand (2) _____

Right Hand (2) _____

Borg Attributes

P.S.: _____
P.P.: _____
Spd: _____

Borg M.D.C.

Main Body: _____
Head: _____
Legs: _____
F-Arms: _____
U-Arms: _____
Hands: _____
Feet: _____

Cyborg Armor

Type: _____
M.D.C. by Location:
Main Body: _____
Head: _____
Arms: _____
Legs: _____
Penalties : _____

Left Leg (3) _____

Left Leg (3) _____

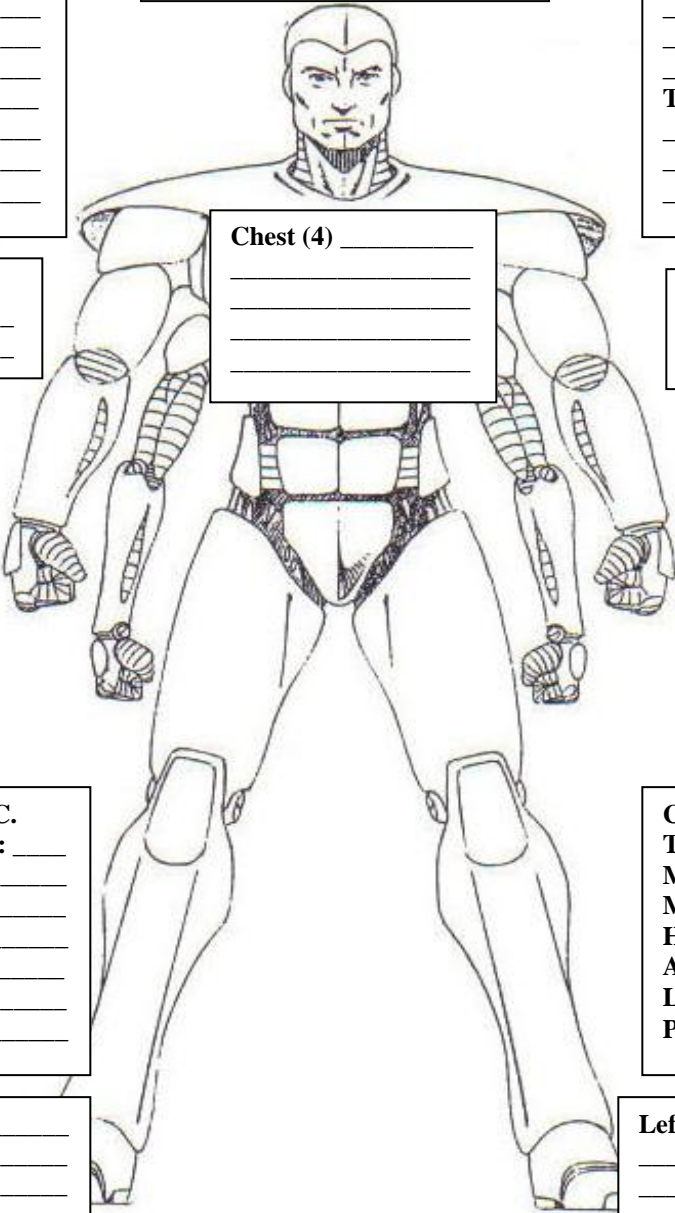
Left Hand

Finger (1)
Knucklers (1)

Notes :

Right Hand

Finger (1)
Knucklers (1)



Borg Construction Worksheet

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Eyes (3) _____

Ears (4) _____

Head (6) _____

Mouth/Jaw (5) _____

Throat/Neck (3) _____

Left Shoulder/Upper Arm (1) _____

Right Shoulder/Upper Arm (1) _____

Left Forearm (2) _____

Right Forearm (2) _____

Left Wrist (1) _____

Right Wrist (1) _____

Left Hand (2) _____

Right Hand (2) _____

Borg Attributes

P.S.: _____
 P.P.: _____
 Spd: _____

Borg M.D.C.

Main Body: _____
 Head: _____
 Legs: _____
 F-Arms: _____
 U-Arms: _____
 Hands: _____
 Feet: _____

Cyborg Armor

Type: _____
 M.D.C. by Location:
 Main Body: _____
 Head: _____
 Arms: _____
 Legs: _____
 Penalties : _____

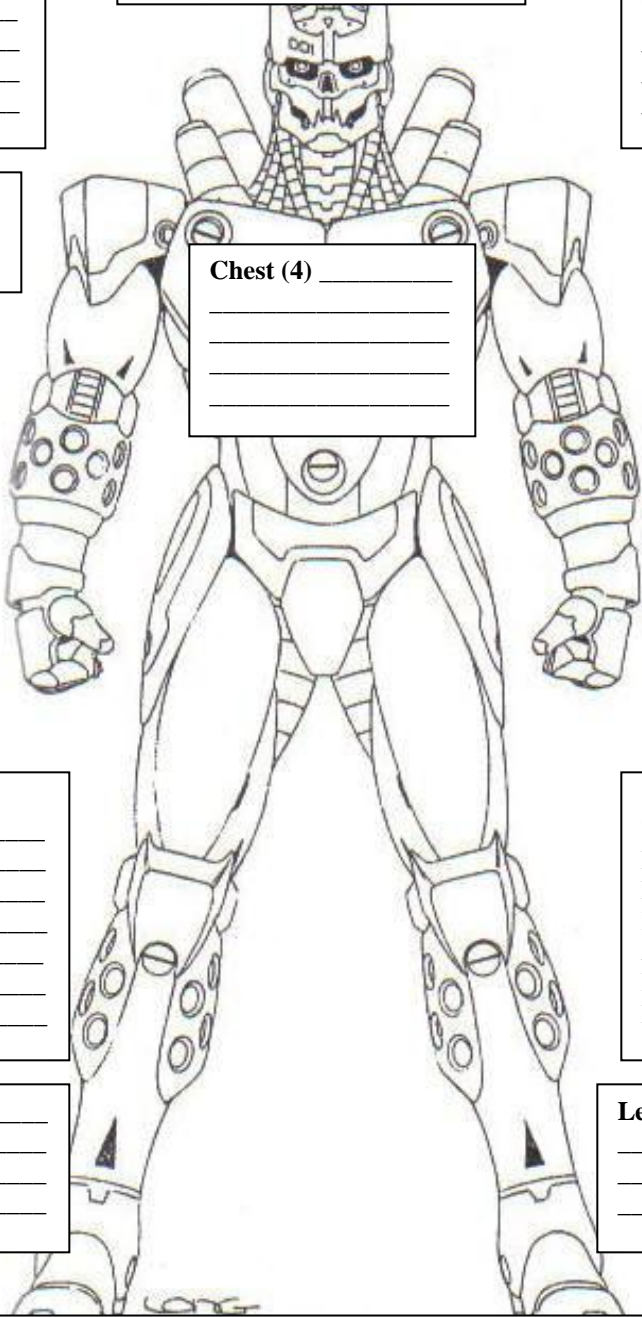
Left Leg (3) _____

Left Leg (3) _____

Left Hand
 Finger (1)
 Knuckles (1)

Notes :

Right Hand
 Finger (1)
 Knuckles (1)



Borg Construction Worksheet

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GAMING EVENT



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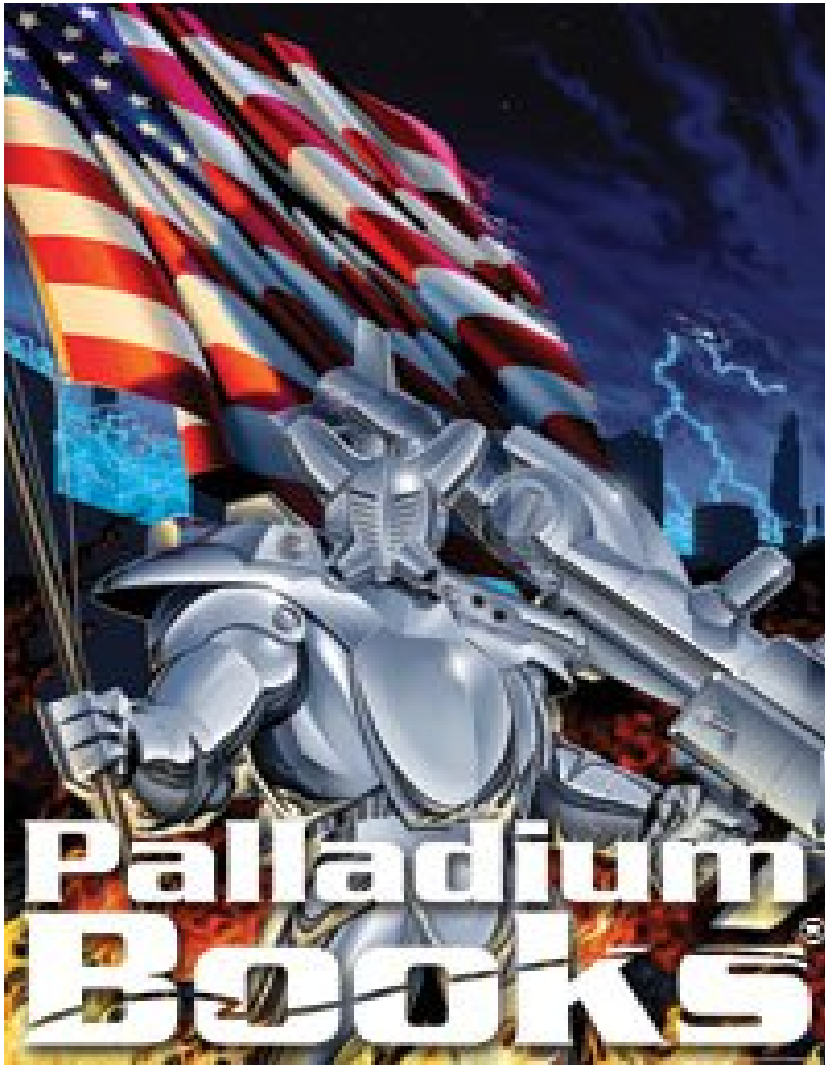
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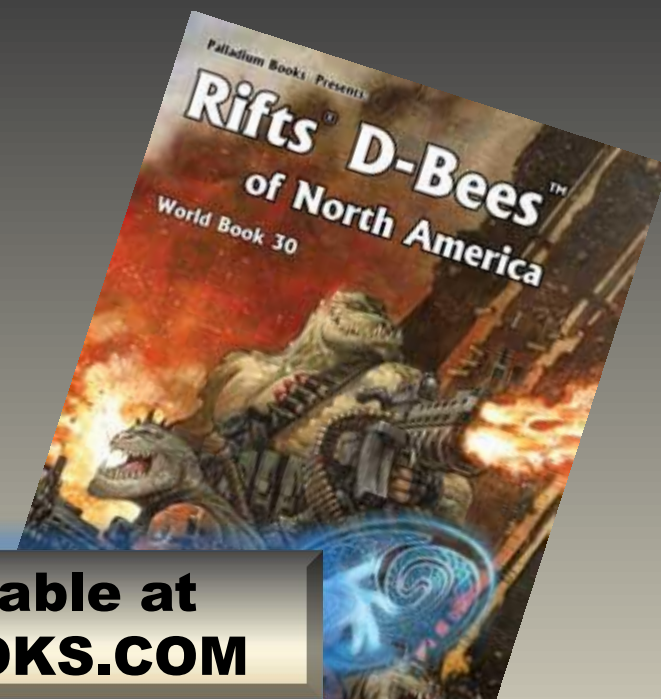
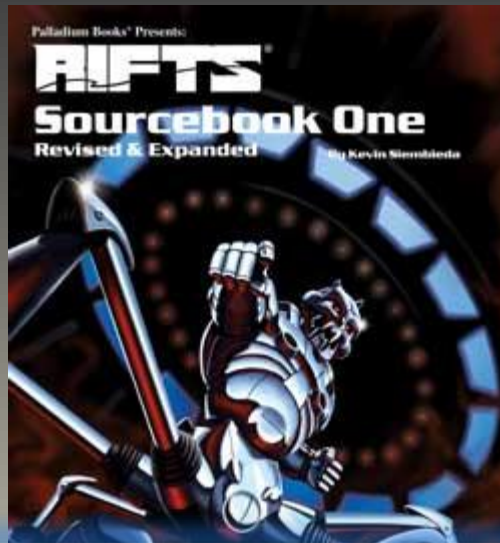


