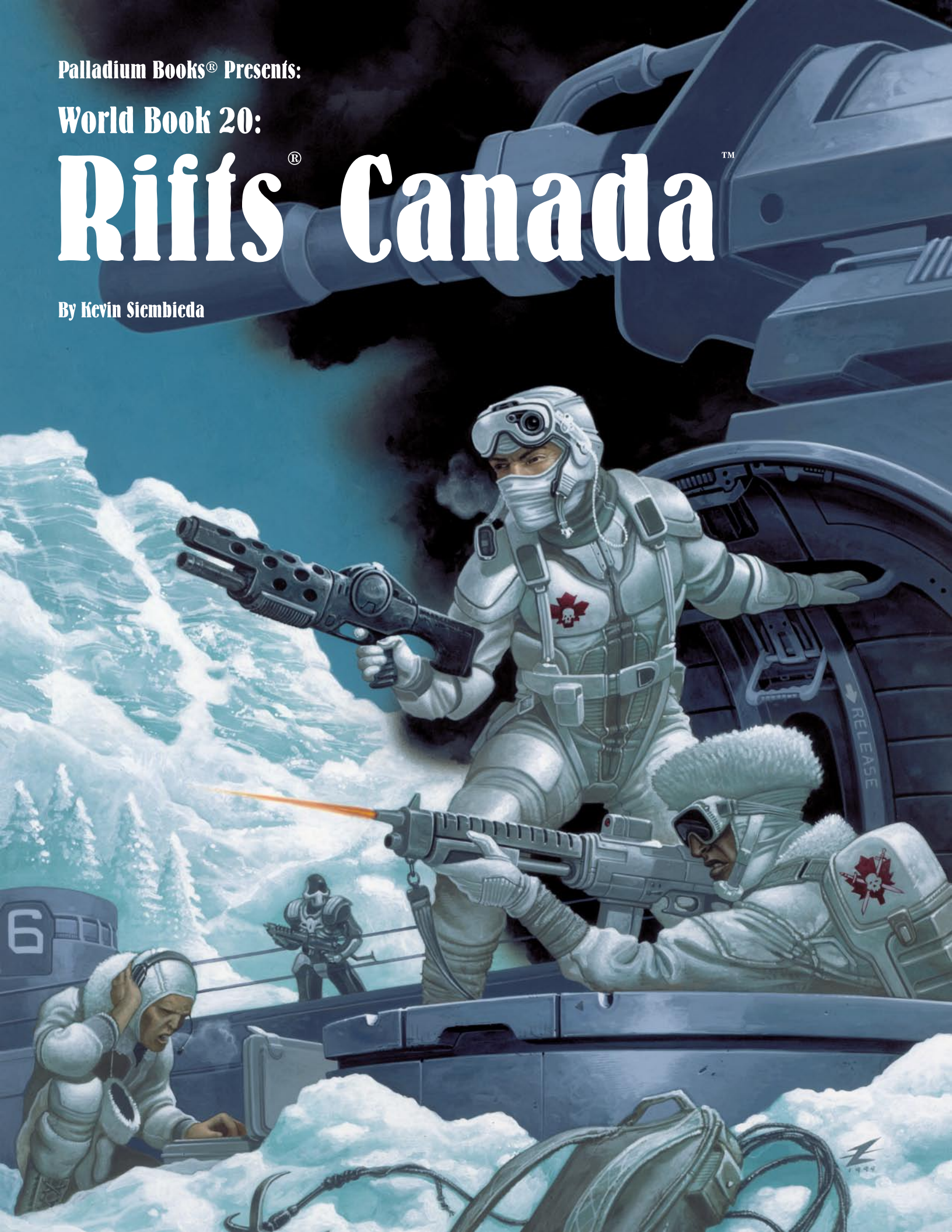


Palladium Books® Presents:

World Book 20:

Rifts® Canada™

By Kevin Siembieda



Warning!

Violence and the Supernatural

The fictional World of Rifts® is violent, deadly and filled with supernatural monsters. Other dimensional beings often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in this book.

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An epic world book for the Rifts® series.

Compatible with the entire Palladium Books® Megaverse®!

Dedicated to:

Andy “Lenny Lightfoot” Hlusak for introducing me to role-playing games and Terry Scofield for tearing me away from swords and dungeons and into **Robotech, and later, Rifts**. This is also dedicated to my mom and my dad for their level of support. And to Scott Miller for taking my writing ideas seriously, being a writer himself. Maybe showing support for a fledgling writer. Maybe being a true teacher. Domo!

I would also like to dedicate this to my buddy Phil Hall, who got lost in the shuffle. Rest in peace, bro.

Special Thanks:

I’d like to take the time to personally thank my bros in the trenches here with me: Mehmet Hoops, for being my part-time sounding board with school and all, and with whom I spent many hours arguing the finer points of **Rifts** and **Phase World**. The man cut me down on a few occasions when I got a little *too* critical and long-winded. Maybe I’ll learn to put the answers to questions in the writing instead of answering them like a questionnaire.

Tim Piatek for his own brand of craziness and influence on my short stories, as well as being there when he could to proof read. Sorry if my essay-like source material caused you to fail any classes.

My buddy Phil Hall who had been a friend, and gave me the means to follow my interest in detail, both in a book and through conversation (so long as we were being serious, but even then). The level of detail in weapons, armor, vehicles, and such had been inspired by his knowledge (and further guided by the style of Shirow Masamune).

A former English teacher of mine, Scott Miller, who understood my interest and helped me turn it into a writing style, taking what was to be a standard English course and turning it more into a creative writing thing (though I still failed).

I’d like to thank Tom, my Uncle, as well for the conversations and insight into many things. With all the sarcasm and brow-beating making me a better person.

Mark Baron for giving me a bit of direction and recognition. It’s too bad the project never panned out.

Bill Tidd, Terry Scofield, John McAuley, and Jonny Passki, for their good intentions, skills, and for enduring my many bouts of whining, complaining, and all out ranting at times. A book that has not yet closed...

Continuing thanks to Kevin and Maryann again for putting up with me, my typos, and my continued quest for perfection on my first complete work for Palladium. Though I fell well short of Kevin’s expectations, I feel I did my job well. However, I did succumb to my own enthusiasm at times and my work suffered because of it. But I’ve learned quite a bit in this short time and since the completion of this project. I hope to turn all of what I have learned, and will learn, into a steady stream of excellent work. To all: Domo *Arigato*

Eric Thompson, 1998/1999, (a.k.a. JJ Fuzz)

Dedication

Hey, you kids are going to like this, eh?

Dedicated to Don Cherry, a great Canadian showman who makes our hockey television viewing season a real delight. Thanks Don for years of fun. Living in the Detroit area all our lives, we get Canadian television allowing the Palladium staff to enjoy years of Canada’s fine Hockey television announcing.

And to the multitude of Palladium’s Canadian fans. This one’s for you.

— *Kevin Siembieda, 1999*

The cover is by John Zeleznik, and depicts Tundra Rangers defending one of their winter strongholds.

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— *Kevin Siembieda, 1999*

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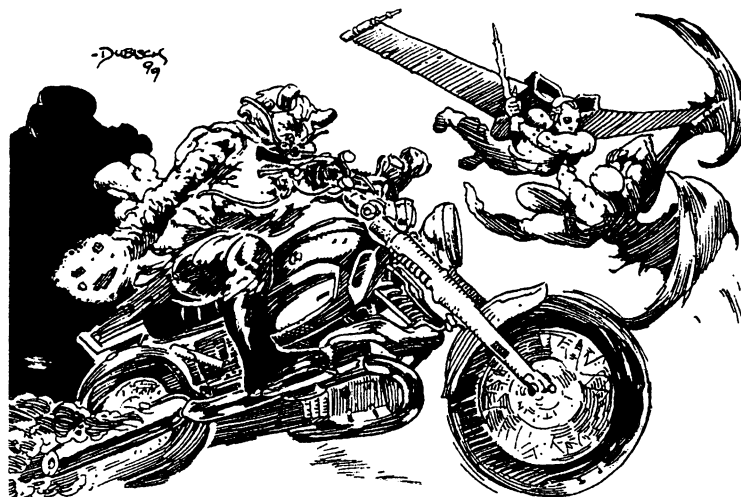
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Welcome to Rifts® Canada™

A land of natural beauty, mystery & danger

Right off the bat, let me state that Canada is much too large to squeeze into one book.

Rifts® Canada is just the first of several Rifts® World Books dedicated to that nation. The next book in the Rifts® Canada series will be **Free Quebec™**, in stores in the Fall of 1999. It will take a closer look at the *State of Free Quebec*, its war with the Coalition States, its legion of Glitter Boys and other war machines, plus the people, powers, and places of that region. Other Rifts® titles set in Canada will eventually include *Lazlo*, *The Calgary Rift*, *Iron Heart*, and *The Windsor-Detroit Region*, among others. At least one of these titles should see print in the year 2000.

Rifts® Canada is an overview of the expansive country. It pauses here and there to focus on a few key D-Bee races, monsters, people and places. This includes the people of Canada in general, the Cybernetic Horsemen of Ixion the Tundra Rangers, Headhunters and Mercenaries of the south (especially in the old Ontario and Quebec Provinces), as well as a dozen or two notable communities, many actually mapped! We also take a look at some creatures of myth and legend, including the famous Sasquatch, Windigo Demon, and Ogopogo, and touch upon Inuit legend.

I felt very comfortable writing about Canada, because it is a place I know. Growing up in Detroit, I frequently went across the Detroit River into Canada (Still do. Heck, I got half my research material at the *Chapters Bookstore*). I have been to many cities and parks throughout Ontario, and Toronto is one of our favorite cities in the world. While I haven't been to many other places in Canada, I have read about them and I have many friends and acquaintances scattered across that nation (not the least of which include Randi & Roger Cartier, Randy McCall, Kent Burles, Ramon Perez, Joe and Dave, and the guys at Dream Pod Nine). Unlike Africa, Russia, or China and other places I know only from books, film and video, Canada has been a part of my life since I was a kid, so it has been a pleasure making it a fixture in the Rifts® Megaverse.

In an adventure context, **Rifts Canada** is an expanse of wilderness that changes from forest, to marshlands, to wind-swept plains, to mountains and tundra. Scattered throughout that wilderness are villages and towns populated by humans and D-Bees, but the most impressive domiciles of man are the cities that rise out of the wilderness like man-made mountains of towering fortresses and advanced technology. Also nestled in the seemingly quiet wilderness are tiny citadels of magic as well as havens for alien beings, D-Bees and demonic invaders. Some places engage in constant war with rivals or monsters, others with themselves, but wherever one goes in Canada, one can expect exotic lands, bold adventure, opportunity, and challenge. Enjoy.

— Kevin Siembieda, 1999



A Bit of Rifts History

By Eric Thompson & Kevin Siembieda

In the times before the Rifts, Canada was the second largest country in North America. It covered 3,560,202 square miles (9,220,881 square km) and consisted of ten Provinces (**Newfoundland, Prince Edward Island, Nova Scotia, New Brunswick, Québec, Ontario, Manitoba, Saskatchewan, Alberta** and **British Columbia**, and three territories: **The Yukon, Nunavut, and Northwest Territories**). A total population of over 51,580,000 (2087 census), 75% of whom lived within metropolitan areas in the south. The average life expectancy was 138 years.

Pre-Rifts Canada was covered in over 234,800 miles (375,680 km) of roadway, including the 4,888 mile (7,821 km) Trans-Canada Highway, and 39,972 miles (63,955 km) of rail. Major waterways included the St. Lawrence Seaway, providing passage from the Atlantic Ocean to the head of the Great Lakes. It used a vast series of locks to lift vessels (557.74 feet) 170 meters from Montreal to Lake Superior. The country also had over 30 international ports, the busiest of which was Vancouver.

Extensive mineral resources of oil, gas, coal, and uranium, provided trade surpluses and the exporting of uranium accounted for over 30% of the nation's income as the development of *micro-fission reactors* came into play and governments began to colonize the Moon and orbital space. Substantial hydrocarbon reserves were discovered in the Arctic and off Newfoundland, just as mainland fields began to dry up. Other operations exploited the extensive oil fields in the western part of the country. Forty-six nuclear power plants and one geothermal power plant (the latest in experimental, alternative power sources) were in operation, spreading power throughout Canada. Hydropower provided roughly two-thirds of the electricity and over 30% of domestic energy needs. **Churchill Falls**, Labrador was the largest hydroelectric complex in the world.

Canada was also the world's leading producer of zinc (est. 940,000 tons) and uranium (est. 11,000 kg annually) and a major producer of nickel, asbestos, potash, copper, lead and iron ore. Large reserves of nickel, copper and cobalt were mined in Labrador. Non-metal production also included sulfur and salt. Steel and smelting, textiles, leather, non-metallic minerals, paper and board, and fabricated metals were all major industries in Canada, and other growth industries included refined petroleum, coal products, tobacco, food products, printing and publishing.

During the world's Golden Age of Science and its high-tech explosion, particularly in the areas of *human augmentation* and, strangely enough, the high-tech arms race (power armor, bionics, giant robots, etc.) that seemed to obsess most of the world, Canada had kept a comparatively low, but profitable, profile. The nation chose to pioneer geothermic energy systems and advancements in solar and hydroelectric power. These achievements kept the cost of electricity low and allowed them to sell surplus energy to the American Empire on the Eastern Seaboard. Canadian advancements included the micronization of nuclear fission reactors, chemical laser batteries, proton laser

batteries, and most notably, a cut in the monopoly of orbital space stations and the colonization of the moon.

Canadian scientists also explored the genetic enhancement of plants and advanced hydroponics (primarily with space colonization in mind, but also with an eye to growing crops on lands incapable of supporting life and even subterranean facilities — the idea being to turn old mines into the farms of tomorrow). They were also involved in cybernetic bio-systems and contributed to bionic technologies.

The Canadian Empire was clearly a world power, however, their decision to stay out of the human augmentation race and pursuit of technology for military applications, combined with a peaceful lifestyle and being in no danger from any hostile nation, meant the Canadian Military was lacking. Its armed forces and military was roughly equivalent to the end of the 20th Century with only bits and pieces of higher technology, such as advanced satellite communications and tracking systems, and a few special squads of cyborgs or robot pilots. The vast majority of their mechanized military and air force was purchased from other world powers such as the United Kingdom, Germany, Japan, and the United States. This meant that they still made use of conventional firearms, tanks and armored ATVs, and "flimsy" (S.D.C.) supersonic jet craft, helicopters and gunships. Only high level security and military personnel had access to expensive energy technology or powered armor. While some other nations saw this as a weakness, the Canadian Government did not. After all, during this unprecedented time of peace, a large and powerful military was not a necessity, and many nations let their Armed Forces wane.

Toward the close of the 21st Century, Canada's Government was as strong as it had ever been. While talk about Quebec seceding from the nation continued, it had fallen to an all time low, with polls showing only 41% in favor of secession. All in all, Canada had never enjoyed more prosperity. Then the Great Cataclysm came and destroyed everything.

The North American Atlantic and Pacific coastlines were decimated, with places like New York City, Rhode Island, Los Angeles, Portland, Vancouver, Vancouver Island, Kitimat, and all of Prince Edward Island, lower Newfoundland, and Nova Scotia being completely pulverized. Cities and towns were literally erased from the surface and washed into the ocean. The loss of human life in these places was absolute (if anybody survived it was less than one percent). Likewise, those places along the Saint Lawrence River and the Great Lakes also suffered greatly, although not nearly as completely as those along the Atlantic and Pacific coastlines. For Canada, this meant its largest population centers, including Montreal, Quebec, Toronto, Hamilton, London, and Windsor, were laid to waste with an estimated 75%-80% casualty rate. Only those deep inland suffered the least, with only 50-60% casualties!

Sadly, Calgary, losing less than a third of its city and population, would be ravaged in the few short years to come by hordes of demons and monsters that poured out of the infamous Calgary Rift. Only an estimated 10-15% of its population is believed to have survived and managed to flee the demon onslaught. **Edmonton**, too large to go unnoticed, suffered a similar fate. Other places in the Canadian interior would also fall to monsters, inhuman marauders, disease, anarchy, lawlessness, war and nature.



Following the Great Cataclysm, the human survivors were left with nothing more than the clothes on their backs and what weapons, vehicles and goods they could salvage. They had few if any resources — most production facilities, armories, munitions plants, hospitals, and places of science were gone. As a whole, what Canadians (and humans everywhere) had left in their possession was “low” technology and conventional weapons unsuitable for the Mega-Damage environment the Earth had become. This would cost the lives of many more survivors. With time, they adjusted, as did the rest of the world. Places like **Iron Heart**, **Free Quebec**, **Lazlo**, and neighboring **Northern Gun/Ishpeming** and the **Manistique Imperium** would become the bedrock for survival, and serve as havens and trading centers for Mega-Damage products, from weapons and armor to building materials.

Canada Today, circa 105 P.A.

Today, Canada is dotted with hundreds of tiny settlements and small towns, some low-tech, others high-tech. Some rely heavily on modern advancements, others have returned to a simpler life which harkens back to an earlier time, and a handful of others rely on magic or alien technology. Many make the most of their limited, although improving resources, often using the same vehicles or items for years, modifying, retro-fitting, repairing and souping them up to keep pace with the times.

It is interesting to note that outside of the Chi-Town region of the Coalition States (Illinois, Iowa, and Missouri) and other scattered places here and there throughout the US and Canada, the southeastern region of Canada is the new technological center of North America! Think about it, there is **Iron Heart** in the Sudbury/North Bay area, the ex-Coalition State of **Free Quebec** (“the” high-tech power in Canada), **Lazlo** with its Techno-Wizards at the site of old Toronto, and scores of reasonably modern outposts and small towns throughout southern **Ontario** and **Quebec** all clustered within relative close geographic proximity. Roughly a one thousand mile (1600 km) diagonal strip running from Chi-Town to Free Quebec. A swath that includes, by the way, **Ishpeming/Northern Gun** and the **Manistique Imperium**.

General living conditions are reminiscent of a friendly version of the Old West, with small towns, farms and isolated settlements, with trading posts and cabins peppering the Canadian landscape. Most of the people are friendly and good-hearted, yet at the same time there is an air of wildness and frontier adven-

ture, even at some of the bigger towns. This is due, in part, to the omnipresence of the Great Outdoors/wilderness, the chaotic and unpredictable times, and the threat of attack from bandits, mercenary raiders, monsters, aliens, and primitive savages like the Psi-Stalkers, Simvan, Xiticix and others. Of course, unlike the Old West, many of the homes, especially those found in towns, are made with 21st Century materials, and are well insulated and heated by high-tech generators, hydroelectricity, solar panels or other means of advanced technology. On the other hand, there are just as many old-fashion, brick and mortar, wood and log S.D.C. structures heated by wood burning stoves or fireplaces.

Communities are connected by an ever-growing network of dirt trails and stone covered roads. There are even a few railways that have been reestablished, and the many lakes and waterways provide comparatively quick and easy travel by boat. Let’s not forget about ley line travel either, which includes water vessels, aircraft and TW Iron Horses (trains) roaring across lines of energy rather than waterways or rails of iron.

Most communities have a frontier or New West feel with a small “downtown” or business/community meeting area with a wide main street and residential areas spanning for miles in all directions. Larger towns and fledgling cities usually arise when one or more communities merge, and often with a high-tech facility, or strong defense (fortifications and army), and/or some sort of industry that attracts a larger number of people than usual. Industry plays a large role in shaping the central community and those around it. Common types of industry include energy (namely hydroelectric which often goes hand in hand with light manufacturing, but these are typically the most advanced towns and the rarest), fishing, trapping, raising (and butchering) livestock, farming, logging/carpentry, mining, light industrial/manufacturing, textiles, trade centers and places/facilities offering special services such as medical treatment, mechanics, repairs, building, and so on (special services and manufacturing almost always built upon part of a surviving pre-Rifts facility and/or technology).

Most people are overprotective of their land, home, possessions, achievements, community and neighbors, which means the people are typically very close-knit and come to one another’s aid. This also means they are suspicious of strangers, especially D-Bees, mages and adventurers armed to the hilt. The Canadian frontier is crawling with small bands of raiders, thieves, highwaymen, confidence artists, mercenaries and ad-

venturers down on their luck, and drifters and rovers who way-lay and rob unsuspecting travelers, plunder towns and raid crop fields or storage bays. Many are simply thugs and thieves who steal what they need, but try to avoid killing people. Others are cutthroats, murderers and misanthropes who kill anybody who gets in their way, ignore the law and wishes of others, and who may also rape, pillage, vandalize, brutalize, kidnap, blackmail and torture others for fun or to prove how powerful they are. D-Bees are often stereotyped as the most dangerous and blood-thirsty of such brigands, because they are inhuman and have no regard for life, and are forced into crime and evildoing because they are outcasts and have no other opportunities. This sentiment is especially true in and around Free Quebec, Iron Heart, and most of the Coalition States, but this is *not* true. While outcasts from human society they may be, and lost and alone in an alien world most are in roughly the same shoes as humans and many are peaceful and share a high regard for life, even alien life forms like humans. Furthermore, many D-Bees take the outlook that they are “aliens” in a world not their own and tend to be tolerant, polite and even submissive toward the human natives of Earth. This is particularly true of small clans or groups where only a handful to a few thousand of their own kind exist. They don’t want trouble, they want to survive like everybody else, and most are willing to work and live with humans and other races with minimal strife or hostility. It is only among the truly alien beings like the Xiticix, natural predators, and those who represent sizeable populations numbering into the tens or hundreds of thousands like the Simvan and Psi-Stalker who can be uncooperative, aggressive and willing to seize land for themselves through war. The other exceptions are beings like the Splugorth and their minions, Gargoyles, Brodkil and others who look at Rifts Earth with a deliberate eye for conquest. However, most D-Bees are not world conquering invaders, but lost and frightened visitors from another world, unwillingly dislocated from their homeworld and typically disgorged from a dimensional Rift. They don’t want to be here but have no way of getting back home. Of course, after a couple hundred years, many begin to see Rifts Earth as their adopted home and wouldn’t leave even if they could. Such is the lot of the average D-Bee throughout the world. **Note:** The majority of frontier people in Canada tend to be more accepting of D-Bees and many come along with them with little prejudice or stigma. On the other hand, places like Iron Heart, Free Quebec and some frontier towns are made up of human supremacists who hate and kill D-Bees (out of self-preservation, of course), while others only see value in them as slaves.

Law & Government

Most people born and raised in the northlands consider themselves to be “Canadian,” and are fiercely proud of it, but there is no central or unified government of any kind, unless one wants to join the Coalition States. Most independent communities, regardless of size, are autonomous, self-governing units. The majority of settlements have adopted a democratic style of government with elected officials or council of elders, but some are effectively monarchies, oligarchies or patriarchies.

The local magistrate (the town Mayor/elected leader) or **town council** try to keep things moving smoothly, settle local disputes, and generally address the concerns of the town as a community group. They are also the ones to coordinate special

projects (i.e. building a new bridge, better defenses, new storage barns, big trade deals with another town or outsider, etc.) and events like festivals and special celebrations. Bureaucracy (and community services) is usually minimal and most local officials typically have a “regular” job in addition to being a community leaders. Moreover, most leaders see themselves very much as a “neighbor” trying to make the community stronger, safer and better for everybody — a true servant of the people.

Communities are generally defended by a **lawman** or champion who also enforces laws and regulations and is likely to head any militia. This lawman or champion can be anything from a powerful or cunning individual (Juicer, ‘Borg, power armor pilot, Gunfighter, Warrior, Sorcerer, etc.) to a small team or group of warriors/adventurers/lawmen or a superhuman being (dragon, demon, powerful D-Bee, etc.).

The typically militia is a handful of townspeople who voluntarily gather to help defend their community during times of need — they are not full-time lawmen. In addition to defending the town, members of a militia will also participate in manhunts, ride posse, guard or escort prisoners, keep an eye out for trouble (and report it to the full-time protector), fight fires and help in all kinds of emergencies.

Traveling judges are often Cyber-Knights, Justice Rangers, Tundra Rangers, Preachers, Legalist Preachers (preach the laws of the Old World rather than the bible; also called “revolutionist scum” by the CS), or some individual recognized as being wise, fair and good at arbitration and being decisive. Only one in four communities have their own judge, although most are able and willing to have their Town Council, Town Magistrate (i.e the Mayor/town leader/administrator) or a jury of townspeople (often more like a town meeting than a trial) make judgements and pronounce punishments upon lawbreakers and criminals. Typically, trial, sentence, and execution of the punishment are administered quickly. Making restitution (which may involve money and/or performing work or a service to make amends), banishment, tar and feathering, stiff fines and hard labor are common punishments (there are no long-term prisons at most frontier communities). Serious crimes involving murder, rape, destruction of home or livelihood (destroying crops, a mechanic’s garage, or medical facilities, killing or stealing livestock, etc.) and mental or magical manipulation (psychics, practitioners of magic, and supernatural beings who force their will on their victims by committing psionic rape, mind wipes, induced violence, etc.) usually result in the quick execution of those responsible, typically hung or shot.

Internal Relations

The Coalition States keep an eye on these tiny independents, particularly those who are vocal human supremacists as well as those who fraternize with the enemy (i.e. Lazlo, Tolkeen, Free Quebec, and D-Bees in general).

Cyber-Knights are seen as heroes and lawmen and are always welcomed by good people.

Free Québec has been keeping tabs on the communities in and around the territory they claim as the State of Free Quebec. They keep an eye on those who oppose or defy the rule of the Quebec Government and those who fraternize with the Coalition States, Lazlo and pirates. Unlike the CS, Free Quebec is not particularly concerned about Lazlo unless it starts to plot against

them or cause others to do so. The free state currently has its hands full with the Coalition States declaring war against it and having the CS Army right outside their door. Consequently, they have little concern about outside communities, unless they are willing to fight against CS incursion, and even then they probably do so without support from Quebec.

Lazlo is generally considered to be the friend of all peaceloving folk and trades regularly with hundreds of small communities as far away as Alberta.

Tolkeen has always been rather extreme, self-oriented and isolated. Building trade and relationships with communities in the north has always been difficult because of the Xiticix. For the last few decades, Tolkeen has been dealing with the increasing threat of the CS. In recent years it has become rather obsessed with the imminent war between it and the Coalition States.

Erin Tarn: Some thoughts on Canada

Note: The following excerpts are from Ms. Tarn's book, *Traversing Our Modern World*, which was published in 100 P.A. Most of it was written two or three years prior to publication, so her most current information was based on knowledge and events up to around the year 98 P.A. Furthermore, while much of her writings and speculations are incredibly insightful and accurate, because they are based on her own personal experiences and those of trusted associates, some of her information is inaccurate — reflecting current beliefs, misinformation, rumor or propaganda. Some of it is also a bit dated when it comes to the Coalition States and Free Quebec (at least for most players whose campaigns are based in the year 105 P.A., which is the majority). Still, most of it *is* accurate, interesting and current. Occasionally, reader notes are dropped in with a clarification or up-to-date information.

Excerpts from her book

Traversing Our Modern World; circa 100 P.A.

There are many stories, myths and falsehoods about the northlands known as Canada.

Some of my favorites are tales about giant, killer beavers. Mutants said to be as big as a man, warped by ley line energy — and patently untrue.

Most people living south of the Dakotas, New York or Michigan seem to imagine it as a snow-covered and savage wilderness devoid of civilization and short on people. They picture a frozen wasteland, home to the Eskimo and Polar Bear, and precious little else — somehow forgetting that three of the most advanced cities in the world, *Lazlo* and the Coalition States of *Iron Heart* and *Free Quebec*, are located in Canada. Tales of real-life supernatural terrors like the Windigo Demon and the Calgary Rift that spews forth demons like a volcano does lava and ash only add to its reputation of being savage and dangerous. True, the Calgary Rift has created a region (perhaps even a kingdom) of demons and the aggressive Xiticix of Manitoba like a malig-

nant cancer, but Canada is no more dangerous or uncivilized than any other part of North America. And, in my opinion, it is much less dangerous than poor, vampire ridden Mexico.

What can I say about Canada? It is a land of forests and lakes, ice and snow, vast sweeping plains, mountains and monsters, dinosaurs and demons, and a variety of people. It is also a land of magic and wonder. If it differs from its neighbor to the south, it is that much of the northlands are unpopulated wilderness, but that has been the case forever. Even at its height before the Great Cataclysm, the population of the Canadian Empire was less than 25% of that of the American Empire. Like today, there were pockets and clusters of important and lively cities and towns, but this is true of most large nations, including the USA, Russia, China, Africa, India, Australia and many other places home to millions, even billions of people. In a world where there may not be as many as 30 million people (humans and D-Bees combined) living in all of North America, much of the entire continent is wilderness.

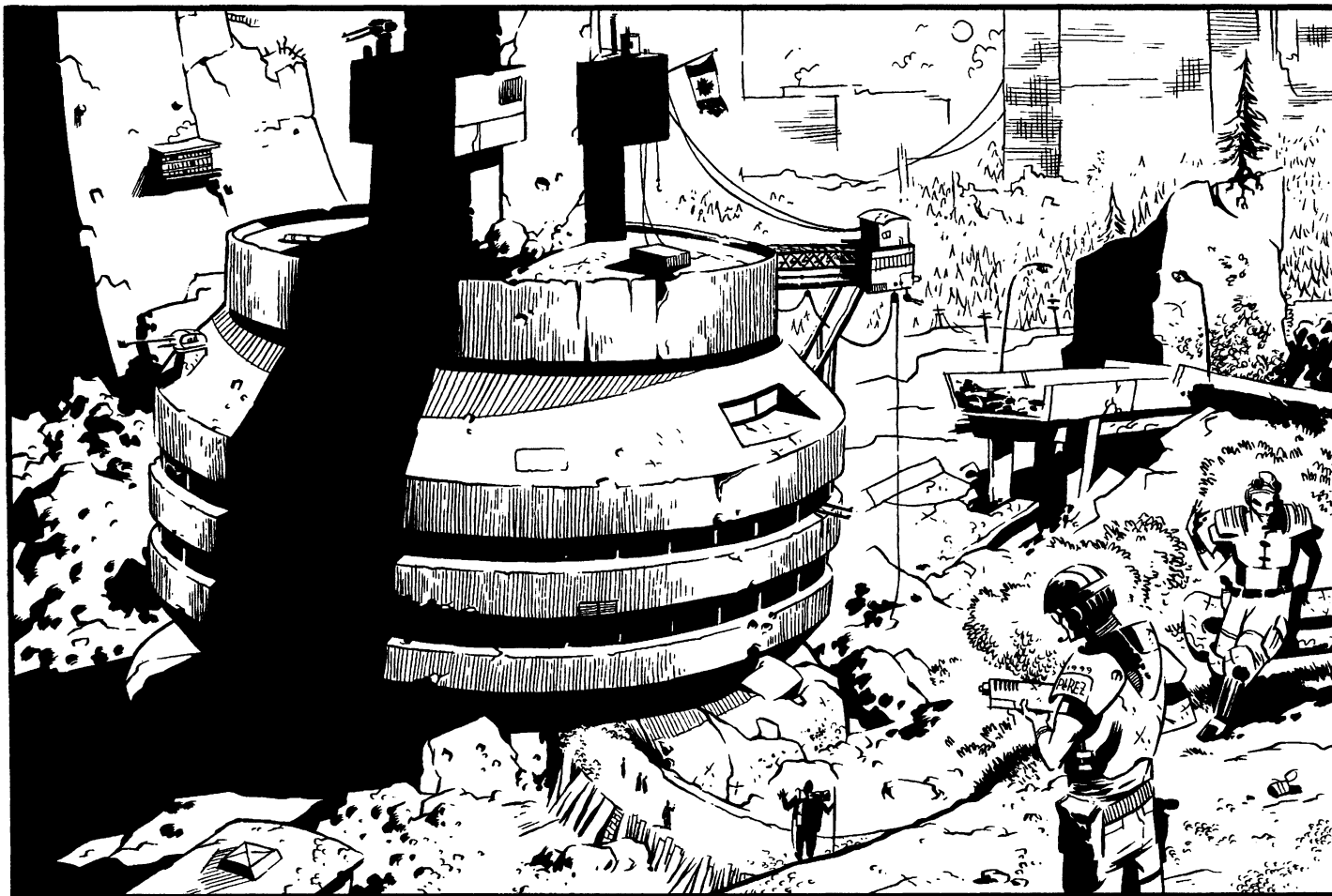
I find it particularly ironic that Canada is considered to be such a dangerous wilderness region when the eastern and western thirds of the old American Empire are just as wild. In fact, the heart of human civilization exists in what was once the American Mid-West and the Canadian Provinces of Ontario and Quebec.

I think the prevailing belief that all of Canada is a wilderness comes from three things.

One arises from the fact that most of the greatest Canadian cities and population centers were obliterated during the Great Cataclysm. Quebec, Montreal, Ottawa, Toronto, Windsor and all the cities around them were decimated by the Great Cataclysm. Worse, the Provinces of New Brunswick, Nova Scotia, Prince Edward Island and much of Newfoundland were completely wiped clean. I have visited Nova Scotia, PEI, and Newfoundland, and when I say “wiped clean,” I mean all buildings and evidence that human civilization ever existed there in the past has been literally wiped from the surface of the earth. No buildings remain and what basements, sewers and pipelines that exist are hidden underground. Most scholars believe that with the exception of Newfoundland and western New Brunswick, there were no survivors. All the inhabitants were killed. Their cities toppled and all of it washed into the ocean in a tidal fury that may have lasted weeks or years.

This same fury ravaged the Atlantic coast of the American Empire as well and killed ten times as many people, pulping some of its greatest cities and washing away its seat of government. This devastating destruction along the Atlantic Coast and Saint Lawrence Seaway was particularly devastating to the Canadian Empire, because these places were also its heaviest population centers and the seat of its government. Prince Edward Island, for example, like the island of Manhattan, had more people per capita than any other Province. Consequently, since the obliteration was so complete, it is forever etched into the minds of the survivors with tales passed on from generation to generation. Thus, to this day, most people think of Canada as a wasteland. Forgetting, or truth be told, not even realizing, that over 300 years have passed, and the lands, worldwide, are being reclaimed and repopulated.

Second, a lack of technology and industry furthers the illusion that Canada is an empty wilderness. Outside of Lazlo, Iron



Heart and Free Quebec, there are only a tiny handful of manufacturing centers. However, both the machines of advanced technology and Techno-Wizardry are found everywhere, only they are mixed in with the old ways. For example, except for the gun and tractor used by the farmer, he works the land as rural people have for thousands of years. Except for the magic talismans and enchanted weapons now used by the Inuit, most traditionalists live as hunters like their ancestors did for untold generations. The Trapper, Woodsman or Adventurer may ride a hovercycle or robot horse, and be clad in environmental body armor, but he still lives by the sweat of his brow and the seat of his pants. Most of the small towns will have a collection of modern conveniences, weapons and even a robot, power armored or magic wielding defender(s), but all-in-all, the settlement is comparatively low-tech and isolated.

Third, other than its three most famous cities, Lazlo, Iron Heart and Free Quebec, Canada "is" a vast wilderness. The land is covered by forest and marshes in the east, snow and ice in the arctic, and mountains and flat plains in the west. With the exception of the occasional homestead, farm, ranch, fishing village, trading post and town, mostly along the southern edge of old Canada, the northern regions are mostly unpopulated and unexplored wilderness.

Actually, my statement above is somewhat incorrect. I should say, that by most *human* standards, the rest of Canada is a hostile wilderness. In our arrogance, born from the fact that all of North America once belonged to humans, we tend to dismiss the other races that now share our land. For example, how can we say that Manitoba is an empty wilderness when it is swarm-

ing with **Xiticix**? Likewise, tribes of **Simvan Monster Riders** roam the plains of Saskatchewan and Alberta. **Psi-Stalkers** are found throughout southern Canada, particularly the Provinces of Alberta and lower Ontario and Quebec. Demons claim at least part of Alberta (the Calgary area), and the mysterious cybernetic horsemen known as the **Ixon** ride free and proud throughout British Columbia! And these are just the most widely known alien races; there are many others living in Canada. Likewise, we tend to dismiss those who live simple or different lifestyles and call them "primitive." Can the Inuit held lands in the old Nunavut Territory truly be considered an "uninhabitable" wasteland? Aren't Nunavut and the Northwest Territories patrolled by the Tundra Rangers, descended from the Royal Canadian Mounties of old? So you see, like so many things in life, it is really a matter of perception and degree as to whether or not Canada is a wilderness at all.

I find it particularly interesting that one of the holdovers from the pre-Rifts era is that the upper half of North America is still known as "Canada." Despite the strong presence of the CS and such notable kingdoms as Free Quebec, Iron Heart and Lazlo, people still regard this territory by its old pre-Rifts name. Even the lowliest D-Bee speaks of the northern lands as "Canada." Furthermore, most people living in the northlands, D-Bees as well as humans, consider themselves to be Canadian, even though there hasn't been any unified "Canadian Government" or nation since the advent of the Great Cataclysm! Why this is, exactly, I could not hazard a guess.

The "Canadians" I have talked with can't seem to shed any light on the subject, either. The general consensus is that if you

live in Canada, you must be ... well, Canadian. Yet on the other hand, if you were born someplace else, and you'd rather be considered something else, that's okay too, even if you have lived in Canada for decades. Just part of the charm of this place.

The Heart of "Civilized" Canada

I am acquainted with most of North America, and very familiar with southern Canada. If there is any one place I call home, it is my beloved **Free State of Lazlo**.

The City of Lazlo is built on the ruins of what was once Toronto, one of the largest and most celebrated cities of pre-Rifts Canada. It is said that over a million people perished in Toronto when the Great Cataclysm toppled it like a city made of a child's toy blocks. Even today, psychics claim to feel the lingering phantom presence of those who died so long ago. The ruins of Toronto were first covered in grass and vines, but with time, this special place, laced with lines of magic, was rediscovered.

Lazlo began as a tiny community of mages that settled on the site of the dead city at the end of the Dark Ages. It is said that it was a group among these practitioners of magic who developed a new science. One that blended magic and technology in a new way. It has since grown to become the capital of *Techno-Wizardry* and a center for learning.

All creatures were (and are) welcomed at Lazlo. All philosophies are discussed. There are schools, a university of learning, a university of magic, a dozen libraries, museums, art, history, and law, as well as industry and science. The city of nearly one million inhabitants is powered by harnessing the energy of a Rift! A feat I still marvel at. And mechanisms of magic and technology are everywhere. Another 200,000 people can be found living in the peaceful towns and farms that surround the city (and that does not include The Relic, only 35 miles/56 km away). All are loyal allies and willing members of the Free State of Lazlo.

Lazlo is governed by two political bodies that serve as a check and balance system of government, they are the *Congress of the Electorate* and the *Council of Learning*. Both are composed of compassionate and intelligent beings, human and non-human, who are dedicated to freedom and the betterment of all life. A Cyber-Knight named Thomm is the head of the Congress, and an ancient Great Horned Dragon, known as Plato, heads the Council.

The defenses are composed of citizens who form an elite militia when danger threatens. The militia includes several dragons (both young and old), Techno-Wizards, mages of all sorts, psychics, and men of arms. All are volunteers. The chore of day to day peacekeeping is placed in the capable hands of *Arl Xzzyni*, a kind of D-Bee man-wolf of vast tolerance and understanding. In his own world, his kind is known as "Wolfen." His is a world much like our own, where there are many races, but little understanding and constant conflict. Arl has organized a well trained and gentle force of peacekeepers of every race and power. Most are of noble heart and free of corruption.

Since it is the Council of Learning who has commissioned this writing, I will not dally on information that they know far better than I. However, for those of you who have never visited this wondrous place, I bid you to do so.

Lazlo is unlike any other city I have seen (not that I have seen them all). Only the fabled City of Splynn located in the heart of the dreaded Splugorth's Atlantis is more magical and impressive, but in an overwhelming, oppressive and alien way. Lazlo is what I would envision a modern day Camelot to be. In the heart of the city is the **Tower of Higher Learning**, a 30 story edifice of white marble, trimmed in gold, and its ledges and peaks ornamented with beautiful statuary that makes me think of it as being protected by a legion of winged angels and wondrous spirits. The top is crowned with a comparatively small obsidian pyramid that harnesses and directs the magic energy that courses through and around it. For you see, the Tower of Higher Learning sits directly on a ley line nexus, intersected by three ley lines. Yet the energy is channeled in such a way that it has no negative effects on those who live and work in the megalithic structure. Nor any ill effect or slightest irritation on any who live in the enchanted city. I am told the building, which covers an entire city block, is a marvel of Techno-Wizardry unlike anything the world has ever seen, and rivals the stone pyramids of Atlantis.

The Tower of Higher Learning is also the living quarters of my dear friend and confidant, Plato, head of the Council of Learning for these past 60 years. It is from here that he meets with fellow mages, scholars and students to share their understanding of the world and learn from each other. This is also where the Council of Learning meets.

Outside the Tower are the parks and campus of the University of Magic. Around it are the other places of learning and residents of the city. Beyond the city proper are the many towns and farms that comprise this free State. To me, the entire city has an air of magic about it. Of course, this is due, in part, to the fact that much of it is built by magic and incorporates hitherto unseen advancements in Techno-Wizardry. Being built on a network of ley lines also means the skies are filled with Wing Boards and TK Flyers of all kinds, as well as other air and ground vehicles powered by magic. But part of the "magic" of the enchanted city of Lazlo is its elegance and works of art that are found throughout the city.

I find it both fitting and amusing that such a wonderful place was founded by accident. A band of about a hundred Wizards and their families came to the ruins of old Toronto because of the ley lines, its peaceful seclusion and its comparative safe. It was not haunted by ghosts and demons like Detroit and Windsor, and what few towns, villages, farms and settlements of people that existed were generally peaceful and kept to themselves. These mages and men and women of learning welcomed all peaceloving people, and as the tiny Wizard community began to attract attention from outsiders, it slowly grew into a village. Unlike the zealots of the Magic Zone who hoard their knowledge and use their magic only for their own good and to enslave others, these practitioners of magic came to the aid of the scattered farms and handful of towns already in the region. They offered both technological and magical ways to make their neighbors' lives easier and joined them to help fend off raiders and monsters. This, of course, earned them the friendship and gratitude of their neighbors. This spirit of genuine cooperation and neighborliness made the area safer and prosperous, which in turn attracted more peaceful settlers.

It was the clash of dragons that would turn the Wizards' community into a boom town. Plato, the wise and benevolent Great Horned Dragon was among the original founders, but had kept his inhuman identity a secret to those living outside the Wizards' Enclave. Consequently, he shocked the locals when he assumed his true dragon form to battle a pair of evil, adult dragons looking to enslave the people of the region in hopes of building their own little kingdom. The battle was fierce and I'm told that Plato almost died that day before other Wizards arrived to slay one dragon and send the other fleeing, never to return.

The display of mystic power was impressive that day and surprised the simple folk of the region. Somehow, the people living around the Wizards had never realized the magnitude of power at their command. The battle was an eye-opening experience. Moreover, they were stunned to learn that a powerful dragon had lived in their midst for some 20 years without their knowledge.

As the story goes, there was a long silence as the people slunk away to gather their wits. That evening nearly a thousand outsiders gathered around the Wizards' Enclave, many bearing torches and weapons. The sorcerers feared the worst and sadly prepared themselves for battle against their neighbors. More fighting was not to be, as the leaders of this group pushed forward to thank Plato and the others for their bravery and coming to their aid. They explained that it was made shockingly clear to them that the Enclave was in no danger from the twin marauding beasts and that it was on behalf of their puny neighbors that Plato and the others fought. Plato's selfless act to defend the people he had grown to consider his friends had not only saved the day, but also earned him and his fellow mages and men of learning the lasting respect, gratitude and friendship of the people around them. There was much celebrating that night, and the people swore that they would forever hold dear their friendship and defend the Wizards in kind. One of the elders proclaimed that day to be a momentous occasion that would forever change their lives. His words proved to be prophetic, for when word of these benevolent practitioners and their acts of heroics and generosity spread, people came thronging to them. In part, to live under their protection, but also to learn and build something good and great.

The Wizards' openness and acceptance of all others and their pursuit for knowledge attracted like-minded people, even among the multitude of D-Bee refugees and misfits. Most followed the sorcerers' good example and strove to learn and live in peace with one another. The Wizards taught through word and example rather than lead by political maneuvering or the rattling of sabers. Where Chi-Town and the Coalition States instilled fear and hatred in their people, the leaders at old Toronto taught tolerance, acceptance and love. They encouraged the curious mind and made learning fun and exciting, while the Coalition States worked to keep their people ignorant and subservient, crushing the curious spirit and teaching that asking questions was bad.

Although it was never their intent, the practitioners of magic looking for a quiet place to live and study had built themselves a city. No, a wonderful kingdom built on imagination and hope. A flower in a garden of weeds.

By 49 P.A., the little Wizard Community turned into a boom town. A city of 100,000 residents with thousands more living in its outskirts, and more flocking to it with each passing day.

When I first visited Lazlo in the year 62 P.A., it was already nearly 250,000 strong, the great Tower of Higher Learning and much of the infrastructure had already been laid, and its future was promising.

The one thing that struck me most at that time, however, was that this wonderful place filled with wise men, teachers, scholars, theologians, scientists, artists and mages had no name. It was generally known as the "Haven by the River" and "The City of Magic." The name, "Lazlo," is derived from the famed 20th Century scholar/mage, Victor Lazlo. It was this humble historian who introduced the writings of Victor Lazlo to that community, and I take great pride in knowing that because of it, I am responsible for the name of this marvelous place.

I have also spent a great deal of time in and around the Coalition States of **Free Quebec** and **Iron Heart**, both of which were once members of the Old Canada Empire (**Editor's Note:** Remember, this account was published in 100 P.A., some five years before Free Quebec split from the CS and before war was declared upon it and Tolkeen).

The second most powerful member of the CS, after Chi-Town, is **Free Quebec**. Although the Coalition State claims all of what was once the Province of Quebec, the fortified city of Free Quebec is found in eastern Canada, about 100 miles west of the ruins of old Quebec. It is small by comparison to Chi-Town, with a population of about one million, but it is a high-tech, industrial giant and completely self-supporting. The people hate magic and share Chi-Town's human supremacist attitudes, which is one of the reasons Free Quebec agreed to join the Coalition. However, while it is equally as fascist, it is extremely independent, which has caused several incidents of contention between the two powers. The most recent and continuing, is Free Quebec's refusal to disband its army of Glitter Boys and convert completely to standard CS robots and power armor. Free Quebec currently has a force of about 200 Glitter Boys and another 40 in the field (some believe a secret stockpile may contain two or three times these numbers). They were also quick to incorporate bionic augmentation, something that disturbs the power magnates at Chi-Town. Other matters over which there have been hard feelings include the use of mutant animals (Free Quebec views it as an abomination and will have no part of it; e.g. no Dog Packs), and the abolishment of Juicer creation. Quebec has grudgingly complied, but sees nothing wrong with creating Juicers.