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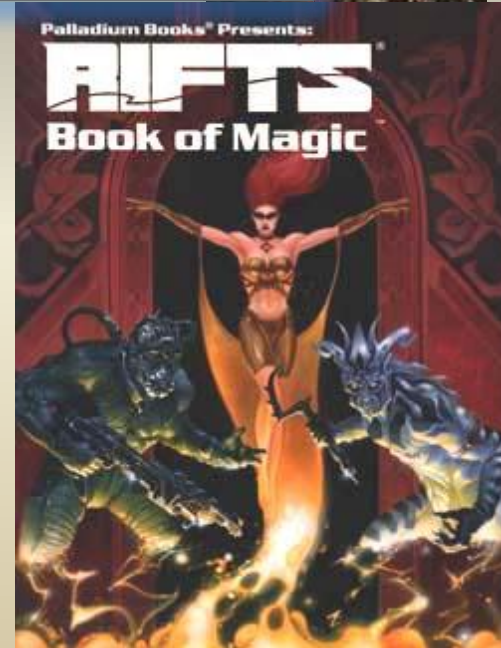
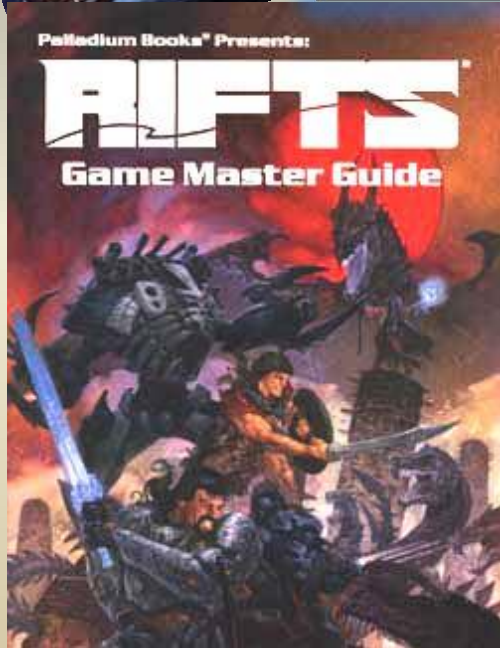
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Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
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 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
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 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
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Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Level.: H.P.: D.C.:
 A.R.: D.C.: A.P.M.:
 H to H: Strike:+ Parry:+
 Dodge:+ Roll:+ Damage:+ Initiative:
 Weapons:
 Fled: K O: Dead: Surrendered:
 D.C.-Natural:
 D.C.-Armor:
 H.P.:

Weapons: range payload damage

# 1			
# 2			
# 3			
# 4			
# 5			
# 6			
# 7			
# 8			

Skills:

Equipment:

Step One: Size & Orientation

Small Time Company or Squad	<input type="checkbox"/>	60pts +10-vehicles +10-weapons
Minor Company	<input type="checkbox"/>	95pts +10-equipment +10-vehicles
Free Company	<input type="checkbox"/>	145pts +10-vehicle +10 outfits +10-weapons
Large Company	<input type="checkbox"/>	200pts +10-vehicles +10-budget
Mercenary Army	<input type="checkbox"/>	300pts +20-budget or weapons +20-outfits
Large Mercenary Army	<input type="checkbox"/>	500pts +20-vehicles +20-budget

Step Two: Sponsorship

Independant Operative	<input type="checkbox"/>	+10pts
Secret	<input type="checkbox"/>	+10pts-equipment +10pts-outfits +10pts
Criminal: Small Time Bandits	<input type="checkbox"/>	+10pts-criminal activities +10pts
Criminal: Organized Crime	<input type="checkbox"/>	+20pts-intelligence resources +20pts-criminal activities +10pts
Government	<input type="checkbox"/>	+20pts-outfits +20pts-equipment +20pts
_____ Front	<input type="checkbox"/>	+20pts-outfits +20pts-equipment +20pts-weapons +10pts-budget +10pts

Total Points: _____

Step Three: Features

A. Outfits 1. None <input type="checkbox"/> 0pts 2. Utility <input type="checkbox"/> 5pts 3. Open Wardrobe <input type="checkbox"/> 10pts 4. Specialty Clothing <input type="checkbox"/> 20pts 5. Gimmick Clothing <input type="checkbox"/> 30pts 6. Unlimited Clothing <input type="checkbox"/> 50pts B. Equipment 1. None <input type="checkbox"/> 0pts 2. Cheap Gear <input type="checkbox"/> 2pts 3. Electronic Supplies <input type="checkbox"/> 5pts 4. Medical Equipment <input type="checkbox"/> 10pts 5. Medical Clinic <input type="checkbox"/> 20pts 6. Magic Technologies <input type="checkbox"/> 40pts 7. High-Tech Augmentation <input type="checkbox"/> 40pts 8. Unlimited Equipment <input type="checkbox"/> 50pts C. Vehicles 1. None <input type="checkbox"/> 0pts 2. Basic Transportation <input type="checkbox"/> 3pts 3. Fleet Vehicles <input type="checkbox"/> 10pts 4. Combat Cars <input type="checkbox"/> 20pts 5. Specialty Vehicles <input type="checkbox"/> 30pts 6. Unlimited Vehicles <input type="checkbox"/> 50pts D. Weapons, Power Armor & Bots 1. None <input type="checkbox"/> 0pts 2. Basic Equipment <input type="checkbox"/> 5pts 3. Basic Weaponry <input type="checkbox"/> 10pts 4. Advanced Weaponry <input type="checkbox"/> 20pts 5. Extensive Weaponry <input type="checkbox"/> 40pts 6. Maximum Firepower <input type="checkbox"/> 60pts E. Communications 1. None <input type="checkbox"/> 0pts 2. Basic Service <input type="checkbox"/> 2pts 3. Secured Service <input type="checkbox"/> 10pts 4. Full Range System <input type="checkbox"/> 15pts 5. Deluxe Com. Network <input type="checkbox"/> 25pts 6. Superior Communications <input type="checkbox"/> 40pts F. Internal Security 1. None <input type="checkbox"/> 0pts 2. Lax <input type="checkbox"/> 2pts 3. Tight <input type="checkbox"/> 10pts 4. Iron-Clad <input type="checkbox"/> 20pts 5. Paranoid <input type="checkbox"/> 40pts 6. Impregnable <input type="checkbox"/> 60pts G. Permanent Bases 1. None <input type="checkbox"/> 0pts 2. Partial Headquarters <input type="checkbox"/> 2pts 3. Headquarters <input type="checkbox"/> 10pts 4. Fortified Headquarters <input type="checkbox"/> 20pts 5. Company Town <input type="checkbox"/> 40pts 6. Company City <input type="checkbox"/> 60pts H. Intelligence Resources 1. None <input type="checkbox"/> 0pts 2. Scout Detachment <input type="checkbox"/> 5pts 3. Special Military Operatives <input type="checkbox"/> 10pts 4. Psionic and Magic Operatives <input type="checkbox"/> 20pts 5. D-Bee Specialists <input type="checkbox"/> 20pts 6. Infiltration Network <input type="checkbox"/> 50pts	I. Special Budget 1. None <input type="checkbox"/> 0pts 2. Nickles and Dimes <input type="checkbox"/> 5pts 3. Small Potatoes <input type="checkbox"/> 15pts 4. Large Loans <input type="checkbox"/> 20pts 5. Big Bucks <input type="checkbox"/> 30pts 6. Mega Bucks <input type="checkbox"/> 50pts J. General Alignment 1. Miscreant/Diabolic <input type="checkbox"/> 0pts 2. Miscreant/Aberrant <input type="checkbox"/> 0pts 3. Anarchist <input type="checkbox"/> 2pts 4. Anarchist/Unprincipled <input type="checkbox"/> 4pts 5. Unprincipled/Scrupulous <input type="checkbox"/> 7pts 6. Scrupulous/Principled <input type="checkbox"/> 10pts K. Criminal Activity 1. Con Man (1) <input type="checkbox"/> x 5pts 2. Prostitutes (3) <input type="checkbox"/> x 5pts 3. Cyberdoc (1) <input type="checkbox"/> x 10pts 4. Robbers (2D4 +2) <input type="checkbox"/> x 10pts 5. Smugglers (1D6 +2) <input type="checkbox"/> x 15pts 6. Expert Assassin (1) <input type="checkbox"/> x 15pts 7. Psychic Enforcer (1) <input type="checkbox"/> x 15pts 8. Special Forces (2) <input type="checkbox"/> x 20pts 9. Safecracker/Locksmith (1) <input type="checkbox"/> x 25pts 10. Forger (1) <input type="checkbox"/> x 30pts L. Reputation/Credentials 1. Hunted <input type="checkbox"/> 0pts 2. Scoundrels <input type="checkbox"/> 1pts 3. Unknown <input type="checkbox"/> 5pts 4. Known <input type="checkbox"/> 10pts 5. Excellent Reputation <input type="checkbox"/> 25pts 6. Famous <input type="checkbox"/> 50pts M. Salary 1. None <input type="checkbox"/> 0pts 2. Freelance <input type="checkbox"/> 2pts 3. Pittance Salary <input type="checkbox"/> 5pts 4. Good Salary <input type="checkbox"/> 10pts 5. Excellent Salary <input type="checkbox"/> 20pts 6. Outrageous Salary <input type="checkbox"/> 40pts
Point Modifications: _____ + Total Points Used: _____	
Operational Territory: _____ History: _____	

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____
 H.P.: _____
 Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____
 H.P.: _____
 Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____
 H.P.: _____
 Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____
 A.R.: _____ D.C.: _____ A.P.M.: _____
 H to H: _____ Strike: + _____ Parry: + _____
 Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____
 Weapons: _____
 Fled: K O: Dead: Surrendered:
 D.C.-Natural: _____
 D.C.-Armor: _____
 H.P.: _____
 Notes/Skills: _____

Weapons:	range	payload	damage
# 1	_____	_____	_____
# 2	_____	_____	_____
# 3	_____	_____	_____
# 4	_____	_____	_____
# 5	_____	_____	_____
# 6	_____	_____	_____
# 7	_____	_____	_____
# 8	_____	_____	_____
# 9	_____	_____	_____
# 10	_____	_____	_____
# 11	_____	_____	_____

Step One: Type

Side Show	<input type="checkbox"/>	110pts +10-vehicles +30-acts
Freak Show	<input type="checkbox"/>	150pts +20-acts +10-equipment
Travelling Medicine Show	<input type="checkbox"/>	140pts +10-security +20 criminal activity
Travelling Troubadours	<input type="checkbox"/>	160pts +10-equipment +20-outfits
Carnival	<input type="checkbox"/>	240pts +50-acts +10-reputation
Circus	<input type="checkbox"/>	300pts +90-acts +20-reputation

Step Two: Sponsorship

Independant	<input type="checkbox"/>	+20pts-acts +20pts
Secret	<input type="checkbox"/>	+10pts-acts +10-defense +30pts
Criminal: Small Time	<input type="checkbox"/>	+30pts-criminal activity +10pts
Criminal: Organized Crime	<input type="checkbox"/>	+10pts-security +10-defense +50-criminal activity
Government	<input type="checkbox"/>	+10pts-security +50pts
_____ Front	<input type="checkbox"/>	+10pts-security +20-defense +10-equipment +40pts

Total Points: _____

Step Three: Features

A. Outfits			Four African lions	<input type="checkbox"/>	x	5pts
1. None	<input type="checkbox"/>	0pts	Two tigers	<input type="checkbox"/>	x	5pts
2. Utility	<input type="checkbox"/>	5pts	Two leopards	<input type="checkbox"/>	x	5pts
3. Open Wardrobe	<input type="checkbox"/>	10pts	Small dinosaur	<input type="checkbox"/>	x	5pts
4. Specialty Clothing	<input type="checkbox"/>	20pts	Large herbivour dinosaur	<input type="checkbox"/>	x	10pts
5. Gimmick Clothing	<input type="checkbox"/>	30pts	Common monster	<input type="checkbox"/>	x	5pts
6. Unlimited Clothing	<input type="checkbox"/>	50pts	Exotic monster- tame	<input type="checkbox"/>	x	20pts
B. Equipment			Exotic monster- wild	<input type="checkbox"/>	x	30pts
1. None	<input type="checkbox"/>	0pts	15. Real Magic Act	<input type="checkbox"/>	x	12pts
2. Cheap Gear	<input type="checkbox"/>	2pts	16. Healer	<input type="checkbox"/>	x	12pts
3. Electronic Supplies	<input type="checkbox"/>	5pts	17. Showgirls (8)	<input type="checkbox"/>	x	10pts
4. Medical Equipment	<input type="checkbox"/>	10pts	18. Live Freaks (2R-6F)	<input type="checkbox"/>	x	12pts
5. Medical Clinic	<input type="checkbox"/>	20pts	19. Side Show Attractions(12)	<input type="checkbox"/>	x	10pts
6. Unlimited Equipment	<input type="checkbox"/>	50pts	20. Pre-Rifts Movies	<input type="checkbox"/>	x	15pts*
C. Vehicles			Black & White	<input type="checkbox"/>	x	3pts
1. None	<input type="checkbox"/>	0pts	Lousy Film	<input type="checkbox"/>	x	5pts
2. Basic Transportation	<input type="checkbox"/>	3pts	Good drama, gangster, advert.	<input type="checkbox"/>	x	10pts
3. Company Fleet	<input type="checkbox"/>	10pts	Great drama, gangster, advert.	<input type="checkbox"/>	x	15pts
4. Deluxe Fleet	<input type="checkbox"/>	20pts	Fair Sci-Fi	<input type="checkbox"/>	x	15pts
5. Specialty Vehicles	<input type="checkbox"/>	30pts	Great Sci-Fi	<input type="checkbox"/>	x	30pts
6. Unlimited Vehicles	<input type="checkbox"/>	50pts	21. Rides			
D. Communications			Pony ride (6)	<input type="checkbox"/>	x	1pt
1. None	<input type="checkbox"/>	0pts	Horse ride (6)	<input type="checkbox"/>	x	2pts
2. Basic Service	<input type="checkbox"/>	2pts	Elephant ride (4)	<input type="checkbox"/>	x	4pts
3. Secured Service	<input type="checkbox"/>	5pts	Other Animals (4)	<input type="checkbox"/>	x	5pts
4. Full Range System	<input type="checkbox"/>	15pts	Exotic Animals (2)	<input type="checkbox"/>	x	10pts
5. Deluxe Com. Network	<input type="checkbox"/>	25pts	Carnival rides	<input type="checkbox"/>	x	3pts
6. Theater/Superior Com.*	<input type="checkbox"/>	50pts	22. Games of Chance	<input type="checkbox"/>	x	1pt
E. Internal Security			23. Gladiatorial Arena	<input type="checkbox"/>	x	15pts
1. None	<input type="checkbox"/>	0pts	H. General Alignment			
2. Lax	<input type="checkbox"/>	2pts	1. Miscreant/Diabolic	<input type="checkbox"/>		0pts
3. Tight	<input type="checkbox"/>	10pts	2. Miscreant/Aberrant	<input type="checkbox"/>		0pts
4. Iron-Clad	<input type="checkbox"/>	20pts	3. Anarchist	<input type="checkbox"/>		2pts
5. Paranoid	<input type="checkbox"/>	40pts	4. Anarchist/Unprincipled	<input type="checkbox"/>		4pts
6. Impregnable	<input type="checkbox"/>	60pts	5. Unprincipled/Scrupulous	<input type="checkbox"/>		6pts
F. Defenses/Military Power			6. Scrupulous/Principled	<input type="checkbox"/>		8pts
1. None	<input type="checkbox"/>	0pts	I. Criminal Activity			
2. Basic Defenses	<input type="checkbox"/>	5pts	1. Medicine Man	<input type="checkbox"/>	x	5pts
3. Weapons & Armor	<input type="checkbox"/>	10pts	2. Prostitutes (3)	<input type="checkbox"/>	x	5pts
4. Militia	<input type="checkbox"/>	20pts	3. Expert Forger	<input type="checkbox"/>	x	10pts
5. Private Army	<input type="checkbox"/>	40pts	4. Expert Worms (3)	<input type="checkbox"/>	x	10pts
6. Strike Force	<input type="checkbox"/>	60pts	5. Cyberdoc	<input type="checkbox"/>	x	10pts
G. Types of Acts			6. Pickpocket Team (2)	<input type="checkbox"/>	x	8pts
1. Average Clowns (6)	<input type="checkbox"/>	x	7. Robbers (2D4 +2)	<input type="checkbox"/>	x	10pts
2. Expert Clowns (6)	<input type="checkbox"/>	x	8. Smugglers (1D6 +2)	<input type="checkbox"/>	x	10pts
3. Jugglers (4)	<input type="checkbox"/>	x	9. Expert Assassin	<input type="checkbox"/>	x	15pts
4. Expert Jugglers (4)	<input type="checkbox"/>	x	10. Psychic Enforcer	<input type="checkbox"/>	x	15pts
5. Expert tumblers (4)	<input type="checkbox"/>	x	11. Special Forces (2)	<input type="checkbox"/>	x	20pts
6. Average Minstrels (4)	<input type="checkbox"/>	x	J. Reputation			
7. Expert Minstrels (4)	<input type="checkbox"/>	x	1. Hunted	<input type="checkbox"/>		0pts
8. Expert Side-show Barker	<input type="checkbox"/>	x	2. Scoundrels	<input type="checkbox"/>		1pt
9. Fortuneteller (non-psyhic)	<input type="checkbox"/>	x	3. Unknown	<input type="checkbox"/>		5pts
10. Psychic/Mystic Fortuneteller	<input type="checkbox"/>	x	4. Known	<input type="checkbox"/>		10pts
11. Expert Stage Magician	<input type="checkbox"/>	x	5. Excellent Reputation	<input type="checkbox"/>		25pts
12. Pickpocket & Shill	<input type="checkbox"/>	x	6. Famous	<input type="checkbox"/>		50pts
13. Expert Acrobats (8)	<input type="checkbox"/>	x	K. Salary			
14. Expert Animal Tamer	<input type="checkbox"/>	x	1. None	<input type="checkbox"/>		0pts
12 trained dogs	<input type="checkbox"/>	x	2. Freelance	<input type="checkbox"/>		2pts
24 snakes	<input type="checkbox"/>	x	3. Pittance Salary	<input type="checkbox"/>		5pts
4 bears	<input type="checkbox"/>	x	4. Good Salary	<input type="checkbox"/>		10pts
6 horses	<input type="checkbox"/>	x	5. Excellent Salary	<input type="checkbox"/>		20pts
6 elephants	<input type="checkbox"/>	x	6. Outrageous Salary	<input type="checkbox"/>		40pts
Point Modifications: _____			Total Points Used: _____			

Operational Territory: _____

History: _____

Level: _____ H.P.: _____ D.C.: _____

A.R.: _____ D.C.: _____ A.P.M.: _____

H to H: _____ Strike: + _____ Parry: + _____

Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____

Weapons: _____

Fled: K O: Dead: Surrendered:

D.C.-Natural: _____

D.C.-Armor: _____

H.P.: _____

Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____

A.R.: _____ D.C.: _____ A.P.M.: _____

H to H: _____ Strike: + _____ Parry: + _____

Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____

Weapons: _____

Fled: K O: Dead: Surrendered:

D.C.-Natural: _____

D.C.-Armor: _____

H.P.: _____

Notes/Skills: _____

Level: _____ H.P.: _____ D.C.: _____

A.R.: _____ D.C.: _____ A.P.M.: _____

H to H: _____ Strike: + _____ Parry: + _____

Dodge: + _____ Roll: + _____ Damage: + _____ Initiative: _____

Weapons: _____

Fled: K O: Dead: Surrendered:

D.C.-Natural: _____

D.C.-Armor: _____

H.P.: _____

Notes/Skills: _____

Weapons:	range	payload	damage
# 1	_____	_____	_____
# 2	_____	_____	_____
# 3	_____	_____	_____
# 4	_____	_____	_____
# 5	_____	_____	_____
# 6	_____	_____	_____
# 7	_____	_____	_____
# 8	_____	_____	_____
# 9	_____	_____	_____
# 10	_____	_____	_____
# 11	_____	_____	_____

“Bad, Bad” Terrence Clay

Terrence Clay was the 13th of 14 children born to a poor farmer in Kentucky. When Terrence was 12, his father (to rid himself of one more mouth to feed) indentured Terrence off to a traveling magician. This magician was a Shifter in need of a servant/assistant to tend to his daily needs (such as cooking and cleaning). Although many of Terrence’s chores were menial, the mage did pass on much of his magic knowledge to Terrence. Eventually, the mage met his demise due to summoning something that disagreed with him and Terrence suddenly found himself free.

Since then, he has followed the path of his mentor as a freelance Shifter. It is unknown who first gave him the nickname of “Bad, Bad Terrence Clay.”

Alignment: Anarchist.

Attributes: I.Q. 12, M.E. 13, M.A. 12, P.S. 12, P.P. 13, P.E. 13, P.B. 11, Spd 26.

Hit Points: 27

S.D.C.: 14

P.P.E.: 138

Height: 6 feet, 4 inches (1.93 m).

Weight: 210 lbs (95 kg).

Disposition & Description: Player’s choice.

Experience Level: 4th level Shifter (Rifts Ultimate Edition, pages 120-126).

Shifter Abilities: Dimension Sense 50%, Communication Rift 35%, see Rifts Ultimate Edition, pages 120-125, for other abilities, magic spells (below).

Skills: Speaks American 98%, Dragonese & Chinese 74%, Literate in American 85%, Dragonese 65%, Archaeology 50/40%, Astronomy 65%, Basic Mathematics 75%, Breed Dogs 60/40%, Cook 55%, Holistic Medicine 50/40%, Horsemanship: General 52/32%, Land Navigation 58%, Lore: Demons & Monsters 60%, Dimensions 50%, Faerie 55%, Magic 55%, Pilot: Hovercycle 73%, Sailboats 75%, Wilderness Survival 50%.

Weapon Proficiencies: Knife (+2 to strike, parry or throw), Submachine-Gun (+2 to strike), Energy Rifle (+1 to strike).

Combat Skill: Hand to Hand: Expert.

Attacks per Melee: Five.

Bonuses: +2 to strike, +3 to parry & dodge, +2 to disarm, +2 to roll with punch/fall/impact, +3 to pull punch, kick attack does 1D8, karate punch (1D6 damage); +5 to save vs Horror Factor, +3 to save vs possession or mind control, +1 to save vs magic.

Magic: The following spells (Rifts Ultimate Edition, page 120): Banishment (65), Charm (12), Ley Line Transmission (30), Protection Circle: Simple (45), Reality Flux (75), Sense Evil (2), Sheltering Force (20), Trance (10).

Psionics: None.

Notable Equipment: Homemade M.D.C. armor (30 M.D.C.), .45 submachine-gun & 5 ammo clips (30 shots each), C-10 laser rifle & 2 E-Clips (20 shots each), survival knife, hand axe, clothing, backpack, knapsack, 2 small sacks, 1 large sack, pocket mirror, small silver cross, large wood cross, 4 cloves of garlic, 6 wooden stakes & a mallet, salt, canteen, binoculars, sunglasses, air filter, gas mask, pocket laser distancer, pocket digital disc recorder/player, handheld computer, and a javelin-like iron rod (sharpened at one end).

Vehicle: QV-229 Bobcat Hovercycle (180 M.D.C.; flight speed 440 mph/704 km).

Money: 3,000 in credits and 4,000 credits worth of Black Market goods.

Bob McCrory

Bob McCrory was born and raised in Kingsdale. After serving his time in the Kingsdale militia to pay them back for his M.O.M. implants, Bob headed west to make his fortune. It was on one of these western adventures that Bob saved the life of a Yhabbayar (who then rewarded Bob with a magic Bubble Axe).

Alignment: Unprincipled.

Attributes: I.Q. 12, M.E. 11, M.A. 14, P.S. 22, P.P. 17, P.E. 21, P.B. 11, Spd 32.

Hit Points: 62

S.D.C.: 118

P.P.E.: 3

Height: 6 feet, ½ inch (1.84 m).

Weight: 199 lbs (90 kg).

Disposition & Description: Player's choice.

Experience Level: 6th level Crazy (Rifts Ultimate Edition, pages 53-61).

Special Abilities (RUE, page 55): 1. Super Endurance, 2. Increased Strength, 3. Increased Speed, 4. Heightened Reflexes & Agility, 5. Enhanced Senses, 6. Enhanced healing, 7. Crazies' Bio-Regeneration.

Insanities: 1. Phobia: Ley Lines (avoids them whenever possible).

2. Affective Disorder: Trauma Induced Migraine (from high stress situations). Penalties: -1 on all combat moves, -10% on skill performance, and -10% to Spd.

3. Frenzy (from Intense Pain). Occurs when all S.D.C. and/or approximately half his Hit Points are depleted. Bob flies into an uncontrollable rage. Bonuses & abilities: +1 attack per melee round, +30 to S.D.C., +1 to strike, parry, dodge, & roll with impact, Spd is increased by 30%, and +1D6 to damage by ALL physical attacks.

4. Obsession: with the Coalition States (player's choice as to how this obsession manifests itself).

Magic: None, other than the Yhabbayar axe (see below).

Psionics: Impervious to Fire (4), Sense Evil (2), Summon Inner Strength (4). Considered a Minor Psychic, needs a 12 or better to save vs psionic attacks.

I.S.P.: 54

Skills of Note: Speaks American 95%, Spanish 80%, Automotive Mechanics 50%, Climbing 85/75%, Combat Driving, Dance 70%, Demolitions Disposal 90%, Detect Ambush 65%, Detect Concealment 65%, Electronic Countermeasures 75%, Escape Artist 75%, Field Armorer & Munitions Expert 80%, First Aid 80%, Horsemanship: General 65/45%, Land Navigation 66%, Locksmith 60%, Pilot: Automobile 75%, Boats: Paddle/Canoe/Kayak 75%, Prowl 70%, Radio: Basic 90%, Sensory Equipment 65%, Streetwise 50%, Swimming 95%, Tailing 70%, Tracking (people) 60%, Wilderness Survival 55%, Wrestling, Gymnastics (sense of balance 85%, work parallel bars/rings 95%, climb rope 90%, back flip 98%).

Weapon Proficiencies: Axe (+2 to strike or parry, +1 to throw), Knife (+2 to strike, +3 to parry or throw), Quick Draw (+1 on initiative), Targeting (+2 to strike), Handguns, Submachine-Gun, Energy Pistol, Energy Rifle, Heavy M.D. Weapons (+3 to strike with all).

Combat Skills: Hand to Hand: Martial Arts.

Attacks per Melee: Six.

Bonuses: +3 on initiative, +3 to strike, +5 to parry & dodge, +4 to auto-dodge, +7 to S.D.C. damage, +11 to roll with punch/fall/impact, +3 to pull punch, +2 to entangle, Karate and any hand strike/punch, Karate kick attack does 2D6, body flip/throw does 1D6, leap kick (3D8 damage, but counts as 2 melee attacks), Critical Strike on 18-20; +3 to Perception Rolls, +7 to save vs poison, +6 to save vs all forms of mind control, +4 to save vs toxic gases, drugs & diseases, +3 to save vs magic, +2 to save vs psionic attacks & possession, +27% to save vs coma/death.