Located around the city are small villages and farm communities under its protection. This accounts for another 50,000 people (90% human). To the north is an expanse of forested wilderness. It is the home of wilderness scouts, trappers, and a few sawmill towns. Most find Free Quebec a friendly and hospitable place to trade/sell one's goods and to purchase supplies.

Well over 90% of the wilderness people are illiterate. However, the city dwellers are 70% literate and 50% are educated and skilled professionals. Still, I'd rate Free Quebec's tech-level as 25% lower than Chi-Town, perhaps as much as 40%, but this is difficult to determine without ever having seen Chi-Town's secret resources. Without a doubt, the Quebec University and

Library Nationale are far inferior, but unlike Chi-Town, education is much more progressive and accessible to the average citizen. The propaganda level is also much less severe than Chi-Town. I would even dare to say that Free Quebec has a free press and an informed population. Not surprisingly, this is another issue where the two powers do not agree. Chi-Town would prefer a less informed, less educated general populace.

The ruins of old Quebec is the site of a rag-tag trader's town called "Old Bones." The population of about 60,000 is a mixture of huntsmen, furriers, merchants, and farmers, all predominately human (75%). There are a couple of Body-Chop-Shops and even a magic shop or two. The atmosphere is bawdy, with loud music, wild dancing, shouting, gambling, and illicit pleasures. Generally speaking, the buildings are dirty and not very well kept, but not quite the squalor one finds at the Chi-Town Burbs or some of the other disreputable border towns that dot the country. All races and people are welcome to come and do business, although D-Bees and men of magic have been known to disappear.

What most people do not realize is that Free Quebec secretly manages Old Bones. The majority of the shops are normal merchants trying to make a living, but virtually all the illicit establishments, thieves' guild, and the Black Market traders are spies for Free Quebec. In this way, the authorities can keep a keen eye on potential trouble and an ear to what is happening around them, especially from adventurers who may have valuable information and ancient artifacts that the Coalition can procure.

Free Quebec sees Lazlo as a growing problem, but does not feel that they are powerful enough to tackle them in an armed conflict. At this point, their policy is one of neutrality as long as Lazlo leaves them alone, they will reciprocate. At least for the time being.

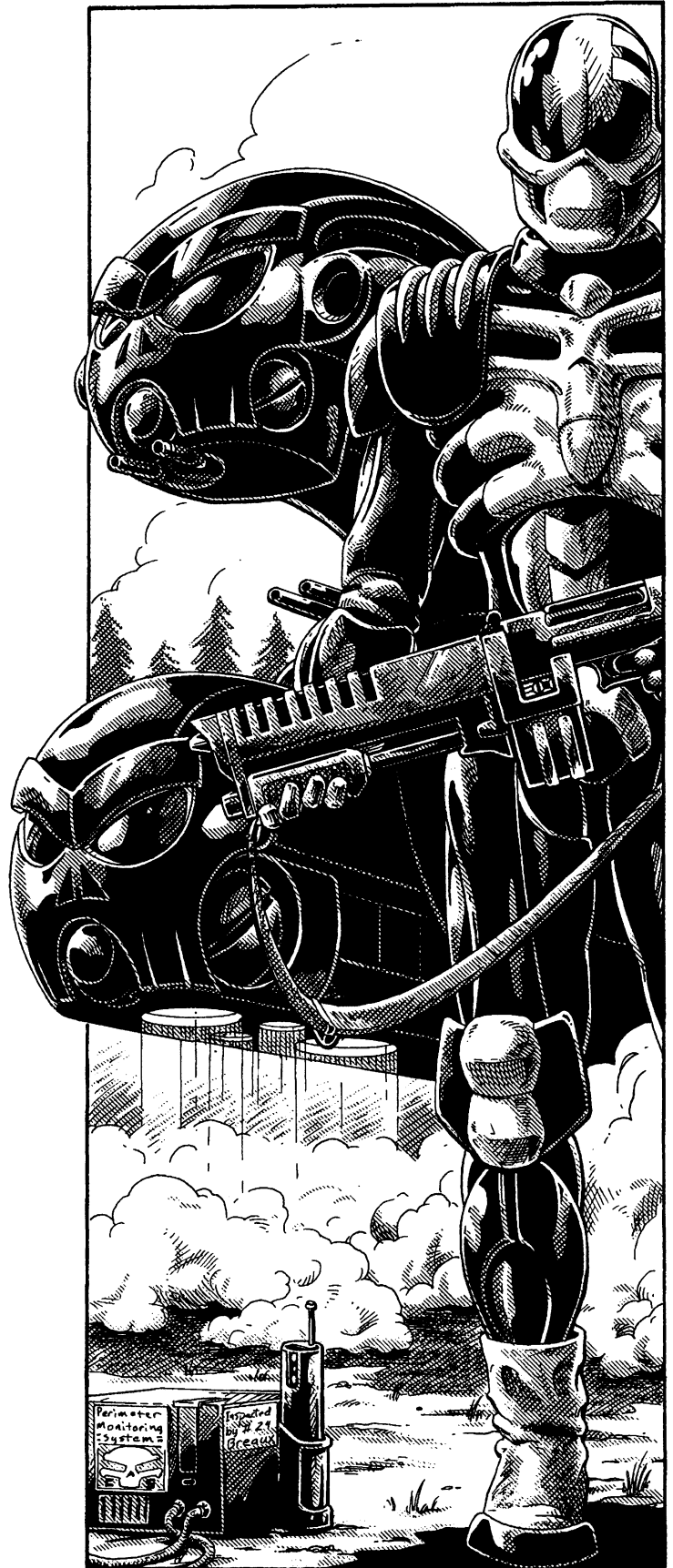
I have found **Free Quebec** to be as cold and iron-handed as Chi-Town. Although their methods vary, with Free Quebec having a greater sense of personal identity and purpose, and encouraging a larger degree of education and truth in its view of history, they are avid human supremacists. As such, they brook no acceptance of D-Bees or anybody who associates with them. In fact, I have found the government of Free Quebec to be nearly as merciless in its quest to obliterate the inhuman, do away with magic, and remold the world in their own vision as the Prosek family.

Personally, I am surprised that Free Quebec is even a member of the Coalition States. They constantly defy and squabble with Emperor Prosek and his underlings, and I sense a growing tension between the two powers that can only end in conflict. Free Quebec is too used to being an autonomous power. It is a leader, not a follower, and so I can only see more clashes between it and Chi-Town.

As for **Iron Heart**, I see it as a witless and not entirely willing partner in crime. I think that the leaders of this once independent kingdom found it beneficial to make a deal with the Devil. They saw their becoming part of the Coalition States as a sure-fired way of gaining power, respect, establishing strong lines of trade (with their fellow States) and securing their future. And they were correct in all these things. That said, I don't think the leaders and people of Iron Heart quite share the same vision as Chi-Town, nor the commitment to that vision. I think they find some of Chi-Town's propaganda and actions to be startling

and frightful. Still, they follow and obey Emperor Prosek whether they agree with his decrees or not.

Iron Heart is a model member of the Coalition States, who they perceive as the great new empire of the Americas and the salvation of humankind. They have adopted all CS laws and



methods of operation and execute them to the letter. Like the other members of the CS, Iron Heart forbids magic and dislikes psychics, mutants, and D-Bees. In fact, before the *civilizing* influence of the Coalition, Iron Heart was known for its “witch hunts” in which practitioners of magic and D-Bees were hunted down and slaughtered. Under the guidance of the CS, this procedure is much less brutal and disguised as military peacekeeping operations.

They maintain a full army of CS foot soldiers, SAMAS power armor, a Dog Pack Division, and a squad of robots. However, Iron Heart’s real military strength is its huge troops of Wilderness Scouts and Psi-Stalkers. Nobody knows the old American North (notably, *Minnesota, the Dakotas*, and Canada, particularly *Manitoba, Western Ontario*, and the region around *Hudson Bay*) like the scouts of Iron Heart. These men and women (and Psi-Stalkers) are masters of wilderness survival and have traveled as far as the American Northwest and the Canadian Northwest Territories. They have been crucial to the Coalition States’ surveillance of the Xiticix in neighboring Minnesota and Manitoba, and are responsible for the Coalition’s extensive knowledge of the northern lands.

The Xiticix (pronounced zeye tick icks) represent a potential problem for Iron Heart as they expand into Minnesota and Manitoba, both painfully close to them. At some point in the future, Iron Heart will be expected to launch a major offensive against these Bug-Men, supported, of course, by the other Coalition States.

I am very familiar with what I consider to be southern Canada — the regions once known as the Provinces of *Newfoundland, Quebec, Nova Scotia, Prince Edward Island, New Brunswick, Ontario, Manitoba* and *Saskatchewan*. While I have been to Alberta, British Columbia and even the arctic regions where I lived among the Inuit for an entire summer and frightfully harsh winter, I can not say that I am truly familiar with these places. Born on a farm in Wisconsin (near a place once known as **Madison**), I guess I just gravitated north. Originally, I was attracted to Chi-Town, but even before the Prosek regime, that once marvelous, free city-state was changing for the worse. Once a place renowned for its knowledge, open-mindedness, and fabulous Chi-Town Library, it was slowly closing itself off from the rest of the world. When Emperor Prosek came to power in 72 P.A., he and his henchmen began a campaign of isolationism. Five years after his rise to power, the fabled Library (one of the true wonders of the post-Apocalyptic World) was said to have been destroyed in the titanic battle of 77 P.A. But this is a lie! The Library still exists as a secret source of lost history and technology for the Chi-Town Coalition. ALL OTHER BOOKS ARE FORBIDDEN! The possession of a book or any form of recorded history, data, and literature is punishable by imprisonment and torture. A second offense is a DEATH sentence. This is part of the Emperor’s plan to control and manipulate his people. A plan that both he and his son (head of propaganda) have executed masterfully.

From what I have been able to piece together, Emperor Prosek saw the Chi-Town Library as both a liability and as a precious resource that he could not afford to fall into the wrong hands. As a result, he secretly closed the Library (under the guise of renovations), removed the books, films and computer-

ized data files and orchestrated its destruction. This guaranteed the knowledge and true history of the world would belong only to him and his upper echelon to use and dole out as they deemed fit. Where history needed to be altered to suit their needs, they did so. All other books and higher education (except for the Coalition elite, many hand chosen by the Emperor himself) were forbidden. The people of the Coalition States are kept ignorant except for the propaganda fed to them by the Department of Education and Communications (controlled by Joseph Prosek II, Head of Propaganda).

Although Chi-Town has, indeed, grown into a military and technological power in the Americas, I find the rape and pillage of the Chi-Town Library marks the beginning of its moral, social and political decline. I know there are those who would disagree with my opinions, for many see the CS as the leaders of a new age. At least for “humankind.” Except, we humans are no longer alone. We may be the natives of our world, and we have suffered more than our fair share of brutality and injustice at the hands of aliens and monstrous invaders come to torment and kill our kind or seek to conquer our lands, but not all D-Bees are evil. Not all D-Bees deserve our hatred and anger. Surely these fellow living, vibrant beings do not deserve to be annihilated simply because they are not human. And if such actions could be justified, surely it is not fair or just that any man, woman or child who dares to show a D-Bee the slightest act of kindness should be branded a traitor to his race. But then, my opinions have marked me as a dangerous dissident and a criminal. Public Enemy Number One of the Coalition States. Me, nothing more than a curious (vanity makes me loath to say, older) woman who dares to speak her mind. Again showing how Emperor Prosek fears the words of those who question him or hold unpopular opinions. You see, my sin is that I have lived with nonhumans, seen them as people like you and I, and dare to speak of things the Coalition States believe are best left unspoken. Truths and observations that exist only outside the thick walls of Chi-Town and her sister States.

But I digress. I fear that I am not a very good writer, and I know that I am easily led astray to write down my thoughts and opinions as they come to me. My feelings about the tyranny and lies spread by the Coalition States under Emperor Prosek is a particularly sore subject, which, I’m afraid, I am given to vent about more often than I should. Yet still my books are popular and you, my gentle readers, plead for more, so I must be doing something right. I must admit, I take great personal pleasure in thinking that you like my books because I try to be honest and I try to tell the truth, at least as I know it. Besides, who is the bigger fool? The one who writes her thoughts and experiences down and is vain enough to think others may want to read about them, or those who buy, beg, borrow and steal her books under the threat of treasons and punishment of jail or worse? I find it ironic that the very act of reading my words, condemned by the CS, actually makes us part of a shared circle. For we are all willing to question the world around us though others condemn and fear us for having done so. We are brave, though often frightened, in our quest for knowledge and simple truths, like what came before the Great Cataclysm and who were our forefathers? How did they live? Why did their world explode one day and give birth to ours? We are willing to look at things without blinders or rose-colored glasses, although what we see may hurt. We try to understand that which we do not know. And we are

willing to look into the face of other intelligent, loving beings, though they are not human, and see a bit of ourselves in them. Is that wrong?

The powers that rule the Coalition States seem to think so. The screams for human supremacy echo through the streets and the propaganda of the government corrupts the reality of their people. It makes me sad, and angry, that any one man, family or regime could condemn their own people to a world of fear, hate, half-truths and lies. Yet while Emperor Prosek, son, and henchmen build their "Empire" from bricks of fear and hate, the seeds were sown long before. And like weeds, they find fertile soil to grow between the brick and mortar of civilization.

Even the 'Burbs, filled with humanoids not of this Earth scattered among the filthy masses of human refugees that flood to the (once) great city, seemed to change and become more oppressive and much more dangerous. At the time, I was but a girl in her twenties, so I hoped my sense of this pinnacle of human civilization was just the emotions of a girl feeling out of place and a bit lost. Sadly, time would prove my feelings correct.

Finding Chi-Town cold and foreboding, I decided to go north, where civilization also blossomed.

From Chi-Town, I traveled north stopping at the Michigan Upper Peninsula, home of the independent City-States of **Ishpeming** and the **Manistique Imperium**.

For generations, the **Manistique Imperium** has been a true kingdom of people, with a community composed of a unified federation of towns built around a pair of manufacturing cities and populated by several hundred thousand people living willingly under the flag of the Imperium. I found the Manistique Imperium to be a strange mixture of beauty and blight. The surrounding countryside was picturesque, dotted with numerous lakes and ponds, and covered in forest. Some of the smaller towns were also lovely and fit nicely with the surrounding forests and lakes. Rising out of the patchwork of green came the smoke, soot and belching clouds of the Manistique factories, like man-made volcanoes. The City of Manistique was busy, but nothing compared to the controlled mayhem of Northern Gun. It was much quieter and serene than the constant noise and excitement of Northern Gun, and its people seemed more orderly, educated and polite as opposed to the barking hucksters and carnival atmosphere of Ishpeming.

The Manistique Imperium is located along the southern coast and includes the pre-Rifts city of Escanoba and several smaller communities. The Imperium is diverse in its people, education and resources, which include fishing, mining, metal processing, manufacturing, sawmills, trapping, farming, and cattle/dairy. In many respects, it is the central city-state/kingdom of northern Michigan and is allied with scores of tiny towns and villages who look at the Imperium as their friend and protector. The diversity of its people, which includes D-Bees, and mutants (30%), means that the education levels vary greatly, from technicians and scholars in the city to completely illiterate farmers, wilderness scouts and trappers. The population of the industrial city of Escanoba is about 220,000 (literacy is 54%). The population of the city of Manistique is about 380,000 (literacy is 72%).

Both cities have trade schools and libraries, and Manistique has one of the great universities. The estimated population of the surrounding communities that rely on the Imperium adds an additional 100,000 (10% literate).

By contrast, **Ishpeming**, better known as **Northern Gun**, is a giant manufacturing center and market rather than a true community. Its entire focus is manufacturing and selling. There is room for little else. At a quick glance it looks deceptively much bigger and more impressive than picturesque Manistique. Truth is, the city of Ishpeming may be larger but its overall community is small. Still, the city is a sight to behold. It has paved streets, modern and sleek factories, military fortifications, tall buildings, showrooms, movie houses, saloons, armories, garages, Body-Chop-Shops, MOM Conversion Centers and markets and businesses of all sights, sounds and types. The air literally vibrates with the roar of speeding vehicles, gunfire, blaring music, salesmen hawking their wares over loudspeakers, and the voices, laughter and roughhousing of thousands of mercenaries, Juicers, Crazies, 'Borgs, soldiers and adventurers of all ilks. Even back around 60 P.A. when I first visited Ishpeming, "Northern Gun" had already become the mecca for freebooters, mercenaries, wilderness people, and rugged adventures throughout North America. It attracted mostly men with rebellious and bold spirits. Hunters, trappers, rebels, warriors and wanderers all came to Northern Gun to let off a little steam, roughhouse, enjoy the company of kindred spirits, get drunk, sow their wild oats and buy or upgrade their weapons, vehicles and gear.

Being so close to the Canadian border, half of those who frequented the Upper Peninsula came from Canada. Even the Coalition State of Iron Heart, and two thirds of the independent towns and people of southeastern Canada traded with these two industrial kingpins. They came to the Manistique Imperium for cheap conventional weapons, grains, fish, tools, building materials, and other raw materials. But they bought their weapons, body armor, Juicer Conversions, 'Borg repairs and vehicles, from snow sleds, jeeps and tractors to boats and combat vehicles, from Northern Gun.

There is no denying that Ishpeming/Northern Gun is an exciting place that offers many rare opportunities, sights and experiences. And it has grown considerably since my first visit. Today it is more organized and law abiding, although it remains a rowdy and bustling community that never sleeps.

At the risk of sounding prudish or refined, I have always found Northern Gun to be little more than a sprawling armed camp combined with a bustling open market. It still has a Wild West feel and part of its charm is the rowdy Boy's Club atmosphere. Half the visitors are mercenaries, bandits, hunters, adventurers, or warriors of one kind or another come to relax, unwind or stock up. A third are traders, merchants and manufacturers looking to set-up shop or trade their goods with the city. The rest is a mixture of the curious, drifters passing through, criminals, spies and those down on their luck. All this means 70% are men used to a wild and brutal life in the wild or at war, which means it is not a place for a lady. Consequently, one must wade through a good deal of swagger, groping hands, alcohol filled conversations and testosterone to find conversation that deals with something other than tales of combat, war, guns, power armor, vehicles, and the like. That's not to say that one can not find and enjoy some truly riveting accounts of combat

and heroism, or fascinating first-hand reports about faraway places, exotic D-Bees and strange creatures. In fact, I lived in Ishpeming for nearly four months and in the Manistique Imperium for six. I have returned on many occasions, since there is no question that Northern Gun is “the” place to be outfitted for adventure. They really do seem to sell *everything!* If you haven’t ever been there, it is something to see.

Over the years, Northern Gun has only gotten bigger and better, and despite rumors that they are cozying up to the Coalition States, they have always been, and continue to be, one of the few independent kingdoms in North America. Although D-Bees are sometimes harassed and targeted by the less savory people in town, most nonhumans are welcomed as customers, if nothing else. Few questions are asked and most anybody can find the weapons, armor or equipment they are looking for at fair prices. As most anybody living outside the megalopolises of the Coalition States know, Northern Gun (and to a lesser degree, the Manistique Imperium) products are found everywhere throughout North America. I go on about Northern Gun because they have succeeded in amazing even me. I have seen Northern Gun products, from camping gear, compasses and fishing poles to power armor, hovercycles, ‘bots and guns from coast to coast and as far south as vampire ridden Mexico and as far north as the arctic circle and Greenland! That having been said, their major market has been, for generations, the heartland of North America, namely the old States of the American Midwest, including Michigan, Ohio and Indiana, and the old Provinces of Manitoba, Ontario, Quebec and the Eastern Seaboard.

The rise of Iron Heart as an industrial power and member of the Coalition States has hardly put a dent in the sales of Northern Gun, as NG’s reputation and willingness to sell to nonhumans (a market not available to any member of the CS) has kept its clientele as strong as ever. Furthermore, it is my opinion that their existence and willingness to sell to everyone (independent kingdoms, individuals, the CS and CS enemies like Tolkeen, Lazlo and D-Bees) has, in part, given many communities in Canada the ability to remain strong, free and independent. Between Northern Gun and Manistique, they gave Canadian settlements the arms, armor, machinery and technology to survive in a hostile environment, grow and stay out of the clutches of the Coalition States.

Humans dominate Northern Gun and the many “leagues” of towns and factories that surround it. Still, I would guess that a quarter of the unofficial residents are nonhuman (perhaps increasing the population another 25%). The Kingdom offers limited cybernetics and bionic augmentation (partial bionic conversion and repairs), MOM Conversions (Crazies), and Bio-Comp chemical augmentation (Juicers). In addition to a regular array of visiting Crazies and Juicers who are always ready to join a good fight and willing to defend their primary supplier, Ishpeming also has an impressive army equipped with an impressive selection of military weapons, and vehicles, power armor and a handful of Glitter Boys (they can repair Glitter Boy armor, but can not build one from scratch). Magic is not outlawed, but it is viewed with suspicion. Education levels are equal to the late 20th Century pre-Rifts industrial era and most



of the city's populace is literate (88%). Estimated population: 110,000 plus a mercenary army of about 35,000 (20% Juicer, 30% Crazyies, 25% robot pilots, 15% Borgs, 10% infantry). They are also allied with numerous powerful organizations, including the Chi-Town Black Market and Tolkeen, and trade with many more, including Lazlo and many Canadian cities, towns and outposts.

(Important Note About Northern Gun; circa P.A. 105.

Over the ensuing years, Northern Gun has made improvements and acquired trade agreements with the likes of Triax in an effort to constantly improve its manufacturing and has greatly surpassed the Manistique Imperium in the world market, particularly in the area of manufacturing machines of war. Northern Gun is the unsurpassed weapons, vehicle and electronics dealer in North America, supplying even the Black Market with half of its trade goods.

In her renowned book, *Traversing Our Modern World*, Erin Tarn incorrectly estimated the population of Ishpeming circa 98 P.A. when she had last visited, at approximately 100,000. In truth, the population topped 250,000 with many of its people working in around-the-clock shifts in the many factories, making the city seem less populated as well as contributing to its famous, New York City-like around-the-clock activity. She was, understandably, unable to clearly distinguish between the tens of thousands of visitors flocking to the fortified city and those who actually live and work there.

Over the last eight years, to 105 P.A., Northern Gun has experienced tremendous market growth and a corresponding population explosion that currently reaches approximately 400,000! Due to the unexpected alliance with the Coalition States and the elimination of rivals such as *Naruni Enterprises*, experts speculate that its population will double over the next 10 years (and the CS has earmarked it and the Manistique Imperium as candidates for becoming the next two Coalition States — something neither of these two kingdoms seem to realize). They also continually upgraded their army to include a company of Triax Ultimax and other rare robot combat vehicles from trade with the NGR and new designs of their own.

Rumor also has it that Northern Gun and the Manistique Imperium are secretly or inadvertently (via the Black Market) helping to supply Free Quebec and Tolkeen, two of the CS's enemies and currently the targets of two massive military campaigns. The relationship between these formidable kingdoms and The Black Market has always been shadowy and undefined. Most people assume it goes back to these arms dealers being so mercenary that they would sell just about anything to anybody, but some have speculated that their ties are much deeper than this. Nobody knows.

Meanwhile, quiet Manistique has only grown by about 15% with some attrition going to their rival, Northern Gun, and others. In the last six years, Manistique has made dramatic strides in upgrading their manufacturing and moving more heavily into arms manufacturing, but they remain small compared to Northern Gun, although a giant compared to most other independent outfits).

Throughout the rest of Southeastern Canada I have found few large towns with more than 1500 people. Most of Canada is peppered by tiny communities of independent and self-sufficient people. Some are families or family clans, others small settlements or villages of 12 to 50 people, and others are full-fledged towns with a few hundred to fifteen hundred permanent residents, with the majority having populations of 100-600. There are also scattered farms, hunting or trapping lodges, fishing huts, trading posts (often little more than a trade store, storage hut and a house or two), and hermits living alone or with their family in isolation.

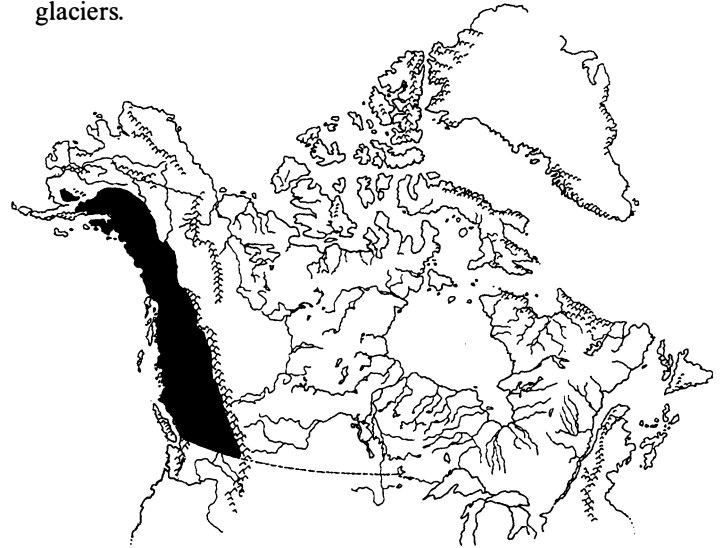
I have found most small-town Canadians to be suspicious of strangers but generally friendly and considerate, especially after they get to know you a little bit. Most have a strong sense of right and wrong, are very moral, god-fearing, and share a high regard for life. I imagine this comes from the fact that they live in a beautiful, but difficult and hostile environment where every day can be a struggle. Their value and love of their own lives and families, helps them to appreciate other living beings. This explains many (not all) Canadian's tolerance of others, including D-Bees and strangers.

I will devote an entire chapter to the northern and western portions of Canada and the monsters, people, places and customs of these faraway lands.

— Erin Tarn, Circa 100 P.A.

Climates in Canada

Since the Coming of the Rifts, more than 85% of Canada has reverted back into wilderness. A good 45% of the country stretching from the east coast to the northwest Yukon is covered in "Boreal Forest," 10% is mixed forest, 6% is grasslands, 32% tundra (grass, scrub, lichen/heath, light Boreal Forest) and the rest in the far north, is Arctic stony lichen/heath, rock desert and glaciers.



Rainforest: The humid, coastal forest of *British Columbia* and *southern Yukon* in the west is a lush rainforest like the one in Oregon and Washington. As such it is home to an incredible variety of flora and fauna, including the Sasquatch, Black, Brown and Grizzly Bear, wolf, cougar, Wapiti, deer, moose, eagle, hawk, marmot, and other birds and other animals (Mountain

Goats, Bighorn Sheep, cougars and Grizzly Bears in the mountains, seals, otters, whales and other sea mammals, sea birds and creatures along the coast).

Annual Snowfall: 80-160 inches (200-400 cm; roughly 6.5 to 13 ft/1.95 to 4 m), with an average maximum depth of 60-80 inches (150-210 cm or 5-6.5 feet/1.5 to 1.95 m); fall as much falls in the Vancouver area. However, snow is on the ground for only about 120-150 days; about 75-90 around Vancouver and along the southern coast.

Annual Rainfall: 80-120 inches (200-300 cm).

Summer Temperature: 65-75 Fahrenheit (18-24 Celsius).

Winter Temperature: 24 to -9 Fahrenheit (-4 to -23 Celsius), and the wind chill can drop air temp to -10 to -20 Fahrenheit (-23 to -29 Celsius).



Mixed forests are found only in the southeast: *Ontario, southern Quebec, New Brunswick and Nova Scotia*. The mixed forests of Canada have coniferous, fir and deciduous trees, including Maple, Oak, Willow, Hickory, Pawpaw, and Sassafras (the Great Lake and St. Lawrence River regions also have Sugar Maples), as well as Red and White Pine, Black Spruce, Balsam, Black Oak, fruit trees and a variety of other trees, flowering plants and vegetation. **Note:** For those not familiar with Canada, these mixed forest regions are fundamentally the same as the forest of Michigan, Wisconsin, Pennsylvania, New York and Maine.

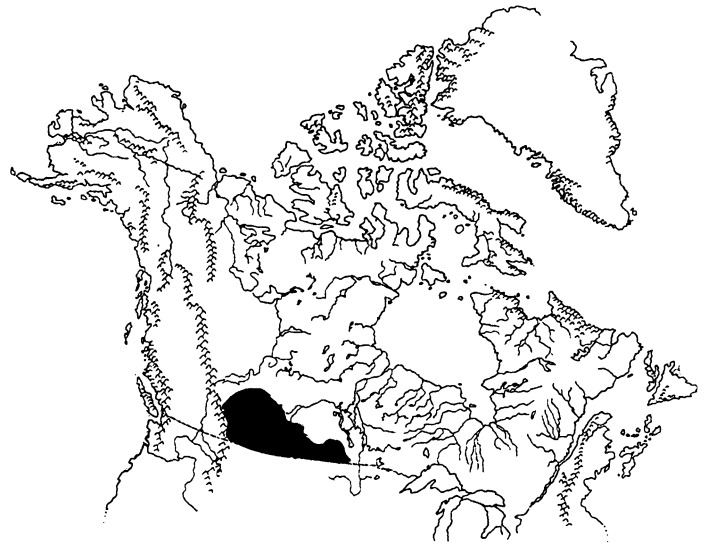
Annual Snowfall: 48-112 inches (120-280 cm; roughly 4-9 feet/1.2 to 2.7 m), with an average maximum depth of 20-30 inches (50-75 cm). 30-50% more in the northeast. Snow covers the ground for about 100-120 days in the southern half, and 200-250 in the north.

Annual Rainfall: 40 to 80 inches (16-32 cm).

Summer Temperature: 65-90 Fahrenheit (18-32 Celsius), 10-20% cooler in the north.

Winter Temperature: 24 to -10 Fahrenheit (-4 to -23 Celsius), and the wind chill can drop air temp to -10 to -20 Fahrenheit (-23 to -29 Celsius).

Growing Season: 120-150 days; 250 days in Nova Scotia, the southern peninsula of Ontario, the southwest corner of Quebec and southern parts of B.C. and Alberta.



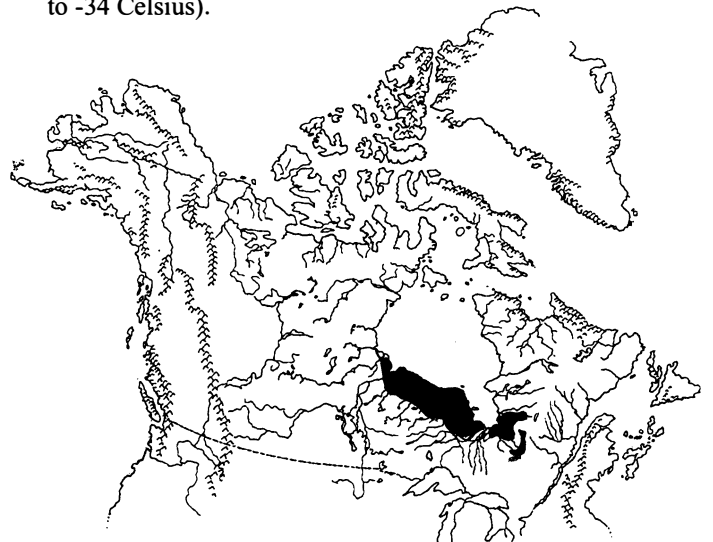
Prairies composed of a variety of grasses, and scrub start at the foothills of the Canadian Rockies and run along the southern thirds of *Alberta, Saskatchewan and Manitoba*. Heading north from these Provinces, the grasslands turn into scattered light Boreal forests mixed with some patches of deciduous trees, wildflowers, meadows, and scrub. This quickly turns into wild and dense Boreal Forests that run north and into most of the Yukon. The southern quarter to a third of the other northwestern territories (and three quarters of Quebec and Newfoundland) are a combination of scrub, grasslands and light Boreal Forest with the rest of the northern lands being tundra. Notable wildlife includes the Pronghorn Antelope, Mule Deer, Bison, Richardson's Ground Squirrel, pelican, grouse, coyote, wolf, bears, wild horses, Rhino-Buffalo, T-Rex, various other dinosaurs and other animals, birds and insects.

Annual Snowfall: 32-64 inches (80-160 cm; roughly 3-5 ft/0.9-1.5 m), with an average maximum depth of 40 inches (100 cm or 3.5 feet/1 m). Snow covers the ground for about 150-180 days.

Annual Rainfall: 16 to 32 inches (40-80 cm).

Summer Temperature: 68-78 Fahrenheit (20-26 Celsius).

Winter Temperature: 24 to -9 Fahrenheit (-4 to -23 Celsius), and the wind chill can drop air temp to -20 to -30 Fahrenheit (-29 to -34 Celsius).



Bogs & Marshlands are poorly drained areas of wetlands where one encounters pools of stagnant, open water, quicksand, and marshes. Reeds, sedges, marsh cinquefoil and sphagnum

moss grow in the shallows. Mats of moss may form “hummocks” (soggy masses of peat, moss and dirt that form a mound or ridge) where other plants such as Sweet Gale, Bog Rosemary, Orchids and other shrubs, flowers and vines grow. Tamarack and Black Spruce Trees as well as a variety of shrubs, and flowering plants may grow between the bog and the surrounding forest. Travel through a bog is slow, sloppy and dangerous. A lot of the mucky ground and pools of surface water are also covered by floating mats of water lilies, pondweeds and other plants, making those areas look more solid than they really are (at least to the uninitiated) and entangle travelers and impede movement. **Note:** Reduce speed by 30%-50%. The water is usually cool and can be 1-4 feet (0.3 to 1.2 m) deep, with a thick (about a foot/0.3 m) bed of peat, muck and mud. 600,000 square miles (1.65 million square km) of wetlands is found in Boreal Forest Regions. The largest expanse of wetlands is found along the southern lip of the **Hudson Bay** in *northwest Manitoba* and all of *northern Ontario*.

The bog is home to such wildlife as the beaver, moose, deer, wolf, porcupine, chipmunk, squirrels, rodents, snakes, waterfowl, the occasional bear and cougar, and insects galore including mosquitoes and 60 species of blackflies.

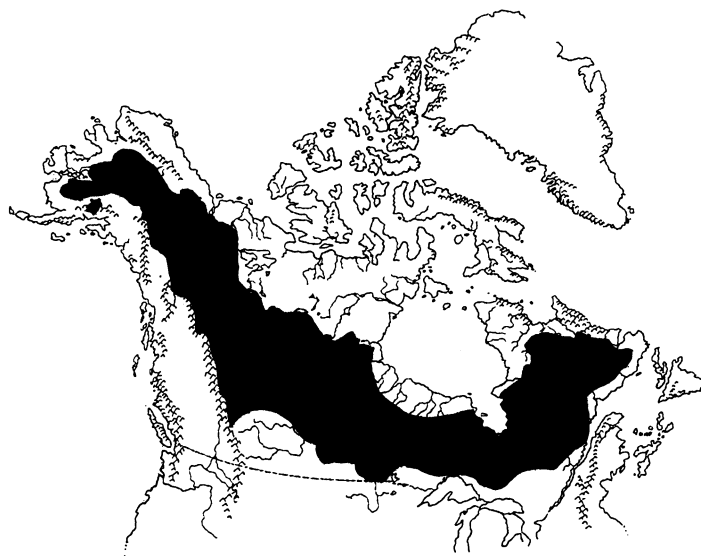
In the Fall it freezes over, in the winter it becomes covered in ice and snow.

Annual Snowfall: 32-64 inches (80-160 cm; roughly 3-5 ft/0.9-1.5 m), with an average maximum depth of 40 inches (100 cm or 3.5 feet/1 m).

Annual Rainfall: 16 to 32 inches (40-80 cm).

Summer Temperature: 65-75 Fahrenheit (18-24 Celsius).

Winter Temperature: 24 to -9 Fahrenheit (-4 to -23 Celsius), and the wind chill can drop air temp to -10 to -30 Fahrenheit (-23 to -34 Celsius).



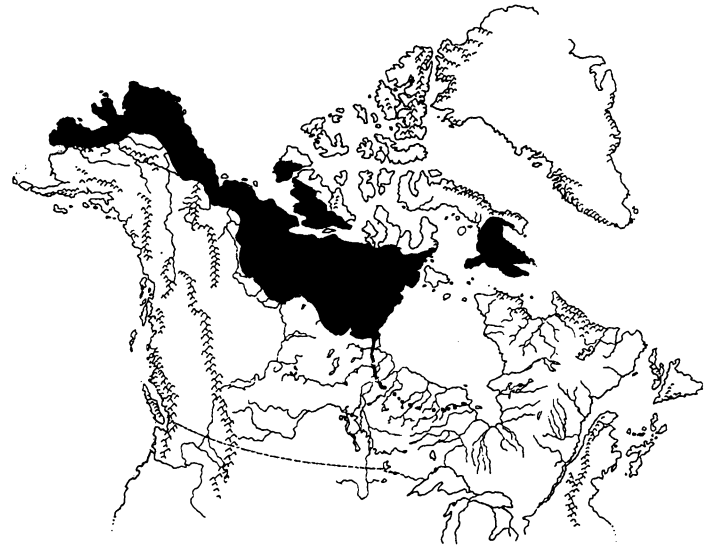
Boreal Forests are vast tracks of land covered in amazingly uniform vegetation that includes forests of Western Hemlock, White Spruce, Jack Pine, Balsam Fir, White Birch (all of which are ideal for logging and turning into lumber for building), as well as Tamarack, Aspen, Black Spruce, Willows and Alders, the latter couple are typically found in river valleys. The endless forest is only occasionally broken by bogs/wetlands/marshes, rivers, lakes, ponds, meadows, fields of evergreen shrubs, and the occasional field of grass, or field of flowers and scrub.

Annual Snowfall: 32-64 inches (80-160 cm; roughly 3-5 ft/0.9-1.5 m), with an average maximum depth of 64 inches (160 cm or 5 feet/1.5 m).

Annual Rainfall: 16 to 32 inches (40-80 cm)

Summer Temperature: 65-75 Fahrenheit (18-21 Celsius)

Winter Temperature: 24 to -9 Fahrenheit (-4 to -23 Celsius), wind chill can drop air temp to -10 to -30 Fahrenheit (-23 to -34 Celsius).



The Canadian Tundra is a unique region. It lies just below the Arctic Circle and covers the northern quarter of The Yukon, northern third of the Northwest Territory and three quarters of Nunavut. Snow covers the ground 250-280 days of the year (Summer is from June to August), and the ground is imbued with *permafrost*.

How deep the permafrost goes varies wildly. Some places in the south have permafrost no more than five feet (1.5 m) deep while others have a depth of over 1300 feet (400 m); the average is 50-200 feet (15-61 m). Permafrost occurs when ground temperature remains below freezing (determined by air temperature, soil, drainage, and snow cover). The colder the ground the deeper the permafrost. Permafrost and a powerful frosting action known as “cryoplanation,” severely limits the types of flora and fauna the land can support during the warm months of Summer thaw. In the north where permafrost is at its deepest, the soil is rocky, but lichen, mushrooms, alpine grass, sedge, dwarf willows and birch manage to grow there. Most Native Americans/Inuit are found along the coast where they can both fish and hunt in the sea; venturing deeper inland only in the Summer and warmer months.

In the Summer the tundra is transformed, as if by magic. The transformation occurs from the rain that falls in the Spring and early Summer — roughly 10 inches (25 cm). This minimal rain is only a little more than what falls in a desert, however the permafrost of the frozen earth prevents drainage and causes the water to pool and soak only the thin, top layer of soil. That combined with 24 hours of sunlight on the sodden earth in June, July and August, creates an explosion of life! Grasses, mushrooms, fungus, lichen, vines and over 800 species of flowering plants burst onto the scene. The Arctic Poppy flowers and goes to seed in about 24 days and the Dwarf Willow, Birch trees and sedges (a type of Arctic grass) start to grow in the spring when still covered in up to three feet (0.9 m) of snow.

The explosion of plant life also signals the return of migrating animals, including nearly one million caribou, thousands of musk oxen, foxes, wolves, Brown, Grizzly and Polar bears, rodents and scores of birds flocking by the millions (seals, walrus and whales along the coast).

Annual Snowfall: 40-64 (100-160 cm) with an average maximum depth of 50 inches (125 cm or 4 feet/1.2 m).

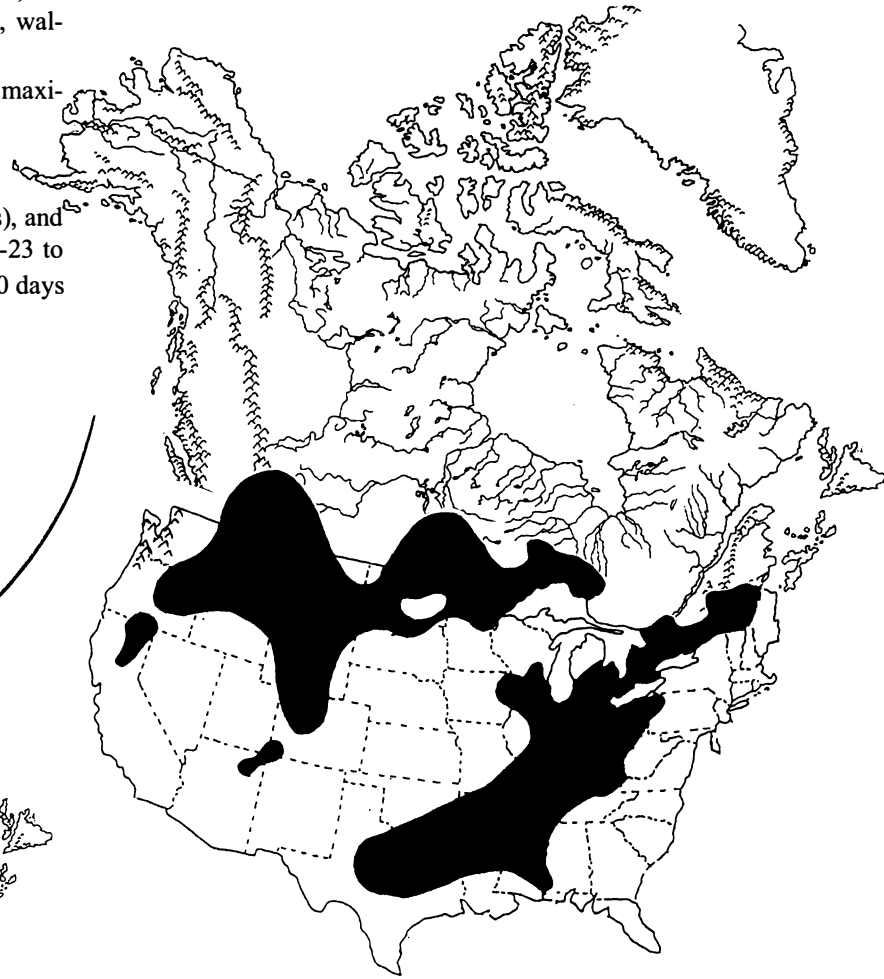
Annual Rainfall: 16 to 32 inches (40-80 cm)

Summer Temperature: 65-75 Fahrenheit (18-24 Celsius)

Winter Temperature: 24 to -9 Fahrenheit (-4 to -23 Celsius), and wind chill can drop air temp to -10 to -30 Fahrenheit (-23 to -34 Celsius). Snow covers the ground for about 250-280 days of the year.



Major Ranges of Psi-Stalker Activity



The Far North/The Arctic: What most people don't realize is that the far north, above the Arctic Circle, is effectively a "frozen desert." Conditions are cold and harsh and the soil is poor, stony, and frozen. It gets less than 10 inches (25 cm) of rain in the Summer (June-August), and typically less than 60 inches (150 cm) of snow, but is snow covered roughly 270-290 days of the year! The **Territory of Nunavut** (Inuit for "Our Land"), which includes the *Baffin*, *Victoria*, *Ellesmere*, and *Queen Elizabeth Islands* and surrounding islands, encompasses much of what has been considered the Canadian Arctic, as well as the eastern half of the old Northwest Territory. Here, the permafrost is its deepest and the soil is frozen and rocky, with larger portions being a stony desert broken by glaciers. Only lichen, algae and fungus grows here, nothing more.

Annual Snowfall: 16-32 inches (40-80 cm; roughly 2-3 ft/0.6-0.9 m), with an average maximum depth of 20 inches (50 cm or 2 feet/0.6 m).

Annual Rainfall: 5-10 inches or less (12-24 cm)

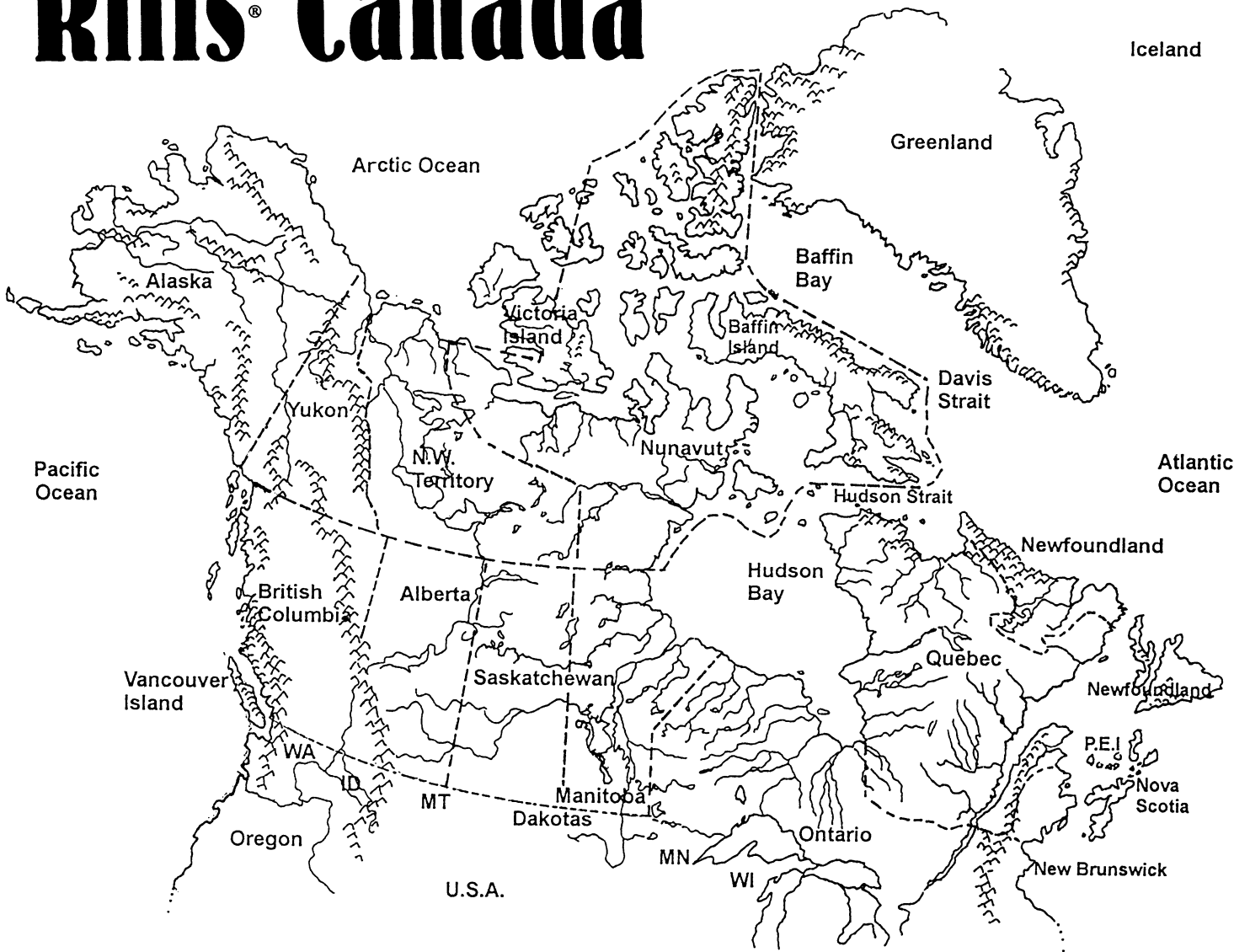
Summer Temperature: 60-75 Fahrenheit (15-21 Celsius)

Winter Temperature: -20 to -60 Fahrenheit (-29 to -51 Celsius), and wind chill can drop air temp to below -100 Fahrenheit (-73 Celsius).