Equipment: Homemade M.D.C. armor (57 M.D.C. left), a gas mask & air filter, tinted goggles, hatchet for cutting wood (1D6 S.D.C. damage), 2 knives (1D6 S.D.C. damage), a Vibro-Knife (1D6 M.D.), Wilk's 210 Pocket Pistol, Wilk's 447 Laser Rifle, 4 extra E-Clips for each, tent, knapsack, backpack, saddlebags, 2 canteens, 18 days of food rations, Geiger counter.

Yhabbayar Axe: An extremely rare (possibly unique) item given to Bob by a Yhabbayar whose life he once saved. However, the axe is unstable and, although the axe is enchanted to create magic and/or psionic bubbles, it creates them randomly. The wielder himself never knows what bubble(s)

will appear until after he activates the axe. Targets get to save vs either magic or psionics (depending upon the specific bubble). Roll percentile:

01-08 Thunderclap (magic).

09-15 Magic Pigeon (magic - upon touching someone, this bubble will vanish and be replaced by a mystic facsimile of a pigeon which will fly around the person who is touched until it receives a message to deliver. It will then fly away to deliver its message.).

16-23 Lantern Light (magic - the light will be under the control of the axe wielder).

24-30 Create Zombie (magic - whomever is touched will become a zombie for 1D6 hours).

31-38 Fist of Fury (magic - upon touching someone, this bubble will vanish and be replaced by a glowing red fist which will attack, doing 1D6 damage, twice per round for 1D6 rounds).

39-45 Commune with Spirits (magic - allows whomever is touched to see and speak with all types of Entities).

46-53 Levitation (psionic - affects up to 1D6 x 10 lbs/4.5 kg).

54-60 Nightvision (psionic - whomever is touched gains nightvision for 1D6 x 10 minutes).

61-68 Blinding Flash (magic).

69-75 Armor of Ithan (magic - whomever is touched gains an invisible, noiseless, weightless, full suit of mystic armor).

76-83 Bio-Manipulation (psionic - roll 1D8, re-rolling rolls of 8, to determine which of the 7 attacks is generated).

84-90 Telekinetic Acceleration Attack (psionic - this bubble will affect a number of small objects and speed them up in a random direction. The axe wielder can gain control of these objects with a successful psionics saving throw.).

91-98 Fly as the Eagle (magic - whoever is touched will gain the ability to fly for 1D6 x 10 minutes).

99-00 Combination of any 2 of the previous effects.

Money: 400 in credits and 4,000 credits worth of Black Market goods.

Dr. Quaid

Dr. Quaid originally hails from Canada. However, his search for medical knowledge has taken him to various places. When he arrived at the Chi-Town 'Burbs, he was appalled by the lack of decent medical treatment available in some areas, so he decided to stay. This is one man who is determined to make a difference.

Name: Douglas Matthew Quaid.

Alignment: Scrupulous.

Attributes: I.Q. 13, M.E. 11, M.A. 16, P.S. 11, P.P. 11, P.E. 15, P.B. 11, Spd 10.

Hit Points: 41

S.D.C.: 26

P.P.E.: 7

Height: 5 feet, 10 inches (1.78 m).

Weight: 160 lbs (72 kg).

Disposition & Description: Player's choice.

Experience Level: 7th level Body Fixer (Rifts Ultimate Ed. RPG, pages 86-88).

Special O.C.C. Abilities (RUE, page 87): 1. Familiarity with D-Bees, 2. Disease Diagnostic Specialist.

Skills: Speaks American 98%, Dragonese/Elven & Faerie Speak 88%, Literate in American 98%, Dragonese/Elven 70%, Animal Husbandry 65%, Athletics (general), Biology 90%, Brewing: Medicinal 75/80%, Chemistry 80%, Crime Scene Investigation 80%, Cryptography 55%, Fencing, History: Pre-Rifts 71/63%, Post-Apocalypse 80/75%, Lore: D-Bees 80%, Math: Basic 90%, Advanced 75%, Medical Doctor 98%, Outdoorsmanship, Pathology 98%, Pilot Hovercycle 98%, Public Speaking 75%, Sensory Equipment (medical equipment 80%, other 65%), Sewing 80%, Wilderness Survival 75%, Xenology 80%.

Weapon Proficiencies: Knife (+4 to strike, +3 to parry or throw), Shotgun (+3 to strike), Energy Pistol.

Combat Skill: No formal Hand to Hand training.

Attacks per Melee: Two, or five non-combat actions.

Bonuses: +2 to dodge, +1 to disarm, +2 on most Perception Rolls (+4 on those involving drugs/chemicals, poison, or other medical-related matters), +3 to

save vs disease and insanity, +2 to save vs poison, drugs, and Horror Factor.

Magic: None.

Psionics: None.

Vehicle: MI-3000 Firefly Hovercycle (46 M.D.C. remaining).

Notable Equipment: Light M.D.C. body armor (24 M.D.C.), Wilk's-Reni 104 Derringer & 2 E-Clips, 12 gauge shotgun & 2 extra magazines (7 feed), Vibro-Knife (1D6 M.D.C.), two scalpels (1D3 S.D.C. damage), one Wilk's Laser Scalpel, two surgical gowns, a dozen pair of disposable surgical gloves, a pair of reusable surgical gloves, surgical kit, medical kit, IRMSS/Internal Robot Micro-Surgeon System, RMK/Robot Medical Kit, handheld computer, handheld blood pressure machine (computerized), thermometer, six unbreakable vials, portable compu-drug dispenser, portable laboratory, backpack, medical satchel, flashlight, pen flashlight, brimmed hat, hooded cape, canteen, pair of sunglasses, air filter, pocket notepad and 2 pens, some personal items, 18 days of food rations.

Money: 6,000 in credits and 9,000 credits worth of Black Market goods.

Elliott Armstrong

Elliott Armstrong was born and raised in the Pecos Empire and became a Pecos Raider upon reaching adulthood. When the leader of his raider band (who was well-disposed toward Elliott) was challenged and deposed by a rival (who was hostile to Elliott), Elliott decided that it was time to leave the Pecos Empire in favor of better pickings elsewhere. He has been traveling around ever since.

Alignment: Anarchist.

Attributes: I.Q. 12, M.E. 12, M.A. 10, P.S. 14, P.P. 19, P.E. 18, P.B. 14, Spd 17.

Hit Points: 52

S.D.C.: 51

P.P.E.: 3

Height: 6 feet, 1 inch (1.85 m).

Weight: 188 lbs (85 kg).

Disposition & Description: Player's choice.

Experience Level: 7th level Pecos Raider (Rifts Lone Star, pages 153-154).

Skills of Note: Speaks American & Spanish 90%, Automotive Mechanics 55%, Climb 80/70%, Cook 75% (85% for game animals), Fishing 80%, Gardening 65%, Horsemanship: Cowboy 98/92%, Hunting, Land Navigation 72%, Lore: Cattle & Animals 60%, Pilot: Sail Boats 95%, Hovercraft 90%, Hovercycle 98%, Radio: Basic 75%, Electronic Countermeasures 60%, Recognize Weapon Quality 60%, Recycling 60%, Sewing 70%, Streetwise 54%, Swim 90%, Tracking (people) 55%, Wilderness Survival 60%, Athletics (general).

Weapon Proficiencies: Sword (+3 to strike & parry, +1 to throw), Knife (+3 to strike, parry, or throw), Quick Draw (+2 on initiative), Rope (+2 to strike, +1 to entangle or disarm), Energy Pistol, Energy Rifle (both +2 to strike), Paired Weapons.

Combat Skills: Hand to Hand: Martial Arts.

Attacks per Melee: Five.

Bonuses: +1 on initiative, +4 to strike, +6 to parry or dodge, +4 to roll with punch/fall/impact, +3 to pull punch, +2 to disarm, +2 to entangle, any hand strike/punch, any kick, critical strike on 18-20, can perform Holds, body flip/throw does 1D6; +2 to save vs magic or poison, +6% to save vs coma/death.

Magic: Two items: 1. cask of smoke - a small wooden cask that can unleash a cloud of smoke 30x40 feet/9x12 m (like the Cloud of Smoke spell), 2. Orb of Flight - confers the power of flight (like the Fly spell). Both act at 6th level proficiency and are usable 3 times per day.

Psionics: Considered a Minor Psychic, needs a 12 or better to save vs psionic attacks. Abilities are Ectoplasm (6 or 12), and Summon Inner Strength (4).

I.S.P.: 40

Notable Equipment: A set of Plastic Man body armor with a tinted visor, flashlight, cigarette lighter, pack of cigarettes, comb, pocket mirror, 100 feet (30.5 m) of lightweight rope, binoculars, wooden dagger and 7 stakes, survival knife, 2 Vibro-Knives, Bandit LP1 laser pistol with 3 extra E-Clips, Wilk's 567 "Long Gun" with 5 extra E-Clips, 4 hand grenades (any type), 2 flares, knapsack, backpack, utility belt, air filter, and 2 canteens.

Vehicle: NG-300 Speedster Hovercycle (71 M.D.C.).

Money: 238 in credits and 311 credits worth of Black Market goods.

Erik Lovatt

Erik Lovatt was born and raised in New York State (not too far away from Madhaven). Eventually, Erik's parents grew tired of being so close to the terrible city of Madhaven and headed west to Chi-Town. The 'Burbs were as far as they got. Sadly, both of Erik's parents eventually died, never having been allowed citizenship into Chi-Town. Erik decided to spend the rest of his life helping others who were unable to overcome this cruel system. Since he needed some way of supporting himself, Erik became a Juicer, figuring that life was short anyway so he might as well make his a memorable one.

Alignment: Principled.

Attributes: I.Q. 12, M.E. 12, M.A. 15, P.S. 23, P.P. 14, P.E. 21, P.B. 13, Spd 68.

Hit Points: 83

S.D.C.: 225

P.P.E.: 5

Height: 6 feet (1.83 m).

Weight: 190 lbs (86 kg).

Disposition & Description: Player's choice.

Experience Level: 8th level Juicer (Rifts Ultimate Edition, pages 78-81).

Special Abilities (RUE, page 79)*: 1. Super Endurance, 2. Super Strength, 3. Super Speed, 4. Super Reflexes & Reaction Time, 5. Enhanced Healing.

Penalties: 1. Hyperactive: Cannot sleep without sedatives or tranquilizers, tends to be jumpy and anxious when awake, easily bored and continually being dosed by the bio-comp to compensate.

2. Limited Lifespan: Has entered into his fifth year as a Juicer (his 52nd month, to be precise) and has (at most) less than three years to live. Chance of successful detoxification is at only 9%.

Magic: None.

Psionics: None.

Skills of Note: Speaks American 92%, Spanish and Gobblely 81%, Climbing 98%, First Aid 80%, General Repair & Maintenance 70%, Housekeeping 70%, ID Plants & Fruit 65%, Land Navigation 69%, Pilot: Hovercycle 98%, Motorcycle 98%, Boat: Motor Types 90%, Radio: Basic 90%, Recognize Weapon Quality 70%, Running, Sewing 75%, Sign

Language 60%, Swimming 95%, Weapon Systems 80%, Wilderness Survival 70%, Acrobatics (sense of balance, climb rope, or back flip, all at 98%, Prowl 45%, walk tightrope/high wire 96%).

Weapon Proficiencies: Knife (+2 to strike, parry or throw), Forked Weapons (+3 to strike or entangle, +2 to parry, +1 to throw), Handguns, Energy Pistol, Energy Rifle, Military Flamethrowers (+2 to strike with any), Paired Weapons.

Combat Skills: Hand to Hand: Commando.

Attacks per Melee: Eight.

Bonuses: +8 on initiative, +2 (+4)** to strike, +3 to parry, +4 to dodge, +4 to automatic dodge, +10 to S.D.C. damage, +7 to roll with punch/fall/impact, +7 to pull punch, +4 to disarm, karate strike/punch (does 2D4), +3 to body flip/throw (does 1D6), body block/tackle, backward sweep kick, karate kick attack (does 2D6), leap kick (3D8 damage, but counts as 2 melee attacks), +2 to Perception Rolls, +4 to save vs psionic attacks & possession, +6 to save vs all forms of mind control, +3 to save vs poison, +8 to save vs toxic gases, drugs & diseases, +3 to save vs magic, +3 to save vs Horror Factor, +32% to save vs coma/death.

Notable Equipment: Bio-comp and bio-data implants, drug harness and drug supply, Juicer lightweight flex-plate armor (45 M.D.C.), optic helmet, JA-11 Energy rifle (with 6 extra E-Clips), IP-10 Ion Pistol (with 4 extra E-Clips), .45 auto pistol (with 100 extra rounds), military fork (2D6 damage), survival knife (1D6 damage), Vibro-Knife (1D6 M.D.), portable IRMSS kit, camouflage fatigues and armor, extra set of grey fatigues, boots with knife holster, gloves, backpack, utility belt, sunglasses, canteen, compass, 17 days of food rations, and personal items.

Money: 1,000 in credits and 1,100 credits worth of Black Market goods.

Notes: * Bonuses already figured in.

** Strike bonus for kicks.

Frank Donner

Frank was working as an employee at a Techno-Wizardry shop, happily toiling away and saving his money for the day when he could set up a shop of his own. However, that goal fell by the wayside when he heard that his older brother, Jerry (who was a freelance adventurer), was missing. Frank quit his job, dipped into his savings to purchase various items he felt necessary for adventuring, and set out to find Jerry. He is accepting various assignments while continuing to search for his brother.

Alignment: Unprincipled.

Attributes: I.Q. 13, M.E. 12, M.A. 18, P.S. 14, P.P. 8, P.E. 19, P.B. 14, Spd 20.

Hit Points: 38

S.D.C.: 20

P.P.E.: 112

Height: 5 feet, 8 inches (1.72 m).

Weight: 174 lbs (78 kg).

Disposition & Description: Player's choice.

Experience Level: 4th level Techno-Wizard (Rifts Ultimate Ed. RPG, pages 126-129).

Skills: Speaks American 98%, Chinese & Dragonese 74%, Literate in American 76%, Botany 50%, Computer Operation 60%, Computer Programming 50%, Computer Repair 55%, Electrical Engineer 65%, Mechanical Engineer 60%, Land Navigation 53%, Mathematics: Basic 80%, Advanced 70%, Pilot: Combat Driving, Tanks & APCs 53%, Radio: Basic 70%, Robot Mechanics 45%, Sensory Equipment 55%, Sewing 55%, Techno-Wizardry Construction 86%, Vehicle Armorer 55%, Wardrobe & Grooming 62%.

Weapon Proficiencies: Energy Pistol, Energy Rifle (both +2 to strike), Knife (+2 to strike, parry & throw), Paired Weapons.

Combat Skill: Hand to Hand: Expert.

Attacks per Melee: Five.

Bonuses: +2 to strike, +3 to parry & dodge, +2 to roll with punch/fall/impact, +3 to pull punch, +2 to disarm, Karate Punch, kick attack does 1D8; +3 on Perception rolls (involving magic and/or machines), 50% to trust/intimidate; +3 to save vs magic, +2 to

save vs poison, possession, mind control, or Horror Factor, +8% to save vs coma/death.

Magic: Beginning spells (Rifts Ultimate Edition, page 128) plus Mystic Fulcrum (5), Sense Evil (2), Summon/Control Rodents (70), & Words of Truth (15). +1 to Spell Strength, Ley line Piloting 80%.

Psionics: Considered a Minor Psychic, needs a 12 or better to save vs psionics. Has abilities of Machine Ghost (12), Mind Block (4), Object Read (6), Speed Reading (2), Telemechanics (10), Total Recall (2).

I.S.P.: 39

Notable Equipment: Light M.D.C. body armor (35 M.D.C.) with 2 special features (Mystic Fulcrum and Repel Animals), TW rifle (4D6 M.D.), TW pistol (2D6 M.D.), 4 E-Clips for each, survival knife, Swiss Army pocket knife, work overalls, nice clothes, pilot style jumpsuit, tinted goggles, multi-optic band, magnifying glass, pocket flashlight, 6 signal flares, mini-tool kit, knapsack, backpack, 1 small sack, 1 large sack, pocket mirror, silver cross, canteen, binoculars, air filter & gas mask, pocket laser distancer, pocket digital disc recorder/player, handheld computer, or weapons listed under Standard Equipment in the O.C.C. description.

Money: 200 in credits and 4,000 credits worth of Black Market goods.

Gaherus-Rukkh

Gaherus-Rukkh was a follower of one of his fellow tribesmen who tried to stage a coup against their chief. The coup failed and Gaherus (among others) was forced to flee into exile. The Goblins managed to find jobs as mercenaries, but eventually, all of them were killed except Gaherus (who is currently looking for work).

Alignment: Anarchist.

Attributes: I.Q. 9, M.E. 13, M.A. 5, P.S. 18**, P.P. 18, P.E. 24, P.B. 8, Spd 19.

M.D.C.: 57*

Hit Points: 52*

S.D.C.: 10*

P.P.E.: 118

Height: 4 feet, 5 inches (1.35 m).

Weight: 105 lbs (47 kg).

Horror Factor: 11

Disposition & Description: Player's choice.

Experience Level: 3rd level Psi-Goblin (Psyscape, pages 128-130).

Natural Abilities: High physical attributes, double-jointed, Nightvision 1,000 feet (305 m), swim 55%, climb 80/70%, Bio-Regeneration (2D6 points per hour and can regrow fingers, ears and similar within 72 hours, a hand, arm or leg in 1D4 weeks), innate magic abilities (below), psionics (below).

Skills: Speaks Gobblely and Faerie at 98%, American 66%, Concealment 28%, Detect Ambush 40%, Detect Concealment 35%, Escape Artist 60%, Gemology 35%, Intelligence 50%, Interrogation 50%, Jury-Rig 35%, Land Navigation 54%, Leather Working 50%, Pick Locks 40%, Streetwise 38%, Track & Trap Animals 30/40%, Tracking (people) 35%, Wilderness Survival 55%.

Weapon Proficiencies: Sword (+2 to strike, +1 to parry), Axe (+1 to strike & parry), Targeting (+2 to strike), Handguns (+2 to strike), Energy Pistol, Paired Weapons.

Combat Skill: Hand to Hand: Expert.

Attacks per Melee: Five.

Bonuses: +3 on initiative, +6 to strike, +5 to parry and dodge, +3 to damage, +5 to disarm, +4 to roll with

punch/fall/impact, +7 to pull punch, kick attack (1D8 damage), karate punch (1D6 damage); impervious to disease, +3 to save vs psionics, radiation and pollution, +7 to save vs magic, +5 to save vs poison, +6 to save vs Horror Factor, +18% to save vs coma/death.

Magic: Each of the following can be performed up to three times per 24 hour period (if Gaherus has enough P.P.E.): Armor of Ithan (10), Energy Bolt (5), Fool's Gold (10), Forcebonds (25), Repel Animals (7), Shadow Meld (10).

Psionics: Considered a Major Psychic, needs a 12 or better to save vs psionic attacks. Has the abilities of Death Trance (1), Detect Psionics (6), Ectoplasm (6 or 12), Mind Block (4), See the Invisible (4), Sense Evil (2), Sense Magic (3), Summon Inner Strength (4), Telekinetic Leap (8).

I.S.P.: 79

Equipment: Short sword, battle axe, 7.65mm automatic pistol & 2 ammo clips (15 rounds each), Wilk's 320 laser pistol & 1 E-Clip (20 shots), Vibro-Saber, clothes (pants, shirt, belt, boots, gloves, hooded cloak), sleeping bag, blanket, backpack, a medium-sized sack, 2 small pouches, 50 feet (15 m) of rope, 5 weeks of food rations.

Money: 450 in credits and 500 credits worth of Black Market goods.

Notes: * Gaherus is a Mega-Damage being on Rifts-Earth, his Hit Points and S.D.C. are only applicable in a non-Mega-Damage environment.

** P.S. is Supernatural while on Rifts Earth.

Jason Ingoldsby

Jason Ingoldsby was born in Chi-Town to a fairly affluent family. Family connections (plus Jason's own talents) ultimately earned Jason a commission in the Coalition States Army. Although Jason served diligently (albeit without notable distinction) for several years, an incident involving the slaughter of some helpless humans (who were merely suspected of abetting some D-Bees) soured him on military life. Jason resigned his commission and has been a freelance adventurer ever since.

Alignment: Scrupulous.

Attributes: I.Q. 12, M.E. 12, M.A. 12, P.S. 16, P.P. 13, P.E. 15, P.B. 13, Spd 21.

Hit Points: 37

S.D.C.: 30

P.P.E.: 4

Height: 5 feet, 10 inches (1.78 m).

Weight: 188 lbs (85 kg).

Disposition & Description: Player's choice.

Experience Level: 7th level CS Military Specialist (Rifts Ultimate Ed. RPG, pages 235-236).

Skills of Note: Speaks American 98%, Spanish 65%, Literate in American 80%, Automotive Mechanics 60%, Computer Operation 85%, Cook 65%, Detect Ambush 70%, Detect Concealment 65%, Electronic Countermeasures 80%, Forgery 60%, History: Pre-Rifts 56/48%, Intelligence 66%, Math: Basic 95%, Advanced 85%, Outdoorsmanship, Paramedic 70%, Pick Pockets 70%, Pilot: Automobile 87%, Hovercraft 90%, Robots & Power Armor 84%, Robot Combat: Basic, Radio: Basic 95%, Running, Spelunking 65%, Tracking (people) 65%, Weapon Systems 80%, Wilderness Survival 75%, Athletics (general).

Weapon Proficiencies: Handguns, Energy Pistol, Energy Rifle, Targeting (all are +3 to strike), Knife (+3 to strike, parry, or throw), Quick Draw (+1 on initiative), Paired Weapons.

Combat Skills: Hand to Hand: Expert.

Attacks per Melee: Five.

Bonuses: +2 to strike, +4 to parry or dodge, +1 to damage, +3 to roll with punch/fall/impact, +3 to pull punch, +2 to disarm, Critical Strike on 18-20,

Karate Kick attack (2D6 damage), Karate Punch (2D4 damage), backhand strike (1D4 damage).

Magic: None.

Psionics: None.

Cybernetics: Bionic right arm with built-in Computer, Calculator, and Metal Detector.

Equipment: CA-1 "Dead Boy" armor (100 M.D.C.), C-20 Laser Pulse Pistol, C-12 Heavy Assault Laser Rifle, 4 extra E-Clips for each weapon, .44 automatic S.D.C. pistol, 5 extra ammo clips, Vibro-Knife, 6 grenades (4 high explosive, 2 smoke), 3 signal flares, survival knife (1D6 S.D.C.), distancing binoculars, Robot Medical Kit, video disc recorder, pocket computer, utility belt, air filter and gas mask, walkie-talkie, uniform, combat boots, canteen, and 10 days of field rations.

Money: 7,854 in credits and Black Market goods.

Jody Voight

Jody used to be a citizen of CS Lone Star until the restrictive atmosphere (especially to a Master Psychic like herself) became too stifling. She slipped out of Lone Star and has been experiencing the freedom of adventuring ever since.

Alignment: Anarchist.

Attributes: I.Q. 15, M.E. 20, M.A. 20, P.S. 9, P.P. 14, P.E. 11, P.B. 17, Spd 15.

Hit Points: 25

S.D.C.: 25

P.P.E.: 11

Height: 5 feet, 9 inches (1.75 m).

Weight: 114 lbs (51 kg).

Disposition & Description: Player's choice.

Experience Level: 3rd level Psi-Ghost (Rifts Psyscape, pages 63-66).

Psi-Ghost Abilities: 1. Heightened Presence Sense (64%, 35 foot/10.6 m range), 2. Intangibility (Psyscape, page 65), 3. Psionics (below).

Skills: Speaks American 97%, Japanese & Spanish 80%, Literate in American 60%, Basic Electronics 50%, Basic Mechanics 45%, Climbing 65/55%, Computer Operation 65%, Computer Hacking 40%, Cryptography 40%, Escape Artist 50%, Gardening 44%, Mathematics: Basic 65%, Advanced 65%, Navigation 55%, Outdoorsmanship, Pick Locks 55%, Prowl 45%, Radio: Basic 75%, Recycle 40%, Sensory Equipment 40%, Streetwise 40%, Surveillance Systems 55%, Wilderness Survival 45%.

Weapon Proficiencies: Energy Pistol (+2 to strike), Knife (+1 to strike, +2 to parry & throw), Shield (+2 to parry).

Combat Skill: Hand to Hand: Basic.

Attacks per Melee: Four.

Bonuses: +2 on initiative, +2 to parry & dodge, +4 to roll with punch/fall/impact, +3 to pull punch, kick attack does 1D8; 60% to trust/intimidate, 35% to charm/impress, +4 to save vs psionics, insanity, or possession, +3 to save vs mind control, +2 to save vs Horror Factor.

Magic: None.

Psionics: A Master Psychic, needs a 10 or better to save vs psionic attacks. Has the abilities of Psi Shield (30), Psionic Invisibility (10), Telemechanics (10), Alter Aura (2), Deaden Senses (4), Machine Ghost (12), Mask P.P.E. (4), Mind Block (4), Nightvision (4), Object Read (6), Resist Fatigue (4), Resist Hunger (2), See the Invisible (4), Telekinetic Leap (8).

I.S.P.: 69

Notable Equipment: Homemade M.D.C. armor (30 M.D.C.), Bandit LPI laser pistol, 6 E-Clips (20 shots each), survival knife, Vibro-Knife, black fatigues, small wardrobe (6 outfits), PDD/Portable Digital Disk player & recorder, portable language translator, handheld computer with micro-computer, 35mm camera & 10 discs of film, video disc camera & 7 discs of film, microfilm camera, pen flashlight, large flashlight, 100 feet (30.5 m) of super-strong/super-lightweight cord, grappling hook, 3 spikes, roll of wire, standard tool kit, lock picking tools, pry bar, glass cutter, laser scalpel, gas mask, tinted goggles, knapsack, backpack, satchel, walkie-talkie, and personal items, including 2 different photo I.D.s (with aliases), fake birth certificate, & fake citizen I.D.s to CS Lone Star and Los Alamo.