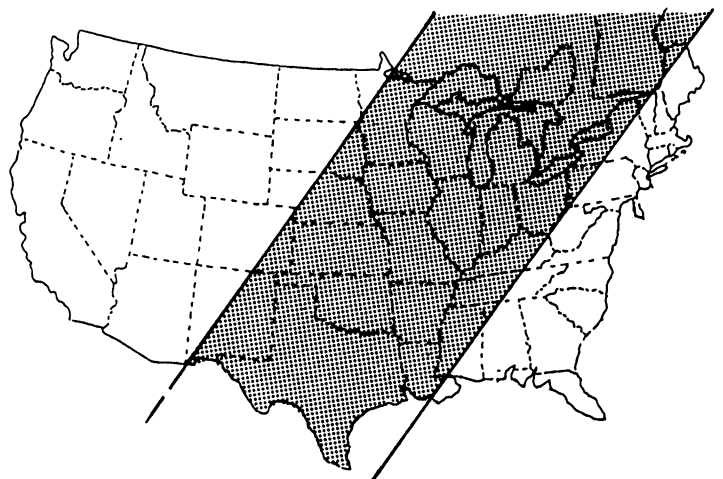
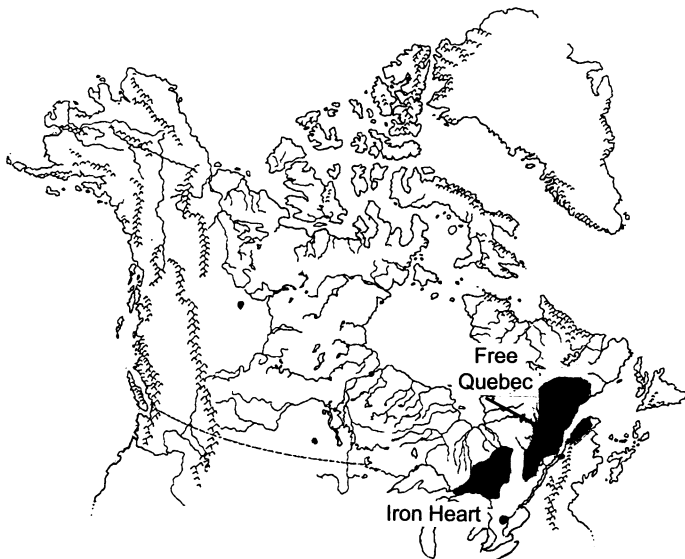


Major Simvan Ranges

Rifts® Canada



The Domain of Man



All Around is Hostile Wilderness



Dangers of the Cold

By Eric Thompson & Kevin Siembieda

Note: The following information applies to Russia, Canada, and most Arctic environments.

The Tundra Rangers, Wilderness Scouts, Druids, Inuit, and other *inhabitants* of the Arctic and mountain regions have a keen understanding of nature, the seasons, winter, snow, ice, Arctic conditions and the dangers they represent. Most are not foolish enough to get themselves into trouble, unless they are being uncharacteristically reckless.

A well-rounded travel plan can help adventurers avoid dangerous situations. By knowing the area they wish to travel, and by studying information from maps, guidebooks, and from people who have recently been in the area, adventure groups can plan alternate routes for poor weather or for unexpected conditions (avalanche, snow drifts, snow covered trails and landmarks, and so on). Also, members of the group should agree on the plan and objective before setting off. This way there is little confusion between characters and should trouble arise, they can operate accordingly.

Exhaustion & Exposure

Cold can literally freeze and shut down the human body, so when traversing the northlands of Canada (and the northern half of the USA) during the winter months one must use extreme caution.

There are a series of factors that must be considered to prevent fatal exposure to the elements. *Frostbite* and *hypothermia* are the most common and notorious causes of injury and death, but what most people don't realize is that these are often brought on by *exhaustion* and *exposure*. Without adequate food or water one tires more quickly. The depletion of body sugar (energy), the decrease in body temperature (the onset of hypothermia), severe dehydration (poor circulation and stiffening muscles and joints), and psychological changes all contribute to the traveler's condition and can leave the victim weak and vulnerable to injury, disease, exposure, and death.

Exhaustion is dangerous, because as one becomes tired, he becomes less alert, less self-aware, less aware of his surroundings and much less concerned about his well-being. This can lead to all sorts of careless mistakes, like leaving extremities exposed to frostbite, failing to build a proper shelter in which to rest, not drinking sufficient water, incorrectly plotting one's di-

rection or trail, failing to recognize hazards or changing weather conditions, and so on. All of which contribute to the traveler's physical health and state of mind. Eventually, he collapses. Exhausted. Barely aware of his physical condition and too tired to do much of anything to protect himself. Exhaustion takes over and saps the body of its strength and steals one's force of will.

Without adequate food, water, clothing, and rest, an individual will fall mercy to the cold and wind — losing the ability to react against external forces and becoming a victim waiting to keel over. Having a sufficient food and water supply, proper clothing, suitable mode of transportation (snowshoes or skis are encouraged when traveling on foot), awareness of the current and coming weather conditions, and a good knowledge of the terrain are essential to surviving in the snow covered wild.

Preventing the onset of exhaustion greatly reduces the chances of the person succumbing to the effects of hypothermia and even being as badly afflicted by advanced stages of frostbite. The trick is knowing when and how to take the proper precautions and regular rests to stay fresh, strong and alert.

Hypothermia

Hypothermia occurs when the temperature of the body core (brain, spinal cord, heart, and lungs) of an individual has been reduced to 95 degrees Fahrenheit (35 degrees Celsius) or less by exposure to the environment. One of the greatest dangers of hypothermia is that it can occur in any season, with water greatly accelerating heat loss, and that children and the elderly are at particularly high risk.

The following is a symptom table noting what is likely to occur as the body temperature of a hypothermia victim drops.

Body Temperature, Symptoms & Penalties:

97.6 to 95.0 degrees Fahrenheit (36.4-35° C): The individual feels chilled to the bone and shivers. The skin is cold to the touch and the lips may have a purplish hue to them. This condition is not serious and can be quickly remedied by putting on a few layers of dry clothing and/or being wrapped in warm blankets. The body should be thoroughly dried before getting dressed to prevent frostbite when exposed to the cold. It typically takes 2D6+6 minutes before the person begins to feel completely warm and back to normal.

While suffering from this touch of hypothermia, the victim is -2 on initiative, -1 on all combat maneuvers and -5% on skill performance where a nimble and steady hand is required (an aimed shot is -1).

95.0 to 91.4 degrees Fahrenheit (35-33° C): Intense to violent shivering, and the ability to perform complex tasks is clearly impaired. In addition, the individual feels fatigued/tired, suffers from slowed reflexes, and the extremities (fingers, hands, toes, ears, nose) will feel numb and frozen — coordination is poor. Speaking may also be difficult and the thought processes sluggish (this is the classic cartoon caricature of the frozen individual with trembling knees, chattering teeth and garr-ruh-ruh-ruhled speech). If left in this condition, the character may blackout, suffer from amnesia, and start to lose awareness/contact with the environment around him.

Penalties: -20% to all skills, reduce speed by half, -1 melee attack, has no initiative, -2 on all combat rolls, and may need to make a roll with punch/fall or impact vs 10 (or maintain bal-

ance, if the character has it) every 100 yards/meters to stay on his feet. A failed roll means he falls to the ground. It takes an act of willpower to get back up (and a successful roll to save vs punch/fall/impact or maintain balance), and get back moving again — probably can't feel hands or feet any more. It typically takes 3D6x10 minutes of being wrapped in warm, dry blankets and exposure to heat (stove, fire, etc.) before the person begins to feel completely warm and back to normal.

91.4 to 87.8 degrees Fahrenheit (33-31° C): Shivering decreases, but in its place is muscle rigidity (hard to move limbs), erratic movement (brief spasms), the thinking process is dull and hazy, and the victim can not stand on his own two feet; must crawl on all fours. Hallucinations are common and the character loses contact with his surroundings and barely has any sense of his own body — has no sense of time, direction, self, or what's going on more than five feet (1.5 m) away from the front of his face. Extremities are completely numb and nearly frozen.

Penalties: -50% on the performance of skills, reduce speed by 75% (can only crawl and lunge), no initiative, reduce all combat bonuses by half, reduce all attacks/actions per melee round by half, and cannot maintain balance for more than 1D4 melee rounds and then only if standing still and, ideally, braced against an object. It typically takes 4D4+4 hours of being wrapped in warm, dry blankets and exposure to heat (stove, fire, etc.) before the person *begins* to feel warm and back to normal.

87.8 to 85.2 degrees Fahrenheit (31-29.6° C): Skin feels like ice, skin is blue, eyes glazed and dilated, muscles hard and rigid and hands are frozen claws, but no shivering. The character's senses are almost completely gone, skill performance is virtually nil (-85%), the character is irrational and drowsy. It takes every ounce of willpower to keep crawling along at a snail's pace. Pulse and respiration are slow.

Penalties: -85% on the performance of skills, reduce speed by 90% (can barely crawl), no initiative, no combat bonuses, reduce melee actions/attacks per round to one. Cannot maintain balance for more than 1D4 seconds even when supported by a brace or others. Can not feel hands or extremities; it is impossible to even pick up or squeeze the trigger of a gun. It typically takes 4D6+18 hours of being wrapped in warm, dry blankets, exposure to heat (stove, fire, etc.), water and sleep before the person *begins* to feel warm and back to normal.

85.2 to 78.8 degrees Fahrenheit (29.6-26° C): Nearly comatose! Cannot move and even reflexes do not function. Pulse is slow, erratic and difficult to find. The victim fades in and out of consciousness and does not respond to spoken words (may be delirious). The heart starts atrial fibrillation.

Penalties: Skills and any physical action is impossible for at least 2D6+32 hours, at which point the character can move his fingers and toes, understand spoken words, speak in a hoarse whisper and has one melee action. It typically takes 6D6+72 hours of being wrapped in warm, dry blankets, exposure to heat (stove, fire, etc.), sleep, and being hand-fed food (ideally soup) and water before the character *begins* to feel strong and back to normal (half usual bonuses and melee actions). It can take a full week or two to get back to full health.

Below 78.8 degrees Fahrenheit (26° C): Coma and death are imminent. Heart and respiratory failure, ventricular fibrillation, probable brain and lung hemorrhage, apparent death. Unconscious and will *die* if immediate medical attention is not

administered. Roll vs coma/death. If the character can be resuscitated, it will take one week to get to the stage of having one melee action and being able to maintain consciousness for more than 10 minutes at a time. It will take 1D4+1 additional weeks to get back to full health.

Cold Water Kills

It has been estimated that half of all drowning victims actually die from the fatal effects of cold water, or hypothermia, and not from water filled lungs. Loss of body heat is one of the greatest hazards to survival when one falls overboard, is capsized, or jumps into water. Cold water robs the body of heat 25-30 times faster than air. Sudden immersion in cold water cools the skin and outer tissues very quickly. Within 10 or 15 minutes, the core body temperature begins to drop rapidly and the arms and legs become numb and completely useless. The victim may lose consciousness and drown before their core temperature drops low enough to cause death.

Game Note: In the case of our heroic player characters, one can assume the length of time he or she can survive in freezing water (or having been soaked and left wet in freezing temperatures) is 30 minutes +1 minute per P.E. point. Until this time elapses, the character basically suffers from phase two hypothermia (body temp reduced to 95.0 to 91.4 degrees). After that, they are in serious trouble.

Characters clad in **environmental body armor** and exposed to colder than freezing water should be able to last three hours per 10 M.D.C. points of the armor before the environmental system overloads from the frigid temperatures in water and the effects of hypothermia begin. The same holds true of Power Armor. The time armor can maintain environmental control and protect its wearer from hypothermia and frostbite is three times longer when exposed to sub-zero air temperatures. Of course, damage to the armor can result in a sudden emergency. Meanwhile, submarines and most giant robots and vehicles designed for underwater operations can function indefinitely even under sub-zero temperatures and the worst conditions.

Some Notes About Surviving

Hypothermia and Cold Water:

Body Hot Spots: Areas of the body such as the head, neck, sides of the chest, armpits and where there is little fat or muscle are major areas of heat loss from the warm chest cavity. The groin area is another “hot spot” and susceptible to the loss of heat because major blood vessels are near the surface of the skin.

If a character should suddenly find himself in the water, he should try not to panic; G.M.’s may want to have the character make a save vs Insanity or Horror Factor (13 or higher with any M.E. and save vs cold bonuses added) to determine whether or not the character panics. One should follow the procedure below to increase their survival time by minimizing body heat loss. This is the single most important thing the character can do.

Take the following steps:

- Do not remove clothing. Instead, button, buckle, zip and tighten collars, cuffs, shoes and hoods. Cover the head if possible. A layer of water trapped inside your clothing will be slightly warmed by your body and help insulate it from the colder water, slowing the rate of body heat loss. Put on a Personal Flotation Device (PFD) if available.

- Devote all efforts to getting out of the water. Act quickly before the loss of full use of the hands and limbs. Climb onto a boat, raft, ice flow, or anything floating. Right a capsized boat and climb in. Most lifeboats will support a character even if they are full of water. If the character can not right a capsized boat, he should attempt to climb on top of the hull. The object is to get as much of one’s body out of the water as possible.
- Do not attempt to swim unless it is to reach a nearby boat, another person, or a floating object that can be climbed upon. Unnecessary swimming pumps “out” warmed water between the body and the clothing, circulating new, cold water to take its place and contributes to rapid hypothermia and exhaustion. Likewise, unnecessary movement of the arms and legs pumps warm blood to your extremities, where it cools quickly, reducing survival time by as much as 50%!

First Aid For Hypothermia

Any person pulled from cold water or a frozen condition should be treated for hypothermia. Symptoms include intense shivering, loss of coordination, mental confusion, cold & blue (cyanotic) skin, especially around lips or fingers, weak pulse, irregular heartbeat and enlarged pupils, etc., as described earlier in this section.

Once shivering stops, the core body temperature begins to drop critically. The goal in treating hypothermia is to prevent further body cooling. Severe cases call for “rewarming” by trained medical personnel. Whenever possible, arrange to have the victim transported to a medical facility immediately. Of course, in most cases professional medical treatment (which can include such exotic “medicine men” as Indian/Inuit Shamans, Psychic Healers, and Holistic Doctors) will not be available, forcing the character and/or group to try their best at improvisation. The following isn’t all medical knowledge and even characters without any type of medical skills (but common sense and general knowledge) can attempt to help a victim of hypothermia. Any character with *First Aid*, or better yet, the *Paramedic* or *Holistic Medicine* skill will know how to treat hypothermia. The use of CPR and medical equipment to resuscitate a dying character will require at least First Aid.

What To Do:

- Gently move the victim to warm shelter (Treat gently to prevent fibrillation of the heart and shock to the system).
- Check breathing and heartbeat. In cases of hypothermia you should check very closely for as long as two minutes. Start CPR only if necessary.
- Remove victim’s wet clothing with a minimum of movement, cut them away if necessary.
- Lay victim in a level, face up position with a blanket or other insulation beneath them.
- Wrap victim in warm blankets, furs, sleeping bag or other warm covering.
- If there will be a long delay before the victim arrives at a medical facility (or none is available), use the following rewarming techniques.

Rewarming Techniques:

- Apply heating pads or hot water bottles (wrapped in a towel to prevent burns) to the head, neck, chest, and groin.

- Do not apply heat to arms and legs, and do NOT give the victim a hot bath. This forces blood out through the cold extremities and back to the heart, lungs and brain, which will further drop the core body temperature. This can cause “after drop” (i.e. the continued and worsening affects of hypothermia), which can be fatal!
- Do not massage or rub the victim, rough handling may cause cardiac arrest.
- Apply warmth by direct body to body contact. Have someone remove their own clothes and lay next to the victim, skin to skin. Wrap both in blankets.
- If the person is alert enough, aid givers can give them hot drinks or soup. If they are unconscious or stuporous do not give them anything to drink. NEVER give alcoholic beverages because it will act to dehydrate the victim.
- Save vs coma/death may be required.

Magic and psionic applications of such treatments as Healing Touch/Heal Wounds, Psychic Purification, Psychic Deaden Pain, Psychic Induced Sleep, Light Healing, Sustain, Sheltering Force, Heal Self, Restore Limb, Restoration and others can help combat hypothermia, prevent frostbite and heal/restore damaged extremities as well as dramatically increase the healing process (victim recovers in one quarter the normal time needed). Obviously, psychic powers like Impervious to Cold, Resist Fatigue, Summon Inner Strength, Bio-Regeneration, Psychic Body Field, and Pyrokinesis, or magic like Impervious to Cold, Armor of Ithan, Invulnerability and others can help resist the cold and/or recover from its damaging effects.

Frostbite

Frostbite is a condition where the tissue of the body freezes. The most common affected areas are the hands, fingers, feet, toes, nose and ears where frostbite can happen in a matter of minutes in very cold, dry weather, or when stuck in freezing water. Symptoms include firm, cold, white patches on the skin, and affected area(s) become numb to the touch and the victim will feel a constant “freezing” pain. When warmed, these areas may become blotchy red, swollen, and painful (similar to the “freezing” pain but may actually feel as if the skin is on fire). Numbness imposes a -10% skill performance penalty and the character is -1 to parry and strike. The affected areas are painful and vulnerable to attack. If struck they may require the character to make a save vs pain (optional; 16 or higher to save; P.E. bonuses are applicable).

Advanced cases of frostbite occur when the pain subsides without the character doing anything to counter the cold. The appendage becomes completely numb and may actually feel warm. At this point things become serious as the skin begins to freeze and die! Skin and muscle tissue begins to die off, and as the affected area thaws, it will decompose and become infected, running the chance of poisoning the victim (killing them) unless appropriate medical attention is sought immediately.

Frostbite Damage: Since this is the actual freezing of tissue, the possibility of damage is very real. Minor cases are merely painful to the touch and may require the character to make a roll to save vs cold (14 or higher; P.E. and vs cold bonuses are applicable). A **failed roll** means the affected area suffers 1D4 S.D.C. damage. Serious damage and a failed roll to save means there is

permanent cellular and nerve damage. In the most extreme cases the victim may actually lose extremities (typically amputated to prevent gangrenous infection): toes (reduce speed by 30%, -20 to all skills requiring balance), fingers (-10% to skill performance and takes 50% longer to perform properly), nose (reduce P.B. by 50%), or ears (reduce P.B. by 10%), sometimes even a hand, arm or leg.

A **successful save** means the pain and a -15% skill penalty are only temporary (1D4+1 days), and no permanent cellular or nerve damage has occurred.

Treating Frostbite

In most cases, treating frostbite is as easy as placing the affected area in a warm area of the body like the armpits or in warm (*never hot!*) water that feels warm to an unaffected hand. Consult with doctor if the area does not recover after treatment. Putting the affected areas in hot water is very painful (2D6 S.D.C. damage and a save vs pain roll is required every time the character moves the appendage). Moreover, serious cases of frostbite may cause the skin to crack, causing bleeding, more pain and wounds vulnerable to infection and gangrene.

Note: Though alcohol may provide an initial warming sensation to a cold body, it can be very deceptive. Alcohol causes peripheral vessels, such as those in the skin, to dilate. Blood rushing through these vessels radiates heat away from the body, diverting warmth from vital organs and increasing the risk of hypothermia. Drinking can also interfere with good judgment needed to be cautious and survive in cold weather.

The previously mentioned magic and psychic treatments also apply to frostbite, and in most cases, a Healing Touch/Heal Wound will prevent permanent damage and infection.

Snow Blindness

Another potentially dangerous condition in the wild is **snow blindness**. This is a temporary visual disturbance brought on by injury to inner eyelids and the surface of the cornea by exposure to reflected ultraviolet rays from the sun off of snow or another highly reflective surface like water or ice (can be considered a sunburn on the cornea).

The time which people are most susceptible to this condition is after a new snowfall, even when the sun’s rays are partially obscured by light fog or mist. Furthermore, there is no warning to the onset of the condition until the symptoms begin to appear two to 12 (2D6) hours after exposure.

The victim will first experience an irritating, gritty feeling in the eyes. There may be severe pain in and over the eyes due to inner eyelid irritation. The eyes will feel hot and sticky, and tears will flow excessively. Sight will become blurred, objects appear to have a pinkish tinge, and the victim may develop extreme sensitivity to light.

While not completely blind, characters are -5 on initiative, -3 to parry and dodge (loses automatic dodge if they had it), and all other combat rolls are reduced by half. Characters who become sensitive to light (save vs cold -1 for every four hours exposed to the damaging conditions; one roll with any P.E. and Cold bonuses added) are -3 to save vs attacks or conditions involving bright light and the character will need to save vs pain or be temporarily blinded for 2D6 melees (-2 melee actions/attacks, -9 on all combat rolls, and -60% on all skills that require sight).

These hapless characters will need to wear sunglasses during the day to protect their eyes. Otherwise they will be afflicted with a pulsing headache for as long as they are outside, plus an additional 1D4 hours after.

Thankfully, the major complications are only temporary and, aided by medical attention, will subside in one to five days depending on the severity and length of exposure. Victims suffer from headache and are -1 on initiative and -1 to strike, parry and dodge for 1D4 days after vision is restored. **Note:** The Restoration spell will instantly heal and restore eyes suffering from snow blindness (instantly heals frostbite and hypothermia too).

The best **protection** from the effects of snow blindness is to wear polarized, UV protective sunglasses or goggles when on the water or traveling over any snow-covered land, even if forested. Most every environmental suit of body armor, power armor, robot vehicle and any type of multi-optic helmet or visor has some sort of polarization feature that will protect against snow blindness. Good sunglasses or goggles will run about 120 to 200 credits. Special features like adjustable polarization or photo-sensitive lenses will cost anywhere from 300 to 500 credits.

Optional Saving Throws

Save vs Disease: 14 or higher; -2 to save vs especially virulent viruses, including the common cold, flu, and plagues.

Save vs Electrocutation: This is a blunt saving throw that may not come into play that often. Save vs Electrocutation is made on a roll of 18 or higher with any possible P.E. or skill bonuses added. A failed roll means the character's heart has stopped and he is dead unless *immediate* medical attention can be sought within a number of *melees* equal to the person's P.E. attribute (roll to save vs coma with a -30% penalty). Beyond that time the character is hopelessly dead to modern medicine, though powerful magic may revive him.

Supernatural creatures to have a limited resistance to electrocutation and are +4 to save.

Saving vs Extreme Heat (heat exhaustion & smoke inhalation) or Extreme Cold (cold exhaustion, hypothermia and frostbite): Much like a save vs lethal poison, one needs to roll a 14 or higher.

This save comes into play when a character is exposed to heat or hot and humid temperatures for an extended period of time, like traveling in the desert or doing strenuous labor on a hot day, but also applies to exposure to intense heat for rather short periods of time, like when trapped in a mystical ring of flame or inside a burning building. Likewise, exposure to cold, as previously described in detail, has its dangers and deadly situations.

A successful roll means the character suffers the *minimum* injury, discomfort and penalties (if any). A failed roll means the character suffers the appropriate amount of damage, injury and penalties for his situation.

Save vs Pain (optional): Roll 16 or higher. A save vs pain roll involves serious injury such as broken limbs and bones (like the ribs), falls from heights or awkward landings (like landing on your neck), gunshot wounds, internal injury, being down to

1-2 Hit Points, and so on. A failed roll generally means that he succumbs to the pain and is either incapacitated by it — kicking and screaming or just pass out.

If conscious the pain is incapacitating: Reduce speed by 30% and then an additional 1D6x10%, melee attacks/actions are reduced to two, skill performance by half and all combat bonuses and maneuvers are reduced to zero; no initiative. These penalties remain in effect until the suffering character receives medical treatment to repair the injury. Pain medication will dull the suffering considerably, but clouds one's mind and abilities so the penalties remain in effect.

A successful save means the character has managed to overcome the pain and can continue to function at an impaired level for 1D6 minutes +1 minute per level of experience. Reduce speed by 40%, melee attacks/actions are reduced by half, skill performance is -30% and reduce all combat bonuses and maneuvers by half. These penalties remain in effect until the suffering character receives medical treatment to repair the injury.

Note: The character can try to roll again to save vs pain when the above time elapses. Another successful roll means he or she can continue for another 1D6 minutes +1 minute per level of experience. However, pushing oneself like this can cause greater injury and damage.

A failed roll means he can not continue, collapses and falls unconscious for 1D6 minutes. When he awakens he suffers from the full range of penalties from pain and can not roll to save vs pain again for this injury.

Female characters are +2 to save vs pain.

Traveling in Snow & Ice

Avalanche

Snow slides or avalanches occur when snow on the slopes of glaciers and mountains becomes unstable and slides down in great sheets of rolling ice and snow. The deadliest type of avalanche, **the slab**, is most often caused by adventurers wandering off of marked trails. It typically occurs after heavy snow storms when a layer or "slab" of new snow is too heavy to stick to stable, packed snow underneath. The weight of a traveler can dislodge a small area or cause a "slab" to slide, causing a chain reaction that can send the side of a mountain sliding downward. The **loose snow avalanche** begins in a small area, not unlike rolling a snowball down a hill to make a boulder. These avalanches travel at speeds of up to 100 miles per hour (160 km)! Most victims die within a half hour from suffocation (6D6 minutes if not trained in survival). Since about half of buried avalanche victims die within a half hour, the odds of finding a person alive are poor (without magic). For one thing, it is like trying to find a needle in a haystack. The buried individual could be anywhere along the 2D6 mile (3.2-19.2 km) long avalanche trail and could be buried under as little as a foot (0.3 m) of snow to 60 feet (18.3 m). Groups need to be equipped with transceivers, shovels and probes, or magic to locate and rescue the victim of an avalanche. Or the victim himself needs special equipment or powers to signal for help or dig himself out.

Avalanche Damage Notes

Surprisingly, physical damage can be comparatively minimal, it's being buried alive and suffocating or freezing that usually kills the person.

Humanoids take 6D6 S.D.C./H.P. damage +6 points directly to H.P. Large animals take double damage.

Characters inside body armor or strapped into a robot or vehicle take 2D6 points of damage direct to Hit Points (unsecured and bouncing around inside, suffer 1D6x10+30 S.D.C./H.P. points of damage). A vehicle or giant robot suffers 2D6x10 M.D.

The pilot *inside* a power armor vehicle takes 1D6 points of damage direct to Hit Points. The power armor takes 1D4x10 M.D.

Note: Power armor and humanoid shaped robots can try to dig themselves out of a snow bank after the avalanche has stopped (takes only about 1D4 minutes). But the pilot (and any passengers) will be dazed and stunned for at least 2D4 minutes after he comes to a stop and before he can begin to take any action on his own behalf (activate homing beacon, radio contact, check environmental systems, etc.). Small power armor suits and human-shaped robots under 12 feet (3.6 m) may be able to dig themselves out by burrowing through at a rate of five minutes per foot (0.3 m) of snow over eight feet (2.4 m) deep; i.e. tons of heavy snow. Anything less can be climbed out of in 1D6 minutes.

Roll percentile dice to determine

how deep one is buried

01-20 Lucked out! Only 1D6 feet from the surface.

21-40 Not bad. Only 3D4 feet from the surface.

41-60 Buried. 3D6+10 feet from the surface.

61-80 Bad News. 5D6+15 feet from the surface.

81-00 Deep Sixed! 6D6+26 feet from the surface.

Metrics Conversion: One foot equals .3048 meters.

Snow Pit

A snow pit occurs when the top layer of snow becomes glazed or encrusted with ice, but shifting or melting snow under the glazed top forms a hole or depression/dip/valley hidden beneath the surface. What happens is the surface looks solid, but there is a depression under a very thin ice or crystalized snow covering. When a traveler steps on it, his weight plunges him through the thin surface crust and sends him (and those next to or tied/connected to him, including a dog team and sled) falling into the opened space or pit below. Such drops are not usually too deep, 2D6+6 feet (2.4 to 5.5 m; half that deep on the tundra and flatlands) and are rarely fatal. The lone victim of such a fall suffers 4D6 S.D.C./H.P. damage or 1D4 M.D. to body armor or power armor. However, injury could be severe if a dog sled, other people or vehicle falls with him or on top of him! Damage could range from 1D6x10 to 4D6x10 S.D.C./H.P. damage to an individual, and 2D4x10 to 3D6x10 M.D. to vehicles, bots, sleds, etc. Worse, a vehicle or animal is probably stuck and irretrievable. Of course, bad luck can result in broken bones and the inability to climb out without help. Those traveling alone or wandering off from their group could be trapped in the pit without anybody knowing where they are. Should it snow, one could be buried alive and suffocate from falling and drifting snow.

Climbing out of a snow pit can be difficult to impossible depending on the consistency of the snow. If the walls are too soft, they will crumble, sending the trapped character back to the bottom and possibly collapsing burying him alive! It is best to be pulled up by somebody top side and avoid placing stress on the walls of the pit. If too packed and hard (or ice covered) it may be impossible to get a firm grip to climb out without assistance.

Note: Snow Pits occur mainly in mountains and glaciers, but can also happen if there has been a great deal of blowing and drifting.

Deep Snow

I don't care who or what you may be, travelling through deep snow — halfway to the knee or deeper, up to one's hips — is difficult. For those of you not familiar with snow, it is like trying to run in water that is up above the knees. You can do it, but the effort is much greater, more energy is expended (one fatigues twice as fast), and speed is dramatically reduced. Without getting into all kinds of detail about the consistency of snow, cold, etc., in game and movement terms, it is really as simple as this.

Speed Modifiers for Deep Snow:

Humanoids on Foot: Reduce speed by half (-50%) for ordinary humans and human-like D-Bees. The same holds true of Juicers, Crazies, and Cyborgs; all will ultimately move faster than a human because their initial speed was much faster, but it is still reduced by half. A cyborg's machine parts may prevent or resist freezing and enable the character to move or run comparatively quickly in deep snow, but he must still lunge through it like an ordinary human, and his great weight (often more than 400 lbs/180 kg) causes the 'Borg to sink quickly and deeply into the snow. The tracks of a cyborg or individual in power armor are always much larger and deeper. Small humanoids, like gnomes and goblins, travel at one third their normal speed on soft, fresh snow, but only -30% on packed snow and ice (they are light enough to walk on top of it like a rabbit).

Combat Penalties: Reduce the number of melee attacks by one and -2 on all physical combat bonuses/moves as a result of the impairment of movement due to the deep snow, frigid temperatures, bulky clothing and other factors. This is in addition to reduced speed. Remember, in all cases (other than riding inside a vehicle) the traveler fatigues twice as fast as normal.

Horses will be similarly impeded, reduce speed by 60%, plus they can not tolerate the cold weather and run a great risk of pulling up lame (frostbite, pulled muscle, broken bone, slip and fall, etc., at a rate of 01-55% per five miles/8 km of travel). Being trapped in winter conditions without a dry, warm shelter to spend time recovering will kill a horse after 1D4+2 days. Half that time if sub-zero weather. A horse can not survive or function well in Arctic conditions where the temperatures are constantly below freezing (typically sub-zero; -1-90 degrees below zero during winter months). Snow is likely to come up to the waist or shoulders on these large, heavy animals (4-5 feet/1.2 to 1.5 m deep). Nor can they walk on ice or ice flows, packed snow, or run on the frozen and hard permafrost encrusted ground without the risk of slipping, falling and coming up lame: 01-80% chance per mile (1.6 km) of travel! This is why **dog** drawn sleds or one's own two feet are used.



Wheeled Vehicles that are not 4x4, all-terrae, utility vehicles (jeeps, tractor trucks, etc.) can *NOT* travel through deep snow at all! They get stuck within 2D6 feet (0.6 to 3.6 m) of travel. Furthermore, they are likely to quickly succumb to the cold with batteries drained, parts freezing, etc.

4x4s, jeeps and similar vehicles can travel through snow up to five feet (1.5 m) deep, but no deeper — reduce speed by 40%. If the snow is deeper or there are other extenuating considerations (rugged terrain, ice, etc.), these vehicles are as useless as any other.

However, reduce speed by only 25% for cyborgs, robots and vehicles specifically designed for snow travel and those modified with large tractor treads or skis that enable them to ride “on” the snow. Note that the tracks these vehicles leave behind are easily identified and easy to follow until covered by snow.

Animals: -30% on speed for most animals native to such frozen and snowbound conditions (puma, wolf, bear, deer, moose, dogs, etc.), as well as the True Sasquatch.

Giant robots, “walker” styled vehicles (i.e. has two or more “legs”), and characters using *snowshoes*, including Cyborgs and heavy D-Bees, are also -30% to their normal speed. **Combat Penalties:** Reduce the number of melee attacks by one and -1 on all physical combat bonuses/moves as a result of the impaired of movement due to the deep snow, frigid temperatures, and other factors.

Cross-country Skiing: No speed penalty for cross-country skiing; travel is roughly the same as walking. **Note:** Except for a few select mountainous places, downhill skiing is not possible,

particularly in the expansive, flat tundra or forests of Canada. Giant ‘Bots, ‘Borgs and big vehicles are more likely to cause an avalanche in hilly or mountainous terrains and break through thin ice. On a clear day on the tundra, they can also be seen miles away.

Monsters & the Supernatural: -30% to speed for such monsters and supernatural beings as the Windigo, Demon Bear, Loup-Garou and most demons.

No penalty for *Air, Snow and Ice Elementals* and supernatural beings (gods, spirits, and demons) who are naturally adapted to or magically part of snow, ice and winter.

Flying Creatures, Hover Cycles/Sleds & Aircraft that ride on or above the surface of the snow are not affected by deep snow, but will be slowed down by the *Other Winter Conditions* described as follows.

Other Winter, Snow & Arctic Conditions

All modifiers and penalties are cumulative and reflect reduced visibility, cold and foul weather conditions. They are added together along with the speed modifiers from deep snow, as is applicable.

Light Snow, Mist or Fog: -5% to speed and reduces visibility by 10%; maximum visual distance is about one mile (1.6 km).

Snow Accumulation: 1D4 inches. Covers tracks in about 1D4x10+90 minutes. -5% to Land Navigation skill.

Moderate/Medium Snowfall: -10% to speed and reduces visibility by 25%; maximum visual distance is about three quarters

of a mile (1 km). Snow Accumulation: 1D4+2 inches (8-15 cm). Covers tracks in about 60 minutes. -10% to Land Navigation skill.

Heavy Snow or Fog: -20% to speed and reduces visibility by 50%; maximum visual distance is about half a mile (0.8 km). Snow Accumulation: 1D6+6 inches (18-30 cm). Covers tracks in 4D6 minutes. -20% to Land Navigation skill.

White Out Conditions: Typically accompanies heavy snow and high winds or blizzard. Cannot see tracks. -90% to Land Navigation skill. See Blizzard for details.

Snow Lightly Covered in Ice: -10% to speed.

Solid Ice/Ice Flow: -30% to speed.

Jagged or Chunks of Ice & Rocks: -20% to speed.

Light Wind (5-10 mph/8-16 km): Causes slight wind chill factor, blowing and drifting, but no significant penalties to note. Makes the air temperature feel colder by 10 degrees Fahrenheit/6 Celsius (wind chill factor). Snowdrifts 1 to 3 feet (0.3 to 0.9 m) tall.

Medium Wind (11-20 mph/18-32 km): -5% to speed factor. Cause significant blowing and drifting, covers tracks in half the time (same as Light Snow if it is not also snowing), and makes the air temperature feel colder by 15-20 degrees Fahrenheit. Snowdrifts 3 to 5 feet (.9 to 1.5 m) tall. -10% to Land Navigation skill.

Heavy/Strong Wind (21-40 mph/34-64 km): -10% to speed factor. Visibility is bad as the wind causes significant blowing and drifting, covers tracks in half the time (same as Heavy Snow if it is not also snowing), and Wind Chill: Makes the air temperature feel colder by 25-30 degrees Fahrenheit (14-17 C). Snowdrifts 6-11 feet (1.8 to 3.4 m) tall. -20% to Land Navigation skill.

Blizzard: -60% to speed and reduce visibility to near zero. One can barely see more than 8 feet (2.4 m) in front of his face, and even that is blurred and obscured! It's also impossible to hear shouting voices more than 8 feet (2.4 m) away. Winds are over 50 mph (80 km), which makes the air temperature feel colder by 40-60 degrees Fahrenheit (22-33 C). Windows, goggles, and outer walls will become caked in ice and snow. Tracks are covered in 1D4 minutes. Snowdrifts 12 to 25 feet (3.7 to 7.6 m) tall, on top of the current snow base. Snow Accumulation: 3D6+10 inches (33-71 cm).

Additional Combat Penalties from Blizzard Conditions: Reduce attacks/actions per melee round by two, all combat bonuses by half and shooting at targets more than eight feet (2.4 m) away is the same as shooting blind (no W.P. bonuses and -9 to strike, parry or dodge). -90% to Land Navigation skill, plus radar and other sensors are -50% on their accuracy level, if not temporarily knocked out entirely.

Traveling faster than 10% of one's maximum speed in a blizzard or "white out condition" has a 01-80% chance to crash into a tree, rock, giant snowdrift, hut/igloo or monster, or go off a cliff, into a pit, into the sea, etc. A vehicle will lose 5% of its main body M.D.C. from a low speed crash (15-40 mph/24-64 km) and 10% from a high speed crash (50-100 mph/80-160 km); traveling any faster is impossible and suicidal (lose at least 40% of M.D.C. plus 6D6 points of damage direct to the Hit Points of the vehicle's occupants). It is better to find some sort of at least partial shelter (a cave, boulder, side of a glacier, etc.) and wait out the blizzard than try to travel.

Wearing Heavy Armor

Wearing *environmental armor* can be helpful and keep a traveler warm and toasty, although there is always the risk of burning out the environmental control system when out in sub-zero temperatures for more than 12 hours. Wearing traditional chain mail or plate armor is impossible (it's too heavy, cold and uncomfortable), and even wearing modern non-environmental armor only adds to the bulk and weight of the garments one must wear to stay warm. One can wear it (especially light padded and ceramic types) but it can be uncomfortable. Of course, armor can become a liability in heavy, soft snow and especially in the water where it may weigh one down and cause him to sink (and drown). Heavy armor doubles the rate at which one sinks into deep, soft snow (or bog) and will reduce speed 5-10%. The bulk may also reduce initiative -1.

Traveling over the Stony Desert of the Arctic Coast

Traveling on foot: This terrain is made difficult by the blanket of small to medium-sized stones covering the surface everywhere. This gravel covering makes it difficult to get good traction or to maintain one's balance (doubly so if wet or blanketed with a fine coating of snow or ice). Characters can maintain a maximum walking speed of 6 miles (9.6 km) per hour, but this is fairly dangerous. For each hour of travel at this speed, characters have a 01-30% chance of slipping and falling (1D4 damage) and/or twisting or spraining their ankle (2D4 damage and reduce speed by 20%). Approximately three, possibly four miles (4.8 to 6.4 km) per hour at a brisk pace, or one or two miles (1.6 to 3.2 miles) at a leisurely pace offers no risk of stumbling and hurting oneself.

Speed Modifiers: Maximum speed is reduced by -30% for most humanoids, -50% if slick, -40% to 50% for humanoids under four feet (1.2 m) tall, and 10% to 20% for giants over 15 feet (4.6 m) tall.

Traveling on horseback: The stony ground cover of this land makes it especially hazardous for hooved or long-legged animals of any kind. Riding at a full gallop on such terrain is impossible, since the animal will certainly fall and break a leg or get seriously injured/killed after only 1D6 minutes of moving at full speed. Maximum rate of sustained travel is 12 miles (19.3 km) per hour, but this is almost certain (75%) to result in the animal stumbling, falling and coming up lame, and/or throwing the rider after an hour of riding at such a pace. The fastest safe pace is 6 miles (9.6 km) an hour.

Speed Modifiers: Maximum speed is reduced by 50%-70% for most horses and riding animals.

Traveling on dog sled: The rider must walk while the dogs pull the sled over the slick stones at half their usual speed (about 3 mph/4.8 km). Unhooked from the sled, the animals can run and romp as normal for a canine.

Traveling by Fury Beetle: Full speed ahead. The terrain offers no impediment to this creature, although it hates the extreme cold.



Some Notes Concerning Travel & Riding Animals

Horses. The kind of food fed to a horse also makes a difference in the rate of travel. Contrary to what many gamers may think, a horse is *not* a lawn mower with legs. A horse can eat grass, weeds and other vegetation, but it takes a much longer time for it to digest such foods and therefore, the horse can not function at full capacity. A horse on a varied diet of oats, grass and hay will move 10% slower. A horse on a steady diet of grass and/or hay will run a full 25% slower because such food just is not as nutritional or filling. It would be like you or I living just on bread and water; it would keep us alive, but with very little energy. On the other hand, a diet of oats, barley and other grains, though more expensive, will help keep the animal healthy and operating at top efficiency. Grooming and proper watering are also important for the horse or pony's well-being. (**Note:** The term "pony" refers to an Appaloosa-type pony, not a child's miniature riding animal).

Dog Sled: One of the oldest, traditional (and reliable) ways of travel in the Arctic is by dog sled. This is typically a narrow, streamlined one or two-man sled designed to carry packages, food and gear in the bed of the sled, pulled by six to nine dogs and ridden by the driver in a standing position at the rear of the sled. It is amazingly mobile, can handle most terrains from forest to tundra to glaciers, and comparatively inexpensive to operate and maintain. It is especially useful for people who don't have high-tech vehicles or magic available as means of transportation (or can't afford it). The cost of the sled is about 400-1000 credits (Inuit usually make their own for the equivalent of 60

credits plus labor and time, and they often raise or trade for their own dogs. See the section on **Monsters** for stats and cost for sled dogs.

Average Speed is 5-8 miles per hour (8-13 km) with spurts of speed up to 30 mph (48 km) for 15 minutes at a time. However, pushing the dogs too hard (more than four speed runs per 24 hours) can result in one or more of the animals pulling up lame, death by exhaustion, or the animals simply refusing to run. The latter is the most common result as most dogs know their limit and will only be pushed so far before self-preservation kicks in. When pushed hard, the animals will need to rest for at least two hours.

Maximum Weight: 600 lbs (270 kg) plus the driver and the weight of the sled itself.

Reference Note: Go rent the movie *Iron Will* on video for some great dog sled scenes and racing.

Fury Beetles: These large, monstrous beings are gaining popularity as riding animals, and especially as pack animals. However, they are most common in the woodlands of eastern and central Canada and do not particularly like the frozen north, deep snow or tundra (they are, after all, forest creatures). That being said, they can handle the rugged and changing terrain of the tundra and far north from bogs and wetlands, to forest and stony desert at only -10% from their normal speed. They also travel reasonably well on snow and ice with their speed reduced by 20-30%. Unfortunately, the Fury Beetle's size and weight

make them a liability in mountain regions where they are more prone to cause avalanches or drop into snow pits, and they leave a deep, noticeable trail (a trench) in the snow. Furthermore, even well trained Fury Beetles will rebel and leave for southern climes when temperatures (with wind chill) drop below zero Fahrenheit (-18 Celsius). Thus, they are best used in the Arctic during the Spring and Summer months.

Ostrasaurus, Silonars and other two-legged dinosaur-like creatures are ill suited for the tundra and Arctic. Even in the Summer months, the climate is a bit chilly for them (they are prone to catch cold, get sick and die), they get stuck in the mire of the wetlands (-40% to speed) and have difficulty on ice and stone covered surfaces (also -40% to speed). They suffer terribly on snow and ice (-50% to speed) and will die from the cold within 6D6+6 hours. These animals are best suited for grasslands, forests, and climates 70 degrees Fahrenheit (21 C) or warmer.

Travel by Wagon or Coach: Wagons and coaches are generally limited to smooth, flat terrain, such as grasslands, lowlands, trails and roads. Speed is limited by the weight and number of horses drawing the vehicle. As a rule of thumb, it is safe to assume that a single animal pulling a wagon will travel 50%-80% slower than when carrying a single rider on its back. A team of animals pulling the same wagon share the weight and can move faster, but will still be 10%-30% slower than when traveling by horseback. Furthermore, the other members of the team can only go as fast as the slowest horse on the team, as well as being restrained by the weight of their load. Pulling a wagon at full speed may also cause the wagon to tip over and break (01-42% chance).

Certain environments in the tundra and most parts of the Arctic are impassable to wagons and coaches. The wagon simply can not function in such an environment and will seriously break or get stuck within 1D4 minutes of trying. During the Summer, dried-out trails at certain locations may allow for their use, but this limits them to local areas and only 2-3 months out of the year.