Money: 5,000 in credits and 3,000 credits worth of Black Market goods.

John Bennett

John Bennett's Glitter Boy armor has been in his family for four generations. After John inherited the armor, he used it to become an enforcer for the local Black Market. However, despite having to go heavy on the muscle at times in his job, there was a line that John would not cross.

After John stood up and protected one of his assigned targets from his gangster bosses, John decided that even with the protection of his armor, a change of location on his part would be advantageous to his continued good health.

Since then, John has been traveling about hiring himself out as a mercenary to whomever is willing to pay him well and not ask him to do anything that he can't stomach.

Alignment: Unprincipled.

Attributes: I.Q. 17, M.E. 14, M.A. 15, P.S. 12, P.P. 15, P.E. 12, P.B. 17, Spd 11.

Hit Points: 22

S.D.C.: 56

P.P.E.: 5

Height: 6 feet, 3 inches (1.91 m).

Weight: 172 lbs (77 kg).

Disposition & Description: Player's choice.

Experience Level: 4th level Glitter Boy (Rifts Ultimate Ed. RPG, pages 67-74).

Skills: Speaks American 98%, Euro & Spanish 82%, Basic Electronics 58%, Detect Concealment 48%, General Repair/Maintenance 63%, Land Navigation 57%, Mechanics (Automotive 53%, Basic 63%), Paramedic 58%, Pick Pockets 43%, Pilot (Military Submersibles 55%, Robots 68%, Ships 63/58%, Truck 58%), Play Musical Instrument 53%, Radio: Basic 73%, Read Sensory Equipment 58%, Robot Combat (Basic, Elite: Glitter Boy), Weapon Systems 68%.

Weapon Proficiencies: Energy Pistol, Energy Rifle, Heavy Energy Weapons*, Targeting (+2 to strike on all).

Combat Skill: Hand to Hand: Martial Arts.

Attacks per Melee: Five/nine**.

Bonuses: +2 (+4**) on initiative, +3 (+5**) to strike, +3 (+5**) to parry & dodge, +3 (+6**) to roll with

punch/fall/impact, +5 (+9**) to pull punch, +1 to disarm, karate kick attack does 2D6, body flip/throw does 1D6; +3 to save vs Horror Factor, 35% to charm/impress.

Magic: None.

Psionics: None.

Notable Equipment: Glitter Boy power armor complete with Boom Gun and full payload of ammunition, C-10 laser rifle & 3 E-Clips (20 shots each), Q1-02 ion pistol & 1 E-Clip (12 shots), 9mm automatic pistol & 1 ammo clip (15 rounds), 2 fragmentation grenades, 2 smoke grenades, 6 signal flares, survival knife, gas mask & air filter, walkie-talkie, 2 pairs of fatigues, lightweight velcro strapped boots, canteen, robot medical kit and IRMSS, and some personal items.

Money: 900 in credits and 2000 credits worth of Black Market goods.

Notes: * +4 to strike with Boom Gun.

** Increased bonuses when in the Glitter Boy power armor.

Kendarla

Unlike many of her sisters, Kendarla chafed under the brutal reign of her Splugorth overlords. When her Slaver master was killed during a raid, Kendarla took the opportunity to escape and see what the outside world had to offer.

Alignment: Unprincipled.

Attributes: I.Q. 15, M.E. 17, M.A. 21, P.S. 29, P.P. 23, P.E. 30, P.B. 22, Spd 48.

Hit Points: 63

S.D.C.: 102

M.D.C.: By armor & magic (below).

P.P.E.: 5

Height: 6 feet, 2 inches (1.88 m).

Weight: 167 lbs (75 kg).

Disposition & Description: Player's choice.

Experience Level: 6th level Altara Warrior Woman (Rifts D-Bees of North America, pages 15-18).

Horror Factor: 12

Natural Abilities: Superb physical condition, fast reflexes and keen awareness. Recovers lost Hit Points and S.D.C. three times faster than a human. Plus:

1. Heightened Sense of Hearing: Equal to cybernetic Amplified Hearing.

2. Heightened Sense of Smell: Recognize specific odors 90%, a person, animal or plant by scent alone 75%, poisons & toxins 85%. Track by scent 80% (-20% in cities or 'Burbs).

3. Heightened Sense of Touch: Can recognize items by feel 76%.

4. Radar Sense: Knows/senses the location of people, objects, movement, and the general shapes of people, animals and objects in the environment around her. Interpret shapes 85%, estimate distances 95%, direction, speed, and exact location, all at 80%.

5. Extraordinary Physical Endurance: Unnatural physical endurance, reflected in P.E. attribute and high S.D.C.

Skills of Note: Speaks Demongogian 93%, American & Spanish 80%, Athletics (general), Basic Mechanics 55%, Boxing, Climbing 80/70%, Cook 65% (+10% for game animals), Detect Ambush 65%, Find Contraband 46%, Forced March, Gambling: Dirty Tricks 40%, Hunting, Identify Plants 55%, Intelligence 57%, Land Navigation 61%, Lore: Demons & Monsters 60%, Math: Basic 90%, Military Fortification 65%, Paramedic 75%, Preserve Food

60%, Prowl 57%, Running, Skin & Prepare Animal Hides 70%, Swimming 85%, Wilderness Survival 65%, Gymnastics (sense of balance 70%, work parallel bars/rings 80%, climb rope 75%, back flip 85%).

Weapon Proficiencies: Archery (+4 to strike, +2 to parry or disarm, 5 shots per melee), Blunt (+3 to strike or parry, +1 to throw), Knife (+2 to strike, +3 to parry or throw), Staff (+2 to strike or parry, +1 to throw), Sword (+3 to strike, +2 to parry, +1 to throw), Energy Pistol, Energy Rifle (+2 to strike on either).

Combat Skills: Altaran combat training.

Attacks per Melee: Eight.

Bonuses: +2 on initiative, +5 to strike, +9 to parry & dodge, +16 to damage, +6 to roll with punch/fall/impact, +2 to pull punch, +3 to disarm, 65% to trust/intimidate, 60% to charm/impress, +3 on Perception Rolls, +9 to save vs magic, +8 to save vs poison, +4 to save vs Horror Factor, +3 to save vs psionics, +1 to save vs insanity, +40% to save vs coma/death.

Vulnerabilities: Senses are fouled by storms of all kinds (rain, sand, snow, dust, and Ley Line Storms). All radar, hearing, smell abilities and combat bonuses are halved. Cannot ever learn to read the written word (blind). Negative reputation as a former Minion of Splugorth.

Magic: Items only: 2 Aerobes, 3 Stasirobes, 2 Watrobes (and see below).

Psionics: A Major Psychic, needs a 12 or better to save vs psionics. Abilities are: Clairvoyance (4), Empathy (4), Mind Block (4), Object Read (6), Presence Sense (4), Sense Evil (2), Sense Magic (3), Sixth Sense (2).

I.S.P.: 96

Armor: Thin, rubbery looking suit & padded helmet (30 M.D.C.). Magic Talisman (runic) that creates an Armor of Ithan (100 M.D.C.) spell around herself three times a day.

Weapons: Net Gun*, Laser Wrist Blasters* (17 nets remaining), Mental Incapacitator* (4 blasts remaining), WR-15 Laser Rifle (3D6 M.D.; 1,600 foot/487 m range, 26 rounds left), Vibro-Knife (1D6 M.D.). S.D.C. weapons: scimitar (2D6), dagger (1D6), short bow & 15 arrows (1D6).

* Special Altaran weapons (D-Bees of North America, page 18).

Other Equipment: Backpack, 8 days of field rations.

Money: 300 in credits and 800 credits worth of Black Market goods.

Kyle Scott

Kyle Scott grew up on a remote farm. One day, when he was tracking some goats that had wandered off, Kyle fell asleep and had a vision. This vision would prove to be the catalyst that sent him on his life path – that of a Mystic.

After his powers manifested, Kyle bid his family farewell and has taken to wandering wherever his path may lead. Although he is unsure of what his final destiny will be, he is content to explore this strange new world and take in all of its wonders.

Alignment: Principled.

Attributes: I.Q. 11, M.E. 18, M.A. 10, P.S. 15, P.P. 15, P.E. 19, P.B. 15, Spd 14.

Hit Points: 37

S.D.C.: 21

P.P.E.: 79

Height: 6 feet, 1 inch (1.85 m).

Weight: 169 lbs (76 kg).

Disposition & Description: Player's choice.

Experience Level: 4th level Mystic (Rifts Ultimate Edition, pages 118-120).

Skills: Speaks American 97%, Dragonese, Faerie & Spanish all at 74%, Biology 45%, Dance 60%, Disguise 45%, Horsemanship: general 62/42%, Land Navigation 58%, Lore: American Indians, D-Bees, Faeries, & Magic, all at 55%, Math: Basic 60%, Philosophy 65%, Play Musical Instruments (2 of choice) 60%, Sensory Equipment 45%, Wilderness Survival 60%.

Weapon Proficiencies: Handguns, Energy Pistol (+2 to strike).

Combat Skill: Hand to Hand: Martial Arts.

Attacks per Melee: Five.

Bonuses: +1 on initiative, +2 to strike, +3 to parry & dodge, +3 to roll with punch/fall/impact, +3 to pull punch, Karate Kick attack does 2D6, body flip/throw does 1D6; +2 to Perception Rolls (+4 on ley lines), +4 to save vs magic, psionic attacks, possession, or Horror Factor, +2 to save vs poison, insanity or mind control, +8% to save vs coma/death.

Magic: The following magic spells at +2 to Spell Strength: Befuddle (6), Blinding Flash (1), Breathe Without Air (5), Carpet of Adhesion (10), Cleanse

(6), Climb (3), Cloud of Smoke (2), Cure Minor Disorders (10), Fingers of the Wind (5), Fuel Flame (5), Heavy Breathing (5), Lantern Light (1), Light Healing (6), Manipulate Objects (2+), Turn Dead (6), Thunderclap (4), Trance (10).

Psionics: Sense Supernatural Evil 65%, Open Self to the Supernatural (65% for invisibility). Has the following psionic abilities: Mind Bolt (varies), Clairvoyance (4), Commune with Spirits (6), Exorcism (10), Increased Healing (10), Mask P.P.E. (4), Meditation (0), Psychic Diagnosis (4), Psychic Surgery (14), Sixth Sense (2), Suppress Fear (8), Telepathy (4). Considered a Major Psychic, needs a 12 or better to save vs psionic attacks.

I.S.P.: 59

Notable Equipment: Homemade M.D.C. armor (30 M.D.C.), .38 revolver & 3 ammo clips, Wilk's 320 laser pistol & one E-Clip (10 shots), knapsack, backpack, 2 small sacks, 1 large sack, 6 wooden stakes & a mallet, small silver cross, canteen, binoculars, tinted glasses, air filter and gas mask, guitar, 2 hooded cloaks, and some personal items.

Money: 5,000 in credits and 9,000 credits worth of Black Market goods.

Lady Karen Redling

Karen Redling was raised in a small village. She was a teenager when marauders raided and destroyed her village (killing her family). One of the few survivors of the raid, Karen was rescued by a band of adventurers. Upon asking to join the group, one of them (a Cyber-Knight) saw some potential in Karen and took her on as an apprentice. Under his tutelage, Karen eventually became a Cyber-Knight herself and has been traveling about battling evil ever since.

Alignment: Principled.

Attributes: I.Q. 10, M.E. 12, M.A. 16, P.S. 21, P.P. 11, P.E. 20, P.B. 13, Spd 22.

Hit Points: 46

S.D.C.: 71

P.P.E.: 23

Height: 5 feet, 5 inches (1.65 m).

Weight: 117 lbs (53 kg).

Disposition & Description: Player's choice.

Experience Level: 6th level Cyber-Knight (Rifts Ultimate Ed. RPG, pages 61-67).

Skills: Speaks American & Dragonese/Elf 98%, Chinese & Spanish 97%, Literate in American 85%, Anthropology 70%, Basic Electronics 55%, Body Building, Breaking/Taming Wild Horses 55%, Climbing 95/85%, Horsemanship: Cyber-Knight 85/65%, Hunting, Kick Boxing, Land Navigation 68%, Lore: Demon & Monster 70%, Outdoorsmanship, Paramedic 75%, Prowl 67%, Swimming 85%, Track & Trap Animals 60/70%, Wilderness Survival 70%, Acrobatics, Aerobic Athletics, Gymnastics (sense of balance, climb rope/rappel, back flip, all at 98%, walk tightrope/high wire, work parallel bars/rings, both at 80%).

Weapon Proficiencies: Sword (+3 to strike, +2 to parry, +1 to throw), Shield (+2 to strike, +4 to parry), Staff (+2 to strike & parry, +1 to throw), Targeting (+2 to strike), Whip (+2 to strike, disarm, or entangle, +2 to damage), Handguns (+3 to strike), Energy Rifle, Energy Pistol (both +1 to strike), Paired Weapons.

Combat Skill: Hand to Hand: Martial Arts.

Attacks per Melee: Six.

Bonuses: +4 (+10*/+13**) on initiative, +2 to strike, +3 (+5*) to parry, +3 (+6*) to dodge, +6 to damage, +6 to roll with punch/fall/impact, +6 to pull punch, +3 to disarm, +2 to entangle, kick attack does 2D6 (leap kick does 3D8 but counts as two attacks), body flip/throw does 1D6; Critical Strike on 18-20, +3 on Perception Rolls, 40% to trust/intimidate, +3 to save vs magic or poison, +2 to save vs Horror Factor, +10% to save vs coma/death, Zen Combat bonuses***.

Magic: None.

Psionics: A Major Psychic, needs a 12 or better to save vs psionic attacks. Abilities are Healing Touch (6), Machine Ghost (12), Psychic Purification (8), Restore P.P.E. (4+), See Aura (6), Sixth Sense (2).

I.S.P.: 56

Notable Equipment: A set of personalized, heavy, Mega-Damage body armor (85 M.D.C.), .38 revolver & 6 ammo clips (6 shots each), Wilk's 330 laser pistol & 5 E-Clips (12 shots each), 5.56 assault rifle & 4 ammo clips (20 rounds each), C-14 laser assault rifle & grenade launcher with 2 E-Clips (10 shots each), longsword, shield, quarterstaff, bullwhip, backpack, gas mask & air filter, tinted goggles, hatchet, knife, silver cross, first-aid kit with extra bandages, tent, knapsack, saddlebags, 2 canteens, 2 week supply of rations, and some personal items.

Transportation: Riding horse (20 H.P., 26 S.D.C., 2 attacks per melee).

Money: 500 in credits and 3,000 credits worth of saleable goods.

Notes: * These bonuses are when the Sixth Sense is active.

** This bonus is vs technology.

*** Shown in RUE, pages 65-66.

Lefstinfoswap

Originally from the Pecos Badlands, Lefstinfoswap joined up with a group of adventurers who headed north and eventually wound up in the Chi-Town 'Burbs.

Race: Psi-X Alien.

Alignment: Unprincipled.

Attributes: I.Q. 19, M.E. 21, M.A. 9, P.S. 10, P.P. 9, P.E. 6, P.B. 5, Spd 14.

Hit Points: 42

S.D.C.: 8

P.P.E.: 60

Height: 4 feet, 4 inches (1.32 m).

Weight: 112 lbs (50 kg).

Disposition & Description: Player's choice.

Experience Level: 7th level Psi-X Alien (Rifts Lone Star, pages 98-100).

Natural Abilities: Nightvision 3,000 feet (914 m), hawk-like color vision, can see in the IR and UV light spectrums, can also see EM energy and see the invisible (includes Astral Beings, Entities and energy beings), psionics (below), and natural mode of transportation is to hover and move (at Spd attribute) 1-4 feet (0.3-1.2 m) off the ground (walking requires a concentrated effort).

Penalties: Terrible day vision (40 feet/12.2 m), eyes are very sensitive to light (require some sort of tinted protective covering; blinded by bright lights, including flashbulbs and bright sunlight), insanities (below).

Insanities: Three phobias: 1. Contamination (germs), 2. Dog Boys, 3. Reptiles, snakes and snake-like creatures. Also, obsessed with finding and studying a Deevil Dragon.

Skills: Speaks American and Spanish at 98%, Brewing 40/45%, Cardsharp 88%, Concealment 74%, Find Contraband 75%, Gambling: Standard 85%, Dirty Tricks 69%, I.D. Undercover Agents 98%, Imitate Voices & Sounds 91/85%, Palming 79%, Pick Locks 90%, Pick Pockets 85%, Pilot: Automobile 77%, Tracked & Construction Vehicles 69%, Play Musical Instrument (harmonica) 60%, Prowl 80%, Safe-Cracking 69%, Streetwise 69%, Tailing 90%.

Weapon Proficiencies: Knife (+3 to strike, parry, or throw), Staff (+3 to strike, +2 to parry, +1 to throw), Energy Pistol.

Combat Skill: No formal Hand to Hand training.

Attacks per Melee: Four physical or three psionic.

Bonuses: +1 to dodge; +3 to save vs psionics, +4 to save vs insanity, +5 to save vs magic, illusions, or Horror Factor.

Magic: None.

Psionics: Considered a Major Psychic, needs a 12 or better to save vs psionic attacks. Has the abilities of Astral Projection (+20% to find way home)(8), Bio-Regeneration (self)(6), Clairvoyance (5), Detect Psionics (6), Ectoplasm (6 or 12), Object Read (6), See Aura (6), Sense Magic (3), Telepathy (4).

I.S.P.: 107

Equipment: Survival knife, CP-30 laser pulse pistol & 3 E-Clips (20 shots), backpack, knapsack, utility belt, air filter, protective eye goggles, universal translator, cigarette lighter, notepad, canteen, 16 days of food rations.

Money: 37 in credits and 60 credits worth of Black Market goods.

Roger Howard

Roger was born to a noble family in a small kingdom. However, despite being raised to wealth and privilege, Roger always felt that something was missing in his life; that he was somehow destined for bigger things.

When his psionic abilities first manifested, Roger felt that it was his destiny to go out into the world and make a name for himself. He discussed this with his king (who happened to be a distant cousin of his), and it was decided that Roger would go out to see the world. After honing his abilities and gaining valuable experience, Roger would eventually return home to a position of power and prestige as one of the king's advisors. For now, Roger travels about in search of new experiences and challenges.

Alignment: Scrupulous.

Attributes: I.Q. 13, M.E. 12, M.A. 9, P.S. 13, P.P. 18, P.E. 12, P.B. 12, Spd 17.

Hit Points: 30

S.D.C.: 24

P.P.E.: 7

Height: 5 feet, 11 inches (1.8 m).

Weight: 173 lbs (78 kg).

Disposition & Description: Player's choice.

Experience Level: 5th level Mind Melter (Rifts Ultimate Ed. RPG, pages 150-151).

Skills: Speak American 98%, Speak Japanese & Gobblely 92%, Literate in American 50%, Cook 55%, Escape Artist 55%, Land Navigation 62%, Mathematics: Basic 85%, Navigation 60%, Pilot: Airplane 76%, Automobile 84%, Ships 75/70%, Water Skiing & Surfing 61%, Sensory Equipment 50%, Streetwise 51%, Weapon Systems 60%, Athletics (general).

Weapon Proficiencies: Handguns, Energy Pistol (both +2 to strike), Quick Draw (+2 to initiative), Forked Weapons (+3 to strike or entangle, +2 to parry, +1 to throw), Paired Weapons.

Combat Skill: Hand to Hand: Expert.

Attacks per Melee: Five.

Bonuses: +3 on initiative, +5 to strike, +6 to parry & dodge, +3 to roll with punch/fall/impact, +5 to pull punch, +4 to disarm, Karate Kick attack does

2D6, Karate Punch (2D4 damage); +3 on Perception rolls, +4 to save vs possession or Horror Factor, +3 to save vs magic illusions, +2 to save vs mind control.

Magic: None.

Psionics: A Master Psychic, needs a 10 or better to save vs psionic attacks. Abilities are: Group Mind Block (22), Group Trance (15), Psi-Shield (30), Psionic Invisibility (10), Psychic Body Field (30), Radiate Horror Factor (8), Telemechanic Mental Operation (12), Alter Aura (self; 4), Commune with Spirits (6), Deaden Pain (4), Impervious to Poison (4), Induce Sleep (4), Meditation (0), Mind Block (4), Object Read (6), Psychic Diagnosis (4), Psychic Purification (8), Read Dimensional Portal (6), Remote Viewing (10), See Aura (6), Sense Magic (3), Sense Time (2), Sixth Sense (2), Stop Bleeding (4), Summon Inner Strength (4), Telekinetic Leap (8), Telekinetic Push (4), Telemechanics (10).

I.S.P.: 152

Notable Equipment: Homemade M.D.C. armor (30 M.D.C.), TX-26 particle beam pistol & 5 E-Clips (6 shots each), 9mm automatic pistol & 6 ammo clips, pair of sais, extra set of traveling clothes, sleeping bag, backpack, utility/ammo-belt, canteen, tinted glasses, gas mask, knife, 3 weeks worth of food rations, and personal items.

Vehicle: A battered, rebuilt automobile (111 S.D.C.).

Money: 800 in credits and 6,000 credits worth of Black Market goods.

Salan-Garv

Salan-Garv is originally from the Eastern Woods (specifically, the area known in pre-Cataclysmic times as New England). After being enthralled by tales from the tribal elders about the Coalition (a mighty kingdom to the west that treated Stalkers with great respect), Salan decided to see this place for himself. After finding out that the stories about how well Stalkers were treated were not true, Salan decided not to join up with the Coalition after all. However, there are so many new things here to see, he is planning to remain a while longer before returning home. While he is here, he is open to trying new experiences and getting in new adventures.

Alignment: Aberrant.

Attributes: I.Q. 10, M.E. 17, M.A. 7, P.S. 10, P.P. 14, P.E. 20, P.B. 9, Spd 22/10.

Hit Points: 33

S.D.C.: 80

P.P.E.: 8

Height: 6 feet (1.83 m).

Weight: 225 lbs (101 kg).

Disposition & Description: Player's choice.

Experience Level: 4th level Wild Psi-Stalker (Rifts Ultimate Edition, pages 155-156).

Special Abilities (RUE, pages 153-154): 1. Sense Magic & Psychic Energy 35/75%, 2. Sense Supernatural Beings 55/45%, 3. Nourished on P.P.E. or I.S.P., 4. Psionic Empathy with Animals, 5. Mega-Damage Combat, 6. Attribute, Psionic & Magic bonuses (combined elsewhere).

Skills of Note: Speaks American 90%, Spanish 84%, Athletics (general), Breed Dogs 55/35%, Climbing 60/50%, Dance 45%, Detect Ambush 50%, Detect Concealment 40%, Escape Artist 50%, Horsemanship: Cowboy 85/69%, Exotic Animals 60/50%, Land Navigation 58%, Mythology 45%, Pilot Tracked & Construction Vehicles 52%, Prowl 50%, Sign Language 40%, Spelunking 50%, Tracking (humanoids) 50%, Wilderness Survival 75%.

Weapon Proficiencies: Sword (+2 to strike or parry, +1 to throw), Knife (+2 to strike, parry or throw), Handguns, Rifle, Energy Pistol (+2 to strike with any), Paired Weapons.

Combat Skills: Hand to Hand: Expert.

Attacks per Melee: Six.

Bonuses: +4 to strike, parry or dodge, +3 to pull punch or roll with punch/fall/impact, +2 to disarm, kick attack (1D8 damage), can perform a Karate Punch (1D6 damage); +5 to Perception Rolls, +5 to save vs all forms of mind control & mind altering drugs, +6 to save vs Horror Factor or any magic, +3 to save vs poison & possession, +1 to save vs psionic attacks & insanity, +10% to save vs coma/death.

Psionics: Empathy (4), Mask I.S.P. & Psionics (7), Object Read (6), Presence Sense (4), Remote Viewing (10), Sixth Sense (2). Considered a Master Psionic, needs a 6 or better to save vs psionic attacks.

I.S.P.: 77

Magic: None.

Equipment: M.D.C. body armor (30 M.D.C.), .45 pistol & 35 rounds, 5.56mm Assault rifle & 175 rounds, Wilk's 330 Laser Pistol & 2 E-Clips, 2 knives (1D6 S.D.C. damage), sword (1D8 S.D.C. damage), Vibro-Knife (1D6 M.D.), wooden spear (1D6 S.D.C.), wooden cross, bone knife, backpack, 2 sacks, utility/ammo-belt, gun holster, canteen, tinted goggles, gas mask, 14 days of food rations.

Money: 13,000 credits worth of Black Market goods.

Shawna Greene

Shawna Greene grew up in the 'Burbs of Chi-Town. In an effort to survive the mean streets, she hooked up with a gang. Running with this gang brought her to the attention of a local criminal (who turned out to be a magician). In exchange for running errands and ferreting out information for him, he started to teach her magic.

However, before Shawna got past the rudiments of magic, her mentor was killed in a CS sweep of the 'Burb. Since it was known that Shawna was an associate of the now-dead mage, she fled the area before the Coalition came after her. Ever since then, she has wandered about as a freelancer for hire (picking up some additional skills and magic along the way).

Alignment: Anarchist.

Attributes: I.Q. 14, M.E. 22, M.A. 18, P.S. 19, P.P. 14, P.E. 14, P.B. 13, Spd 18.

Hit Points: 29

S.D.C.: 21

P.P.E.: 69

Height: 5 feet, 5 inches (1.65 m).

Weight: 133 lbs (60 kg).

Disposition & Description: Player's choice.

Experience Level: 4th level Super-Spy (Rifts Mercenaries, pages 27-28).

Skills: Speaks American 97%, Euro, Japanese, & Techno-Can all at 74%, Astronomy 45%, Dance 60%, Fencing, First Aid 75%, Horsemanship (general) 62/42%, Land Navigation 58%, Lore: Cattle 60%, Lore: Juicers 60%, Lore: Magic 55%, Lore: Psychics 60%, Philosophy 65%, Play Musical Instrument (*two* of choice) 60%, Preserve Food 50%, Roadwise 43%, Wilderness Survival 60%.