Travel by Hoversled: A variety of hovercycles, hoversleds and rocket bikes are available on the market from several manufacturers, including Northern Gun and The Manistique Imperium. Most are good to excellent for use on the tundra during warm and cool months, but have their share of problems in the Winter. Most have trouble handling temperatures below zero Fahrenheit (-18 Celsius). Many will freeze (won't go until unfrozen), have trouble starting (roll 01-60% to start on percentile dice, -10% chance per each day left unused), can not go faster than half its normal speed until it has "warmed up" by being used for more than 10 minutes (01-85% chance it will stall if pushed for faster speeds prior to warming up) and being so small, they are easily buried in snow. They also have some trouble in strong winds (-15% to piloting skill and trick maneuvers in winds stronger than 35 mph/56 km).

The biggest liability of these air and jet propelled vehicles is that although they fly above the snow, their jets can dislodge layers of snow and cause an avalanche on glaciers, hillsides and mountain terrains, and blowing snow blasted into the air by the hover jets can obscure the vision of those traveling behind or near them. The jets send snow flying like a powerful gust of wind and momentarily (for 15 seconds/one melee round) flies *in*

the face of those behind or in the direction of the blowing wind (-4 on initiative, and lose one melee attack/action). The snow cloud they leave in their wake on the tundra also means they can be seen on a clear day for up to six miles (9.6 km) away!

The Tundra Rangers have a heavy-duty, reliable hovercycle that won't freeze or stall and can travel at full speed within one minute of warming up. It has a special heat circulation and air cycling system that keeps the engine and hover jets from freezing. The open-air cockpit enables the pilot to quickly enter and exit the vehicle, leap off, and fire weapons while the bike is in motion (most riders wear environmental armor or other protection from the elements, and the windshield breaks most of the cold wind). Field tests show that the Arctic Hoverbike can perform in sub-zero conditions up to 130 degrees Fahrenheit below zero (-90 Celsius), and has performed with minimal stalling and freezing problems at temperatures down to 200 degrees below zero (-129 C). A muffled "soft-flow" hover jet system causes minimal noise and disturbance of the snow to help prevent avalanches and similar snow and ice slides (reduce that danger by 20%).

If this excellent vehicle has a downside, it is its slow speed compared to conventional hovercycles, but faster speeds dramatically increases the chance of snow slides. **Note:** The Novyet Manufacturing company in Russia has a similar design for its popular *Novyet Arctic Hoverbike*. Whether this was pre-Rifts technology known to both Russia and Canada, or whether it is pirated technology by one side or the other is unknown. Also note that variations of the vehicles presented in **Rifts® Warlords Russia** can be also be used in **Rifts® Canada**.

Methods of Magic Travel:Of course, in a world of magic there are always alternatives to conventional means of travel. Magic spells such as Fly as the Eagle, Mystic Portal, Teleport and others enable practitioners of magic to travel from one place to the other via spells, circles, scrolls or other magic items. Likewise, those who know how can travel ley lines and even create environmental shelters. These modes of transportation are comparatively uncommon and not typically available to the average person. There are also psionic powers that can help one survive and overcome the icy winters and the frozen north.

Flying (via magic, wings, power armor or vehicle): Riding on top of a flying animal, like a Pegasus or Gryphon, or flying by means of spell or magical enchantment (wing board, etc.) can be one of the best ways to travel across any harsh environment. It is fast, easy, and low-maintenance, but comes with its own set of problems and concerns. One is expense. Unless a character is a practitioner of magic himself, getting even a limited means of magical flight can be expensive. Spell casters must be careful not to expend so much P.P.E. on flying as to be ineffective or helpless in case of trouble.

Other concerns have to do with the environment; a flying humanoid can be seen coming from a great distance, at least two miles (3.2 km) if not two or three times that distance, especially on the prairies and flatland of the tundra. The alternative is to use cloud cover or flying low to the ground to be less obvious, but movement on the flat horizon is still likely to be noticed. In forests, flying at tree level or among the tree tops also has its dangers. While it may conceal the flyer, the character must fly 30-50% slower than possible to avoid crashing into a tree or get-

ting battered by tree branches. Reckless flying claims many lives, especially those who are enjoying the power of flight for the first time and either can not control their movement or can not control their urges to “hot rod.” Mid-air collisions and crash-landings can also be fatal, or at least punctuate one’s arrival and position. Attacks from airborne predators, such as Perytons and dragons, among others (not to mention bandits and hostile natives in the air or on the ground), are also a problem. Again, one of the dangers here is that a flyer is easily observed, especially in the barren tundra, and his comings, goings and landings will mark the general location of his camp and associates.

Atmospheric conditions, like fog, smoke, snow, bright snow glistening in the sun (causing snow blindness), cloudy or stormy weather and other conditions, can impede or even prevent flying—try staying aloft when you’re getting hit by lightning bolts from every direction during a thunderstorm, or see where you’re going in a heavy snowstorm, let alone a blizzard or white out conditions (likely to fly 2D4x10 miles in the wrong direction per hour of flight, and the flyer may even have trouble telling where the ground is, and will be unable to avoid glaciers, mountain ridges or trees in his path if flying faster than 30 mph/48 km). Flying low to the ground may require the flier to slow down in order to weave in and around trees, canyons, rock formations, and animals. Flying into or against strong winds (35 mph/56 km and greater) will reduce one’s speed by 20% (flying with the wind will increase it 10%), and may make control and special maneuvers difficult (-20% to piloting skills or -2 to strike, parry and dodge, whichever is applicable). Cold and heat can also be a problem, especially for those flying by enchanted means (beware of hypothermia, frostbite, dehydration and fatigue); the cold of winter most anywhere in North America can be oppressive, but especially in Canada.

Furthermore, flying does not mean one avoids the perils of the inhabitants of the land. At any altitude the flyer is vulnerable to sharp-eyed aerial predators, supernatural beings, other flyers, power armor, and aircraft, as well as ground attacks from hostile D-Bees, CS troops, bandits and tribes of monster races. Anybody who looks like they’re flying by magical means is always a juicy target for bandits and marauders.

Navigating from the air is more difficult than most people imagine too. Ground-dwelling creatures like humans are not accustomed to an aerial perspective or finding their bearings from up high. As a result, they are easily disoriented when flying in the air. One tends to lose his sense of time, speed of travel, direction and distance, especially when flying high, up in the clouds or in a storm or other condition that obscures one’s vision and the ground. This is even worse for subterranean beings who often get “air sick” (i.e. feel a bit frightened, nauseous and dizzy, and may need to stop periodically to vomit) when flying. As a result, **Land Navigation** and any other navigation skills, while flying, are -20% during the day and -30% at night (-30% and -50% for subterranean folk). Reduce the penalty to only -10% if flying low to the ground (50 feet/15 m or lower).

One of the most common problems among magically empowered flyers is that they often assume because they are “flying over” an area, especially hostile environments like mountains, the tundra and the Arctic, they don’t need to bring as many provisions with them. Hey, why load yourself with all that

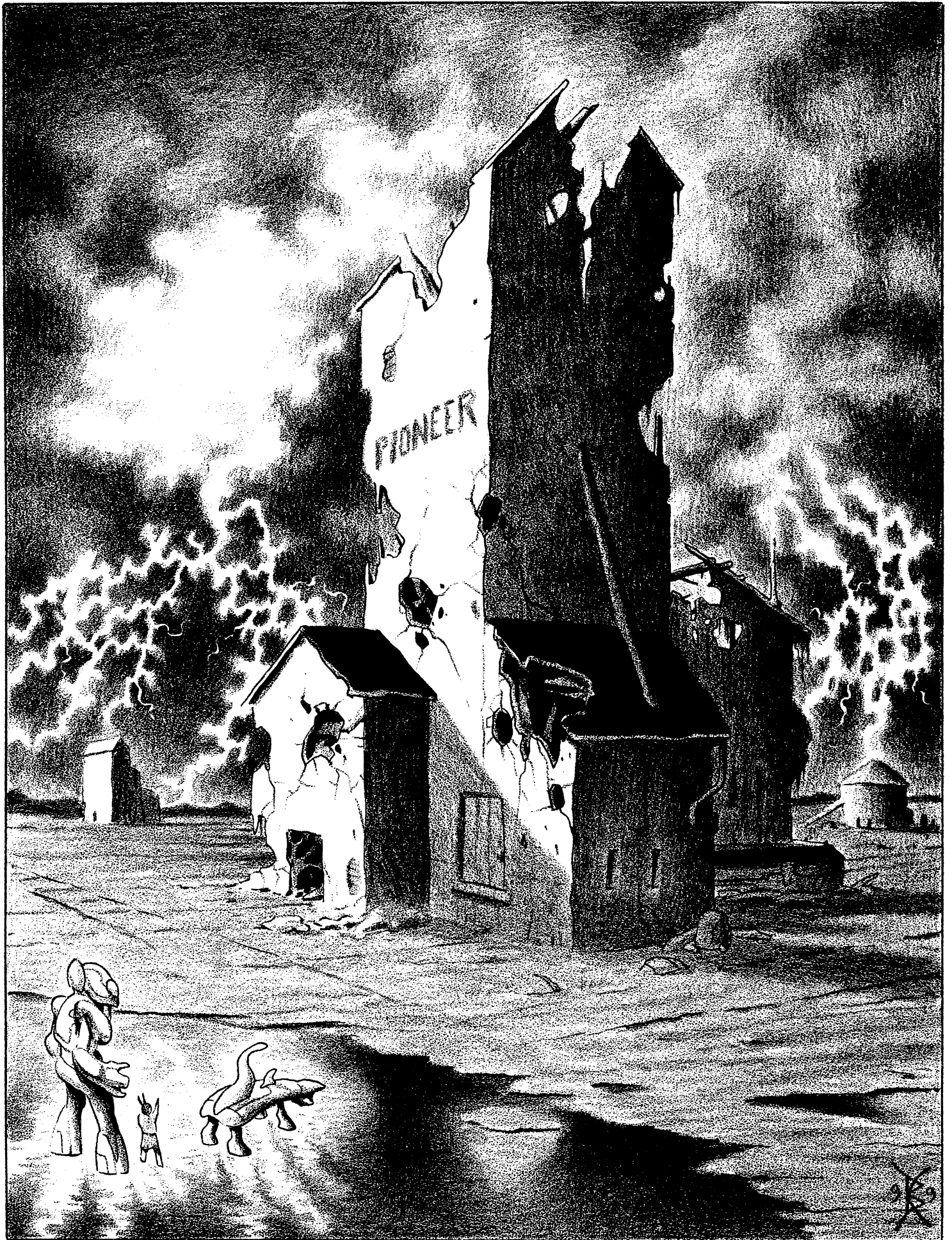
water and snow gear when you can fly back to town or camp and get some more whenever you need it, right? Most do not realize they suffer the effects of the cold and wind (or heat) to the same degree as those on the land and need water to keep cool and hydrated—there is no shade in the sky. More than one adventurer following such shallow wisdom has perished when conditions did not permit him to fly back to where necessary provisions could be had. Or when exhaustion or hypothermia made it impossible to fly or, in some cases, even cast spells! **Note:** *Other Winter, Snow & Arctic Conditions* and their resulting penalties also apply to flyers.

The wisdom behind all this is just because flying is faster and seemingly more efficient, it doesn’t make traveling in the wilderness any less hazardous.

Demon Storms. This is another strange phenomenon that sometimes occurs in and around ley lines, particularly at nexus junctions and places where dimensional disturbances are common. This is an unnatural storm signaled by dark skies, often of a strange, ominous color (dark green, purple, red, etc.). While there may be wind and the occasional flash of heat lightning in the sky, they are not overtly threatening. However, when it “rains” it is always something strange that falls from the skies—typically pebbles, tiny mud balls, tiny fish, frogs or toads (such animals die in a matter of minutes) or hail the size of marbles. The latter can be a godsend to those suffering from thirst in dry, hot regions because the hail can be scooped up in pails, buckets, hats, water skins and hands and drunken as soon as they melt. Unfortunately, the hail will damage tents (2D6 S.D.C.) and cause 1D4 S.D.C. damage to everything and everybody caught in the storm. While the menacing dark skies may last as long as four hours (roll 1D4), the actual “shower” only lasts 3D6 minutes.

Demons: The storm gets its name from the fact that demons also appear in the storm. Roll percentile: **01-60%** means 1D6+1 lesser demons or sub-demons appear (in the Arctic they are typically Russian Ill’ya or Unclean Demons), **61-95** means 1D4 lesser Deevils (in the Arctic this could include the Hell Horse, another Russian Demon), and **96-00** means one or two greater demons or Deevils appear! These can be impish, mischievous beings or murderous cretins bent on inflicting pain and suffering on mortals. Whether the fiends will attack, pester or threaten people depends on their mood (i.e. the G.M.). Thankfully, a Demon Storm happens only 1D4 times a year in most regions; typically only once or twice. **Note:** The only place these storms happen more often in North America is *Alaska, the Devil’s Gate at St. Louis*, and the *Detroit-Windsor* area where they get 2D4+2 annually, but the most Demon Storm battered region is the *Calgary Rift* where they get 1D4 in the Winter, 2D4 in the Summer and Fall and 2D6 in the Spring!

Thunderstorms. Intense rainstorms can cause flash floods that washout bridges and trails and cause the banks of rivers and lakes to swell and flood, as well as mud slides and damage from high winds, broken branches and toppled trees. Travel speed during such a storm is reduced by 30-60% depending on its severity, plus visibility is typically a half mile (0.8 km) or less (the worst will have zero visibility); -50% to the Land Navigation Skill. Plus, travelers will get soaked and cold. **Note:** Thunderstorms are most common in the south and southeast, with 15-20 per year in southern Saskatchewan, Manitoba, Ontario, and



Quebec; 7-12 most elsewhere, and only 2-5 in the Tundra and Arctic.

Flash floods are streams of fast-moving water (Speed of 30-60 mph/48-96 km), 3D6 feet (0.9 to 5.5 m) deep that will likely drown or wash away anybody caught in them. Characters with the Swimming skill can try to stay afloat and navigate the rush of water, but their swim skill is -25%. Those who fail three consecutive Swimming rolls when caught in a flash flood will drown! And those who do make their rolls can only stay in the rushing water for a number of minutes equal to their P.E. before they tire and drown, too. Those who manage to survive in a flash flood long enough to make it to the shoreline, grab onto some handhold (rock, tree, root, debris, etc.) or be rescued by others, will still suffer from the experience. Damage is 5D6 S.D.C./H.P. per every mile swept away (typically 1D4 miles/1.6 to 6.4 km). M.D.C. armor and vehicles will suffer 2D6 M.D. (those inside only 1D6 damage direct to Hit Points), but will also lose 1D6x10% +40% of their possessions — i.e. anything in their hand or strapped to their back or belt. **Note:** Old river beds, old aqueducts or drainage channels, sewers, chasms, mountain trails, and hillsides are the most likely places where mud slides and flash floods will occur.

Mud slides are similar to flash floods only they can be even more devastating and deadly. These mud slides travel at speeds of 60-100 miles per hour (96-160 km)! A small, isolated stream works the same as the *flash flood* except the reduce the swim skill by half. Damage is also the same, except in addition to it, there is a very real probability of being buried alive and suffocating when the flow stops. Roll percentile dice.

01-21 Means the character miraculously survived (he's covered in mud from head to toe and probably lost everything he was carrying, but he's alive!).

21-00% Means victims are buried under tons of mud and rock and will suffocate within 2D4 minutes. Rescue without extraordinary means (i.e. magic) is impossible. The only exceptions are those clad in environmental body armor, power armor, trapped inside an M.D.C. vehicle, or those protected by a force field or some kind of magic. In the cases of body armor and vehicles, those trapped inside are stuck but can survive for days until they die of starvation or dehydration. They must be located and dug out with outside help.

A large mud slide can bring down the side of a mountain or half of a hill. Victims die within a half hour from suffocation (6D6 minutes if not trained in survival). Since about half of buried mud slide victims die within a half hour, the odds of finding a person alive are poor (without magic). For one thing, it is like trying to find a needle in a haystack. The buried individual could be anywhere along the path, although probably somewhere at the bottom, and could be buried under as little as 1D6 feet (0.3 to 1.8 m) of dirt and rock to 60 feet (18.4 m), weighing tons. Heavy machines and/or giant robots or magic are a necessity, otherwise the odds of finding and digging out the individual are slim and none. Also note that people stuck by a large mud slide suffer 2D6x10 S.D.C./H.P. Damage plus getting buried alive, and vehicles, towns and cities, etc., take 2D4x10 M.D., plus getting buried in mud and rock!

Power armor and supernatural beings can claw themselves out at a rate of 8 feet (2.4 m) per 10 minutes. Giant robots and vehicles are stuck and need to be dug out.

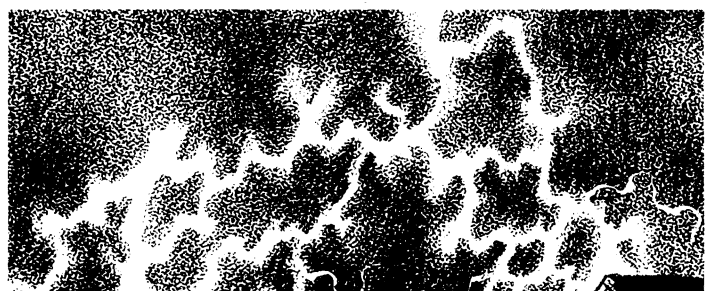
Coastal Storms are maelstroms most common along the Atlantic Coast, affecting Nova Scotia, southeastern Quebec and Newfoundland. These can be hurricane style storms or Nor'easters that pound the northeastern coastline. These storms gather strength over the water, then head straight inland, crashing head-on into the coastal areas, then roll either north or south until they blow themselves out, or until they return back to the sea. The hurricane-force winds of these storms wreak havoc on most of the coastal settlements, none of which are really built to withstand that kind of punishment. Moreover, the storm surge (a 20 foot/6 m tidal wave) caused by these storms often dashes ships against cliffs and piers or runs them aground (if they aren't swamped first). Such storms hit Canada only about 1D6 times a year.

Lightning storms are thunderstorms with a great deal of electrical activity, as many as 300 lightning strikes a minute (although usually more like 100). The rain is usually a little harder, and winds are strong, gusting from 30-60 mph (48-96 km). Anybody hit by lightning in one of these storms takes 1D4x10 M.D., but there is only a 02% chance of this happening, unless the character is wearing a full suit of metal armor, flying in power armor or other aircraft or walking around inside a giant robot, in which case the chance of a lightning strike while out in the open increases to 25%!

Storm Note: The Arctic and the northern third of Quebec and Newfoundland only gets 1D4 Thunderstorms annually; the Yukon and Tundra 2D4, Southwestern Canada, Newfoundland and Quebec get 3D4+2, and central and southeastern Canada (Manitoba, Ontario, southern Quebec) get 3D4+8. In all cases, only one in four storms are lightning storms.

The real problem with interior storms is that they dump 2D6 inches of water upon the desert. While this might seem like a good thing, the earth here is too rocky, hard and too baked dry to absorb any of this water, so flash floods usually occur as this water rushes toward the rocky coastline and pitches over into the sea. Thankfully, this flooding happens often enough that "river channels" 3D6 feet deep have been eroded into the earth in many places, so the flooding is somewhat contained.

Tornadoes: Tornadoes are rare in Canada with only 2-6 appearing all year long, and do not occur in the prairies, tundra or Arctic. In fact, tornadoes only occasionally develop in the southernmost 10% of Manitoba, Ontario near Lake Superior, the Ontario peninsula (Windsor, Toronto up to Huntsville and just west of Ottawa) and a narrow strip from Kapuskasing to Chicoutim, in Quebec. Tornadoes are typically accompanied by rain or a thunderstorm, dark or strangely colored sky, and move through an area quickly; typically touch down for 1-4 minutes, but can rip along 1-6 miles (1.6-9.6 km) in that time. To make playing easy, consider the tornado to be the equivalent of a 6+1D4 level Tornado Elemental spell.



Winter Sports Skills

Physical: Ice Skating: This is simply a recreational skill that makes the character more or less competent on ice skates. This means the character can maneuver on ice skates just as they would on normal ground. Also, the character suffers only half the maneuver penalties when walking on ice even without skates.

Speed on ice and skates is two times one's normal running speed at half the physical exertion. **Base Skill:** 35%+5% per level of experience. Roll for this skill when first getting going on ice and when performing some special trick or maneuver, like a quick stop, leap, or a combat maneuver (strike, parry, dodge), or when traveling over 80% of one's maximum speed. A failed result means the individual falls down, loses initiative and one melee action and suffers from 1D4 to 1D6 S.D.C. damage. It takes one melee action to get back on one's feet and a skill roll to get back moving again. Can also use in-line skates and old-fashioned roller skates. **Bonuses:** +1 to P.E., +1D4 to Spd., and +1D6 to S.D.C. **Modifiers on Ice:** +1 to dodge on ice, -1 to strike, parry, disarm or entangle, and combat or trick moves require a skill roll -30%.

Professional Skating Status: Counts as a second skill selection, but adds to the base skill and provides a special area of expertise and skill bonuses: Only one of the following can be selected per skill selection and *must* be selected as an "O.C.C. Related skill selection." A professional skating ability can not be chosen as a Secondary Skill, but the base skill, above, can be. A second pro-ability (and its bonuses) can be selected but it too counts as one extra O.C.C. Related skill selection. All bonuses are cumulative. If an ability is duplicated select the highest number. **Note:** Unless it is stated that the skater has a particular "trick" or "combat" ability/maneuver, he or she is -20% to perform it.

Figure Skating: +20% to skating proficiency. The goal is fluid movement, grace and beauty on ice; can perform quick stops, hopping, running, leaping, and spins on ice.

Bonuses: +1 to P.P. and P.E., +2 to Spd., +1D4 to S.D.C., +5% to dance skill, and is +1 to damage with kick and leap attacks, +2 to maintain balance, and +1 to roll with punch, fall, or impact. Skating Speed is 3x faster than the character's running speed.

Pro Hockey Skating: +15% to skating proficiency. Can perform quick stops and combat on ice, which includes hand to hand punches, knee jabs (but not kicks or leaps), disarm, entangle, grapple, body blocks/ramming, body flips and use of any Ancient W.P. other than bow or sling (including stick/staff) without losing balance. Shooting a ranged weapon while standing still on the ice has no penalty, moving and shooting is the same as shooting from a moving vehicle.

Bonuses: Add +1 to P.S. and P.E., +1D4 to Spd., 2D6 to S.D.C., +1 to damage in hand to hand combat, +2 to roll with punch, fall, or impact, +2 to maintain balance, and gets W.P. Staff/Hockey Stick and is +1 to strike on ice with body block or Staff/Stick. Skating Speed is 4x faster than the character's running speed.

Speed Skating: +10% to skating proficiency. The goal is speed and endurance, effectively sprinting on skates and ice and quick stops.

Bonuses: Add +1 to P.S., +1 to P.E., +1D6 to Spd., +1D6 to S.D.C., +2 to damage with kick attacks, +5 to dodge on ice, +2 to maintain balance and +1 to roll with punch, fall, or impact. Skating Speed is 6x faster than the character's running speed!

Physical: Snow Skiing: Skiing is both a mode of transportation and entertainment in the snowy north. The basic skill enables the character to be reasonably good on skis, can keep his balance, has good endurance, and knows cross-country skiing (equal to his speed attribute) and the basics of downhill skiing. **Base Skill:** 40%+5% per level of experience. Roll for this skill when first getting going and when performing some special trick or maneuver, like a quick stop, swerve, leap, or a combat maneuver (strike, parry, dodge) or traveling over 80% of one's maximum speed. A failed result means the individual falls down, loses initiative and one melee action, and suffers from 1D4 to 1D6 S.D.C. damage. It takes one melee action to get back on one's feet and a skill roll to get back moving again. Can also use a skateboard. **Bonuses:** +1 to P.E. and +1D6 to S.D.C. **Ski & Snow Modifiers:** No speed penalty when traveling on snow with skis, but combat bonuses are reduced to half because the skis make fast, agile movement difficult (if not completely impossible), and combat or trick moves require a skill roll at -30%.

Professional Skiing Status: Counts as a second skill selection, but adds to the base skill and provides a special area of expertise and skill bonuses: Only one of the following can be selected per skill selection and *must* be selected as an "O.C.C. Related skill selection." A professional skiing ability can not be chosen as a Secondary Skill, but the base skill, above, can be. A second pro-ability (and its bonuses) can be selected but it too counts as one extra O.C.C. Related skill selection. All bonuses are cumulative. If an ability is duplicated select the highest number. **Note:** Unless it is stated that the skier has a particular "trick" or "combat" ability/maneuver he or she is -20% to perform it.

Downhill Speed Skiing/Slalom: +1 to P.P., +1 to P.E., +1 to initiative, +2 to maintain balance, +2 to roll with punch, fall, impact. Skiing downhill can reach up to 70 mph (112.6 km), but cross-country skiing is equal to normal running speed.

Cross-Country Skiing: +1 to P.S., +2 to P.E., +1D4 to Spd, +1D6 to S.D.C., +1 to maintain balance, +1 to roll with punch, fall, or impact. Skiing downhill is something this character is not very familiar with, so a safe speed does not exceed 20 mph (32 km). -30% skill penalty when going faster and an additional -10% per each 10 miles (16 km) over 50 (80 km), but cross-country skiing is 20% faster than normal running speed.

Snowboarding & Jump Skiing: +1 to P.P., +1D6 to S.D.C., +3 to roll with punch, fall, or impact. On the slopes, the character is also +3 on initiative, +3 to maintain balance.

On the snowboard (or skateboard) the character and can perform quick stops, hops, leaps, aerial somersaults, and ricochet off rocks, trees and snowbanks, but at -10% to his skill performance. Snowboarding downhill can reach up to 60 mph (96.5 km). Skiing downhill can reach up to 70 mph (112.6 km) and ski jumps can send the character flying into the air, over gorges and up to 300 feet (91.5 m) down the slope.

This character is not very familiar with cross-country skiing and is 20% slower than the character's normal running speed.

Pilot Hovercycle: Characters who select the *pilot hover vehicles* skill can drive hovercycles, hovercars, etc., however, those who specifically select the *pilot hovercycle* skill can pilot any type of hovercycle, rocket sleds, rocket bike, or jet propelled one or two-man hover vehicles with skill and finesse. They can also perform jumps, stop on a dime, dive-drops (i.e. soar off the edge of a cliff, keep control of the hovercycle and keep on going without crashing when they reach the bottom), and tricks without penalty (-20% to piloting rolls if the only skill is the general *pilot hover vehicles*). **Base Skill:** 70% +3% per level of experience.

Pilot Snowmobile, Motorcycle & Small Vehicles: This includes snowmobiles, jets sleds, Landfliers, Bushbikes and similar one and two-man vehicles, as well as motorcycles, dirt bikes, and all two and three-wheeled vehicles. **Base Skill:** 60% +4% per level of experience.

Pilot Tracked Vehicles: Includes snowcats, landcrawlers, half-tracks, light tanks, tractors and heavy construction vehicles (bulldozers, steam shovels, etc.). **Base Skill:** 40% +4% per level of experience.



Eastern Canada

Quebec, Nova Scotia, New Brunswick, Prince Edward Island & Newfoundland

Free Quebec

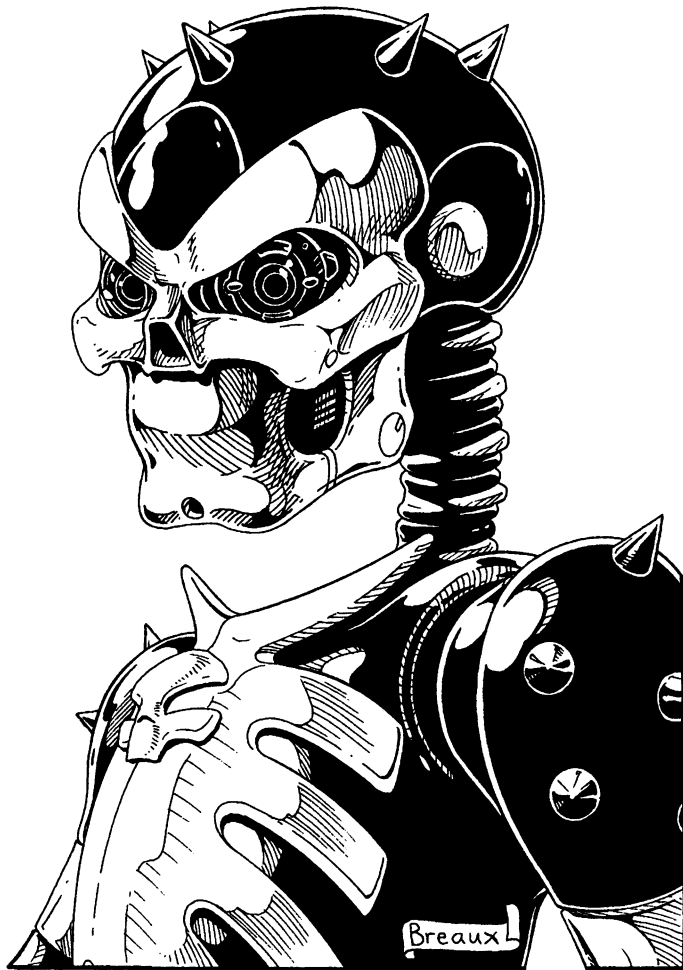
Storm Clouds Rumbling

This night was no different from most before it — a calm, relaxed evening within the walls of Free Quebec, as the crisp air held the enchantment of a New Moon. Stars speckled across the heavens and cast down their tiny, passive auras of light from high up in the clear, darkening sky.

Below, a sea of people, union laborers and executive business people were commuting like herds of sheep acting on redundant instinct, returning to their homes at day's end after braving the inner city rush-hour traffic. Home was their sanctuary and domicile. A warm, cozy house or apartment where they could relax with their loved ones and reflect upon the day. Though daily routines continued to reflect the "business as usual" attitude, within everyone's heart was a certain amount of dread and tension as they quietly waited for the first CS attacks to begin. Free Quebec had dared to remain independent, and when it could not agree with its Coalition brethren, it ceded from the States. An action since labeled subversive and an act of war. Even as family members sat down for their evening meal, they knew Coalition troops were massing outside their borders. Within Free Quebec, old fortifications were being reinforced and new ones erected. Combat vehicles and troops were mobilized and a pair of Glitter Boys or other war machines could be found on nearly every street corner. Factories worked around the clock to produce surplus materials both for the impending

war and to supply the people who would become prisoners within their own protective walls. The Administration of the free nation had anticipated the Coalition's hostile response to their secession from the Coalition States, and had been quietly preparing for this moment for years. Stockpiles of food, medicine and raw materials filled warehouses and storage bays — many of them secret storehouses within fortified bunkers or nestled safely underground. Several new hospitals had been built along with Mega-Damage barriers, bunkers and underground shelters. The secret mass production of Glitter Boys, at home and abroad, provided Free Quebec with a veritable army of walking tanks with over a thousand more expected from their German associates at Triax. A Glitter Boy army the likes of which the world had never seen (the original pre-Rifts U.S. models were new and only a few thousand had been manufactured for field use). Free Quebec marshalled thousands of the legendary war machines, and not just the standard G.B. either, the Quebec people had a few surprises in store for the Armies of the Coalition States.

The inevitable conflict weighed heavily upon the people of Quebec, and haunted their passing thoughts. As prepared and powerful as Free Quebec was, and as dedicated to remaining a free and sovereign nation as its people were, a pall hung over the land like an ominous dark cloud. A cloud that threatened to unleash a devastating storm.



For now, suffice it to say, Free Quebec prepares for a life and death struggle with their one time ally, the Coalition States. The irony is that the two could have remained allies, for both uphold many of the same values, goals and views. One such view is their fanatical adherence to human supremacy. Of all the other States and kingdoms in North America, only Free Quebec is as driven to eradicate non-humans as much as Chi-Town.

The real reason for this war is *power*. Emperor Prosek saw the Government of Free Quebec as too strong-willed and defiant. He craved control and absolute loyalty, so rather than try to give them some freedom and work with the Quebec Government, he sought instead to rein it in and subvert it. When this failed, Emperor Prosek resorted to demands, threats and intimidation that only pushed Free Quebec to secede from the Coalition States. Even then the Emperor could have stepped back and arranged a truce. If handled with diplomacy, Free Quebec could have been allowed to function as an independent and sovereign nation while remaining a friend, stalwart ally and strong trade partner. Instead, the Emperor has decided to view Free Quebec as a rebellious child who needs a spanking and to be dragged back home. From the Emperor's point of view, if war transpires (and it will), it is because Free Quebec insists on it — ignoring the fact that he has given them only two choices: Return to the Coalition States and submit to his will, or be crushed into submission. So it is that CS troops stand poised to crush Free Quebec as they would any enemy of the States. It's as simple as that. Or so it would seem.

What Emperor Prosek and his military advisors don't know is that Free Quebec is more powerful and better prepared for

war than they could imagine. They know the rogue nation has an army of Glitter Boys, and may also have some additional experimental prototypes of new Glitter Boys and other types of power armor, which is true. However, the CS has greatly underestimated the number of Glitter Boys and the range of new designs. Likewise, they have underestimated Free Quebec's resolve to stay "free." If left alone, the Canadians would not dream of challenging or interfering with the CS, but if attacked they will fight like demons. In a few short months, warfare will begin that will eclipse the old American Civil War or any war that has taken place on North American soil. Like the Civil War of ages past, brothers will kill brothers, and the very foundation of the CS could be torn asunder. Especially with the other war that is about to erupt with *Tolkeen*, and the omnipresent threat of the *Xiticix* and *Federation of Magic*.

Notable Places in Eastern Canada

Note that the *Rifts® Free Quebec™ World Book* will delve into the people, war machines and conflict of that nation with the CS. In *World Book 22*, the war will be on.

Rifts® Canada helps to set the stage and provide an overview of Canada, stopping here and there to focus on some of the notable people and places outside Free Quebec. What does the future hold for *Rifts Canada*? Books devoted to the *Xiticix*, the *Calgary Rift*, *Lazlo*, *Iron Heart* and other places. For now, let's look at a few notable places in Eastern Canada.

Mechanicsville

Quebec Province, near the ruins of Old Drummondville & Montreal

Population: 1,875 residents, but there are 1D4x1000 transients/visitors at any given time and with the coming CS-Quebec War, that number is about to triple!

Mechanicsville is an infamous town run by Operators reputedly able to fix anything. It is not much more than several large garages built into the hangars of an old pre-Rifts airfield (Military Base?) surrounded by a couple hundred homes. Several smaller mechanical repair shops, an arms dealer, a couple Body-Chop-Shops, a hotel, a couple of boarding houses, a gambling hall, pit arena, a few saloons and residential houses round out this town. All the best and most notable Operators work at one of the nine large, M.D.C. hangars (each has 3,400 M.D.C.). About a third of the equipment is salvaged and rebuilt pre-Cataclysm era machinery, the rest has been scavenged, stolen, purchased or is built into the hangar facilities. The airfield itself has fallen to ruin, and several smaller town buildings have been built where the airstrip once was.

It is a popular watering hole, rest stop and resupply post among mercenaries, bandits, pirates, freebooters, woodsmen, explorers, adventurers and even the occasional field team (and spy) from Free Quebec or CS soldiers. Although predominantly human, the residents tolerate D-Bees and 15% of its permanent

population is nonhuman. However, they tend to favor fellow humans and some dealers jack-up prices to nonhumans by 10-40%.

The one thing Mechanicsville does not have is practitioners of magic. They tolerate them as visitors, but just don't have much need for "their kind," and look upon sorcerers, shamans and creatures of magic as trouble.

Although most of its residents are too busy working and making money to realize it, Mechanicsville is on the verge of becoming a boom town. It is already an important stop in the eastern part of Canada and the US, and offers modern amenities that most towns can't. In addition, seafarers (and pirates) from the Great Lakes and Atlantic also frequent Mechanicsville to restock on supplies, weapons, ammunition, power armor and machine repair, as well as, a little fun and relaxation. With the CS-Quebec War brewing, its transient population will increase three-fold (they are starting to see the increase already, with roughly 4000 visitors filling the town as it is). This will make Mechanicsville much more recognized and well known, and in turn, lead to more people coming here to settle. Over the next 5-6 years its permanent population should double!

Notable Places at Mechanicsville:

1. The Palace: This Operators' Garage Hanger is the largest mechanics' shop with a large addition built on to it, a smaller shop next door, and a fenced junkyard out back. Its size, magnitude and wealth has earned it the name, "The Palace" (it was originally called Sterling's Robotics).

The Palace is geared toward working on large vehicles, giant robots, and heavy power armor. It can and does work on smaller vehicles, farm equipment, generators and such, but "big" and "military" designs and heavy machines are their specialty. Prices are fair across the board and workmanship is the best. Among its legion of skilled Operators (levels 4-10) are three 6th level Psi-Techs.

2. The Residence of The Palace's Owner: This is the residence of Wayne Sterling and his family, the owners of the Palace (and the richest family in town). It is a huge stately manor house with a fortified, M.D.C. bunker/basement. In addition to being home to the large Sterling family, it has six bedrooms for guests (1D4 always have guests), and is the scene of many lively and boisterous parties. However, Mrs. Sterling does her best to keep things under control and not too raucous, so it is also considered the most refined and proper home and family. Wayne Sterling and his family (wife, 6 boys, 3 girls, Uncle Bernie and Wayne's dog Alex) have a tremendous amount of influence in town and are generally considered the unofficial second in command after *Founder and Mayor, Malcolm McKinley*.

Wayne Sterling is a 12th level Operator of Unprincipled alignment. He is rough around the edges, plays hard, works hard and drinks a bit too much, but is a loyal, trustworthy and all-around nice guy. His wife, Sally, is a scrupulous, 8th level Scholar, the kids range in age from 4-15 years of age and are generally of selfish alignments with leanings toward good.

Wayne Sterling and Malcolm McKinley are long-time rivals. McKinley is insanely jealous of Sterling mainly because Wayne is so highly (and genuinely) liked and respected (and Malcolm is not) and that he has six male heirs. Sterling has earned his respect through words and deeds, while McKinley has taken it by

force and keeps it through intimidation, blackmail, manipulation, bribes and other dark deeds (whatever is necessary).

3. The Gunner's Den (Hangar): This mercenaries haven can repair any (human) weapon imaginable and sells a complete line of Northern Gun, Manistique Imperium, Wilk's and Black Market weapons, as well as a good selection of weapons for mounting on vehicles and bots, E-clips and accessories. Explosives, Triax guns, Techno-Wizard weapons and other exotic items are a rarity but do come along from time to time. Prices are typically 10% lower than book, with the occasional "special offer" (1D6 items, not all guns) at 20%-30% below; all items are guaranteed to be in perfect working order and "rebuilt" weapons are "good as new." E-clips are recharged for a mere 2,000 credits! This establishment does not sell body armor, power armor or vehicles.

The Gunner's Den also buys and trades weapons and accessories. A direct purchase by the business typically gets the seller 10-20% of the going price, but trade will garner 30-35% of book price (40-50% for truly desirable and rare items).

It is owned by **Malcolm McKinley**, Founder and elected Mayor of Mechanicsville. He is a shady character reputed to have ties to the Black Market and other people of ill repute. He is a 10th level Mercenary/Assassin, Miscreant alignment, with a past as a smuggler and arms dealer in the Burbs of Chi-Town where he is a wanted man. He has a wife whom he abuses because she's given him four daughters and a weakling for a son (19 year old Eric is a 3rd level, Unprincipled City Rat who specializes in hacking and computers).

4. Master Vehicle Repair: These Operators can fix up, rebuild or soup-up any type of ground and small water vehicle imaginable, except robots. The latter is limited to only simple repairs and replating armor (up to 25% of lost M.D.C.). Prices are fair for standard repairs, high for rebuilds and modifications that improve or soup-up. They have a huge number of water sleds, jet skis, speed boats, fishing gear, and sailing equipment as well as standard gear and equipment for sailing.

5. The Power House (Hangar): These Operators can fix up, rebuild and modify any type of power armor, robot vehicle or and heavy machines. Prices are fair for standard repairs, high for rebuilds and special modifications (75%-200% higher than book price). Prices are 20-40% higher than book for anything that's new or like new. Obviously used, battered, and worn items are 20-40% less but will have 1D4x10+10% less M.D.C. than new power armor and 'Bots. Availability of power armor and robots for sale is modest (they mostly do repairs), with rarely more than a total of two dozen power armors and a dozen robots for sale (half will be used; most are Northern Gun products).

6. Be All You Can Be: Body-Chop-Shop run by three competent 9th level Cyber-Docs and eight assistants. Make improvements, get upgrades, enjoy implants or become a new bionic man at average to 20% above book prices. This establishment is owned and stocked by a businessperson in Northern Gun. Very reputable, excellent quality. Only Bio-Systems and the most exotic and powerful bionics are not available.

7. The Body Shop: An independently owned and operated Body-Chop-Shop run by a butcher named Leon Kimburharski, who goes by the moniker of "Mr. Kim." He is a Miscreant, 6th level Cyber-Doc who will consider any job and operation whether he can really do it or not. He is assisted by his body-

guard, Gene Roy, a slightly psychotic, 5th level, Miscreant Headhunter armed to the teeth, and his three medical assistants (one of which, Charolette LeBlance, is a 4th level psychic healer with the powers of Deaden Pain, Psychic Diagnosis, Psychic Purification, Psychic Surgery, Healing Touch, Object Read and Mind Block; Anarchist — the other two are 4th level paramedics with cybernetic implants and one arm that is a combination surgical/medical tool and weapon).

Shop services are limited to basic applications of bionics, implants, partial augmentation and removal of bionics. Prices are about 30% below standard book price, but the workmanship is sloppy, cosmetics is poor (leaves scarring and unsightly lumps and mechanisms showing) and the chance for infection is 01-35%. Mr. Kim will also cheerfully purchase and remove, free of charge, bionics and cybernetics currently installed in an individual. He pays 30-50% book price for these bionic components, and encourages Headhunters and 'Borgs who are down on their luck to remove and sell or pawn one or more of their bionic components, weapons, limbs or implants. Moreover, he does not ask questions when somebody walks in off the street with a bionic limb or organ still moist with blood or attached to a dead body or body part. However, such "questionable goods" only get 10-20% of the book value. The other reputable shops won't touch such items, so Mr. Kim is the only game in town when it comes to cyber-snatching. No Bio-Systems or full conversions are available and most items are "used" and of questionable quality. **Note:** Mr. Kim will also perform medicine on fugitives on the run, but for exorbitant fees.

8. Iron Mug Saloon: A bare-bones establishment with a bar, and sturdy tables and chairs. In fact, half the building (the bar included) is made from M.D.C. materials. It is notorious for raucous fun, drunkenness, fights, brawls and shootouts.

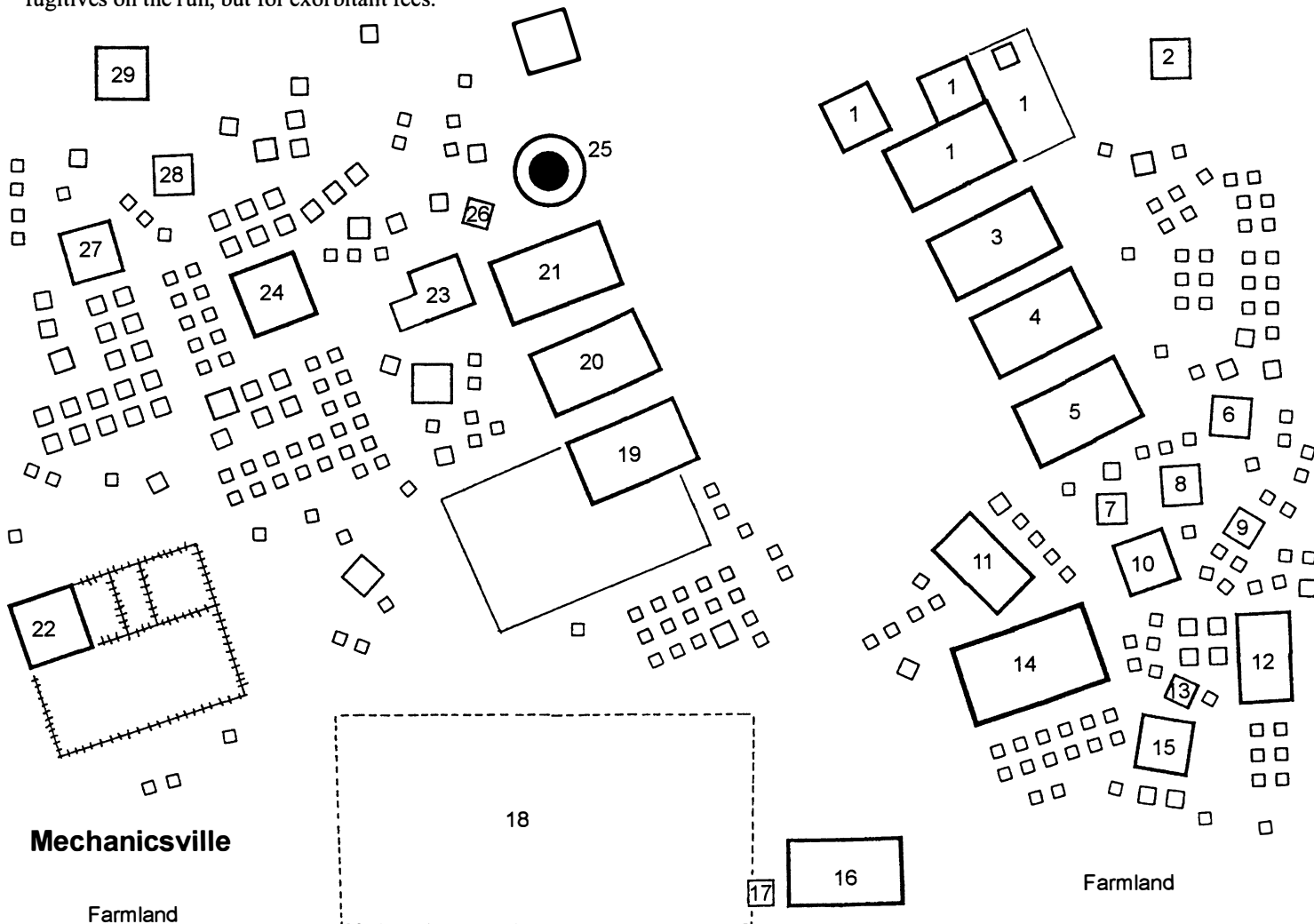
The bouncers are an ill-tempered, Aberrant Groot grunt/soldier armed with a Neural Mace, ordinary club, and particle beam rifle, and a 5th level, Quick-Flex Alien Gunslinger, named Kid Flintlock. "The Kid" is of Anarchist alignment and enjoys the challenge of settling or stopping brawls and shootouts before they can get started; often by shooting the weapon out of the troublemaker's hand, shooting the gun hand/arm or, if the fellow looks too dangerous, shooting him dead!

Drinks are strong, keep coming as fast as one wants them, and are cheap — 1-2 credits each, 8 credits for a bottle of moonshine called "hooch," and 12-20 credits for the "good stuff."

Upstairs are four private meeting rooms that cost 200 credits for eight hours. Private card games and liaisons usually take place in them, but the proprietor doesn't know and doesn't care, provided nobody gets killed.

The proprietor is a surprisingly even tempered, Anarchist, 7th level Yeno Mercenary, retired, and something of a cardsharp himself. He enjoys all the action at his place and the fun of fleecing people out of money with hard liquor and the occasional game of cards. He can take care of himself and has run the Iron Mug for 17 years.

9. Church; and the patrons at the Iron Mug could use some church.



10. Constable's Office & Jail. A busy three story building with enough jail cells to accommodate 300 prisoners. The place is usually about half full at any given time, mainly with rowdy drunks, troublemakers disturbing the peace and thieves.

The Law is upheld by *Mad Marv* and his *Fixit Brigade*, a band of sixteen 3rd to 8th level mercenaries of dangerous repute. Even the most inexperienced adventurers and town folk know enough not to mess with them, and do as they say or get the snot kicked out of them. The most notable of these characters are as follows:

Mad Marv: 9th level Crazy, Anarchist alignment. This is his town (at least as far as he is concerned) and he has free rein to do as he damn well pleases. Marv tries surprisingly hard to be fair and judicious, but will not hesitate to kill a man if he feels it necessary. In addition to a personal armory of Northern Gun and Triax weapons (including a rebuilt Ulti-Max), he also has a small selection of Techno-Wizard items at his disposal. Of course, as a Crazy this old, Mad Marv has more than his fair share of insanities, including an insane intolerance for cocky Gunslingers, Demons and Serpentine D-Bees.

Big Louie Smeyethe: 8th level, Unprincipled, Grackle Tooth D-Bee with a talent for guns; he was both a Lawman and a Gunfighter out in Saskatchewan. Technically, Louie is an 8th level Gunfighter (see **Rifts® New West**, page 90 for complete stats). The Grackle Tooth is described in the D-Bee Section of this book.

Robert "Drill Bit" Dubois: A Mining 'Borg (see **Rifts® New West**, page 113 for complete stats) that has been refitted for combat as well as general mechanics. He is a 6th level cyborg of Scrupulous alignment, and a nice guy who will try to talk trouble down rather than shoot first and ask questions later. However, he can handle himself in a fight and is an excellent interrogator.

Sly Eddie Noire: A French Canadian who used to work with the Free Quebec Special Operations Military Force (some say he still does). 5th level CS Special Forces Officer (see page 86 of **Coalition War Campaign™** for details). Aberrant alignment and a no nonsense kind of guy.

Note: There is also a volunteer town militia of about 200, many of whom are Operators with souped-up combat vehicles and/or power armor. Even a few 'Bots.

11. General Store. Well stocked with most basic wilderness supplies and equipment (rope, backpacks, knapsacks, sacks, tents, knives, tools, goggles, sunglasses, hats, canteens, etc.), plus goodies like hard candy, maple candy, maple syrup, honey, jams, jerked beef, and beer. Average to low (20-30% below book) prices.

12. Mom's Boardinghouse: Accommodates 60 guests in a nice, clean place that looks more like a mansion than a hotel. All rooms have a private bathroom, running hot and cold water, heat and lights. A night's stay is 150 credits for two and an extra 50 credits for each additional guest up to five. It also offers a nice little coffee shop and store. "Mom" is apparently the beautiful (P.B. 23) Yevette, the 25 year old wife of 91 year old Rene Longueil. She says the marriage is born of true love, but old Rene's fortune and business (to which Yevette is the sole heir) probably has a lot to do with her undying "love" for the old geezer. Yevette is a 3rd level professional thief of Miscreant alignment; skills of note include escape artist, forgery, seduction,

cardsharp, concealment, palming, pick pockets, dancing and streetwise.

13. The Cellar: A small, quiet place that sells herbs, tobacco, and spices. Underneath, in "the Cellar," is a 6,000 square foot facility for creating Juicers — compliments of the Black Market. Most of the city leaders and business people know about this place, but they and the Cellar's manager like to keep a low profile. Thus, those serious about becoming a Juicer and that have the payment necessary to become one, can find the place, and those who are not don't even need to know it exists. The Cellar also offers a large selection of illegal and dangerous drugs, including New German Republic imports at 3-5 times the going rate in Europe.

14. The Mechanicsville Hotel: A loud and busy place with 280 rooms. It is reasonably safe, well lit, warm and comfortable. All rooms have a private bathroom, running hot and cold water, heat and lights. A night's stay is 60 credits for one of the eighty small, cheap rooms, 150 for most others, and 400 for one of the 20 two-room (four beds) suites.

15. Movie Theatre: A movie house with two separate theatres, each seats 1000 people. The proprietor of the theatre personally owns ten pre-Rifts crowd pleasing movies that he shows over and over again, which is fine for newcomers but boring for residents. They include, *Terminator I, II & III*, *Lethal Weapon One*, *The Magnificent Seven*, *Six String Samurai*, *Yojimbo*, *Lassie Come Home* and a pair of screwball comedies, *Waterboy* and *Arsenic & Old Lace*. He also rents 1-4 *Perez Productions* movies once a month. He tried a Fowler Film once, but the audience practically rioted.

16. The Shack is a large M.D.C. hangar on the opposite side of town. It is a popular flophouse used by travelers and adventurers who have come to town to get repairs made on their vehicles or equipment, but are only spending the night and leaving, don't have enough money left to spend on a good room or there are no beds available in town (which is frequent). The Shack has no beds, heat, or air conditioning. One rents a space on the floor — bring your own sleeping bag or bedroll. Cost is five credits a night; two more to rent a pillow and a blanket. It's better and safer than sleeping outside, and the majority of patrons are men at arms who don't mind the Spartan barracks-like conditions and actually enjoy the "boys at camp" atmosphere. In fact, friendly games of cards and dice, wrestling, storytelling, exchanges of news and rumors, and frank discussions about current events, their lives and plans for the future go on all the time. Sometimes scholars, actors, comedians, musicians and those with the gift of gab offer free entertainment and gather crowds of hundreds. Trade between these travelers is also common. Of course as one might expect with all these sweaty men, the air inside the hangar gets pretty ripe, although the openness and tall ceiling helps to keep it from being intolerable.

The Shack can comfortably accommodate 800 people inside and allows up to another 1000 to camp on its grounds under the stars (outdoors) for one credit a night. 2D4x100 people are staying here at any given time, and lately even the Shack has been filled to near capacity. It also offers an outdoor communal shower (cost is one credit), free drinking water pumped from an underground freshwater spring, and, when in season (July-September), a fruit & vegetable market with goods from the local farmers.



The owners of The Shack will also consider trade with their guests, ideally food, basic gear and ammunition, among other resalable items; nothing magical, expensive or exotic. They will also consider buying basic goods and equipment at 25% their true market value for resale at their small supply shop located near The Shack. These goods (most of them used) are typically sold at 30-50% less than list price in as is condition, no returns.

Surprisingly, there are few serious fights, gambling or thieving.

The owner is Gus Taureau, an anarchist, 7th level Vagabond who settled down to take over his papa's business. He is helped

along by his 72 year old mama (an 8th level Burster), four brothers (Michael is a 4th level Burster), two sisters, six cousins (little 16 year old Lilly is a 1st level Zapper) and a staff of 50 (all locals; eight D-Bees). The family makes money on sheer volume of business and are well liked by a number of regional mercenaries, adventurers and pirates who will come to their aid in a heartbeat. The fact that the hangar is an M.D.C. structure means maintenance is minimal. Clean up and disposal of waste and garbage is their biggest problem

17. The Shack's Showers & Resale Shop.

18. The Shack's Open Field. Vehicles are parked in an open

field about 200 yards/meters away from the hangar. Campers are scattered all around the place on its 200 acres.

19. Vehicle Sales (Hangar): A large facility that buys, sells and repairs vehicles of all kinds, including aircraft and power armor. In addition to its indoor showroom of special new and like-new vehicles (including hovercycles, snowmobiles, water sleds and jet packs), it has a lot outside filled with vehicles for sale or trade. Used vehicles typically sell for 25-50% below list price. New and like-new items sell for the standard list price with the occasional special offer (10-20% below list) and the occasional hard to find, high-end or CS (modified and repainted) or Triax vehicle at 25-50% above list price.

20. Matthew's Electronics (Hangar): Specializes in all sorts of electronic repairs from rewiring a toaster or fixing a computer to the electrical system of a robot or power armor. Also sells small electronics including language translators, radios, recorders, video cameras, laser distancers, etc. Prices are typical book price and they do not sell or trade in used goods.

21. O'Neil's Parts (Hangar): A garage and parts shop. The Operators here work on almost anything, but lean toward small items and conventional vehicles, especially hovercycles, motorcycles, snowmobiles, and similar.

22. Livery & Stables: Fair prices, good quality care for horses and other riding animals. Fury Beetles and carnivores are kept in pens outside.

23. Mechanicsville Hospital. This small facility has 50 two-bed rooms, two wards (can accommodate 24 people in each), eight operating rooms, a clinic, pharmacy and state of the art medical equipment. All the Operators and smaller businesses contribute to maintain this place. It is one of the few fully functioning, high-tech hospitals in the region.

24. McKinley Casino Royal: Owned and operated by Mayor Malcolm McKinley, it is a glitzy place with 4000 slot machines (takes tokens purchased with credits), and offers games of poker, blackjack, dice and roulette. A massive game room also offers billiards (24 tables), darts and air hockey; bets are often placed on these games. A bar and lounge offers a large range of drinks averaging 2-5 credits each, and live singers (usually females). A large meeting hall on the first floor is also used as a dance hall and place for special celebrations and gatherings. This is Mayor McKinley's favorite place and he can be found on the floor of his casino or entertaining in his luxurious, private, six room suite or office on the third floor. This building was specially constructed and has M.D.C. reinforcement (1500 M.D.C.) but is otherwise an S.D.C. structure (15,000 S.D.C. for another 1500 M.D.C.).

25. The Pit Arena: This is nothing more than a shallow hole in the ground where combatants wrestle, fight, duel or battle to the death to the thrill (and gambling) of the spectators. *Mayor McKinley* usually supervises betting and presides over the more notorious bouts, while minor skirmishes and combatants battle it out in unsupervised (and poorly attended) contests. "The Pit" is the place officially designated for thousands of visitors (most of whom are mercs, adventurers, woodsmen, soldiers and cutthroats) to "work out" their differences away from homes and businesses. There is even a big painted sign, lit by lights at night, that reads, "The Pit: Do your fighting and dying here." Thus, a minimum of a dozen brawls, fisticuffs, and duels take place here virtually every day without much, if any, fanfare,

with only a few that draw any type of crowd. A dead body from a fight nobody seems to know about appears in "The Pit" once or twice a week.

26. Highwayman Tavern. A saloon and liquor store. Prices are average on the high side. Excellent selection, including Willis Whiskey.

27. Martha's Boardinghouse: A comparatively quiet and ritzy place for high rollers and those looking for a few days of luxury. 110 rooms and 10 four room suites. It is very safe and comfortable. Each room has a private bathroom, running hot and cold water, heat and lights. A night's stay is 250 credits for a room and 1,000 for a suite.

28. The residence of the Mind Melter: The large and luxurious home of Pierre Ouellette, a 7th level Mind Melter of Anarchist alignment and mysterious wealth. He and his wife (a 5th level Psi-Ghost, also Anarchist) live quiet lives although they are both members of the Town Militia and have been helpful in containing troublesome practitioners of magic. Both carry themselves with an air of aristocracy and self-importance, attend special events, festivals and parties and are seen regularly at the Casino. One or both will go on "trips" that can last a few weeks to a few months. In their absences, their 10 servants maintain the place under the watchful eyes of Stephanie Matis, a 3rd level Mind Melter and student of Pierre.

Rumors abound about this enigmatic couple. Some of the most common claim that the pair are CS spies from *Psi-Battalion*, spies from *Free Quebec*, spies or fugitives from *Psyscape*, or that they are secret enforcers for the Black Market, psychic thieves or assassins, or are psionic, shapechanging monsters/aliens/demons in human guise living in Mechanicsville to hide from their enemies. The truth is probably something much less exciting (or not).

29. The palatial residence of Mayor Malcolm McKinley. The McKinley family lives here. Friends of the wife visit often, but Malcolm is usually at the casino. The estate has a third floor ballroom, a library and study, Mayor's office, 16 guest rooms and servants' quarters.

Places Around Mechanicsville

The farm town of **Providence** (population 292) is located 20 miles (32 km) to the east. They do a great deal of trading with Mechanicsville.

The farm and trappers village of **Beaver Trail** (population 110) is located 30 miles (48 km) to the north. They also do a lot of trading with Mechanicsville.

The **Island Kingdom of Montreal** is an impoverished and lawless shanty town and pirate's haven.

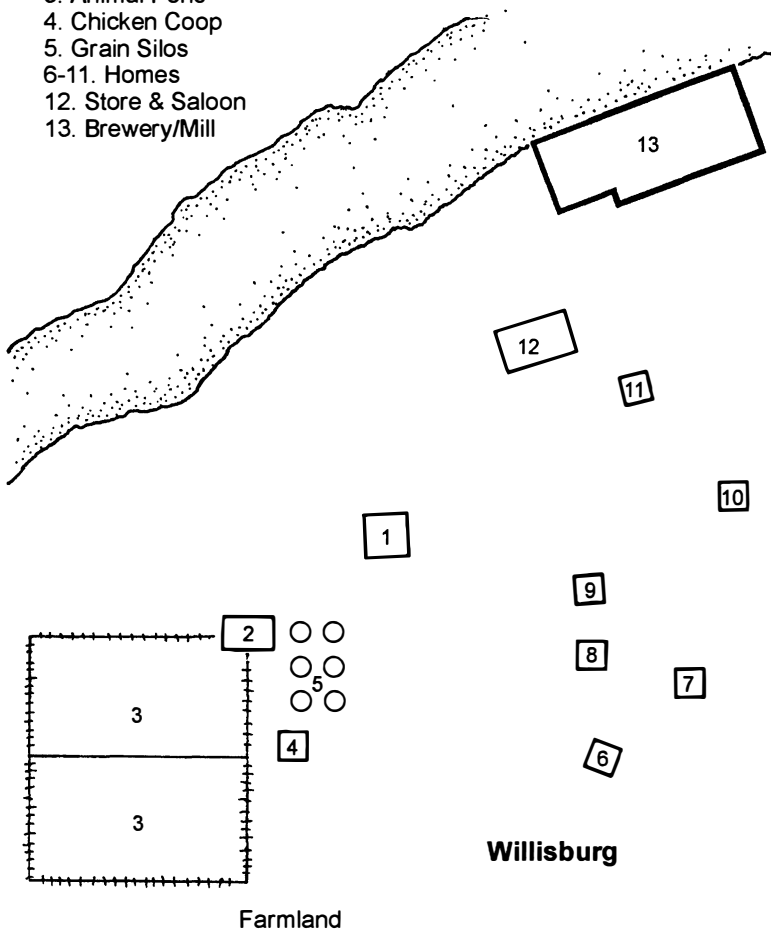
And **Willisburg** (population 56 — 104 if D-Bees are included) is located 35 miles (56 km) to the northeast along the St. Lawrence River near the ruins of Sorel.

Plus a dozen or so independent homesteads and tiny farms within a 50 mile (80 km) radius.

Willisburg

Quebec near Montreal

1. The Big House
2. Barn
3. Animal Pens
4. Chicken Coop
5. Grain Silos
- 6-11. Homes
12. Store & Saloon
13. Brewery/Mill



Willisburg was founded by the Daniel Willis family and is notable mainly for its failure to become a town and for its home brewed whiskey and moonshine. Three generations of Willis' run the place. There is one large, three story house (borders on being an old brick mansion) where the founding elders live, six average houses where the other members of the Willis clan live, a large barn, a small barn, two large corrals, four silos, eight outhouses, and "The Willis General Store and Saloon." About 200 yards/meters from the family compound is the *Willis Distillery Company*, a large, long, one story brick building on the bank of the river. Four dozen D-Bee workers live at this facility and either work there or help with the farming. They are treated reasonably well by the Willis' although they live like indentured servants. Two dozen human workers live in houses within three miles (4.8 km) of the Willis Mill and help make up what is generously called Willisburg.

The Willis Store & Saloon really isn't much of a store. Only a handful of canned fruits and vegetables (fresh ones in the summer) from the farm are available along with a hodgepodge of used items acquired in trade. The sign above these trade goods reads "like new," which is laughable, but sometimes one can find something useful and in good condition; all items are priced fairly, usually 40-60% below list price for new.

The big attraction is *Willis Whiskey*, a high octane delight that has good flavor to go along with its powerful punch. They also offer a potato based, Vodka-like moonshine that will curl the toes of a Juicer. Often a small selection of other brews (beer, wine, whiskey) acquired through trade with passing adventurers, travelers and Mechanicsville are also available but typically cost 50% more than list price or what one would pay anywhere else. After all, the Willis' want to push *Willis Whiskey* and *Willis Gut Punch* (the moonshine).

Willis Whiskey is only available in two sizes: a fifth at a cost of 15 credits or a three liter jug (nearly one gallon) for 40 credits. Most people feel it's worth the price.

Willis Gut Punch Moonshine costs 8 credits for a fifth or 24 for a three liter jug; it is a favorite of local pirates, freebooters, Juicers, Crazyes and Groat D-Bees.

The "Big House" is where the clan elder and his immediate family lives, but they will open their house and its available eight rooms to paying visitors for 60 credits a night (four people maximum per room). The place is nice, comfy and homey, but one must get water from the "pump" in the kitchen or out back, and use a chamber pot or outhouse. Electrical power is generated by the Whiskey Mill. A hearty farm breakfast for two comes with the room. Nonhuman "visitors" are allowed to camp in one of the unplowed fields within 300-500 yards/meters of the Big House for the price of 15 credits a night. The Willis' will consider trade rather than credits.

The Island Kingdom of Montreal

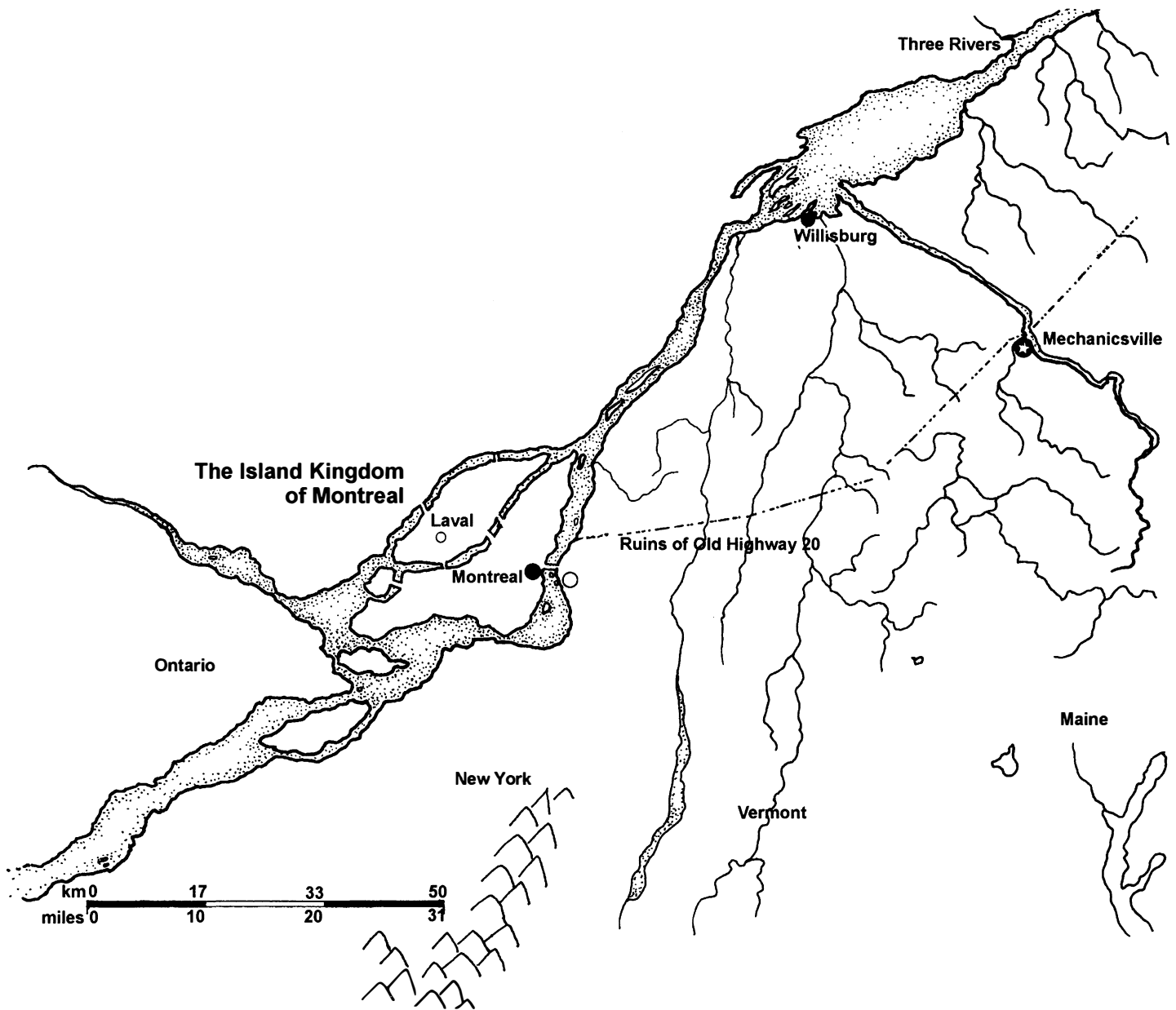
Quebec: Includes Montreal, Laval & the entirety of both islands.

Total Population (both islands): Approx. 134,000 (55% D-Bee, 20% professional pirates and bandits), plus there are 2D6x1000 transients/visitors at any given time (mostly in the pirate-held regions). Just for reference, before the Great Cataclysm, Montreal was the New York City of Canada, and it alone had a population of over five million (only Toronto had a larger population).

The City of Montreal is located on an island, nearly 300 miles southwest of Old Quebec. Like Quebec, it was devastated during and after the Great Cataclysm. Although known as the "Kingdom of Montreal," it is neither a kingdom nor a city-state.

Since the Great Cataclysm, this once thriving city and its surrounding communities have been reduced to ruin and have become a "kingdom" of toppled old buildings, shanty-towns, filth and desperate people. It is inhabited by pirates, peasants, derelicts, and D-Bees living among what's left, like insects scavenging the carcass of a dead animal. Vagabonds, bandits and pirates come to Montreal to roost when they need a place to lay low, rest, need to make ship repairs or when looking for some trouble at other people's expense — people nobody will notice when they go missing.

Even up close, the island looks to be nothing more than a shattered ruin. A crumbling relic from a bygone era. Outside of



Port Harbor and a few other pirate bases, there is not one pre-Rifts building left standing that is not severely damaged, weathered, half gone or with huge pieces missing from it. Rubble and collapsed buildings (or parts of them) block the old streets, most of which have crumbled over time or been covered in dirt and overgrown with vegetation. In fact, parts of the islands look as if they have been invaded by the forest, or vice versa where buildings have grown out of a forest. These "Forest" or "Evergreen Zones" are the least inhabited and are the most devastated parts of the old cities, with more toppled buildings and debris than the walls of standing buildings. Here the poorest of the humans and D-Bees try to live away from the rest of the humanoid flotsam and jetsam of the islands. Destitute refugees, wanted criminals and outcasts from pirate crews and bandits may also be found hiding in these places.

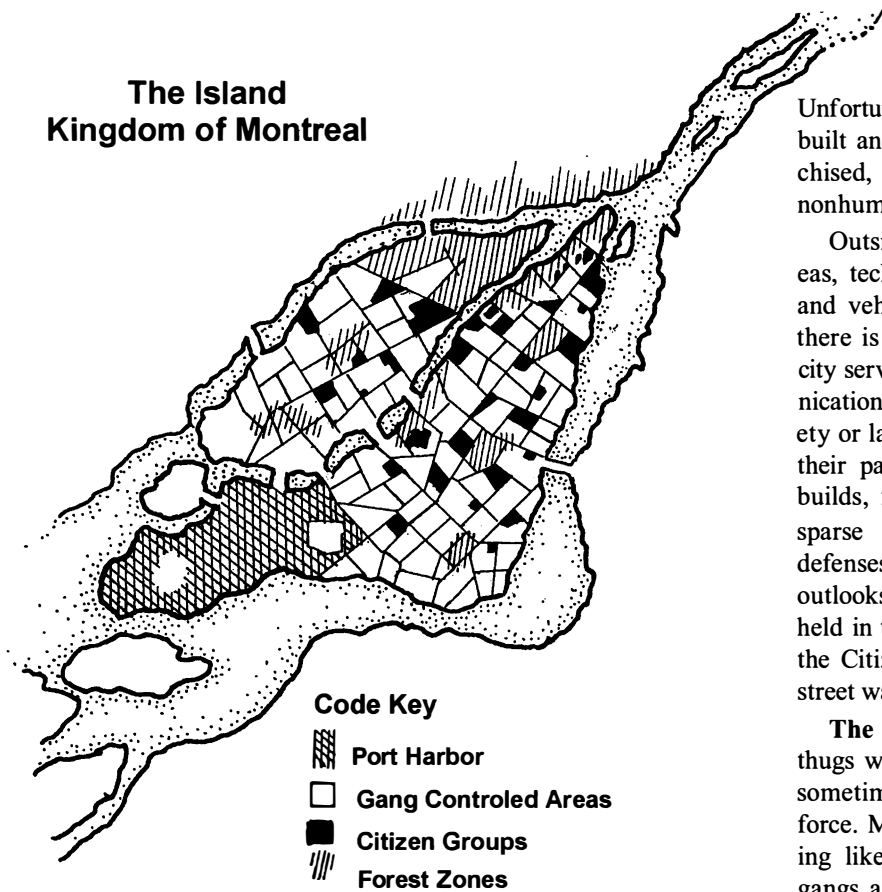
1. Little Island: A powerful Pirate Captain has claimed the "Little Island" as his private home. It is a large estate with a large castle-like home (part fortified bunker with 5000 M.D.C.), a small ranch and stables with 20 horses (he likes to ride) and livestock, a small farm worked by D-Bee slaves, a barn, and six

smaller houses to accommodate his slaves, 20 servants, visitors and the crew of his command ship (the rest of his pirates stay on the main island). Total population when the Captain is at home is around 200, otherwise there are about 60 counting his family, servants and slaves. Currently the pirate's young family consists of his wife and twin, 4 year old daughters, the apples of his eye.





2. Isle Perrot is 50% bigger than Little Island and is located southwest of Port Harbor and northeast of Old Dorion Pincourt and Vaudreuil. It is used as a port and rest spot for another pirate fleet but is abandoned half of the time. It has a docking area, a dozen modest houses, one large barracks, a barn, and lookout tower (an old lighthouse) with a skeleton crew of about 15 people and 20 family members when the fleet is out. It is a quiet life on the island but usually safe.

3. Port Harbor (main island) is maintained by a grizzled old pirate called "Sea Dog" (11th level, Miscreant). He oversees operations at Port Harbor and gets a piece of most everything sold or traded in this sector of the splintered community. Port Harbor is the most viable part of the so-called "Kingdom." It offers numerous taverns, pawnshops, tattoo parlors, houses of ill

The Island Kingdom of Montreal



Code Key

-  Port Harbor
-  Gang Controlled Areas
-  Citizen Groups
-  Forest Zones

repute, drug dens, flop houses, a hotel, market area, arena, live theatre hall, plus an expansive harbor, dry dock, reasonably good repair facilities for boats, a mechanic's garage and has recently finished redeveloping the pre-Rifts airport. The rest of the place is small shops, more bars, slums and homes (40% owned and maintained by pirates and other criminals, or their families).

It is an "open" port which means no one pirate gang owns or runs the place and all pirates and brigands are welcomed. However, visitors are on their own, because what passes for the law is a band of thugs who protect the interests of *Sea Dog* and special clients (i.e. the most powerful and influential pirate captains and the Black Market). **Note:** There are several other smaller ports and areas of town used by, frequented by, or dominated by pirates.

4. Port Harbor's Airport: A facility that will greatly enhance the Port's appeal and accessibility to pirates and cutthroats on the run.

5. The rest of the kingdom: What's left is a dilapidated, urban war zone. Most of it is in ruin and divided into sectors or "turfs" controlled by over one hundred different gangs (mostly bullies and thugs), plus a few areas controlled by "god fearing folk" who call themselves "Citizen Groups." These Citizen Groups may be human, D-Bee, or a mixed group of races, all of whom are just trying to carve a life out for themselves. They are fortunate enough to have one or more powerful leaders or protectors to keep them from being taken over by the violent and brutish gangs.

People are attracted to the ruins of Old Montreal because the buildings (or partial buildings) and standing walls of the two islands offer some measure of protection from the elements and hostile forces — half are pre-Rifts Mega-Damage Structures.

Unfortunately, and a bit surprisingly, this city has never been rebuilt and has been a violent lawless domain for the disenfranchised, indigent, lost, insane, hopeless, criminals, and nonhumans. Over 55% of its inhabitants are D-Bees.

Outside of Port Harbor and a few other pirate dominated areas, technology is low. Although M.D. weapons, body armor and vehicles are held by all groups and many homesteaders, there is no industry or manufacturing. No city government or city services. No central power plant or lines of internal communication. Each tiny sector is on its own. Any semblance of society or law is maintained by each individual gang or group over their particular tiny part of the city. Likewise, each faction builds, fights to hold on to, and maintains their community's sparse resources, from farms and livestock to makeshift defenses and jury-rigged generators. Each set of laws, values, outlooks and available resources is different at each tiny sector held in the city. Visitors can wander from the relative safety of the Citizen Groups' domain into gang held territory or into a street war or disputed zone without any sign of doing so.

The gangs are ruthless family clans or warlords and their thugs who have seized a small area of town (6-12 city blocks, sometimes three times that size, other times half), usually by force. Most are bandits and cutthroats who have resorted to living like animals and who believe might makes right. These gangs are constantly feuding and warring among one another. Sometimes to steal goods and resources, sometimes to conquer more land, and other times because of an insult or misunderstanding. Most are petty and vindictive micro-kingdoms controlled by tyrants, and change hands often.

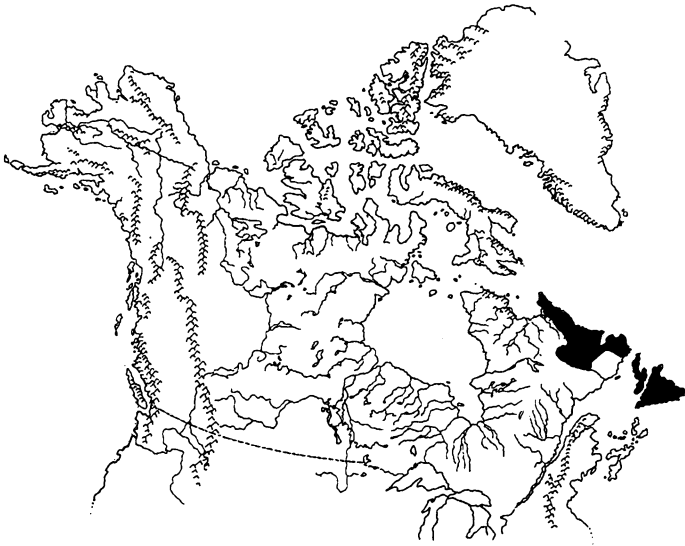
The residents: A quarter of the inhabitants eke out a bare-bones living working for the brigands who live and visit at Port Harbor and other pirate ports on the island. The rest are scavengers, thugs, bandits, penniless vagabonds, woodsmen, fishermen, hunters, trappers and farmers who have, at least for the moment, managed to claim a place they can call home. A place that can be anything from an old house or building to, literally, a hole in a wall, a portion of a basement, part of a tunnel, ramshackle hut, a room or floor in an old office building, old bus or gutted M.D. vehicle blown up in a gang war, or a tent behind a wall or under a tree. Others are independent homesteaders with a small house and a little plot of land where they can grow enough for them and their family, and maybe a boat to go fishing beyond the shore.

The prosperous residents (and the term is used lightly), outside of Port Harbor, are those who have formed a Citizens Group and have managed to create some sense of genuine community. They work together, helping and watching out for their neighbors, and have managed to hold on to a piece of land in the city. Like the homesteaders, these communities usually have several small farms and gardens, as well as those who go out to fish, hunt, trap and trade with other Citizen Communities and outsiders. They are also fortunate enough to have a guardian(s) or capable militia strong enough to repel those who would try to take or destroy what little they have built. Only at these places is there some sense of law and order.

Most smart adventurers avoid The Kingdom of Montreal since it is visited (and inhabited) by CS spies, the Black Market,

smugglers, wanted criminals on the run, bounty hunters, and pirate traders, among other brigands and low lifes. It is said that there are only four reasons to come to Montreal, “to loose oneself for whatever the reason (typically to hide from the law), to buy or sell questionable goods, to kill somebody, or to die.”

Other communities around The Montreal Kingdom are a handful of fishing villages (population 20-60) up and down the river, a couple of tiny pirate coves (just places to dock and rest), and a handful of farms and homesteads. *Willisburg* and *Mechanicsville* are about 70 miles (112 km) to the east.



Newfoundland

Newfoundland is a stormy region that is one of the least populated places in Canada. Aside from the heavy winds and storms, Newfoundland has the same fundamental weather, terrain, flora and fauna as Quebec, largely a mixed forest of deciduous and coniferous trees in the south and Boreal Forest in the north. Some notable animals include Fury Beetles in the south, black and brown bears, the gray wolf in the south, Timber wolves in the north, caribou, deer, moose, beaver, mink, marten, red fox, and otter. To the west is the Old Province of Quebec and current day Free Quebec. To the southwest is the St. Lawrence River Basin.

What pre-Rifts civilization existed along the coast of the Newfoundland mainland and the southern island portion was literally wiped from the face of the planet. If one did not know these places were once inhabited in the past, he would never know that humankind ever set foot on the land. Newfoundland, like the eastern third of the US, is mostly unexplored, forest wilderness. It is certainly populated by scattered homesteads, wandering trappers, huntsmen, and tribes of Native Americans and D-Bees. Meanwhile, the coast is sprinkled with the occasional tiny fishing village. The southern island of Newfoundland has been ravaged by the rising ocean waters, its northern corner cut away, and its coastline chewed up by the sea.

The woods and meadows of Lower and Southern Newfoundland are peppered with small bands (10-40) of Faeries, Sprites and the occasional other Faerie Folk. It is rumored that the Loup-Garou, Demon Bear, Armored Slayer, Mastadonoid and Inuit make their homes in the north, and that the Splugorth of Atlantis have dispatched their minions to establish ports along

the Atlantic coast. It is also believed that the Splugorth are developing southern Newfoundland as an island colony and launch point for raids and slave runs into Nova Scotia, and the coastal interiors of Canada and the US up and down the Atlantic Coast, and down the St. Lawrence Seaway (**Note:** It is the old Province’s central location and Faerie population on the islands of Nova Scotia that has attracted the Splugorth’s minions. The Splugorth are indeed turning the main island of Newfoundland into a satellite colony. This is the first known to be underway since the reappearance of Atlantis, which may indicate the Splugorth’s intention of slowly settling North America). However, what secrets this land may hold remains to be learned at another time.

New Brunswick

New Brunswick was once a major population and industrial center of Canada. Today, it is mostly forest with rolling hills, vast fields of flowers and an irregular coastline. With the return of Atlantis, the rising ocean chiseled away at its coast, flooded lowlands and turned its coastline into a variety of broken islands and shallows (which make large ports impossible).

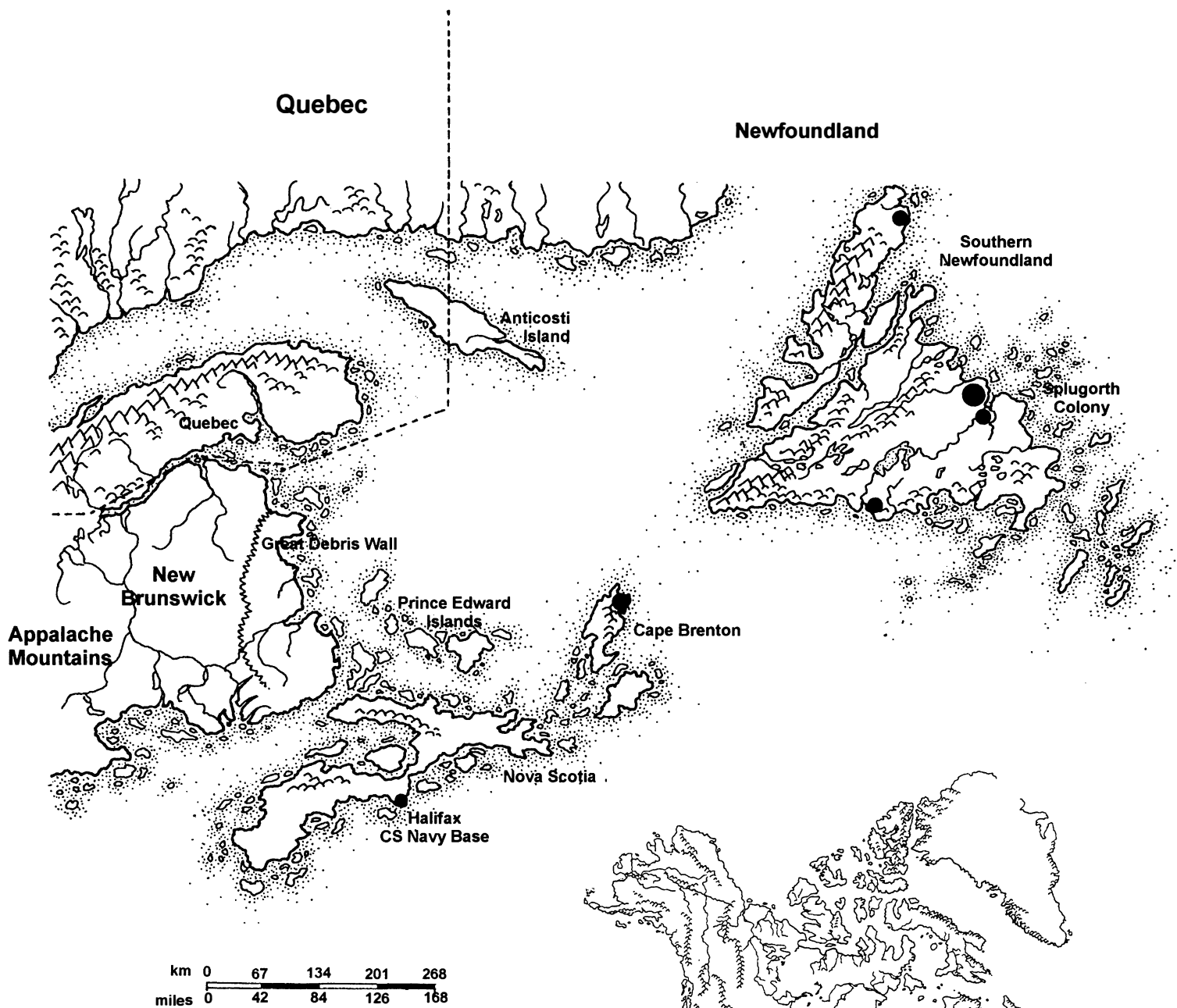
The Great Debris Wall is one of the wonders of New Brunswick. A line composed of buildings, vehicles and scrap washed from southern Newfoundland, Nova Scotia and the New Brunswick coast, pounded into rubble and heaped like a giant wall towering 80 to nearly 200 feet (24.4 to 61 m) tall and 300 to 1000 feet (91 to 305 m) thick. The Great Debris Wall runs from Bathurst down to Blackville, to Chipman, and curls to Pearsonville and Sussex. A grim testament to the fury of the Great Cataclysm and the epic changes it forced upon the world.

Population: An estimated 25,000-35,000 humans inhabit the old Province, with most living along the coast, but it is the *Psi-Stalkers* who now call New Brunswick home. At least 10 tribes with a estimated total population of 130,000 Psi-Stalkers lay claim to the region. Another 10,000-12,000 are believed to inhabit the islands of Nova Scotia. Faerie Folk are also found in the meadows, flower fields and hills of New Brunswick, but they are limited to small bands of 10-40 Faeries or Sprites to lone individuals, pairs or groups of 2-8 when it comes to other types of Faerie Folk; a tiny fraction, especially compared to the multitude found on the islands of Nova Scotia. Armored Slayers are occasionally seen in this land as well as a variety of D-Bees including N’mbyr Gorilla Men, Quick-Flex Aliens, Tirrvol Sword Fists, Vanguard Brawlers, Groat Hunters, and Noli Bushmen. However, there are probably less than 2,000 of each type, with the exception of Noli Bushmen who number closer to 6,000. Splugorth Slavers are also known to invade this land looking for “interesting” humanoids to add to their slave stock on Atlantis.

Tirrvol Sword Fists, Vanguard Brawlers, Groat Hunters and Psi-Stalkers seem to be the favored targets, at least at this time.

Nova Scotia

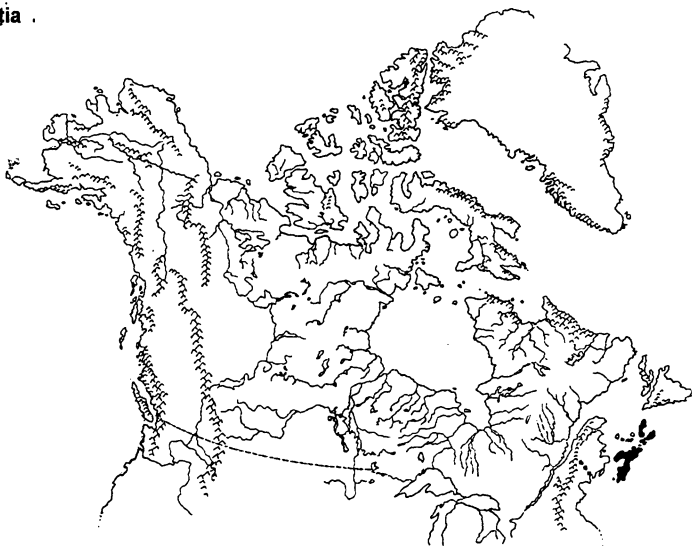
With the return of Atlantis, the ocean has risen and broken Nova Scotia into a host of islands — only Prince Edward Island has suffered worse. What evidence of pre-Rifts civilization may have existed was either pulverized or torn from the land and



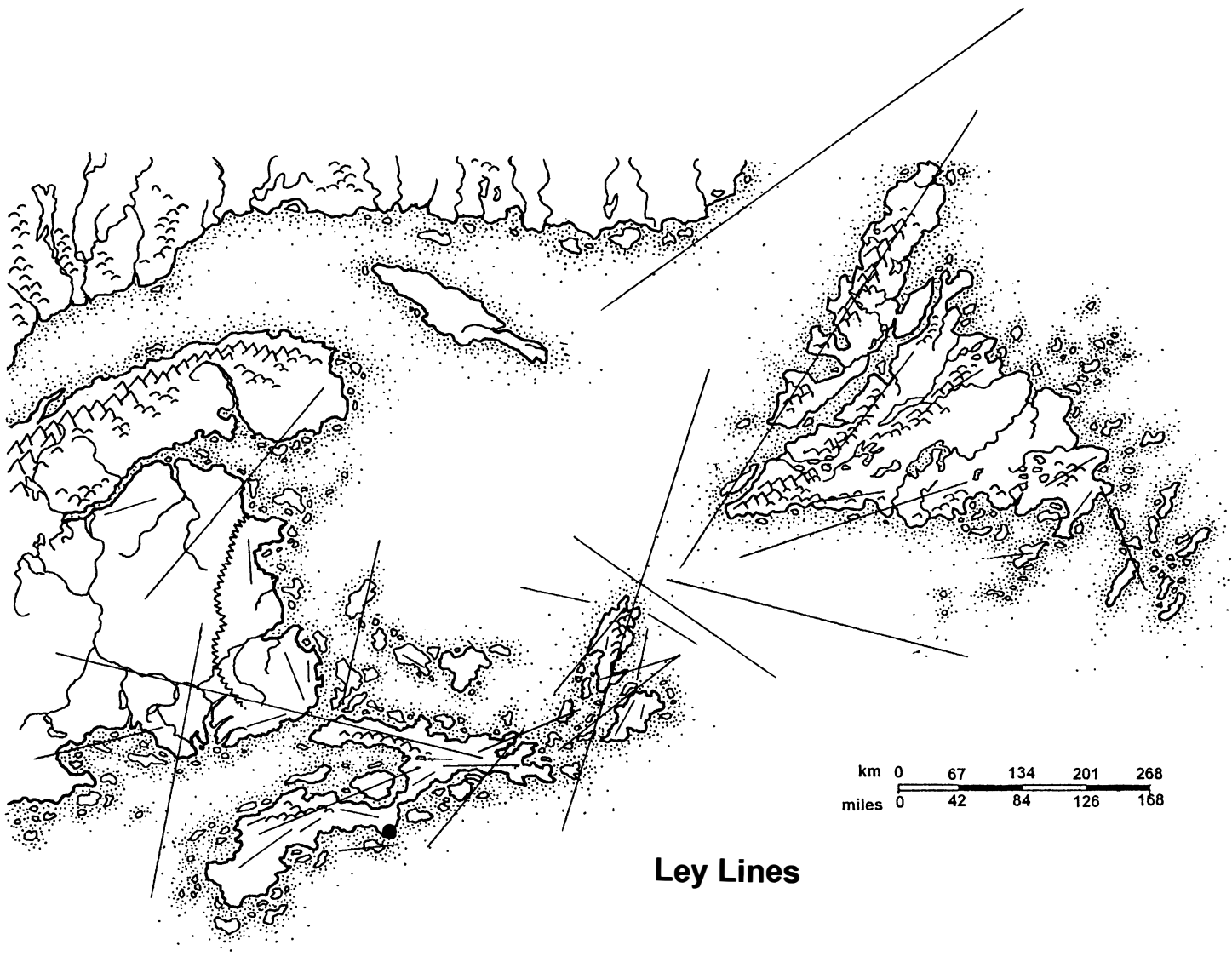
washed into the sea or up onto the Great Debris Wall of New Brunswick.