Weapon Proficiencies: Sword (+3 to strike & parry, +1 to throw), Knife (+3 to strike & parry, +2 to throw), Handguns, Energy Pistol, Energy Rifle (+2 to strike on all).

Combat Skill: Hand to Hand: Expert.

Attacks per Melee: Five.

Bonuses: +2 to strike, +3 to parry & dodge, +4 to damage, +2 to roll with punch/fall/impact, +2 to pull punch, +2 to disarm, kick attack does 1D8, Ka-

rate Punch; 50% to trust/intimidate, +4 to save vs psionics, +5 to save vs insanity.

Magic: Shauna is a minor magic user with the following spells: Blind (6), Climb (3), Energy Bolt (5), Extinguish Fire (4), Fist of Fury (10 or 50), Globe of Daylight (2), Invisibility: Simple (6), Manipulate Object (2+), Negate Poison/Toxin (5), Repel Animals (7), See Aura (6), See the Invisible (4). Her only Ley Line abilities are sensing and reading them (Sense Ley Lines 45%, Sense Ley Line Nexus 55%).

Psionics: None.

Notable Equipment: NE-CW20 Camouflage Variable Armor, WR-15 wilderness laser rifle & 1 extra drum (40 rounds), Bandit IP-10 ion pistol & 5 E-Clips (10 shots each), .45 automatic pistol & 6 ammo clips, Vibro-Knife, survival knife, short sword, black fatigues, video disc player, portable language translator, handheld computer and micro printer, 35mm camera & 8 discs of film, video disc camera & 10 discs of film, micro-film camera, pen flashlight, large flashlight, backpack, knapsack, utility belt, ammo-belt, canteen, sunglasses and goggles, walkie-talkie, air filter and gas mask, lock picking tools.

Money: 9,000 in credits and 1,000 credits worth of Black Market goods.

Shima Rintaro

Shima Rintaro was born to a Samurai family in the New Empire of Japan. Unlike most of his friends and comrades who were content never to leave the Empire, Shima always had a curiosity about the outside world. Figuring that such knowledge and experience would make Shima a better retainer, his Daimyo granted Shima leave to explore the world on condition that after seven years, or whenever Shima felt that he had learned (or experienced) enough, Shima would return to take his place in the Daimyo's service. One of the Clan's magicians opened up a Rift which sent Shima to North America, where he has been adventuring the past several years.

Alignment: Aberrant.

Attributes: I.Q. 9, M.E. 11, M.A. 10, P.S. 16, P.P. 12, P.E. 17, P.B. 10, Spd 10.

Hit Points: 47 **S.D.C.:** 87 **P.P.E.:** 6

Height: 5 feet, 6 inches (1.68 m).

Weight: 154 lbs (69 kg).

Disposition & Description: Player's choice.

Experience Level: 8th level True Samurai (Rifts Japan, pages 43-49).

Special Samurai Training (Rifts Japan, pages 46-47): 1. Way of the Horse and the Bow (Horsemanship 82%, Rate of Fire = 8 per melee round), 2. Daisho - Samurai Swordsmanship, 3. Chi M.D. Death Blow, 4. Samurai Fan & the Art of Defense (W.P. Iron fan: +3 to parry).

Skills of Note: Speaks Japanese 98%, American & Spanish 81%, Literate in Japanese 90%, Botany 75%, Calligraphy 80%, Climbing 80/75%, Cook 80%, Dowsing 70%, Go 75%, Horsemanship 98%, Hunting, Lore: Demons & Monsters 75%, Math: Basic 95%, Outdoorsmanship, Spelunking 70%, Track & Trap Animals 65/75%, Tracking (people) 65%, Wilderness Survival 80%.

Weapon Proficiencies: W.P. Samurai Archery (+5 to strike, +1 to parry, +2 to disarm), W.P. Sword (+3 to strike or parry, +2 to throw), W.P. Chain (+3 to strike, +2 to parry), W.P. Pole Arm (+3 to strike or parry, +2 to throw or damage), W.P. Quick Draw (+1 on initiative).

Combat Skills: Hand to Hand: Zanji Shinjinken-Ryo.

Attacks per Melee: Seven.

Bonuses: +3 on initiative, +1 to strike, +1 (+3*) to parry, +5 to dodge, +5 to damage, +3 to roll with punch/fall/impact, +2 to pull punch, +1 to disarm, +3 to maintain balance, critical strike from behind, Critical Strike on 18-20, Death Blow on Natural 20,

knife hand (2D4 damage), kick attack (2D4 damage), knee and elbow strikes (1D6 damage), power punch/stab (with hand or sword), jump kick and backward foot sweep; +4 to save vs Horror Factor, +1 to save vs mind control.

Magic: None.

Psionics: Considered a Major Psychic, needs a 12 or better to save vs psionic attacks. Abilities are Bio-Regenerate (self) (6), Deaden Pain (4), Meditation (0), Psychic Diagnosis (8), Psychic Surgery (14), Resist Fatigue (4), Restore P.P.E. (4+), Suppress Fear (8).

I.S.P.: 68

Money: 6,050 credits in gold, gems & other valuables.

Equipment: A suit of magic, Mega-Damage samurai armor and helmet (89 M.D.C., but non-environmental), 4 kimonos (2 silk, 2 cotton), sandals, a utility belt, backpack, knapsack, 2 canteens, 5 days of rations and a quality riding horse**.

Weapons include the daisho (see below), a samurai longbow with 32 arrows (20 regular, 6 silver tipped, and 6 magic; see below), a +2 nunchaku (+2 to strike and damage; inflicts 1D8+2), a pole arm (2D6 damage), and a Mega-Damage samurai fan (7 M.D.C.).

Daisho: Both swords are Lesser Rune Weapons. They each have an I.Q. of 11, are of Aberrant alignment, have a telepathic link with their master, and are nearly indestructible (never dull).

Katana: 500 M.D.C., inflicts damage of 6D6 S.D.C. to mortal foes and 6D6 M.D. to creatures of magic and supernatural beings.

Wakizashi: 200 M.D.C., inflicts damage of 4D6 S.D.C. to mortal foes and 4D6 M.D. to creatures of magic and supernatural beings.

Arrows: The normal arrows will inflict 2D6 damage, the silver arrows will inflict 2D6 damage to normal foes but 3D6 damage to supernatural beings that are vulnerable to silver, the magic arrows will inflict 4D6 damage to any adversaries (mortal or otherwise) – three of the magic arrows are +0 to strike (no strike bonuses but they will hit creatures not vulnerable to normal weapons), the other three are +1 to strike.

* +3 to parry with either sword or staff.

** The horse is 57 inches (1.45 m) tall at the shoulder, weighs 1,260 lbs (567 kg), and has a maximum speed of 66 (45 mph/72 km). It has 21 Hit Points, 33 S.D.C., and 15 P.P.E. In combat, it has +2 on initiative, +2 to strike, +4 to dodge, and can bite for 1D4 damage or kick for either 2D6 (front) or 3D6 (rear) damage.

Stalking Wolf

On the Cree tribal lands, Stalking Wolf had heard many tales of wonder about the lands to the south. Finally, his curiosity got the better of him and Stalking Wolf left his people to see for himself if these tales were true. He figures that when he finally returns, he will have some interesting stories of his own to tell.

Alignment: Anarchist.

Attributes: I.Q. 11, M.E. 12, M.A. 11, P.S. 19, P.P. 11, P.E. 16, P.B. 13, Spd 11.

Hit Points: 23

S.D.C.: 52

P.P.E.: 78

Height: 6 feet (1.83 m).

Weight: 194 lbs (87 kg).

Disposition & Description: Player's choice.

Experience Level: 3rd level Elemental Fusionist (Rifts Ultimate Edition, pages 100-104).

Elemental Fusionist Abilities: 1. 25% Resistance to Earth/Air Elements.

2. Speak Elemental 64%.

3. Sense Earth/Air Elementals (100 foot/30.5 m radius).

4. Increased healing (2x normal rate in a remote wilderness area, 3x normal rate if up in the mountains).

5. Conduit of Elemental Force (bonuses listed below).

6. Elemental spell magic (below).

Skills: Speaks Cree (native) 88%, American & French 71%, Aerobic Athletics, Body Building, Brewing 35/40%, Climbing 65/55%, Gardening 44%, Holistic Medicine 40/30%, Horsemanship: General 48/28%, Exotic 45/35%, Lore: Demons & Monsters 45%, Faerie Folk 45%, Intelligence 50%, Land Navigation 64%, Outdoorsmanship, Swimming 65%, Track Animals 50/60%, Tracking (humanoids) 45%, Wilderness Survival 45%, Wrestling.

Weapon Proficiencies: Sword (+2 to strike, +1 to parry), Axe (+1 to strike & parry), Chain (+2 to strike), Handguns (+2 to strike), Paired Weapons.

Combat Skill: Hand to Hand: Basic.

Attacks per Melee: Four.

Bonuses: +2 to parry & dodge, +3 to roll with punch/fall/impact, +3 to pull punch, +1 to disarm, kick attack (does 1D8+2), body block/tackle (does 1D4 damage & 50% chance of knocking down target), pin/incapacitate on 18-20, crush/squeeze (does 1D4 damage), +3* on Perception Rolls; +2 to save vs disease and poison, +10% to save vs coma/death.

Magic: Elemental Fusionist Magic Powers (Rifts Ultimate Edition, pages 102-104): Alter Earth (3), Floating Earth (4), Column of Air & Debris (4 per melee round), Dust Blast (1), Hurl Tree Limb (5), Iron Hide (3), Shifting Ground (6), Wind Lift (2); Elemental Magic Spells (Rifts Book of Magic, pages 58-67): Electric Arc (4), Identify Minerals (3), Walk the Wind (10).

Psionics: None.

Notable Equipment: Homemade M.D.C. armor (20 M.D.C.), Bandit LPI laser pistol & 3 E-Clips (20 shots each), Vibro-Saber, large axe, hand axe, saber, a set of sturdy (outdoor) clothes and gloves made of animal skins, boots, utility belt, 2 canteens, backpack, 50 feet (15 m) of rope, 4 wooden stakes & a mallet, a wooden cross, a hunting knife, and 3 weeks of food rations.

Money: 300 in credits and 400 credits worth of saleable items.

Notes: * Perception Rolls are affected by surroundings.

Strong Arrow

As a Spirit Warrior in good standing, Strong Arrow was content to live among his people, the Mohawks. However, when the tribe's chief shaman had a vision that could only be answered by warriors who were willing to go on the vision quest, Strong Arrow had no alternative other than to join the quest. In his heart, Strong Arrow knows that someday he will return to his people, but for now, he will follow wherever the spirits may lead him.

Alignment: Aberrant.

Attributes: I.Q. 12, M.E. 18, M.A. 29, P.S. 16, P.P. 13, P.E. 12, P.B. 10, Spd 21.

Hit Points: 21

S.D.C.: 18

P.P.E.: 72

Height: 5 feet, 11 inches (1.8 m).

Weight: 170 lbs (77 kg).

Disposition & Description: Player's choice.

Experience Level: 3rd level Spirit Warrior (Rifts Spirit West, pages 44-47).

Spirit Warrior Abilities: 1. Three Realms of Power (Fire, Water, Animal; Spirit West, page 46), 2. Super-Regeneration, 3. Fetishes (3).

Magic Items: Three Fetishes: 1. (Minor) Luck, 2. (Major) Supernatural Damage, 3. (Legendary) Magic Spirit (Spirit West, pages 86, 89-90, 92).

Skills: Speaks Mohawk (native) & American at 98%, Faerie & Spanish at 66%, Basic Mathematics 75%, Camouflage 40%, Climbing 60/50%, Detect Ambush 50%, Horsemanship: General 48/28%, Hunting, Identify Plants & Fruit 40%, Land Navigation 59%, Lore: American Indian 45%, Prowl 47%, Sewing 50%, Tracking 55%, Wilderness Survival 60%, Athletics.

Weapon Proficiencies: Archery (3 arrows/melee round, +2 to strike, +1 to parry with bow, +1 to disarm), Axe (+1 to strike & parry), Blunt (+1 to strike & parry), Knife (+1 to strike, +2 to parry & throw), Targeting (+2 to strike).

Combat Skill: Hand to Hand: Martial Arts.

Attacks per Melee: Six.

Bonuses*: +4 on initiative, +2 to strike, +4 to parry & dodge, +1 to damage, +4 to roll with punch/fall/

impact, +3 to pull punch, body flip/throw does 1D6 damage, Karate and any hand strike, Karate kick attack does 2D6, any foot strike (except leap kick); 96% to trust/intimidate, +2 to save vs psionics or insanity, +1 to save vs Horror Factor.

Magic: None.

Psionics: None.

Notable Equipment: TW rifle (4D6 M.D. damage) and 1 E-Clip, Vibro-Knife, war club, tomahawk, knife, extra set of clothes, soft moccasins, leather belt with 4 pouches, 2 small sacks, backpack, saddlebag, bedroll, canteen, game traps, blanket, 50 feet (15 m) of rope, war paint, camouflage paint, 1 week of rations.

Mount: A quality riding horse (27 H.P., 33 S.D.C., 3 attacks per melee).

Money: 900 credits worth of tradeable goods.

Notes: * Bonuses may vary with the use of the Spirit Warrior Special Abilities.