Nova Scotia is both a beautiful and haunted land. It is only the north that seems to be haunted by specters. What's left of **Cape Breton Island** is the home to Will-O-The-Wisps and other mean-spirited and ugly Faerie Folk who delight in tricking, scaring and hurting "Big People," but there is also an unusual number of poltergeists, ghosts and other entities afoot. Accounts of *phantom ships* go back to pre-Rifts times, but since the Great Cataclysm, the number of ghostly vessels, demons and strange occurrences around Cape Breton have increased a hundred-fold. Undoubtedly, some of the sightings were actually Spugorth vessels coming to raid the island to capture Faeries, but others are clearly of a supernatural nature.

The tales and sightings of ghosts and ghost ships have kept humans and D-Bees from fragmented and splintered Nova Scotia for centuries, making it a sanctuary for Faerie Folk until the Spugorth Slavers discovered it. Faerie Folk by the tens of thousands (perhaps hundreds of thousands) inhabit the main island



with thousands more on the larger neighboring islands. This has allured Spugorth Slavers to raid the islands of Nova Scotia for the last thirty years, capturing Faeries, Sprites and other Faerie Folk to use them to power certain Bio-Wizard weapons and devices (a fate worse than death). The Faeries are fast, smart, and not without their own formidable resources, so the majority have escaped the clutches of the Slavers. Still, 1,000-2,000 have been falling prey annually! Now that the Spugorth's minions are building an actual colony with two cities and four ports currently under construction on Newfoundland, the Faerie Folk know they can expect the Spugorth's "harvesting" to increase dramatically. Especially since the minions are also building a slave port in Nova Scotia at **Cape Breton Island** (the minions



Ley Lines

don't seem too concerned about ghosts and hope the reputation of the place will keep away noseey humans).

The Faeries will have to flee or be destroyed. In the short term, about 10% have migrated to the hills and meadows of New Brunswick (another 10-20% are planning to follow suit), while others are eyeing the larger islands of what was once Prince Edward Island, and others are considering southern Quebec, lower Newfoundland and the New England area. Islands, especially small islands, are not well suited for the Little People because they are easily swept away and killed in storms and hurricanes that batter islands more severely than the mainland. Nova Scotia was something of an exception because the weather was reasonably fair most of the time, the winters not too harsh, and the vast fields of flowers, meadows and hills were idyllic. "Little People" of all kinds can still be encountered throughout the entire region. The greatest number of the gentler Folk include Faeries, Sprites, Brownies and Pixies found in the southwestern half of Nova Scotia. The meaner, tougher and nastier types (Pucks, Toadstools, Leprechauns, Nymphs, etc.) are most numerous in the northeast end, along with a small number of the gentler Faerie Folk. See **Rifts® Conversion Book One** for the descriptions of numerous types of Faerie Folk with stats for use in **Rifts®**.

Prince Edward Island

Once the old Canadian Empire's smallest and most densely populated Province, this beautiful and lively place has been shattered into over a dozen pieces. Other than a few hundred Faeries and the occasional sailor, explorer and Splugorth Slaver, the islands are deserted, and there are no evidence of its past other than scores of basements and underground infrastructure buried and forgotten.



Central Canada

Ontario & Manitoba

The Hounds of War ... and Vultures too

The war between the Coalition States and Free Quebec war will send ripples of turmoil and death across much of North America, like a stone dropped into a pond. Regardless of the outcome — win, lose or draw — the war will impact most every person in the central and eastern half of the continent. Already Juicers, Crazies, ‘Borgs, Headhunters, mercenaries and other dogs of war from as far as Mexico and the Northwest Territory have begun to arrive in central and eastern Canada (and the US). Some are patriots or sympathizers, others just hold a grudge against one side or the other and welcome the chance to extract a bit of revenge. Others are warriors who enjoy combat and make their living by the gun, sword or magic — men for hire offering their “special talents” to whichever side can afford them (or the one they believe has the best chance of winning or offers the best spoils of war). Similarly, others have come to offer their services to communities who will get caught in the middle and might have need of them.

With the warriors also comes the carrion eaters, the scavengers who find opportunity in the misfortunes of others. Bandits, marauders, sadists, and self-serving misanthropes who wait on the sidelines for the right moment to strike. They fight not for any cause or country, but for their own reward and foul desires. They are backstabbers, thieves, and cutthroats who wait like vultures sizing up the killing fields and waiting to dine. They are villains who pillage, rape, plunder, kill, and exploit anybody they think they can get the upper-hand on. This includes the soldiers of Free Quebec and the Coalition States, but more often than not, they prey upon the weak and defenseless. In central and eastern Canada (i.e. the Provinces of *Manitoba*, *Ontario*, *Quebec*, *Newfoundland*, *New Brunswick* and *Nova Scotia*), that means the many towns, farms, and trading posts scattered throughout the wilderness. Innocent people who may have thought they would escape the carnage of war because they are not affiliated with either side and because they are geographically removed from the war-zone.

These vultures and brigands will also waylay groups of adventurers, travelers, sorcerers, monsters and squads of warriors, even small patrols of CS troops and isolated Free Quebec forces. Likewise, they will raid the battlefield at the end of a skirmish to peel weapons and valuables from the hands of the dead and dying, and then flee into the shadows. To these “animals,” the war signals a feeding frenzy. A time of great opportunity for those cunning, treacherous and bold enough (or low enough) to seize the moment.

Humans, D-Bees, and demons/monsters will be counted among these carrion-feeders. Some will operate as lone individuals, but most will gather in small to medium-sized bands, and a few into small armies. Most will avoid staying in one location

and constantly travel, “hitting” whomever looks vulnerable. The most brutal, savage and inexperienced will function as bandits and bushwhackers setting ambushes and attacking when least expected (at night, at the end of a battle, during a ceremony or festival, etc.). The more organized and cunning may engage in smuggling, gun-running, extortion, espionage, and/or criminal activities, including con-games, rigged gambling, robbery, mugging, prostitution, selling drugs, racketeering, etc. Only the most aggressive and confident may try to seize an entire community or region as their own domain, setting themselves up as despot kings and tyrants.

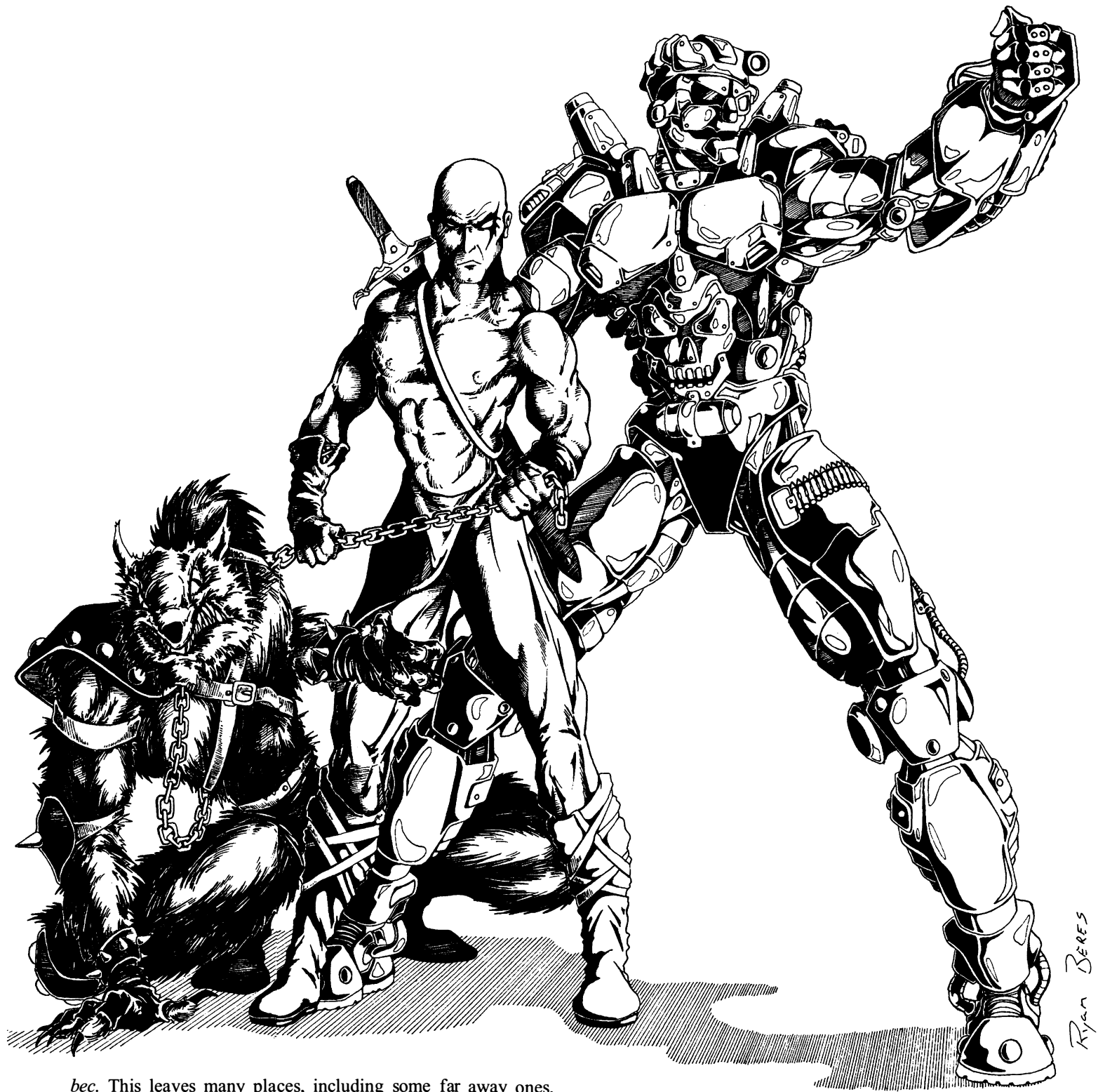
Many of the outlying communities in Ontario, Quebec and most of central and eastern Canada have begun to see a dramatic increase in violence, crime, and the appearance of armed and dangerous outsiders. Things will only get worse when war begins.

Why mention **Free Quebec** here at all? Because as noted, the mounting tension and conflict will impact much of Canada in some way or another.

Free Quebec is the major power in the northeast and has always been a stabilizing and influential force throughout much of eastern Canada and its neighbors. Her very presence and power kept crime and trouble in and around the nation in check. Powerful, would be invaders stayed away for fear of attracting Quebec’s wrath, raiders feared running afoul of Quebec’s armored patrols and famed Glitter Boys, and non-humans stayed away or kept a low profile for fear of being destroyed the moment they were noticed.

Moreover, the **Coalition States’** two war fronts are likewise drawing on its resources and manpower, letting people, places and things “slip through the cracks.” Outlying borders are less heavily patrolled, while notice and harassment of “free and independent” kingdoms and communities have lessened as the CS focuses on building military fronts at Tolkeen and Free Quebec. That means the stability brought to southeast Ontario by **Iron Heart** is also gone. Meanwhile, **Lazlo** can only do so much and will have its hands full defending itself and helping the many surrounding communities who have come to rely on them. As for **Northern Gun** and the **Manistique Imperium**, they are lost to the frenzy of activities in and around their own little empires, selling arms, equipment and human augmentation to an unprecedented number of clients. Besides, neither has ever been a source of law and order. In fact, they contribute to the problem because they are supplying 80% of the mercenaries and brigands entering the region!

Likewise, heroes, sympathizers and enemies of the Coalition States throughout Canada (and the old American Empire) are drawn to the brewing conflicts at both *Tolkeen* and *Free Que-*



bec. This leaves many places, including some far away ones, without champions and heroes, or with a dangerously reduced number of lawmen and defenders, or even adventurers and mercenaries to hire for their own protection. Thus, they are vulnerable to the aforementioned “vultures” looking for (comparatively) easy prey and situations to exploit. Likewise, the reduction of defenders, lawmen and warriors encourages bandits, cutthroats and monsters to take advantage of the moment. And demons are always attracted to the human suffering and chaos.

With the Coalition States and Free Quebec effectively taking themselves out of the picture as regional powers, it has changed

the geo-political structure with one bold gesture. Thus, while the CS and Free Quebec lock horns, the rest of the country is *ignored* by them, opening the doors of opportunity for thousands, and instantly creating an anything goes, free-for-all atmosphere. Half of Canada (and other parts of North America) will be left to fend entirely for themselves. Vendettas and petty acts of revenge can be vented. Kingdoms, lands and people can be claimed by those bold enough to do so. Crime and punishment are left in the hands of those willing and able to dish it out. The victims of these crimes will be the nameless, faceless D-Bee and

human multitudes trying to make a life for themselves — the innocent victims of war.

With little to fear from the powerhouse forces and with the distinct possibility that Free Quebec could fall, raiders, cutthroats, outsiders and malignant forces are plentiful. All can smell the opportunities waiting for them and, like vultures, can hardly wait to rush in to get their piece of the kill.

This all means Eastern Canada is about to become a much more lawless, volatile and dangerous place. Welcome to Eastern Canada.

Ontario



The Windsor Ruins

The Windsor-Detroit area is crisscrossed with ley lines and is a hotbed of supernatural activity. Both cities lay in ruin although a number of crumbling buildings still stand. Demons and monsters of all kinds claim these two abandoned cities as their home, and the Detroit River is said to be infested with aquatic monsters. Demonhunters, Armored Slayers, Psi-Stalkers, heroes, bandits, adventurers, the foolish, and Shifters, Witches and a host of others, both good and evil, but mostly evil, also dare to venture into this no man's land. The two bridges that once connected the two neighbors are destroyed; one in the Great Cataclysm, the other in battle against hordes of demons. The original Tunnel to Windsor under the river ruptured during the Great Cataclysm, but the newer of the tunnels, built in the 21st Century, is an M.D.C. structure that survives to this day. It is left inviting and open (and suspiciously free of debris) to encourage bold or desperate travelers to use it. However, Shadow Beasts and other creatures are said to inhabit it, laying in ambush for fresh victims. Most people give the area a wide berth, with **New Lazlo** (Ann Arbor, Michigan) and **Hamilton** (Ontario, Canada) being the closest "big" cities to it.

The Coalition States have conducted raids and purges to rid the area of its infestation, but all attempts have proven futile. Half the monsters are too cunning to kill them all and more come through the random dimensional portals that open here, or are summoned by the surviving Greater Demons. All are attracted by the ley line network at the site and the promise of

mayhem. As troublesome and dangerous as it is, this is nothing compared to the Calgary Rift.

Cartier-Fury Ranch

Located near the old city of Chatham

What started as an independent cattle ranch is quickly turning into a full-fledged town with 1374 residents (38% D-Bees) and a thriving business. The town gets its name from the fact that the "ranch" raises, domesticates and butchers Fury Beetles! It was established over 140 years ago by the Cartier family, homesteaders and some of their friends looking to get away from the CS and demons in the south and trying to find a quiet place to live in peace. It was a miracle that the first few generations even survived, let alone kept the ranch going. When Randi and Roger Cartier inherited the estate, it had a solid foundation, land, 3,000 head of cattle, a menagerie of other livestock (ducks, chickens, pigs, some horses and other animals) and about 430 people. Over the last 25 years, the Cartiers have built upon that strong foundation to create something that may well be revolutionary and make them rich.

Fury Beetles had been used as riding animals by Simvan Monster Riders and the occasional wild man, Indian or mage from the wilderness for centuries, yet nobody ever thought of trying to raise them domestically. Actually, a few may have, but failed, because the huge beasts are difficult to control and incredibly powerful. It was not until Randi Cartier discovered that one must train the creature as a "pup," like a dog, that they made a major breakthrough in the animal's domestication (even then 50% are not tame enough to make a suitable riding animal). The other breakthrough came from an unlikely source. An old wrangler from Manitoba had told Roger Cartier's uncle that the Indians sometimes slew a young great beast to eat. His uncle had partaken in such a feast and claimed the meal was as delicious as prime veal. Through trial and error, Roger confirmed that the meat of the young animal, age 2-4 years old was delicious, while the older the animal became, the tougher and chewier the meat. Mature Fury Beetles also taste different. They are edible but not very good, and have an unpleasant aftertaste. Using the young as a source for food was ideal because it minimized cost and the comparatively smaller animal was more manageable, although still like butchering a beached whale. A full grown Fury Beetle could weigh as much as 15 tons! The young, a fraction of that at 6-7 tons. A single animal provided the meat equivalent of 35-40 cows. Plus, its armored plates could be sold to make M.D.C. body armor.

The potential for profit was tremendous, but at first, nobody wanted to eat the darn stuff. When somebody knew or saw where the meat came from, the idea of eating a "monster" seemed dangerous as well as disgusting. It was Roger who came up with the idea of marketing the meat at an introductory price that was a third of what beef cost, and not identifying it as anything other than "a special meat blend." It was a dangerous gamble because of the cost to the Ranch and the uncertainty of how people would react to having been fed Fury Beetle. The gamble paid off. Once people got a taste of the delicious meat, they clamored for more. Most were surprised rather than repulsed that the meat came from a Fury Beetle, and the Cartiers were suddenly the pioneers of a new industry.

Selling the idea that Fury Beetles could make good riding and work animals took more doing, but that is starting to take off too. Especially using the animal as a beast of burden to transport tons of equipment and materials across the wilderness. Randi sells 50-70 trained Fury Beetles a year and the demand seems to be increasing. Meanwhile, the boom in domesticated Fury Beetles as cattle has not only inspired two or three imitators, but has caused a town to spring up around the Ranch. This is the one aspect of success the Cartiers never anticipated. They are a little taken aback but pleased to have started a business that has given birth to a town, and what may grow into a city. Since 90% of the townspeople are employed by the Cartier-Fury Ranch, they live and work under that name.

Key Members of the Ranch

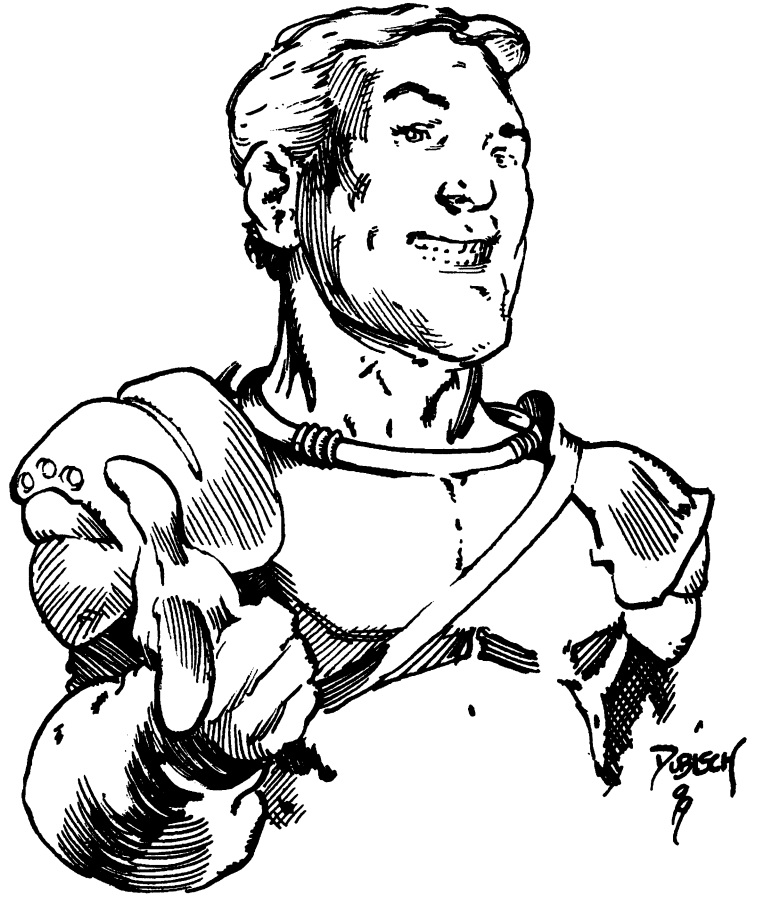
Randi Carol Cartier: 9th level Psi-Druid of Scrupulous alignment. “Lady” Cartier oversees and runs the ranch. She is an expert equestrian and rider of exotic animals, particularly Fury Beetles. After several hard years, the business has exploded and a small town is growing around the ranch. Moreover, in the last two years, at least three other ranches have begun to breed and train Fury Beetles; all are tiny compared to the sprawling Cartier-Fury Ranch and township.

Roger Joseph Cartier: 8th level Psi-Tech of Unprincipled alignment. Roger likes animals and enjoys life on the ranch, but he prefers to be tinkering with machines and keeps all the ranch’s vehicles, generators and machinery running in tiptop shape. He is also a sneaky and resourceful combatant capable of handling himself in a fight and tough situations. He is Randi’s 50/50 partner in everything and dedicated to her and the ranch. He also handles most of the trade agreements and volunteers to herd cattle into other towns like The Relic and Lazlo to get a peek at the latest in technology and maybe buy a few high-tech toys.

Patricia Conlin: Randi Cartier’s dear friend, confidant and right-hand woman. She is a Scrupulous, 7th level Rogue Scientist with an emphasis on animal husbandry and veterinary sciences, as well as holistic medicine, brewing, and riding (horses and exotic animals like Fury Beetles). She works at the ranch and stands by her friends through thick and thin.

Dave Hutchinson: A Scrupulous, 7th level Cowboy and self-styled Gunslinger. He is known around the ranch as “Big Dave” because he stands six feet, six inches (1.95 m) tall, weighs 250 lbs (112 kg) and carries himself “tall” and proud (has a bit of a John Wayne swagger). Big Dave herded cattle and horses in the Canadian southwest for seven years before heading east and finding a home at the Cartier-Fury Ranch. While out west he has supposedly fought demons, eluded man-eating dinosaurs and was even a deputy to a lawman for a few months. His favorite stories get a little better with each passing year and there are some on the ranch who question how much is fact and how much is fiction.

People tend to underestimate Big Dave because he is laid back, tells silly jokes and tends to be quick to trust others. Scrupulous in alignment, this cowpuncher likes to believe the best in people until proven otherwise. This aspect of his personality has gotten him into trouble more than once, but he is quick on his feet, resourceful and fast with his guns. Although not a real Gunslinger, Big Dave has a *P.P. of 23* and the skills *W.P.:*



Paired Weapons, Targeting, and Quick-Draw Initiative: Hand-guns! He “is” fast. And the fact that so many people foolishly underestimate him gives him an added advantage (an extra +1 on initiative). They are left stunned when Big Dave is standing there grinning with his guns drawn before they can pull theirs out of their gun belt. He also has the *Horsemanship: Cowboy* and *Exotic Animals* skills. **Note:** Dave is both a loyal employee and friend of the Cartiers. He usually stays at the main ranch house to keep an eye on things and is the “unofficial” Ranch protector and advisor.

Joseph Groulx: 7th level Rogue Scholar, Scrupulous alignment, and an acquaintance of Erin Tarn. He is an outspoken humanitarian who speaks against the practices of the Coalition States, and is an advocate of equality and education for all people, humans and D-Bees. This has earned him a place on the CS list of dangerous political criminals, and has made him something of a local celebrity and hero. So far, the Coalition has not actively sought his capture or execution, but going to any of the Coalition States is begging for trouble. Should Joe be discovered by CS troops, he is likely to be beaten and left for dead, or taken prisoner and sent to Iron Heart for trial and public execution! He has an open invitation to live and teach at Lazlo (effectively getting asylum from the CS or any bounty hunters; he’s worth 10,000 credits), but he has politely declined the offer to stay near his friends and family. He is a good friend of the Cartiers and Big Dave.

Groulx is an interesting individual who enjoys children and can show them great patience and understanding, but with adults he is quiet one minute, verbose the next, and has an explosive temper. **Steve “Conan” Trustrum:** A 7th level “Civilized” Psi-Stalker of Unprincipled alignment, and the Official Protector of the Cartier-Fury Ranch and Head of Security. For a

Psi-Stalker, Steve is uncharacteristically stern, serious and gets down to business. He is constantly on guard and works for the best interests of the Ranch and his employers. He respects but dislikes Big Dave, because the man is too trusting and too easy going, and calls him “Iron Britches” — which to the Psi-Stalker’s way of thinking, undermines his authority and the stern, grim, dangerous image he works so hard at maintaining. Dave protests that he just can’t help himself when it comes to “Mr. Serious.”

Note: Trustrum commands a group of 20 he calls the **Long Riders** (mostly horsemen). They include six 4th-6th level Civilized Psi-Stalkers, a 5th level Grackle Tooth Mercenary, a 6th level human Mystic, a 4th level human Headhunter, a cocky 4th level Psi-Slayer, an 8th level Dog Boy named Spike, and the rest are a mix of good, reliable men and women who are either Cowboys or Wilderness Scouts who know the land and work well as a team (range from 3rd to 6th level, most are of good alignment).

Notable Places at The Ranch

Population: 1374 residents (38% D-Bees) and 5D6x10 transients/visitors at any given time. Mostly mercs, adventurers, drifters, cowboys and traders coming to town to resupply, get some jerked, salted or smoked meats and a little relaxation.

1. Farmland: Much of it leased at very low and generous prices.

2. Open Grazing Land for Fury Beetles. The Cartiers own/lay claim to all the land from the ruins of the old city of Chatham northeast, halfway to the ruins of London and north to Sarnia and the banks of Lake Huron! A salt mine is located near Sarnia (closer to Corunna) and has an alternating crew of 80 men, and the Cartiers (under the guidance of Roger) have rebuilt an old chemical plant in the ruins of Sarnia (about 180 people live there with a handful of independent fishing and hunting/trapping lodges along the coast).

3. The Main Ranch Complex: With its many barns, silos, stables and pens.

4. Cartier Ranch Home.

5. Guest House.

6. Workers’ Bunkhouses.

7. On-Site Workers’ Homes.

8. Stables.

9. Power Plant: This pre-Rifts Mini-Nuclear Plant was probably owned by private industry. They started building these a decade before the Great Cataclysm. Roger Cartier and some Operator friends were able to get it back on-line and running at 72%, which is ten times their current needs. This and the repairable meat packing/canning factory and other large buildings of a pre-Rifts town that could be repaired and converted were among the reasons the Cartiers settled here.

10. Slaughterhouse and Meat Processing Plant.

11. Meat Packing Plant.

12. Storage/Warehouses.

13. Incinerator.

14. Truck Yard: For the shipping of the meat and armor.

The Town

Note: The residents are only now starting to see themselves as a real town, a revelation that they find exciting. To this end they want to officially name themselves Cartier-Fury and elect Lady Cartier as Mayor/Magistrate. She’s not so sure she makes a suitable candidate, but her husband and the townsfolk are. The people are practically insisting that she take the position.

Currently the town is a pretty small, basic, cheerful place free of corruption and notoriety, but that’s starting to change a little already. They’ve rejected an offer from the Manistique Imperium and Wilk’s to let them set up a gun shop and the Black Market from setting up a gambling establishment.

All shops will consider trade in place of cash payments, so barter and haggling is common. Bulk purchase of such items as dairy and meat products, grains and vegetables, salt, leather, furs and Fury Beetle armor are usually available.

15. The Town Square.

16. The Furious Dance Hall & Meeting Center.

17. The Furious Saloon: A favorite watering hole and place for getting together, unwinding after work and good clean fun. It is a large, friendly establishment with four pool tables, eight dartboards and games of archery out back (targets posted to bales of hay). Drinks are typically 1-3 credits. It also sells salted meats, peanuts and Fury Burgers, a big sixteen ounce meat patty on a hearty bun, served as you like it for 5 credits (3 for regulars).

18. Church.

19. School House.

20. Doctor Hammons. A country doctor (10th level M.D.) assisted by his wife (7th level nurse/paramedic) and lovely daughter (3rd level M.D.).

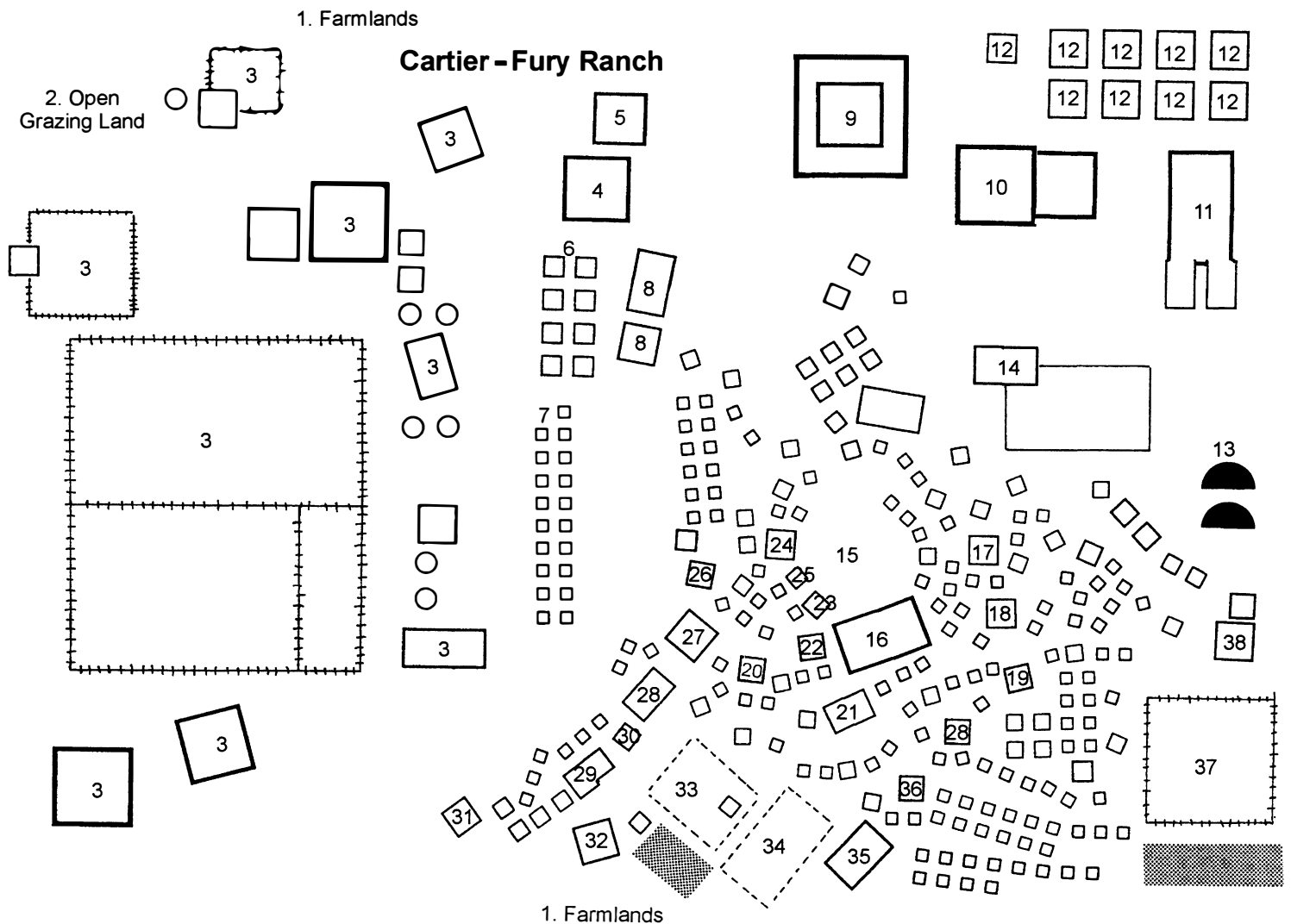
21. Beetle Armory: Co-owned and supplied with raw materials (dirt cheap) by Roger Cartier, but run by a local couple.

22. Constable’s Office & Jail: There’s not much trouble at Cartier-Fury township, so this Constable and his six deputies are your classic, small town sheriff types. Friendly, helpful, and always ready to lend a hand or word of advice. Most of the trouble they see is drunk and disorderly conduct, and petty squabbles. However, they are prepared and capable of handling much worse, such as bandit raids, monster attacks, murderous animal or demonic predators, and similar.

Constable Joshua Nowak is a 50 year old,

8th level RPA Pilot (ex-CS; Scrupulous) with his modified, old-style SAMAS (his fave) always on hand, and an NG Multi-Bot out back! His son Patrick is one of his deputies, a fine young man equal to a 2nd level, CS Ranger (trained by his Dad and some Psi-Stalkers). The kid is gung-ho, always ready for action and cock-sure of himself. If he doesn’t get himself killed, he’ll grow up to be a fine lawman. Unprincipled alignment, age 19. The other deputies range from 3rd to 5th level. **Note:** The jail has been recently improved and is an M.D.C. structure that can hold up to 30 people.

23. McDougall’s Arts & Crafts: A quaint shop that is a combination arts and crafts supply store and a gallery. The Gallery presents artwork (drawings and paintings) by the owner, Larry McDougall, and a hot talent out of Lazlo (who has moved to the area), Apollo Okamura. While the locals like “pretty pic-



tures and all,” the hot sellers are colorful, handcrafted blankets, clothing and tablecloths. Prices are fair but on the high side.

24. Veterinary Clinic & Dog Breeder: The Ranch has all the experienced vets and cow hands it needs; this clinic is for the townsfolk and their pets and livestock. Most have ranching experience and know how to birth a calf, horse, etc., but sometimes need help when an animal is injured or gets sick. The owners also breed dogs, mainly hounds, retrievers and herd dogs (20-30 credits for a mutt, 80-100 for a purebred).

25. Bakery: Breads, cakes, pies and pastries for 1-2 credits for slices, pastries, small items by the pound (0.45 kg) or 5-10 credits for entire pies and cakes. Also salt, pepper and flour by the pound.

26. The Bear’s Den: A shop that sells jelly, jams, canned fruits, honey, maple syrup and maple candy. Prices are fair at 1-2 credits for a bottle of jam or canned goods and candy costs one or two credits per pound (0.45 kg). A large, stuffed Grizzly bear stands in the corner.

27. The Ultimate Leather Shop: A large store that offers all kinds of leather goods from hats and clothing to rawhide straps, whips, holsters, saddles, saddlebags, purses, wallets, boots, and so on. Prices vary greatly depending on the quality and amount of handicraft and art/design work. For example, a simple horse saddle costs around 100-150 credits while an intricate hand-

crafted saddle covered in fancy designs and artwork (or custom-made) will cost 600 credits or more. Locals are often charged 20% less.

28. Cartier-Fury Boarding House: A nice, cozy place with 50 rooms and one suite. Each room has a private bathroom, running hot and cold water, heat and lights. A night’s stay is 50 credits for a room and 200 for the three room suite. A hearty homecooked breakfast costs 5 credits (10 if a steak is included), dinner 10. **Note:** Most business people and guests stay at the Ranch. About a dozen homes also offer 1-6 spare rooms to rent to visitors; average cost is 30-50 credits.

29. Brewery: An enterprise that makes three different types of beer and a light ale. A shop inside sells the brew by the bottle, and ships to as far away as Lazlo and does some limited trade with the Manistique Imperium and Northern Gun. Prices are 2 credits a bottle or 36 credits for a case of 24. Returning the bottles will get the individual two free beers per dozen returned in reusable condition (recycling is a must in this ravaged world).

30. Magic McCall: A small school for gifted students — the gift of magic that is. Randy McCall is an 8th level, Anarchist, Ley Line Walker who is assisted by his wife, Selma, an Unprincipled, 7th level Techno-Wizard. They have only 3-4 students training in the mystic arts, but also teach basic mechanics, electronics, computer operation and philosophy to another 20-30



students. Selma will also repair TW items and sells some simple, basic TW items; no weapons. She feels those not trained in magic should not use such special “tools,” so she keeps availability to a minimum. Randy offers advice on magic and the supernatural, and occasionally assists in the elimination of supernatural or magical problems (demons, entities, evil mages, etc.). He is also a member of the volunteer militia and is considering running for Mayor of the town, although most residents seem insistent on electing Lady Cartier.

31. Trapper’s Den: A furrier who makes, cleans and repairs fur garments, from hats, gloves, mittens and boots, to full coats. Prices are fair (400-500 credits for a full coat, 50-60 for boots, 20-30 for gloves, mittens or hat) and quality excellent. Also trades and sells animal pelts.

32. Jim’s Repairs: A shop with an attached garage run by a family of Operators who can repair most non-military vehicles, farm machinery and electronics.

33. Farmer’s Market: An open square where local farmers can sell their wares. It is busiest in the Summer and Fall, and closed in the winter.

34. Meat Market: Another open area with numerous booths and stalls where vendors set up. Prepared and canned meats of all kinds are available, as well as livestock, poultry and dairy products. All prices are reasonable and product fresh.

35. Butcher & Slaughterhouse: Across the street from the Meat Market is another Slaughterhouse that works as an independent contractor for the Cartier-Fury Ranch.

36. Church.

37. Hanson’s Sheep Farm.

38. Blacksmith and stables.

The Lazlo Region

Since Lazlo will eventually get its own book, I’ve decided to take a look at some of the notable communities around it. See Erin Tarn’s brief description and comments about Lazlo in the earlier introduction and background section of this book.

The Relic Hamilton, Ontario

Central and Southern Canada was the population center of the old Canadian Empire. It was also the technological and manufacturing center. Since the Coming of the Rifts, it has been devastated, not so much by the Great Cataclysm itself, but by the first fifty years of the Dark Age that followed — a time of chaos, anarchy, destruction and death. Consequently, there are a number of places with the shells of old cities still standing, and places like Hamilton where the city was rebuilt. A city better known as **The Relic**, because it is.

At first glance, visitors from the 20th or 21st Century might think they had been teleported back in time. However, closer inspection would indicate otherwise. Many of the buildings are patchwork creations and some show recent battle scars. Then



there are more subtle yet obvious things like the Juicer hanging on the street corner, the City Rats trying to hack into the bank machine, and the high-tech hover vehicles zooming down the street, some overhead. There are the exotic people too. Not just alien humanoids like the Noli Bushmen, Psi-Stalkers, or Greet, but Atlantean Tattooed Men trying to look inconspicuous (but failing miserably), and the “M & M’s” (“man-machines” more commonly known as Headhunters or partial ‘Borgs), not to mention the hulking full conversion cyborgs looking more like machines than anything human, yet somehow they aren’t quite as disturbing as the fidgeting men who move in sudden bursts of speed and have cylinders and metal things protruding from their heads (Crazies). The hooded robes or cloaks and strange gas-mask-like contraptions are the trademarks of Ley Line Walkers, mysterious and adventuresome wizards of the new age (nobody dares copy their appearance out of fear as much as respect). The cloak and cape usually indicates some kind of practitioner of magic, but then some look perfectly normal or have adapted some other outlandish style of dress. For example, those clad in leather Bomber Jackets (and other styles of leather jackets and overcoats) and/or wearing or carrying around strange looking gizmos are most definitely Techno-Wizards. The occasional dragon, alien creature or monster is only the finishing touch to a place that seems like it came out of dream.

These are the sights and images of The Relic, all set in the backdrop of a bygone era. It is enchanting, unique and disturbing all at the same time.

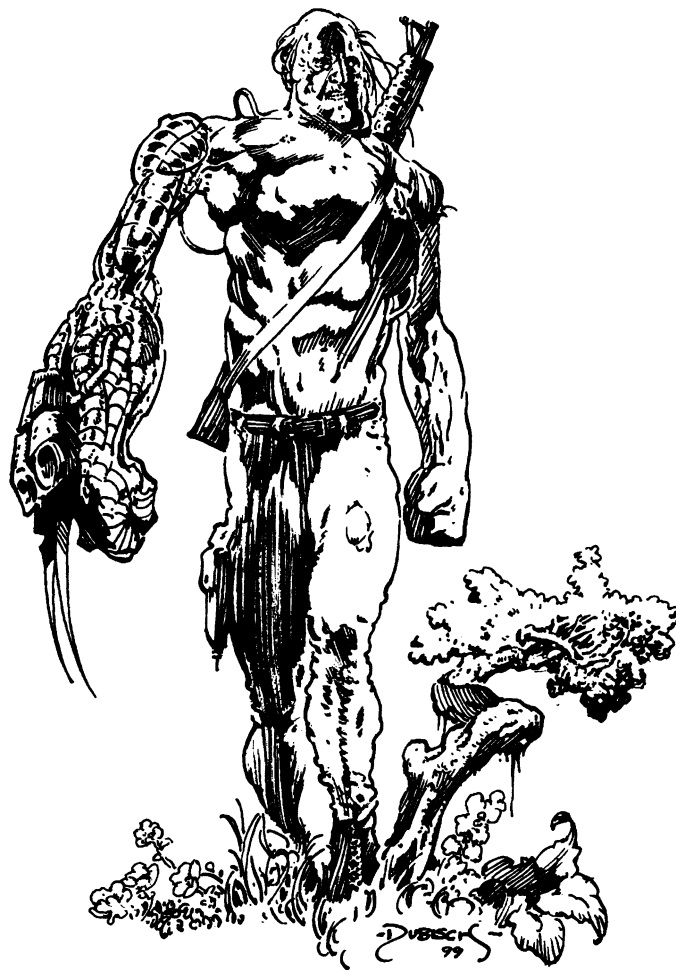
The Relic is too spread out to map and identify the many shops and places of interest. Suffice it to say, that it has all the places one would expect in a big city of any era. There are a half dozen libraries, a sprawling shopping mall, a hundred small stores and shops, twice as many taverns and restaurants, a large and reasonably high-tech hospital, city hall, convention center/meeting hall, a half dozen movie theaters, a dozen dance clubs, a large historical museum (one of the best in North America, not to mention that most of the city is a relic from the past), schools, churches, parks, a nuclear and hydroelectric power plant, streetlights and public transportation (hover buses and taxis). Industry includes the manufacturing of light (non-military) vehicles, machinery and electronics as well as fishing, farming and cattle/livestock.

The southeast half of the old city was destroyed in the Great Cataclysm and most of the ruins scavenged, torn down and materials (bricks, metal, machinery, etc.) salvaged and cannibalized to rebuild the habitable half of the city. Consequently, part of the “Barrens” as it is known, is a large, five mile (8 km) park and the rest a big field of grass and weeds with the occasional dilapidated building, twisted beam of metal or concrete slab sticking up from the ground. There are also scores of openings in the ground that haven’t been filled in yet — basements marking where homes and buildings once stood. As well as old, underground parking structures, sewers and infrastructure making the place dangerous and off limits to citizens.

The Relic is also a very orderly, law abiding, and surprisingly peaceful community. It has a police force mainly to enforce the law on outsiders and for civil defense, a standing army of 8,000 (including a 1,200 strong Power Armor Division, 1,400 strong Juicer Division, 640 strong Robot Armored Company, Sorcerer Company, and Psi-Company, along with conventional

troops), and a volunteer militia of about 10,000. The Relic also has strong trade and friendly ties with *Lazlo, the Cartier-Fury Ranch, Perez, Fowlerville* and most of the other neighboring communities.

With a population of 190,000 (48% D-Bees), The Relic is one of the true juggernauts of North America. And reason for the Coalition States (and Free Quebec) to keep an eye on it. However, even though nearly half its population is nonhuman, and they allow the practice of magic and associate with Lazlo, the CS does not see them as a serious threat. This is due in large part to the city’s low profile, familiar and classic “human” city appearance, and the fact that *Lazlo* is so high-profile that it garners most of the Coalition’s attention, leaving The Relic in comparative obscurity.



Trapper’s Cove

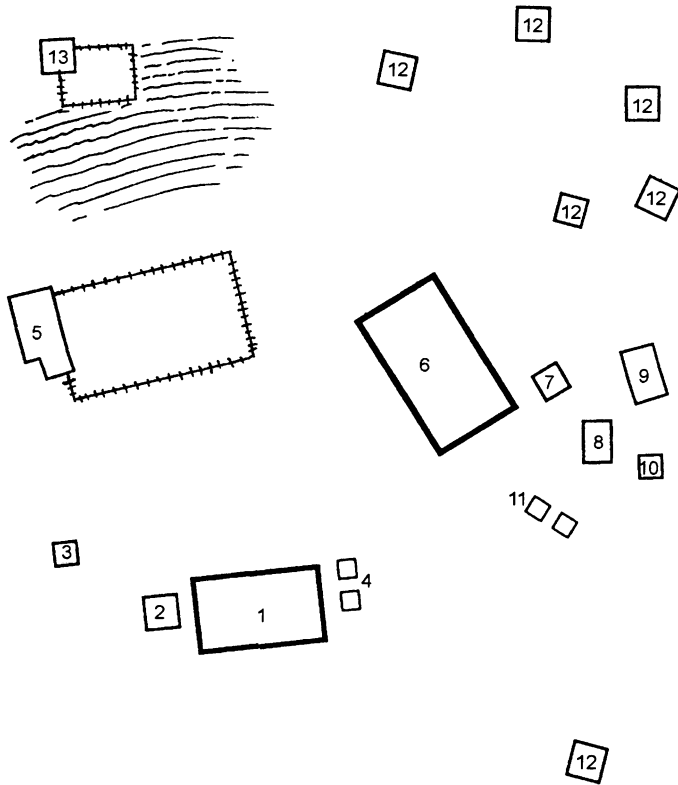
Located near the ruins of Guelph

This is a typical wilderness outpost with a half dozen homes, a trading post, the Lodge, and a stables. This one is notable because it also has a repair shop, most don’t, but many will have a vegetable garden and/or small farm with chickens and livestock for sale. Some may also breed and sell dogs or horses, and many will make and sell clothes out of animal furs and leather.

Population: Trapper’s Cove is typical with 33 residents, all of whom are friends or family (few outposts top 100).

1. The Trading Post: This large log cabin has shelves, tables, wall hooks, a generator, heat and electric lights. It is basically a general store with an emphasis on the needs of the

Trapper's Cove



trapper, hunter, and woodsman. Soap, rope, nylon cord, blankets, backpacks, tents, tools, hatchets, survival knives, S.D.C. hunting rifles, bullets, fishing line, fishing poles, snares, traps, chain, iron spikes, canteens, hats, air filters, and so on, are its stock in trade. It also offers a huge selection of furs and fur goods (coats, hats, mittens, blankets, rugs, etc.). Any M.D. items are few and expensive, typically 50% higher than book price. Such items are most likely limited to a few Vibro-Blades, a dozen charged E-Clips, and maybe 1D6 M.D. rifles and 1D4 handguns. Anything else are odds and ends from guns and body armor to electronics and a hovercycle acquired through trade from a passing traveler. The trading post has such a small market for most M.D.C. and tech items, and because they are poor themselves, it cannot pay more than 10% of the item's value and will turn it down if the individual insists on more. The same holds true for magic items, although they often get as much as 15-20% depending on their usefulness in the woods or for hunting.

Out back is a locked M.D.C. storage shed, and the owner's Mountaineer vehicle, with an outhouse and the stables close by.

2. Repair Shop: A small mechanics shop run by a 6th level Operator and his two sons (1st level Operators). They can make basic repairs, do maintenance and work on most common vehicles and weapons, but nothing fancy because of lack of parts and equipment. The repair shop has its own generator and electricity. Can recharge an E-Clip but it costs 10,000 credits due to the drain it places on the shop's energy resources.

3. Locked Storage Shed.

4. Outhouse.

5 Stables: A barn and small corral/yard where horses and other riding animals can be kept. Other animals may simply be tied to a tree or post.

6 The Lodge: This is usually a huge log (or stone) cabin with a kitchen, bar, two huge fireplaces, three conventional-sized fireplaces, and a huge open floor area, like a banquet hall. On one end, near the kitchen, are a couple rows of 20 foot (6 m) long, heavy wood tables and benches. This is where people can come to sit and eat if they like. Otherwise they can grab a spot on the floor. Food is usually a hearty helping of some wild animal meat, bread and potatoes. Stews and soups are popular all year long, but especially in the Winter. Cost is typically around 5-10 credits, free if the individual(s) made a big trade with the post that day.

The decor on the walls is typically fur pelts and animal heads stuffed and mounted on them. A full-sized ferocious animal may also rest near a fireplace or in a corner. At Trapper's Cove a monstrous Bear stands outside at the front door. One can spend the night or two on the floor for free if they have made a good and sizable trade with the post or are friends or regulars. Strangers have to pay ten credits (or an equivalent trade item, like a glass or two of rum or whiskey, a bag of berries, etc.). It also has three "luxury rooms" with a large bed, heater and a generator for 50 credits a night. Out back, near the kitchen, are the meat shed and smokehouse.

7. Meat Shed: A place where the meat of the animals is stored on meat hooks and chains hanging from the ceiling. It sees its most use and largest amount of meat in the Winter and Fall when cold weather can keep the meat fresh for weeks (months when temperatures are freezing or below). Venison (deer/caribou/moose), rabbit, squirrel, beaver, raccoon, duck, and Canadian Goose are the most common "wild" meats, with the occasional bear or Fury Beetle, and domestic animals like pig, sheep, duck, turkey, chicken and the occasional cow. Fish and many of the above animals may also be offered as trade by those who frequent the trading post.

8. Smokehouse: The shed where raw meats are preserved by means of smoking and salting them.

9. Curing Shed: A large work shack where animals snared by the inhabitants of the Cove are skinned and their hides stretched, dried and prepared for sale.

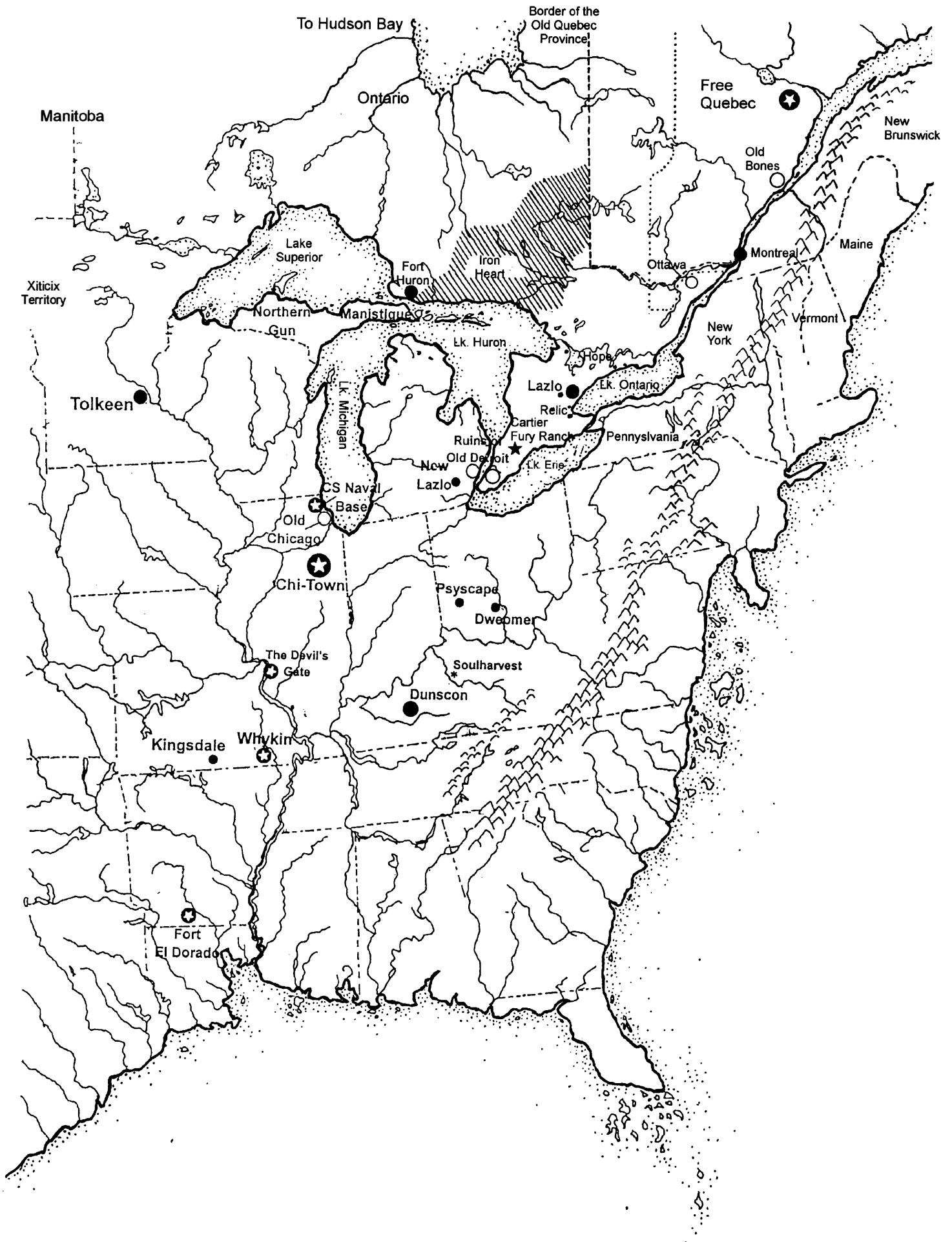
10. Storage Shed.

11. Outhouses.

12. Homes: 2-12 homes of those who work and run the trading post.

13. Home with a large vegetable garden and animal pen.





Perez

Located where the old city of Brampton once stood, most recently known as Towerville.

The Tower is an old, weathered and worn-looking 30 story skyscraper (small compared to what once existed). How it has managed to survive the Great Cataclysm and centuries of chaos is anybody's guess. It has M.D.C. reinforcement and construction which helped, but it is just pure coincidence that it remains standing when all around it has fallen. Less than five percent of the original city has survived, with The Tower its most striking landmark (the others are clusters of houses and small buildings scattered here and there). Not surprisingly, this edifice is the center of town. Or perhaps it is more appropriate to say "towns," because it has been the cornerstone of at least two dozen attempts to build a township or kingdom at this location. The Tower and the surrounding area has been in the hands of humans, D-bees, monsters, demons, bandits, trappers, mercenaries, peasants and mages. It has had just as many names, too. **Perez** is just the latest in a long run of mostly forgotten names, but through it all, The Tower has remained.

In its current incarnation, the City of Perez is ruled by a self-appointed Monarchy under the Perez family. It was this clan of capable warriors and operators who brought order to the town after a string of mishaps and have spent nearly 35 years rebuilding it. Fewer than 400 people lived in "Towerville" when the Perez family led a band of 120 well armed men into the town and claimed it for themselves. They made short work of the mercs and gangs laying claim to the community and were immediately accepted by the few hundred remaining residents as the new "lords" of the City of Perez. The community steadily grew and prospered, but after 15 years of growth, it fell on the decline, dropping from nearly 1,200 residents to under 700. The place just could not sustain a large population. Worse, the original warriors who fought under Warlord Perez and his Clan, either moved on or died. Most found they didn't care for a sedentary life and decided to leave, the rest of the community's decline was just attrition. Although The City of Perez had The Tower, electrical power and a smattering of technology, it was little more than a low-tech, hardworking wilderness town built in the middle of ancient ruins.

It has always been a popular pit-stop for mercenaries, adventurers and travelers looking to resupply and get a little rest and relaxation, so when the Black Market offered to establish a "quiet little high-tech marketplace" at the edge of town, Lord Perez thought it made good sense to accept. Of course, over the last 12 years that quiet marketplace has become a dangerous den of vice and evil outside of Lord Perez's control. In retrospect, it was the worst decision of his life.

Over the last decade, though, things have improved dramatically. Perez is turning into a lively, albeit boisterous and spirited town full of music, laughter, entertainment and carousing. This is largely due to the influence of Lord Perez's son, 28 year old Quentin R. Perez. The young man radiates with energy and positiveness that has proven to be contagious to those around him. He has helped to pull a floundering, second-rate backwoods village into an increasingly recognized hot spot and happening place! It is Quentin who is responsible for the majority of the

neon signs and slick "show biz" look he has encouraged businesses to adopt. He has also helped to bankroll and encouraged a number of bars/nightclubs, small concert/dance halls, as well as shops that are different and appealing to people of all walks of life.

He helped launch his vision of turning Perez into a sparkling, cheerful entertainment capital with his own two movie theatres and his film production Company. The latter has launched him into notoriety verging on stardom throughout southern Canada and the Burbs of the CS. It has been this celebrity that has given him the clout to get his ideas heard and make changes.

In the last five years the City of Perez has become known for three things other than The Tower, **Perez Productions** (its biggest attraction and Canada's film industry), the **Perez Multiplex Movie Theatre** and **Rogues' Alley**.

Perez Productions is a low budget film studio and production company owned and operated by Quentin R. Perez since he was 19 years old. Quentin is also the main scriptwriter, director, producer, and sometimes, star. Perez Productions specializes in science fiction and swashbuckling, heroic adventure movies (the latter consistently being his best work). He has also tried his hand at film noire (pretty good), comedy (not bad), romance (so, so) and serious drama (yuck). Compared to the old Hollywood films from before the Coming of the Rifts, these Perez Productions would have to be considered second rate, but even the worst of these home-brewed films are watchable, and most are good to very good, especially those written and directed by Quentin R. Perez, himself. Quentin's film studio cranks out about 20 films a year with Quentin being strongly involved with about 4-7 (plotting, casting and general supervision), and writing, directing and producing 3-5 personally. The rest are done by various individuals under the employ of his studio & production company. All the films he is directly involved with have a certain slickness and high energy that people seem to love. The other 8-12 films by other directors can hit or miss, with half usually being fair and the other half being good.

Quentin's father disapproves of his son's "frivolous" behavior and extravagant lifestyle, but grudgingly admits his antics and films have done wonders for the town. Currently the City of Perez is a Monarchy so Quentin or one of his two sisters are the heir apparent. His father would like to see his son take his place, but believes one of the two girls is the better choice. Quentin doesn't really care as long as he can make movies and enjoy himself. That's not to say that he doesn't care about his family or the town, he just doesn't know if he wants to be a "king." Yet his popularity as a showman and larger than life personality makes him the most well known, (mostly) well-liked personality in town, and the one the common people would welcome with open arms as their new ruler.

The one thing Lord Perez and his son Quentin do agree on is that Rogues' Alley is a festering evil that needs to be cut from the city. Lord Quentin's approach is a holding action, preventing the Black Market's corruption to creep any further into the rest of the town. He believes all he can realistically do is contain the problem, and has done a good job of it. To do more is to invite the wrath of the Black Market. That would probably mean the assassination of him and his entire family, as well as his supporters and other kin, so the Crime Lords could put in their own man as king.

Quentin can see the wisdom of this approach, but has other plans. He has personally investigated Rogues' Alley and secretly toys with ways to undermine and cripple their operations. Maybe enough to rout them from town. However, it will be years before he can begin to hatch his schemes because the Black Market must never know he is behind their troubles. His two closest friends, Lady Laxalt, a 3rd level Cyber-Knight of Scrupulous alignment, and Joachim Gmoser, a 5th level Techno-Wizard (who helps with set designs and special effects at Perez Productions), both caution him on such crazy ideas. They tend to support his father's "holding action" policy. They fear their friend has watched the old, pre-Rifts *Batman* and *Zorro* Movies ten times too many (Q.R. has also remade both movies himself). Ironically, Perez Productions only helps to feed the Black Market by attracting new visitors to the community, all potential customers for the Black Market's crime syndicate.

Note: Quentin R. Perez is a 6th level Rogue Scholar/Film Maker and Major Psychic with the psi-powers of Intuitive Combat, Object Read, Empathy, Impervious to Fire, Summon Inner Strength and Alter Aura (many of which are helpful in his acting). I.S.P.: 58.

Lord Perez, Quentin's 59 year old father, is an Anarchist, 9th level Burster and retired mercenary, and patriarch of the family.

Notable Places at Perez

Population note: Although it is called a city, Perez is not all that big, with only about 960 people (60% D-Bees) living in the city proper. Another 1D6x100 transients, mercenaries, adventurers, explorers, traveling merchants, bandits, etc., are in town at any given time — this "tourist trade" is the community's life blood. With the impending war with Free Quebec, traffic has already increased and will likely triple in the ensuing months. Meanwhile, the community continues to grow and should increase in population by 50-75% over the next ten years.

Most of Perez is built among the ruins of the old pre-Rifts city that stood here before, and farms and livestock can be found in the city itself.

1. The Tower: This is the center of the city with several businesses on the first floor, the Quentin Family living quarters on the second floor, the City Offices on the 4th and 5th floors, and apartments for over 300 families on floors 6-14. Quentin R. Perez will soon be taking over the top five floors with his penthouse apartment and executive offices on the top floor three sound stages, and on the lowest floor a suite of offices. He also has two sound stages and some simple offices on the edge of the city. Quentin's taking over the top five floors of The Tower is a gutsy move. Nobody had previously used them because the top floors are the most vulnerable to attack and have suffered considerable damage in the past. However, the flamboyant Quentin R. Perez felt it would add to his reputation and help make his films more famous (and it has). So far, only the sound stages are finished and in use, with Quentin's rooftop penthouse nearing completion and the offices about halfway through.

Note: A restaurant and a variety of shops and business are located on the first floor of The Tower, and several restaurants, shops, grocery markets, and boarding houses are located scattered throughout the community; most cater to the transient population. Only some of the most notable establishments are listed here.

2. Perez Multiplex Movie Theatre is said to be one of the best movie houses in all of Canada (at least that's the claim of its owner and residents). It is located in an old, pre-Rifts Multiplex theater that has been rebuilt and refurbished. The exterior is covered in neon, and the interior offers concession stands, toilets, water fountains and comfortable viewing theaters. As many as ten different films are shown at any given time but four theatres are dedicated exclusively to only showing Perez Productions. The others show old pre-Rifts movies and television shows, as well as new movies from the Coalition States (most of which are illegal contraband stolen or pirated from the CS and "acquired" by Quentin). Each of the 10 theaters seats 500, for a total of 5,000 seats. Cost of admission is 6 credits for a Perez Production and 10 for most others (they cost more to cover the cost of rental, although "Q.R." can often arrange trades using his own, increasingly popular films).

3. Nightowl Dance Club: A great little dance club and bar with live music half the time and grooving Dee-Jays on the traditionally slower nights. It can accommodate 600 people, 400 on its dance floor. Cover is 10 credits, drinks 1-3 credits apiece. Quentin is one of the four partners and likes to "hang" here to relax.

4. The Soundblast: A larger club with a bigger stage and dance floor that can accommodate 1,200. Cover is 15 credits, drinks 2-4 credits apiece.

5. The Outfitter: A huge store that sells and trades all types of wilderness equipment from fishing gear, snares and traps, to tents and guns and everything in between. Fair prices. They welcome trade with trappers, mercenaries and adventurers.

6. The Cinema Movie Theatre: This was Quentin's first theatre. It has only two separate viewing theatres (each seating 350) and is built from a restored, pre-Rifts building. Cost of admission is 6 credits and mostly shows Perez Productions.

7. The Goodman Farm: There is also a stand where fresh bread, cookies, poultry, meat, fruits and vegetables (when in season) are sold. Its close proximity to Rogues' Alley means it is a constant trouble spot. The family has recently hired a sullen and grungy looking young man (3rd level, Aberrant alignment) as a guard to help protect them against drunken ruffians, vandals and bandits. He is assisted in this task by his pet attack-wolf that only appears at night. Rumor has it he is really an outcast Loup-Garou. Of course, he smirks and casually dismisses such allegations, but never quite flatly denies it, saying things like, "now that seems unlikely, doesn't it?" and "well you never can tell, can you?" He does have a French accent and name, Christian DesRouchers, and he and his wolf are never seen together at the same time.

8. The Guardsmen: The law at Perez is upheld by a group of 96 tough fighters and city defenders known as The Guardsmen. Most are 3rd to 5th level Wilderness Scouts, Huntsmen, Headhunters, and the equivalent of Military Specialists, with a few full conversion cyborgs, Crazies and a couple Conjurers thrown in for good measure. The Head Guardsman is 57 year old, Carlos Perez, cousin to Lord Perez, and a Principled 9th level Conjurer of great skill and knowledge (see page 83 of **Federation of Magic™** for details). His son, Daniel, a Scrupulous, 6th level Mystic, is his right-hand man, but his most trusted lieutenant is Rags Garnak, a 12th level, Unprincipled Dragon Slayer he befriended nearly four decades earlier along the border of

Mexico. The Guardsmen are intolerant of the Black Market and their unsavory clients and enforce the law on their side of town without compromise.

9. The Guardpost: A rebuilt M.D.C. police station and jail that can accommodate as many as 100 people in lock-up.

10. The Line: A long, broken line of walls and toppled buildings mark where Rogues' Alley begins. A dead body is found on the Perez side at least once a month and beaten and robbed individuals, gang wars, shootouts and brawls along both sides of the wall are frequent. The Guardsmen patrol along this part of the city with vigilance, but rarely dare to go beyond it, unless an obviously innocent person is in trouble on the other side.



Rogues' Alley (Perez)

Unfortunately, all that glitters in the City of Perez is not Perez Productions. A ruthless branch of the Black Market has seized control of part of the town. The Perez Family is powerless to do anything about the Black Market for its tendrils of crime are too widespread and powerful. Anything illegal, shady or questionable is operated or sanctioned by the Black Market. Their most obvious mark is on the part of town known as **Rogues' Alley**, a rowdy, bawdy portion of the city dedicated to

gambling, drugs and vice. It is a blight on the burgeoning community that occupies dark, slummy buildings and hosts smoke-filled saloons, gambling halls, pawn-shops, massage parlors, drug dens, body-chop-shops, and businesses selling merchandise and services of all kinds (only a few of which are listed and shown on the map).

Rogues' Alley is almost an independent town in and of itself with another 280 people (75% D-bees) who rarely leave the

Quarter. Seventy percent are little more than stooges, thugs and henchmen who serve their criminal masters. Another 2D4x100 “visitors” are present here at any given time, preferring to stay and enjoy the hospitality of this part of town rather than the other. Most are outlaws: Gangsters, thieves, pirates and murderers who raid towns, bushwhack travelers, plunder lake vessels and prey upon the weak and innocent. Mercenaries and adventurers come here too, but they are usually the lowest of the low, impoverished, or unwitting fools who fall victim to this place themselves. It is rumored that even practitioners of dark magic frequent and find safety at Rogues’ Alley.

In addition to the people who drift through the area, Rogues’ Alley also services Black Market agents and operatives — spies, smugglers, forgers, thieves, assassins, etc. — as well as special clients. These are professional criminals and killers with a dangerous past and who provide, or are paying big dollars for the Black Market’s “special services” (safe houses, modification or augmentation surgery, rendezvous to pick up special equipment or contraband, meet with and plot with clients, etc.). This means such individuals can bring their enemies and pursuers, like vengeful CS troops, bounty hunters, lawmen, mercenary companies, sorcerers and monsters, with them to Perez. All ruthless and resolute individuals who may not make the distinction between the brigands of Rogues’ Alley and the rest of town.

Another problem is that these brigands venture forth to enjoy the rest of the city to where they are a threat to the innocent inhabitants and the noncriminal visitors. **Note:** Rogues’ Alley also takes care of its own law enforcement and protests when the Perez authorities show their faces on “their side of town.” Moreover, when special “clients” and chief operators at Rogues’ Alley get into trouble on the other side of town, they expect Lord Perez and the authorities to be lenient and/or turn them over to what passes for the authorities in the Alley; a gang of thugs euphemistically called “The Trashmen” or “Trashers.” 20% are Anarchist, 25% Aberrant, the rest Miscreant and Diabolic alignments, most are 4th to 7th level thieves/bandits, bounty hunters, assassins or the equivalent of a Military Specialist/Commando, with 5% are Bursters, Zappers or other Psychics, another 5% some practitioner of magic; 65% are D-Bees.

Some notable Places in Rogues’ Alley

11. The Good Job, Body-Chop-Shop. Repairs, improvements, up-grades and implants, all at 20% above list price. Good workmanship.

12. Blazing Eagle Tattoo Parlor: Also the front for a smuggling ring that deals in CS items, including weapons and armor. Prices are high.

13. The Black Arts: A dingy store that sells a variety of herbs, poison and magic items. It is run by an ugly hag suspected of being a Witch, and her husband, known to be a Necromancer.

14. Accelerated Revenge: A Juicer conversion shop. The price; Two years of service to the Black Market and you are on your own. No refunds, no detox.

15. M.O.M.’s House of Wonders: Another augmentation facility, this one offering M.O.M. conversions. Similar deal as the Juicer Conversion Shop, get turned into a Crazy for only four years of service to the Black Market and then you are on your own.

16. The Resort: A place where fugitives can go to get plastic surgery or cyber-disguise implants to change their appearance. Bio-System skin grafts with new fingerprints are also available for 50,000 a hand, and new bio-system eyes (to trick retinal scanners) for 10,000 credits more.

17. The Imperial Pawnshop: The largest of the dozen pawnbrokers in the Alley. The Pawnshop buys, sells and trades almost anything. A direct purchase by the shop typically gets the seller 5-10% of the going price, 15-20% for weapons and 20-30% for magic items and other exotic things. Trading goods for items in the shop will garner the seller an additional 10-15% worth for his trade items.

18. The Best Hotel — Lowest Prices In Town: This 200 room hotel offers reasonably nice rooms for the pittance of 20 credits a night. It is run by the Black Market and has such low rates to lure visitors to their part of town and fleece them at the many other places of business.

19. Psychic Fortune Teller: 10-20 credits for a reading. The most common advice is for luck at the casino, taking a chance, and living life to the fullest. The psychics and their assistants can also direct the disenchanted and discreet inquirers to places and people who can help them get revenge or the means to acquire what they want. For a price, of course. It is also a front for Psychic Assassins working in Ontario and Quebec.

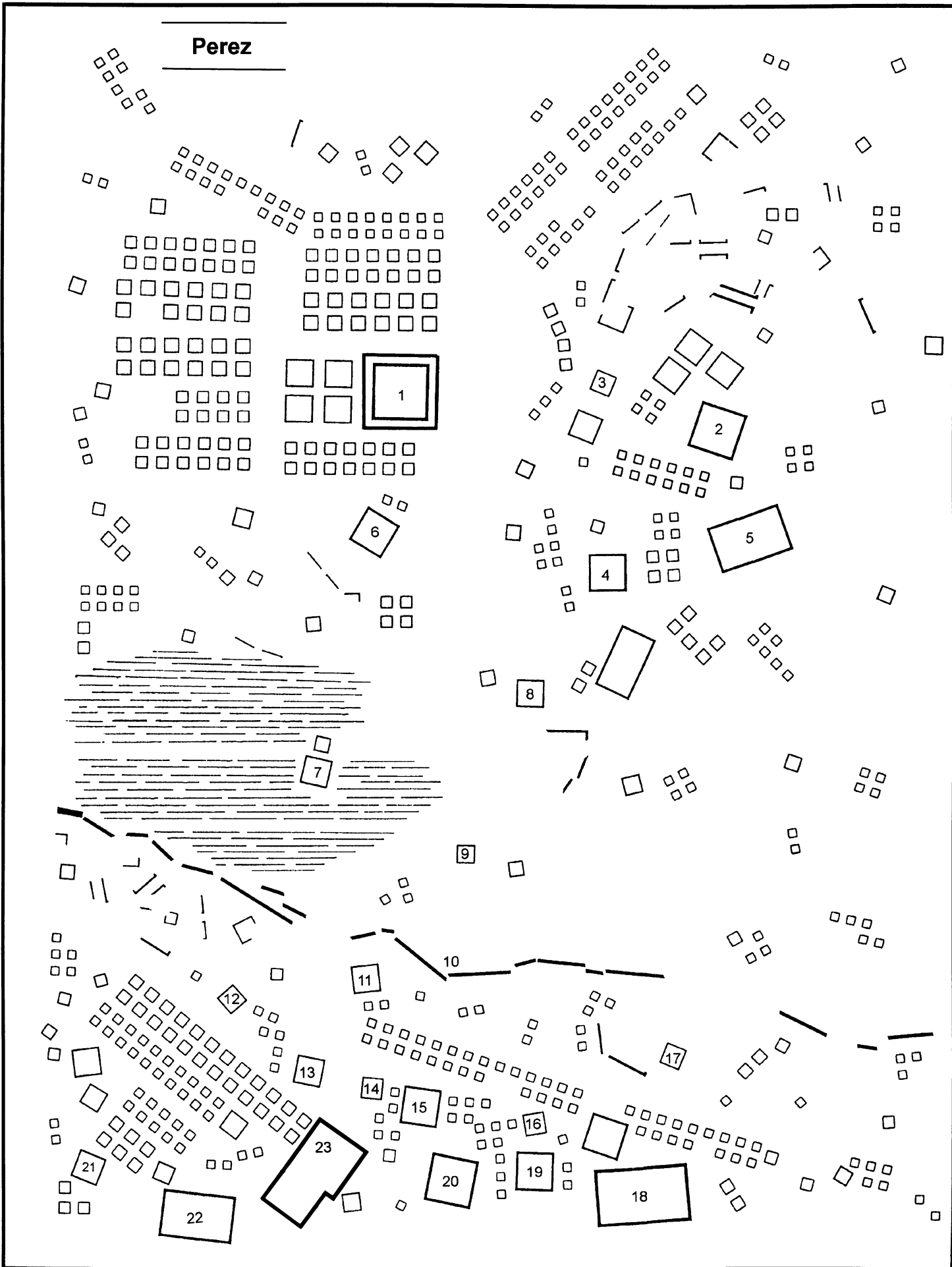
20. The High-Roller Casino: Your typical casino with slot machines, cards, dice, booze and women. The booze is cheap and so are the women.

21. Black Heart’s Club: A very exclusive nightclub and casino. Only those who can afford a 500 credit cover charge and can prove they have 30,000 or more in credit or tradeable goods to spend on gambling are allowed in. A pair of muscle-bound Vanguard Brawlers (rumored to actually be a pair of shapechanging demons) enforce this rule to the letter. In addition to high-stakes gambling, the Black Heart’s Club is rumored to be a place where the local Black Market kingpins come to relax, hold private meetings and cut special deals (“guests” of these gentlemen get in free, but must usually accompany one of them or one of their recognized lieutenants). The place is protected by both magic and technological means. The club manager (it is owned jointly by several of the local Black Market lords) is a mysterious figure reputed to be a high level Shifter, and is assisted by his mistress, a Succubus. **Note:** Quentin R. Perez has had the “privilege” of visiting the Club and knows that it lives up to its reputation in every sense of the word.

22. Weapons For You: An armory with every Northern Gun weapon and Black Market knock-off of CS and other weapons ever made, and a small selection of body armor. Prices are book price. Gladly sell and trade for weapons, E-Clips, and body armor. The trader can usually get 40-50% of book value in trade (sorry, no cash purchases from individuals). Recently expanded to accommodate the War.

23. The Garage: A huge operation with three separate garages. These Operators can fix up, rebuild and modify any type of conventional M.D.C. vehicle or power armor, and do basic repairs on most robot vehicles. Prices are 20-40% higher than book. If you don’t like it, go elsewhere, but not in this town, because they own the vehicle repair business in Perez.

Perez



Fowlerville

Located near where Bronte once stood

Fowlerville is the epitome of the two-robot town. It is little more than a rural lumber town with delusions of self-importance and a grand future. This is exemplified in the self-proclaimed ruler of the village, James T. Fowler. He is clearly the big man and he revels in it. It was Fowler, a surprisingly skilled painter compelled to “answer the call of adventure and greatness,” as he is often quoted to say, who made Fowlerville what it is today. One of Fowler’s “gifts” is supreme confidence that has enabled him to bluff, boss and finagle his way through the world with amazing luck and good fortune. After a decade of adventuring, Fowler was looking to settle down and “build an empire,” when he stumbled across a nameless logging camp. This community was under the control of a tyrannical Crazy and a platoon of Psi-Stalker raiders who followed his every command. These low-lives had survived for years as bandits and murderous mercenaries before they decided to claim the camp as their own. They made fast work of any opposition, brutalized the families living there, and basically took over as despot rulers of an insignificant settlement. They forced the people to slave for them, giving them in return only the barest necessities to live on.

Fowler recognized the injustice and decided to “set the people free.” Supported by his crew of fellow adventurers (all seeing themselves as heroes), Fowler walked up to the Crazy, bold as brass, stared into the villain’s eyes and told him to leave, lest he and his men be destroyed. In a move as fast as lightning the Crazy struck the lunatic who dared to challenge him. Only his armor (barely) saved Fowler from a Vibro-Blade to the heart. The sudden and powerful attack knocked him off his feet. It was only by his amazing luck and the hair-trigger of his ion pistol that he would live to see another day. The gun that hung at his waist went off when he hit the ground, the discharge blowing the head off the unarmored Crazy as he leapt on top of Fowler to finish the job. Two Psi-Stalkers came charging to help their leader, a pack of others close behind them. However, they froze in shock and disbelief when they realized that the man who had led them for so many years laid dead at the feet of his opponent. Fowler took the opportunity to blast the living daylight out of them with his particle beam rifle, while one of his crew (notorious for overkill) tossed a fusion block into the crowd of henchmen. When the dust cleared, Fowler and his men stood triumphant. Whatever outlaws may have survived, fled and were never seen again.

The innocent people rejoiced when Fowler announced they were free, and quickly accepted him as town Mayor and Magistrate when he and most of his crew offered to stay and build an empire. In gratitude, the people named their community Fowlerville.

It has been 12 years since that fateful day, and while Fowlerville has seen incremental growth, and certainly enjoys its freedom, it is still little more than a tiny town. To his credit, Fowler and his men have established trade with *Lazlo*, *Perez*, *Burleston* and a handful of other local communities, as well as fighting off more than a few bands of raiders.

“Downtown” and a handful of nearby residences (including his own) is powered by electricity generated by the sawmill and

hydroelectric works upgraded a few years ago by the Techno-Wizards at Lazlo as payment for lumber.

Always attracted by glitz and glamour, Fowler has built a playhouse and movie theater, not that the town gets many visitors. His plan is to capitalize on the local renown and mercenary trade enjoyed by *Perez*. To that end, the overconfident Fowler has established the **Fowler Film Studio** — his greatest accomplishment (at least in his mind)! This outfit, headed by Fowler of course, makes most other second-rate film productions look like Hollywood masterpieces. Fowler Films are just some of the cheesiest, badly written and poorly acted movies ever made. Meanwhile, Fowler thinks every film is a masterpiece and can not understand why they get such bad reviews or why so few people come to his theater.

Despite this, Fowler has established a nice, safe, little community that he expects to turn into a boom town any day now. Although it does not offer much to adventurers and guns for hire, it is suitable for getting basic supplies, good food and some peace and quiet — just stay away from the movie house, even on “free nights” every Monday and Wednesday!

Population: 302 with another 67 in the surrounding area outside of town (mostly farmers and trappers).

1. Magistrate’s Office and home of Magistrate Fowler and his family: two boys, three girls (all under the age of 8) and a wife, Laura.

2. Village Square.

3. General Store. Usual fare, fair to low prices, with great buys on works of wood.

4. Furrier & Tailor.

5. The Skunk Drunk Saloon.

6. Jail House. Four of Fowler’s old adventurer buddies run this place, but they rarely see any trouble from the townsfolk. What problems arise usually come from outsiders. There are four jail cells that can accommodate up to 30 prisoners.

7. The Fowler Playhouse: This establishment actually puts on some pretty good shows. Live theater where plays, concerts, dances, and other shows are performed. Closed Sunday, Monday and Tuesday, amateur.

8. Furniture Maker.

9. Barrel Maker.

10. The Fowler Cineplex. A lavish three theater building, the exterior covered in neon lights, with two large spotlights in front. Each theater area holds 1000 people even though the entire population of the village can fit into one with plenty of room to spare. **Note:** Fowler never refers to Fowlerville as a village, but as a “vital and growing town.”

11. Boat builder and Lumberyard. Specializes in building barges, canoes, kayaks and small to medium-sized boats of all kind. 80% are simple canoes, sail and motor boats, but 15% are larger vessels with modern features and 5% are high-tech vehicles (most imported from Northern Gun or Manistique and customized at Fowlerville). They can also repair wood vessels of most any size. Prices are fair and the craftsmanship outstanding.

12. Fowlerville Lumberyard: This is the main lumberyard, right near the Sawmill, and it is huge.

13. Wheelwright.

14. Hydroelectric works.



ECC

15. Sawmill & Storage Yard: This is where the lumber is processed, the storage yard contains wood earmarked for trade.

16. River docks and Fowlerville Cargo transport.

Town Defenders: 12 Town Defenders/Lawmen. Half are Fowler's old adventuring buddies; average 5th level of experience (Fowler is 6th). Plus a volunteer town militia of about 50 men, all outfitted with light to medium body armor and armed with laser pulse rifles compliments of a trade deal Fowler made with Northern Gun two years ago. The most notable include:

- Karl "Time Bomb" McDuffie, who pilots a Flying Titan Power Armor with its standard complement of missiles, 2-4 Type Two Fusion Bombs and a half dozen grenades that he likes to drop on marauders. He is 7th level and a little off his rocker, but a well meaning fellow (Anarchist, but loyal to James T. Fowler and the townspeople). Yes, it was Time Bomb who threw the Fusion Block into the crowd of Psi-Stalkers. He has the Demolitions and Demolitions Disposal skills and loves fireworks.
- Two Northern Gun Samson Power Armor.
- One NG-V7 Hunter Mobile Gun.
- One NG-W10 Heavy Labor Robot.
- And a full conversion cyborg named Bob; 6th level 'Borg.

Burleston

Located near the old city of Milton

Burleston is a small agricultural town that also raises cattle and livestock (pigs, geese, chickens, etc.), but it is as a breeder of fine quality horses for which it is building a reputation. All in all it is a quiet and cozy little town. However, don't let its rural setting and pleasant, soft-spoken residents fool you. The people of Burleston know how to take care of themselves, and they stick together, so cause trouble with one and you are likely to have the entire town come down on you.

The Mayor is Robert Kent, a strong and capable leader who has mastered the art of giving people direction and motivation with few words. He is a 9th level Rancher/Cowboy and amateur Rogue Scholar. He also likes to draw and whittle. He is smooth, soft-spoken and fatherly, his steady voice lending others a sense of calm and security during times of trouble.

Notable Places at Burleston

Population: 674 residents (40% D-Bees) and 4D6x10 transients/visitors at any given time.

- 1. Burles Horse Ranch & Stables:** Run and owned by the founding family of the town.
- 2. Cattle Ranch.**
- 3. Pig Farm.**
- 4. Dairy Farm.**
- 5. Slaughter House.**
- 6. Crop Farms.**
- 7. Trading Post.**
- 8. Boarding House:** 40 credits a night, good food.
- 9. Dance Hall.**
- 10. Saloon.**
- 11. Jail.**

12. Constable's Office & Militia HQ.

13. Farmers' Market.

14. Blacksmith and stables.

15. Auction House (plus barn and stables): Mainly for horses and livestock, but crops and other things can be sold here too.

16. Museum. Tiny; mostly pre-Rifts artwork, plus some local, modern-day artists, including a long line of the ancestors of the town founders. One is a pre-Rifts science fiction artist from the 20th Century and is believed to have been quite famous.

17. Church.

18. Town Hall.

19. Library (tiny).

20. School House.

Other Places of Note

Okeemo: Located where Orilla once stood, off the shores of Lake Simcoe is a sprawling, rambunctious town of Psi-Stalkers. The "town" is basically a large trading post that welcomes anybody, but is mainly visited by mercenaries, adventurers, trappers and huntsmen. About 300 "civilized" (sort of) Psi-Stalkers operate and live in the town proper, along with 300 other D-Bees. There are only a dozen human residents in the entire place, although trappers trade here regularly. Another 12,000 Wild Psi-Stalkers are members of the Okeemogar tribe that lives around the town. Actually, these nomads consider the entire lake and surrounding forest to be their "territory." The Okeemogar Tribe is divided into 6 subgroups, most of whom can be found wandering somewhere in the region around the lake. The town welcomes anybody who wants to come and trade or stay for a while, but it offers only low-tech goods and services. Most buildings don't even have electricity or running water.

Ottawa, the old Capital of Canada, has fallen upon dark times. It suffered and fell during the first decade of the Dark Age when it could not handle the thronging multitudes coming to them for leadership and safety. When the Government completely collapsed, so did any semblance of society. Rioting and gang wars tore the city apart. A plague killed nearly a million, and marauding humans, evil mages and demonic creatures tore most of the city down.

Over the years, Ottawa has become a small, lawless community dominated by D-bees and wild men. It has a population of about 3,000 (70% D-Bees) and is more of a raiders' and bandits' town than anything else. Most honest people keep their distance. However, the number of guns and warriors in the district has allowed several farming communities (who trade with the outlaws and mercs) to grow and prosper. There are at least a dozen sizeable (100-200 people) farms around Ottawa.

New Hope & Unity. New Hope is built on the ruins of the old pre-Rifts city of Port Hope and Unity is located near what was once Cobourg, both on the banks of Lake Ontario. **New Hope** is a strong and independent wilderness town of nearly 1,500; all human. **Unity** is smaller with only 900; all human.

Both towns are comprised of militant human supremacists. They run D-Bees out of town on a rail and kill those who resist or show any defiance. There are also several dozen groups (6-15) of townspeople who go out regularly “hunting D-Bees,” and “D-Bee lovers,” killing them for fun and sport. They leave Psi-Stalkers alone because they are so numerous and if the Coalition States accept them they can’t be all bad. They also stay away from Lazlo, “the city of sin and depravity” as they call it, because it is too large and dangerous “with all the monsters and magic men who live there.” However, some of the bolder groups or those who join forces (20-50 men) will raid some of the smaller outlying towns and attack merchant caravans and small ships.



They subsist on fishing, hunting and a bit of farming and logging. Both towns have ports, with New Hope having a very substantial one. Both trade regularly with lake and river pirates, freebooters and mercenaries (particularly New Hope, the more advanced and dangerous of the two towns). Unity has opened relations with Iron Heart by keeping them informed about the happenings and goings-on at the D-Bee loving City of Lazlo and surrounding communities. They even have a tiny CS outpost with 40 Power Armored troops, and two (antiquated) UAR-1s (and one Death’s Head Transport) from Iron Heart stationed in town. Unity is hoping to achieve official status as a CS ally and maybe even establish trade relations. The CS has already “rewarded” them with the sale of some older style CS weapons at below wholesale prices (after all, they’ll be used for the good of humans destroying D-Bees and their supporters).

Fort Huron is a prominent trade town in the Native American domain known as the *People’s Nation*. It is located where

Bruce Mines once was, near Sault Ste. Marie. However, the “nation” composed of Iroquois, Cayuga, Onondaga, Mohawk, Seneca, Tuscarora, Oneida, and the Algonquin, Delaware, Blackfoot, Ojibwa, Micmac, and Cree, claims the territory along the Georgian Bay, and northern Michigan (excluding the upper Peninsula) along Lake Huron as their land. A full ninety percent are Traditionalists who live the old way and who will have little to do with D-Bees or “civilized” White Men (Coalition States, Northern Gun, Manistique Imperium or most towns and cities). They do trade with some farms, homesteads, trading posts, and tribes of Psi-Stalkers, occasionally Noli Bushmen. Estimated total population is 32,000.

The Coalition State of Iron Heart is among the only remaining footholds the CS has in Canada. With the recent succession of Free Quebec, the *City of Iron* has called for an increased military presence along the northern and eastern boarders pending an invasion by the renegade State. This focusing of military strength means there has been little Coalition activity elsewhere in the lands of Canada. Before this, Chi-Town guided Iron Heart’s focus to the Xiticix threat, always keeping the community from launching expeditions into northern Canada. Chi-Town propaganda has routinely suggested against Iron Heart leading its own intelligence teams into Canada, bringing up the more “urgent fronts” like the Xiticix and Quebec as being more immediate threats to the security of the State itself. Understanding this, Iron Heart has concentrated its efforts on security, rather than exploration or developing the surrounding area (there are numerous satellite communities and trade towns who would gladly officially join the State of Iron Heart. And yes, most are human supremacists).

Iron Heart is one of the strongest members of the Coalition States (at least now that Free Quebec is gone). It is located at the old city of Sudbury and surrounding communities. Like Chi-Town, much of it is contained in a Mega-Damage fortress, but there are also large expanses of city outside the fortress at its core. This is in addition to the sprawling ‘Burbs. Currently, Iron Heart is caught up in the machinations of Emperor Prosek and his wars. They loyally support whatever requests and decrees that come from Chi-Town without fanfare or question. They just do what is expected of them, which is why that State is quickly becoming the Emperor’s favorite after his own Chi-Town. **Design Note:** I eventually plan on doing an entire book on Iron Heart, so it is pointless to elaborate much further. They have all the advanced vehicles, weapons, military and basic government, organization and resources as any CS State. Currently they are focusing on the two explosive war fronts, with 125,000 troops sent against Free Quebec and 50,000 going to Tolkeen. However, they are becoming alarmed with increasing activity by the Xiticix, and fear the insect-aliens represent a rapidly growing problem that could explode into a third war front the CS will be forced to contend with.

Some Final Notes about Ontario

Ontario continues to harbor the most “human life” in Canada with the presence of the Coalition State of Iron Heart, Lazlo, Ottawa, Fort Huron, and hundreds of tiny towns, trading posts, farms, and homesteads. Much like the northern United States, the wilderness is largely a mixed forest of deciduous and coniferous trees. Animal life is about the same too, with polar bears inhabiting much of the coasts of Hudson Bay and James Bay.

The dominant geological element in **Ontario** is the *Canadian Shield*, a vast plain of land composed of Precambrian igneous and metamorphic rocks, which underlies much of the province. To the southwest of Hudson Bay and James Bay, and between Lakes Erie, Huron, and Ontario, younger sedimentary rocks dominate. The most striking topographic feature is the *Niagara Escarpment*, which forms a transportation barrier from *Niagara Falls* to the *Manitoulin Islands*. Not to mention a picturesque natural formation and source of hydroelectric power for surrounding communities (which is, unfortunately, a common excuse for wars and hostility between any communities there).

The soils of Ontario are typical of humid temperate climates with coniferous forest growth. Southwestern Ontario has gray brown podzols underlying a deciduous forest that changes as one moves northward into a mixed forest. Brown podzols reach into northern Ontario where coniferous forests dominate. The northern Ontario podzol soil zone supports boreal forests with firs, spruces, tamaracks, and jack pines. Much of northern Ontario, below Hudson Bay, is bog/marshlands and rock, and the Hudson Bay lowlands have tundra and deep bog soils interspersed with marshes and muskegs.

Animals valued for their furs include mink, otter, and beaver, as well as moose, caribou, deer, bears and other large game. Trout, whitefish, herring, and walleye are found in abundance and the farming of corn, mixed grains, barley, and winter wheat are among the major crops. A good portion of all farm income is derived from livestock with dairy farming taking a rather small piece, though still an important, growing industry.

Large deposits of nickel and copper, with associated lead, zinc, gold, silver, and platinum, have been rediscovered in the Sudbury basin, and are currently under CS control. North America's (and the Coalition's) largest gold (and iron) fields were discovered north of Iron City (City of Iron; Old Sudbury) at the towns of *Old Porcupine* and *Old Kirkland Lake* with uranium fields located at *Elliot Lake*. Major iron, copper, zinc, and silver deposits were also found near Old Timmins. All of the previous locations are parts of CS Iron Heart and considered property of the Coalition States. Therefore, they are heavily guarded and under direct military jurisdiction.

Furthermore, there are many orchards and wine-making communities in and around the Niagara region; mostly small to tiny communities of 50-200 and homesteads, as well as small orchards and farms. In Niagara, the Escarpment acts as a buffer for the on-shore winds from Lake Ontario. The presence of these bluffs creates a circular airflow which eliminates frost and blows away fog and mists that could enshroud the vines and cause the grape clusters to rot. Of course, this is also beneficial to shore communities and commuters through the area since the absence of fog makes for safer passage. The major grape varieties include *Pinot Auxerrois*, *Chardonnay*, *Gewurztraminer*, *Pinot Blanc*, *Riesling*, *Seyval Blanc*, *Vidal*, *Pinot Noir*, *Gamay Cabernet*, *Sauvignon*, *Cabernet Franc*, *Merlot*, *Marechal Foch*, and *Baco Noir*. Needless to say, these grape-growing communities receive their major revenue from producing and exporting wines all over the known world. Many of these communities are unbiased to whom they sell to, or trade with, partly because money and notoriety is a more of driving force than petty racial issues. Free Quebec accounts for 50% of their sales, Iron Heart 15%.

The Great Canadian Wilderness: Beyond the Coalition State of Iron Heart is mostly a hostile and remote wilderness (even the lands claimed as the People's nation). To the north is the monster filled Hudson Bay. Northeast, the Tundra. To the west, Xiticix Territory, a hostile and deadly region that is rapidly being transformed into an alien environment by the Xiticix aliens. Beyond them bits of civilization begin to reappear as cattle ranches, outposts and homesteads in the southern prairies and light forests of western Manitoba, Saskatchewan, and Alberta. However, to the north is the desolate Tundra and as one approaches the Canadian Rockies, human and D-Bee life is replaced by herds of roaming monsters, dinosaurs and demons. Beyond the Rockies is a land few modern Canadians have ever seen. A land of dense (cold weather) rainforests and bionic centaurs. Beyond that is Alaska and the ocean.



Manitoba, The Hivelands

Xiticix Territory

Even before one reaches the eastern border of Manitoba the presence of the Xiticix can be seen and felt. Individual scouts and hunters as well as small groups of 3-12 are encountered as far east as the old **Chapleau Crown Game Preserve** and the **Kapuskasing River**, and as far north as **Hudson Bay**. Start-up hives have been found and destroyed along the northern coast of Lake Superior and small swarms can sometimes be seen flying over its waters.

It is beyond **Lake Nipigon** that the Xiticix can be spied more regularly, two or three a day, sometimes more, or in greater numbers. It is clear they have staked out this land as theirs, for even these small groups often attack humanoid travelers or return with a small squadron of 6-10 warriors. Most inhabitants, woodsmen, mercenaries and adventurers independently kill advance scouts from the Hivelands encroaching into Ontario and lower Michigan (they seem to recognize the Upper Peninsula as a rival hive and, for the moment, leave it unmolested). The hope is to slay enough of them to convince the insectoids that this



land is not available for their taking. Regrettably, western Ontario, like Manitoba, is a vast tract of wilderness with fewer than one living humanoid (D-Bee or human) per 10 square miles (26 sq km)! Thus, there are woefully too few people (even Psi-Stalkers) to give the Xiticix the slightest pause. In fact, start-up hive colonies (tiny hive clusters) and outposts (one or two hive buildings with fewer than two dozen Xiticix) can be found scattered throughout the lower southwestern portion of Ontario and northern Minnesota.

Even pacifists and peaceloving people see no recourse but to kill the bug men, like the infestation of insects they are. They seem to share nothing in common with life as we know it, mercilessly killing all humanoids they encounter and clearly seeming motivated to take over our world. To many it is as simple as kill or be killed. Recently, Coalition Intelligence (much of it gathered by Iron Heart expeditionary forces into the Hivelands) has discovered that there are more variations within the Xiticix race than originally believed. As many as a dozen or more distinct Xiticix species, each with its place in their ant-like society. All dangerous.

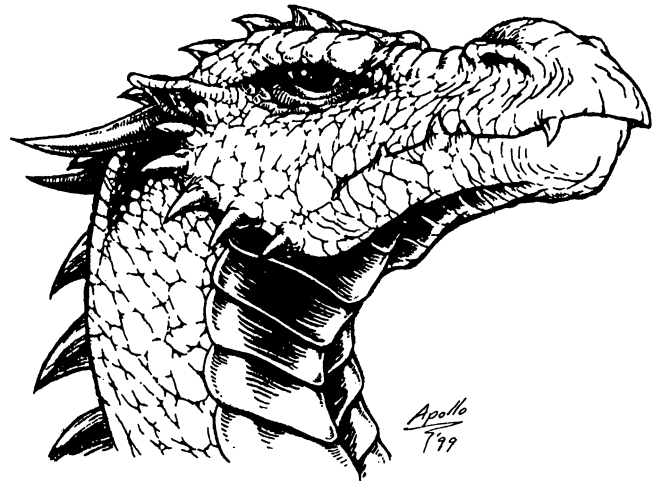
For travelers heading west, it is safer and faster to go around the Xiticix Swarmlands in Manitoba and northern Minnesota than through them. Brave adventurers traveling into the Hivelands can expect to fend off attacks every few hours from lone Xiticix scouts and hunters to small swarms. If the humanoids draw too much attention to themselves, they will be overwhelmed by hundreds intent on ridding their territory of the "human invaders." The Xiticix are hostile and aggressive in the extreme, and regard most intelligent life forms, particularly humanoids who enter their domain, as mortal enemies to be repelled or destroyed. The Xiticix are also transforming the land, turning forest into an alien landscape covered with their sprawling, mushroom-like hive towers. In 100 P.A. most scholars estimated that there were only 20,000-30,000 of these invasive aliens. Even then, the CS projected their numbers to be at least three times greater, while Native Americans and Wilderness Scouts warned that their true numbers were easily 10 times greater! They were right.

Left unchecked, the Xiticix population of about 350,000 has grown to nearly 1.6 million in only five years! The same wilderness folk scream in terror as these monsters appear to be growing at a rate bordering on geometric proportions. If that is the case, they will cover all of Manitoba, Minnesota and western Ontario in 8-10 years and number into the tens of millions. According to the *Council of Learning* at Lazlo, their scholars, psychics and mages now believe the *Devouring Swarm* so many had foreseen in visions were not the Mechanoids, but the Xiticix. They now speculate that the immediate danger of the Mechanoids had gotten mixed and confused with the Xiticix, and now that the Mechanoid threat seems to have gone, they recognize it is the bug men who threaten life in North America, if not the world. Plato, Head of the Lazlo Council of Learning, recently made this address:

"I have the utmost respect for my psychic colleagues, but prognostication is far from being an exact art. The future is ever in motion, constantly changing. Perhaps they were wrong about the creatures called The Mechanoids. Perhaps they were not. Personally, I believe the Mechanoids were indeed the first Great Danger. And I, personally, am not convinced that danger has

passed. Be that as it may, the Xiticix threat to life as we know it is genuine. People forget that the early sages warned of *seven* — not four Great Dangers. Somehow this has been forgotten or misinterpreted. So the world awaits the final two, assuming the first two, The Mechanoids and the Four Horsemen of the Apocalypse, have been thwarted, and dismiss the other three Dangers out of hand. I know all our hearts are in agreement when I say I hope the first two Dangers have been averted. But there are a total of seven. The faces of the other dangers remain lost in the motions of the future, but whether the Xiticix are one of them, or not, they *are* a danger not to be taken lightly.

"We of the Council of Learning, and all of us at Lazlo, cherish and revere life in all its myriad forms. To us, there is nothing more abhorrent than to advocate genocide against any one people. And yet ... and yet, with the Xiticix we see no other way. We have tried every known means of communication with these ... fellow life forms, but they refuse to answer us. It is possible they are so alien that the boundaries of communication can not be bridged. I do not know. We continue to try, but do so with little hope for success. The Xiticix may be so insect-like that we are beyond their comprehension as anything other than a rival life form competing for the same world. A world they mean to conquer. And conquer they have. Methodically and ruthlessly they spread across the land and make it theirs. They kill any being who represents the slightest danger, and not only do they attack all who enter their domain, but as they expand their borders into new lands, they eliminate all in their path. They are like angry locusts whose hunger can not be satisfied.



"Still, it is with a heavy heart that I proclaim the Xiticix a plague upon this land. A cancer that must be cut out and destroyed, before it can devour our world. I shudder to think how much these words sound like those spoken by Emperor Prosek against us. But we do not suggest slaughtering those who are different from ourselves only because they are different. We must stand against a ravaging beast at our door.

"This, my friends and colleagues, is *our* war. For none, other than the Coalition States, seem to realize the danger, or if they do, they lack the power to do anything about it. We do not. We are strong. Who else if not us? And so it is by the ironic hand of fate that our very love of life compels us to go to war and take life. I am as numb by this paradoxical revelation as you must be, and I have had the luxury of pondering it for many months now. It is time for us to take a stand. Protect the innocent. And stop the *Devouring Swarm*.

“As we look toward the sad days before us, I can not help but think — all the more unfortunate the conflict between Tolkeen and the Coalition States is taking place. For together we would almost assured a victory against a true common enemy. Regrettably, these parties see things otherwise. They are committed to self-immolation in a war of pride and hate. The powers at Tolkeen respond to us only with chastisement for not joining their fool’s battle against the Coalition. We have even shared our concerns with Chi-Town and Iron Heart. We know they see the danger, but they refuse to respond. In their eyes, we are as much evil monsters as the Xiticix. Lord Coake of the noble Cyber-Knights says he will do what he can to help us, but with his fabled legion splintered, with scores joining the side of Tolkeen, much of his remaining heroes are dispatched to contain the dark forces at Calgary and the creeping darkness in Mexico. He fears there is little he can do. And so we stand alone before the *Devouring Swarm*.”

“The two Councils are considering strategies and tactics even as I speak. They should have a plan of action ready for implementation within two months, for we must move swiftly. I can tell you that we plan to take the war to them rather than bringing the Xiticix sweeping down upon our great city and our friends around us. We welcome all suggestions.”

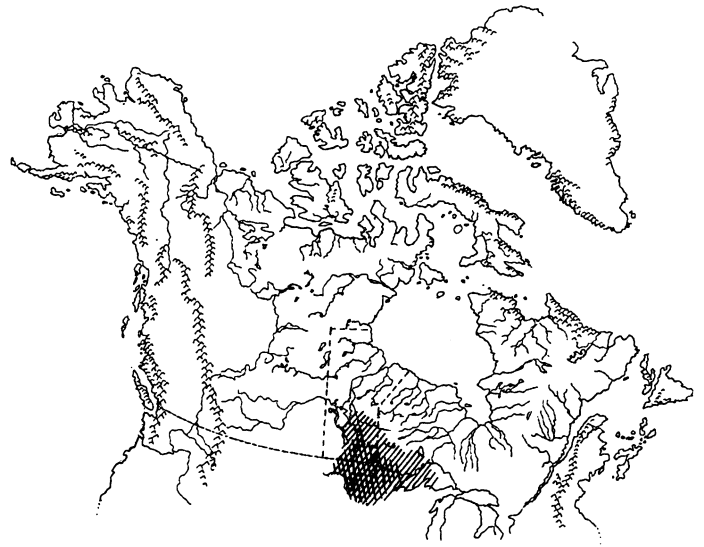
Plato’s address to the people of Lazlo
— *Summer, 105 P.A.*

The Psi-Stalkers’ war against the Xiticix. An estimated 100,000 Wild Psi-Stalkers prowl the forests of Manitoba and western Ontario. Their primary prey, the Xiticix. Only they don’t stop with a nick and a fright, they kill them. In fact, it is the Psi-Stalkers who have helped to keep the insect-like invaders from growing and spreading faster than they already have. These Psi-Stalkers will gleefully join any full-scale battle against the Xiticix, plus Lazlo’s efforts are likely to draw an additional 50,000-100,000 to the region (along with thousands of other D-Bees).

A Geographic Overview

Manitoba is a land of a thousand lakes, with Lakes Winnipeg, Manitoba, Winnipegosis, and Cedar being the largest. Most of Manitoba is a reasonably flat land, although there are hills and the land is quite varied. The lower half of it is covered in long grasses, mixed forests, and marshlands broken by many rivers and lakes. To the north lies tundra and boreal forest with rolling, wooded areas in the central region, and grain-rich plains in the southwest. Along Hudson Bay are the bogs.

The climate and rolling hills and valleys in southern Manitoba make it ideal for agriculture, particularly grain crops, and the dairy industry was very lucrative here before the Coming of the Rifts. The many rivers also offer a vast source of hydroelectric power, which can be used to power most small towns and logging mills. Several large deposits of copper and zinc have been discovered near the old city of Winnipeg (Xiticix Central), as well as small deposits of gold, silver, nickel, iron, lithium and tin found on the eastern border of the old Province. Selenium (a semi-conductor) and tellurium (used in industrial thermoelectric apparatuses, making rubber, and as a component in gasoline) are components extracted from gold and silver.



However, as noted earlier, much of Manitoba is dominated by the Xiticix, with their greatest numbers being south of Hudson Bay, but they can be encountered throughout the Province. Their aggressive and murderous behavior greatly limits other humanoid life forms and prevents the formation of towns and cities. Consequently, what human and D-Bee life is found in this Province tends to be in the northern half and is limited to homesteads, tiny farms, and nomadic tribes. Even villages with fewer than one hundred people will be swarmed upon and decimated by the Xiticix. Only tribes, clans and groups of people constantly on the move are spared. Somehow, the Xiticix do not see nomads as encroaching on their domain, and as long as they steer clear of major Hive communities, the Xiticix tend to ignore them (or are satisfied with chasing them away).

Hudson Wheigh

By Eric Thompson & Kevin Siembieda

Estimated Population: 38,000 people

Humans: 64%

Psi-Stalkers: 23%

D-Bees: 13%

Hudson Wheigh, also known as the “Little City of Hudson” by the Inuit and Wild Psi-Stalkers in the region and up north, is an oasis of civilization and technology in the middle of wilderness and danger. The Xiticix to the south are its most immediate concern, but the community is afraid of most outsiders, especially those heralding from other “civilized” kingdoms or possessing advanced technology (such as power armor, robots, cyborgs and advanced aircraft, ships and combat vehicles), and refuse to let them into the city (there are two trading posts outside the city and some of the surrounding farmers will take boarders into their homes). They have heard only bits and pieces about the Coalition States, Free Quebec, and Tolkeen, but enough to know they want no part of them. Moreover, they avoid contact with most other places of civilization, including Lazlo, mercenary companies and pirates operating in the Hudson Bay.

Surprisingly, Hudson Wheigh has thrived in its isolation, becoming a truly large, independent City-State. Like Tolkeen and Lazlo, it is a mix of the modern and magical with the outright fanciful. It has a more rugged, blocky fortress and industrial ap-

pearance than either Tolkeen or Lazlo and has built some truly amazing constructs. The massive, 60 foot (18.3 m) tall and 50 foot (15.2 m) thick outer walls and even taller lookout towers made of M.D.C. stone and concrete gives it a castle-like appearance. Inside the walls, the place looks more like a modern city with streets, lampposts and buildings that look like something from one of the Burbs. However, even most of the buildings and homes inside the city have a big, bulky, blocky industrial look to them, with pipes, smoke-belching chimney stacks and huge, strange mechanical contraptions (TW creations) jutting from the sides of buildings or roosting on top of them. All kinds of strange machines and devices (the creations of Techno-Wizardry combined with existing technology) provide lights, heat, air conditioning, power and protection. The bulk of the city's energy comes from one of two hydroelectric plants, with the second mainly for auxiliary purposes. Meanwhile, Warlocks use their magic and Elemental Beings to mold the very earth into the walls of fortifications and buildings, just as they channel and redirect the flow of water to keep away monsters and pirates, use fire for power and defense, and hurl blasts of wind and lightning at those who threaten them.

Hudson Wheigh is located at a place once known as **Gitlam**, off *Split Lake* where the *Nelson River* connects the lake to the Hudson. Both bodies of water are wider and deeper than they were during pre-Rifts days. To the east is the bog, to the northeast, Hudson Bay, to the northwest, forest and then the tundra. To the south are Xiticix Hivelands. They are fortunate that the Xiticix inhabit the lands deep south, with the nearest Xiticix 125 miles (200 km) away and the heaviest infestation a good 200-300 miles (322 to 482 km) farther. Still, they and many of the homesteads and farms around them regularly endure raids, probes and incidents involving Xiticix scouts and warriors. The worst against the city was two years ago when they obliterated a war party of at least 1,800 of the aliens (some estimates place it closer to 3,000). Since then, there have been an increased number of small squadron attacks, but nothing humongous. However, the people at Hudson Wheigh are not fools and know sooner or later, they will have to face a legion of Xiticix warriors numbering into the tens of thousands. They hope their fortress defenses, magic and Techno-Wizard devices (cannons, armor and vehicles, among others) will be enough to force the monsters away. Some people have opted to leave the city, heading north or southeast, but most remain, with more arriving every month to enjoy the luxuries of this magical place.

There are a series of tall buildings set up on multiple levels of man-made concrete plateaus that line the lake shore and inner city. Most of the inner city buildings are apartment style, multi-level buildings although few stand taller than six stories for fear of being too vulnerable to the flying Xiticix. The main street is wide enough to drive tanks through, three abreast, and made of a fabricated cobblestone work with brick curbing and concrete sidewalks.

Technology & Industry

Hudson Wheigh has many strata of industry and tries to take advantage of its many resources. This is what makes it so strong and independent, and if it ever opened itself up to trade with those around it, the City-State would double in size within two years (quadruple in 10) and become one of the largest and

wealthiest independent kingdoms in North America, let alone Canada. Of course, the inhabitants don't want that. They like being small, unnoticed and left in peace. Thus, they actually hide a lot of their resources and manufacturing capabilities, hoping that they won't become a target for the Coalition or some would-be warlord. Hudson Wheigh engages in manufacturing, logging, mining, smelting, and hydroelectric energy (enough to support a city 10 times its current size), as well as fishing, farming, raising cattle/livestock, hunting, the fur trade, and limited trade with the small friendly communities around them (mostly farms, fishing villages, trappers and woodsmen).

Technology is easily at par with the late 20th century, and although the air is typically sooty, the city boasts cheap electricity, indoor plumbing, an advanced sewage treatment system and infrastructure, as well as air purification systems. The city has working street lamps and traffic lights, electronic shop displays with televisions, radios, VCD players, digital cameras and video optic relays (showing a HUD-like view of gun scopes or optic visors or bands though a monitor display), and a regional television station and three radio stations. The factories on the outskirts of town manufacture everything from parts, industrial machines, and farm equipment to simple vehicles, tractors, bicycles, skateboards and skis. The sawmill and its related factories make furniture and other goods, the textile factory makes most of the community's fabrics and clothing, and so it goes. Less than 10% of all goods and raw materials are imported, and most of that is through trade with local trappers and communities. They have even knocked off a half dozen old model Northern Gun weapons (the laser and ion ones in the **Rifts® RPG**; plasma and particle beam weapons, just as robotics, power armor and bionics, are beyond their capabilities). However, they also have truckloads of Techno-Wizard devices, weapons and vehicles. See the **Rifts® RPG, Federation of Magic™** and **New West™** for a number of TW items (the upcoming Tolkeen series will present many more).

An impressive 71% of Hudson Wheigh's population are literate (with only 3% of the Psi-Stalkers counted among them), but 90% are multi-lingual (speak 1D4 other languages). The educational level stops at high school, meaning that those who seek a higher education typically go to a trade school to find their place in society.

Hudson Wheigh's Psychic Community

Not counting the sizeable Psi-Stalker population, roughly 10% of the people are minor psychics, 3% Major Psychics and 0.05% Master Psychics. The majority of the psychic community is made up of hands-on Operators, Psi-Techs, and other psychics. There is even a new breed of minor psychic character class called the **Psi-Mechanic** or **Psi-Fixer**. These individuals have the usual number of abilities that come with being a minor or major psionic, but also have a mechanical aptitude and the powers of Object Read or Telekinesis (basic) and one of the *Telemechanics* powers (pick only one)! These individuals find work as assistants to Techno-Wizards and Operators, and as repairmen, machine maintenance workers, welders, black smiths, general mechanics, sculptors in metal, builders and designers. Many own their own small businesses or work in groups for the city while others work jobs unrelated to mechanics and their mechanical affinity is seen as a hobby.

Northern Canada

The Yukon, Northwest, and Nunavut Territories, including Victoria Island, Baffin Island & all northern islands.

The image of glacier-covered land and endless plains of snow seems to be what most people imagine when they hear the word “tundra.” Northern Canada and Alaska suffer from this broad and untrue stereotyping. Ironically, this image of a frozen, lifeless world works to the benefit of the inhabitants of northern Rifts Canada (and Alaska). How? Because it keeps potential invaders away, especially “civilized” humans and D-Bees.

True, the northernmost parts are covered with snow for most of the year and layered with permafrost 80-1300 feet (50-400 m) deep, but much of what is considered “tundra” or “frozen wastelands” by outsiders is actually scrub plains and forest. However, small groups of travelers and even well-armed adventurers, especially those unfamiliar with the Arctic, will find the northern territories to be very dangerous. In addition to the severe weather, there are monsters like the Demon Bear, Windigo, Loup-Garou, D’Sonoqua, Russian Demons, mutant M.D.C. bears, packs of wolves, polar bears and strange magic. There have also been unsettling rumors about a cult of demon worshipers who call upon some dark force to give them power over others. The Inuit have not heard or seen any sign of such a cult. They dismiss the rumor as just another fool’s tale told by outsiders in the south about a land they do not understand. The Inuit *should* know whether such a danger exists, but then again, it is a big place and there could be something going on that the Inuit people do not know about.

The land and weather of the Tundra and Arctic are discussed rather extensively in the general overview and cold weather rules presented earlier in this book. The sections on Demons and D-Bees also provides more data on this vast part of Canada and some of its people, legends, spirits and monsters. Other than the Inuit, other Native Americans, Sasquatch in the west, a handful of D-Bees like the *Mastadonoid* and certain monsters, there is not a lot of people up here. Even before the Coming of the Rifts, there were fewer than 35,000 Inuit people living in the Nunavut Territory. There aren’t many more today even when one includes D-Bees. The Mastadonoid is the most notable, and they, like the Inuit, barely number more than 30,000, perhaps reaching 50,000 to 70,000 including the other Territories and Alaska combined (the Inuit number at about 90,000-100,000 when all totaled). Ironically, the Tundra and the Inuit were barely touched by the Great Cataclysm, although learning to adapt to and counter Mega-Damage monsters cost them the lives of 25% of their people. It also caused them to return to the old, traditional ways, although half use modern M.D. weapons, mainly Vibro-Blades and precision laser rifles (see **Rifts@ Spirit West** for the various O.C.C.s and philosophies of Native Americans).

Hudson Wheigh’s Magic Community

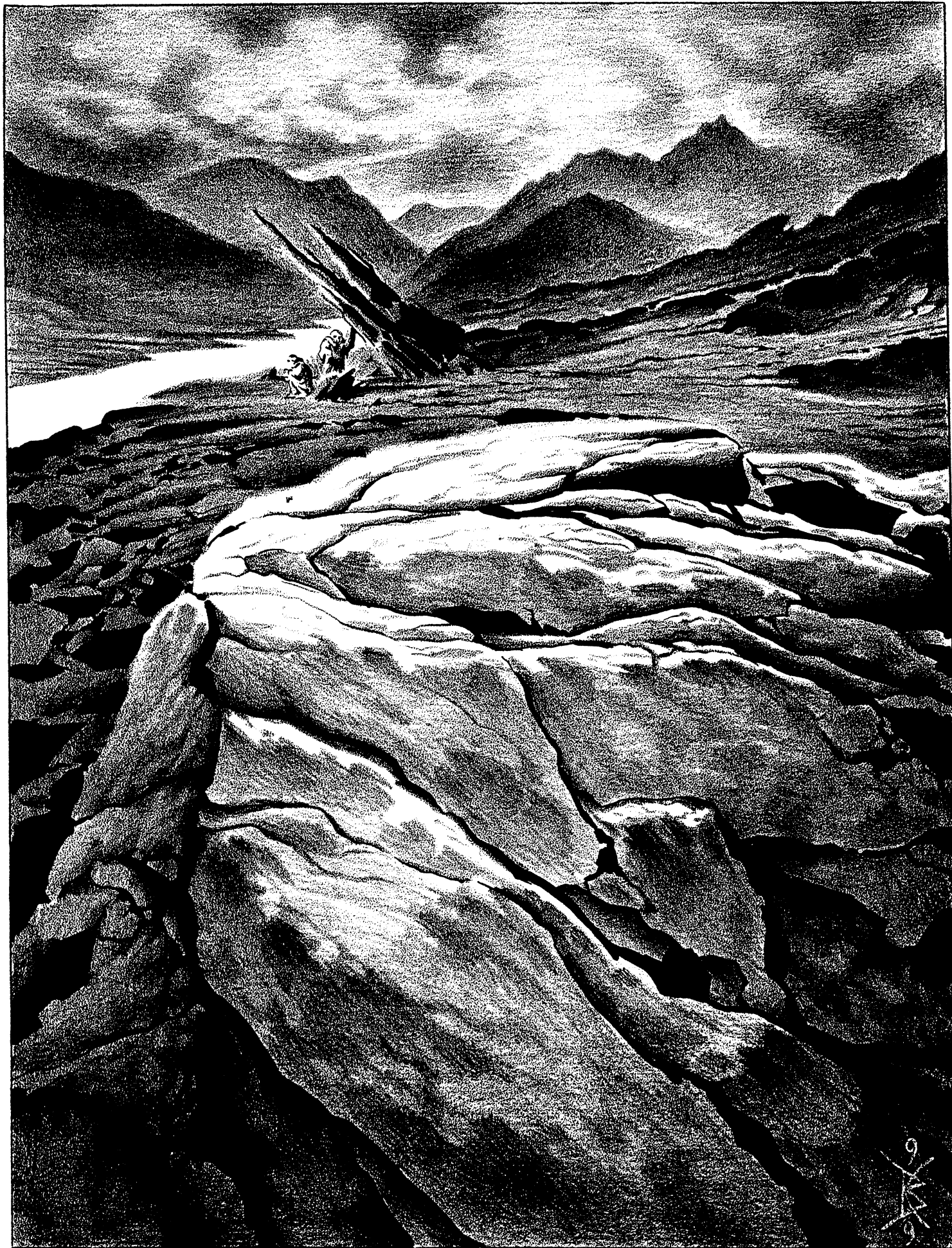
The magic community mainly consists of Techno-Wizards (40%) and Warlocks (35%), with the rest being a mix of Ley Line Walkers, Mystics, Conjurers and others (there is even a Temporal Wizard and a Battle Magus Controller and his Automaton). At least one thousand practitioners of magic call Hudson Wheigh their home, making it one of the (least known) centers of magic in North America. As an industrial town in a hostile region (Xiticix and tundra monsters), magic is used to help build, repair and make the city strong, as well as applying magic to manufacturing, creature comforts, and defenses. There are several different guilds of practitioners of magic often divided by their area of expertise and their line of work (defense, building, mechanics, etc.). Most work well together and generally strive for the betterment of the community. They are well liked and highly regarded members of society.

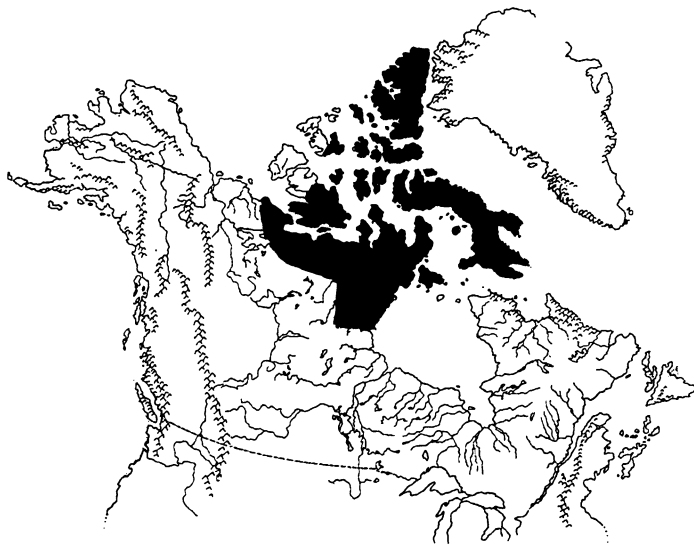
Hudson Wheigh’s D-Bee Communities

The most notable members of the communities are the Psi-Stalkers, but there are also a good number of Quick-Flex aliens, Vanguard Brawlers, Aardan Tek, and Noli Bushmen, as well as a few Great Hunters, and Mastadonoids. All enjoy the same rights and privileges as humans and many hold important positions of authority and power — there is honestly very little prejudice resulting from race.

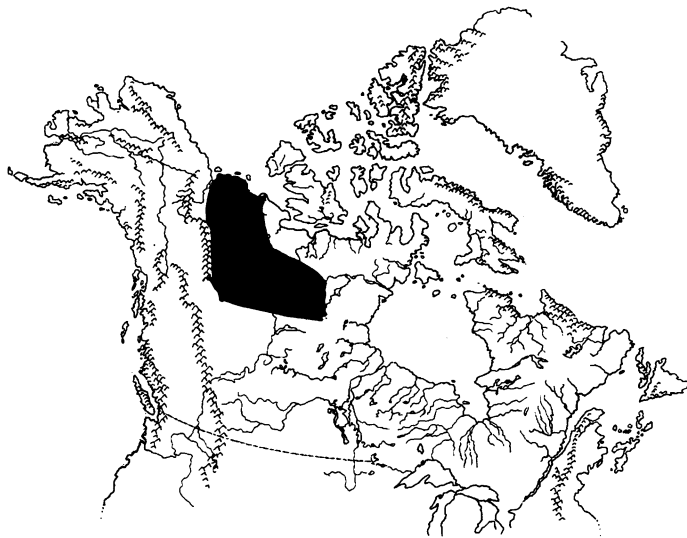
Sports Night

Hudson Wheigh is full of little stores, shops, places to go and things to do. The Warlocks have made a point of establishing a few beautiful little parks and even some of the businesses have well manicured gardens. But one of the most interesting places is the **Iron Brick Sports Arena**. The people of Hudson Wheigh work hard and like to play hard. And this is “the” place they love to do it in. They actually have a semi-professional hockey league with 10 teams (4 from outside the city proper) and a Stanley Cup Playoff (and you have not experienced rough hockey until you’ve seen Psi-Stalkers, Noli Bushmen and Great Hunters play). Plus a mini-season with Warlocks and mages vs psychics and Juicers (these latter teams are not part of the official Hockey league and just play for fun). Other entertainment includes baseball, basketball, football, soccer, and curling, as well as figure skating, concerts, displays of magic, amateur sports and special events. The establishment also serves food and beverages, including local favorites of several different fish/seafood dishes and buffet. All events are also televised (in the city and to surrounding communities within a 50 mile/80 km radius), but there’s nothing like being there, so the 20,000 seat arena is usually filled to the rafters.

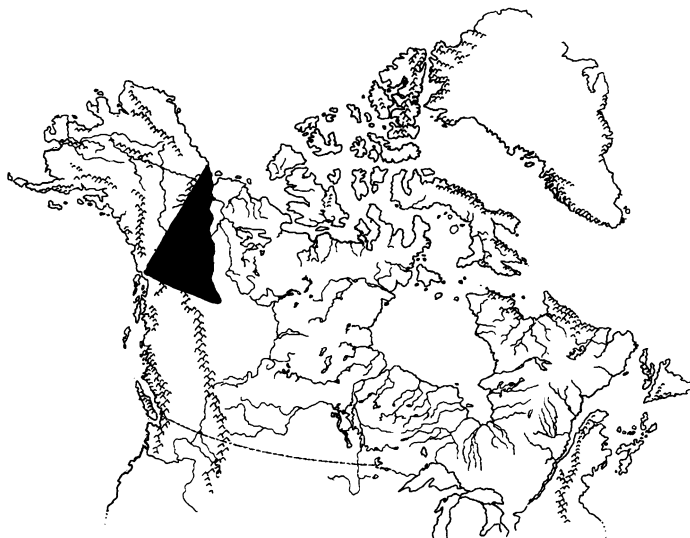




Nunavut



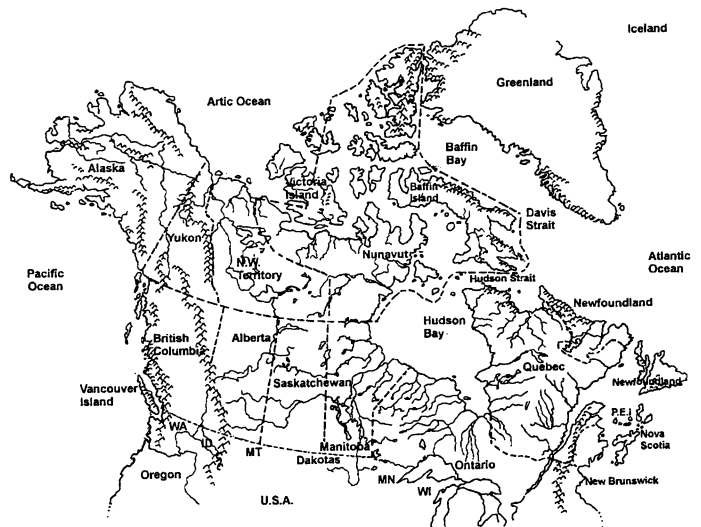
Northwest Territories



The Yukon

The typical tribe, group and settlement is small. Trading posts/hunters' or trappers' lodges are pretty similar to the ones described earlier, only a bit smaller and rarely exceed a population of 40. Likewise, what few towns exist range from 150-600, and even Inuit and Mastadonoid tribes range from as few as 12 (yes, twelve) to 4,000; the average being 40-160. Other than the Inuit, other Native Americans and the Mastadonoids, there are scattered human and D-Bee trappers, hunters, fishermen and traders. Not to mention the occasional group of outlaws, refugees and adventurers.

Oh, there is one more group that needs to be mentioned, *The Tundra Rangers*.



The Tundra Rangers

By Eric Thompson & Kevin Siembieda

Ranger Population: Estimated at 26,000 to 30,000 — 50% in the Tundra and Arctic (Yukon, Northwest Territories/Inuvik and Nunavut), 30% spread across Alberta, Saskatchewan, and Manitoba, and the rest scattered throughout Canada and occasionally Alaska and the American New West.

- 49% Tech-based humans (white, black, Asian Canadians).
- 9% Human Partial Cyborgs/Headhunters
- 1% Full Conversion 'Borgs.
- 1% Juicers or Crazies (human).
- 24% Native American humans (mixed tribes, 60% Traditionalists).
- 6% Psi-Stalkers
- 2% Mastadonoids
- 4% Simvan Monster Riders (a real rarity for this race to work with humans or other D-Bees; most are members of the Cavalry).
- 1% Ixion Centaurs (all are part of the Cavalry Division).
- 3% Other nonhumans, including a few nonbionic Centaurs.

Note: See *Rifts Spirit West™* for information about Native Americans.

The Tundra Rangers are the equivalent of the old lawmen and gunfighters of the Old (and New) West, or the high-tech

Cyber-Knights of the north. Other than the Inuit and supernatural spirits, nobody knows the tundra or the Arctic as well as these Rangers. Even the Inuit will smile and admit, “for white men, the Rangers know our land well.”

The Tundra Rangers have grown out of the grand tradition of the *Royal Canadian Mounted Police (RCMP)*. The “Mounties” were first established in 1870 as a para-military police force intended to keep the peace in the wild Canadian West (i.e. everything west of Winnipeg, Manitoba). Originally known as the North-West Mounted Police, these lawmen were only intended to be a “temporary” organization to keep the peace and maintain the law in the Canadian west. However, they performed so admirably that they were made an official *Federal* agency. “Royal” was added to the name in recognition of their service to the Crown. In 1920 they were renamed the “Royal Canadian Mounted Police” and made Canada’s national police force. For over one hundred years, the RCMP also handled intelligence-gathering, until 1984 when the International Criminal Police Organization (CSIS) took over that responsibility. However, right up until the Great Cataclysm, they were responsible for national security.

When ley lines erupted and the Earth was transformed, many of the RCMP bases survived and struggled to restore peace and save lives. Most perished in the attempt — the Ottawa Headquarters was the first to fall. In the end only a handful of RCMP bases in the west managed to survive.

Several thousand RCMP survivors joined forces with the military forces at a newly constructed “super-base” near *Fort Smith* in the Northwest Territories, 50 miles (80 km) from the border of Alberta and 90 miles (144 km) from Saskatchewan. It was Canada’s equivalent to the Lone Star complex, only half its size, and the focus of this installation was manufacturing, cybernetics, bionics, and weather research, rather than bio-engineering. Ironically, the Canadian people protested its construction, insisting that Canada had no need for such an expansive, ultra-advanced and expensive military installation (three quarters of which is underground). The government pressed forward noting that the facility was an experimental prototype and had the dual purpose of scientific research. The base was absolutely untouched by the Great Cataclysm and about a year or so later, 7,000 RCMP joined with the 10,000 people at the partially staffed military base. Together they regrouped and developed an outline for restoring peace. They knew they had to start small, and planned to first secure Saskatchewan, then Alberta or Manitoba, restore order and move out from there. Nobody is certain what happened next, because one morning a year after the Great Cataclysm, during a winter of unprecedented snowfall and ferociousness, they woke up to blue skies and summer. It was quickly determined that several hundred years had passed! Yet not one had aged, and all were accounted for. Further investigation showed roughly 265 years had passed!

The world had changed without them and for the worse. The year, by the Post Apocalyptic Calendar, it was 81 P.A. They spent the next year adjusting to the idea and formulating new plans.

Driven by duty and the desire to help others, the RCMP and soldiers took the name **Tundra Rangers** and became a self-operating and independent organization of heroes. While their old world was gone, and there was no longer a government

or society as they knew it, there was still injustice and people in trouble. Out of step with time, the Tundra Rangers adapted surprisingly well. Perhaps it was because they remembered the Golden Age of Humankind as if it were yesterday, and that gave them strength of conviction. Or perhaps it was that the old laws, morals and ideals of the past still burned inside them, but they were not going to give up and roll over. They resolved to preserve the peace, establish order and rebuild civilization (at least what little they can). The military base gave them a major foot up, for it enabled them to be independent and self-sufficient and provided them with weapons, body armor and a variety of vehicles. Unfortunately, the Canadian government had stayed out of the arms race, so weapons and vehicles were not heavy-duty machines of destruction. Still they had full functioning factories to generate more vehicles and repair existing items as well as E-Clip recharging facilities and enough basic equipment for 30,000 troops. Whatever else they might need could be “acquired” by other means. Due to the fact that 75% of the base (including factories, communications, hospital, science labs, and much of the housing) was underground, they had maximum protection and secrecy. The fact that the entire complex as well as the troops had apparently been phased out of time, nobody in the current time period knew they existed, and everything in the facility was like brand new (including food and fuel). Furthermore, laser and plasma cannons mounted in M.D.C. bunkers gave them additional defensive firepower and security.

The first order of the day was intelligence. The Tundra Rangers spent two years quietly travelling throughout North America watching, listening, and collecting and collating data. They learned enough to know that the Coalition States were as evil and dangerous as they were important to mankind’s survival — and best to be avoided. They determined the most effective approach would be to function like the old RCMP as an independent and unallied peacekeeping force. Thus, they began to roam the land in hovercycles, armored vehicles and on horseback in pairs and small groups (6-24), to rescue the helpless, protect the innocent, and right wrongs. In this way, they would reestablish themselves as a police force and win the hearts and minds of the people. They also took special effort in reestablishing ties to the Native Americans. It took some time adjusting to non-humans, but the Tundra Rangers accepted that the world they knew was gone and they had to adapt. The old RCMP’s training to understand and assist the indigenous, native population of Canada helped them to be more open to different cultures and ideas, which made accepting D-Bees easier.

Like the Cyber-Knights, the Tundra Rangers defy tyranny and tirelessly fight monsters and help people, from the ranchers and towns in the south to the inhabitants of a tiny farm or lone individual in the wilderness. They valiantly struggle to restore some measure of peace, law and order to the world around them and have won the respect and admiration of most people throughout western Canada. Although there is no government, they live by many of the old laws, morals and ethics of the bygone era, and pass these values along to the many new recruits, human and nonhuman, who follow in their footsteps. All swear first and foremost, to uphold the rights and freedoms of the Canadian people, and protect those in need of protection. This means deposing human, D-Bee and demonic despots, righting injustice, protecting (and avenging) the innocent, establishing order (and old laws), as well as offering advice, settling dis-

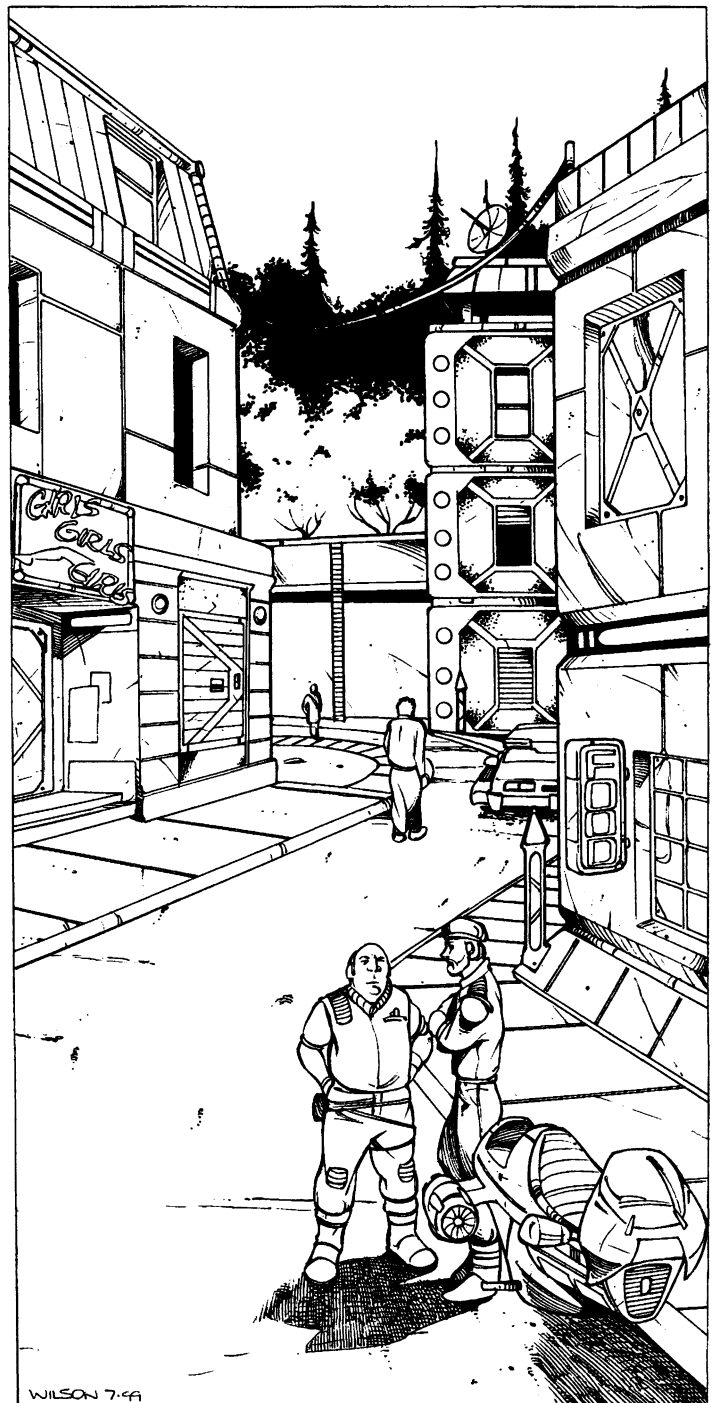
putes, serving as judges, and giving people hope. The Tundra Rangers have become something of living legends nearly on the scale of the fabled Cyber-Knights, and are the symbol (some would say living embodiment) of law, order and justice. Moreover, they are living reminders of the old ways and what might be again.

Tundra Rangers are always on the move, like enigmatic superheroes or knights old, and seem to appear wherever they are needed. This is possible only because the Tundra Rangers maintain a massive communication network and rely heavily on the trust of the people who will inform them of trouble and danger where it is brewing. As "Tundra" Rangers, they spend most of their time in the scrub and forest south of the Arctic Circle in the Yukon, Western Territories and Nunavut, as well as Alberta, Saskatchewan and northern Manitoba. They can also be found in Alaska, British Columbia, and even the eastern half of the country, but in terribly small numbers beyond Manitoba. Roughly 80% of their forces are mustered in the Canadian north and southwest (Yukon, Nunavut, Northwest Territories, Alberta, Saskatchewan and Northern Manitoba), with 25% committed to the demon plagued Province of Alberta, alone. The constant and growing trouble with demons and monsters from the Calgary Rift is of grave concern to the Rangers, and they frequently exchange information and join forces with the Cyber-Knights in their efforts to contain and destroy the gathering evil. Cyber-Knights and Tundra Rangers regard one another as close allies and have fought many great battles together.

While the Tundra Rangers are typically found in pairs or small groups, there have been occasions when as many as 4,000 have pitted themselves against a terrible evil. One such battle involved a skirmish near Calgary where 500 Cyber-Knights and 4,000 Tundra Rangers are said to have fought and slain over 1000 demons and their mortal minions. Another was against a particularly vicious and murderous tribe of 6,000 Simvan. In that battle, 700 Monster Riders were slain, thousands of others wounded, and the brigands were pushed south of the Canadian border (where they ravage the American New West and plot revenge against the Tundra Rangers).

These modern day, Rifts "Mounties" have traded in their red jackets and pith helmets for snow-white body armor and high-tech weaponry. The only red left on their uniform is the Maple Leaf insignia worn on the chest and shoulders. All Tundra Rangers are required to know how to ride a horse (and most ride well), but the majority have traded in their trusty steeds for a swift hovercycle, snowmobile, land rover, or jet pack. Ten satellite bases are scattered throughout the northwest and a large installation at *Regina, Saskatchewan* is believed by most folk to be their main base of operations. Very few know about the Tundra Rangers' true Headquarters hidden away in the Northwest Territory near Fort Smith. It is this pristine pre-Rifts military compound that serves as the true command base. It is there that new recruits are trained, supplied and sent into the world. Five thousand Rangers live and work at the base (including 500-1000 new recruits at most any given time), but only 1,000 are needed to keep it operating at 80% efficiency. The old Canadian flag flies above each of the Tundra Rangers' bases and outposts, and is carried into battle. This has prompted other people and communities to fly and honor the flag as well. It makes the Rangers proud whenever they see one.

Over the years, the leaders of the Tundra Rangers have successfully recruited new and additional noble and loyal warriors to serve their country and the cause (to keep the peace, defend the weak and downtrodden, and oppose tyranny). New blood was a necessity if the para-military force was to continue; the surviving original soldiers and RCMP are, on average, 45 years of age. A full 25% (about 6,000-7,000) of the Tundra Rangers are Native Americans. Roughly sixty percent of those (4,000) are Traditional Indians who wield some sort of magical or special power (Shamans, Totem Warriors, etc.), and are masterful horsemen and wilderness explorers. The rest of the Native Americans (about 2,800) are Modern Renegades who have Indian heritage but use modern weapons, armor and vehicles. Psi-Stalkers, Mastadonoids, and Simvan Monster Riders as well as various other D-Bees also proudly serve as Tundra Rangers.



All are treated as equals. The Simvan members joined the Tundra Rangers after the Rangers had several major battles, including the one mentioned previously. Ironically, these displays of force and fighting prowess have won the Tundra Rangers (and Cyber-Knights) the respect of all Simvan. This respect means that even the Simvan who regard the Rangers as their enemy (which is the majority) will think twice about attacking them. Furthermore, most clans and tribes know the word of these peacekeepers can be trusted and are willing to allow them to pass unmolested as well as engage in a powwow. Likewise, mercenaries, desperadoes and other people know that they are asking for serious trouble to defy, challenge or kill even a lone Tundra Ranger, for his brethren will hunt down those responsible and bring them to justice. And everyone knows they are relentless in this task, and that the “Tundra Rangers always get their man!”

The Code of the Tundra Rangers

Canada is a free and beautiful land of diverse people ...

- Keep its people safe.
- Keep the peace.
- Recognize and defy tyranny in all its guises.
- Protect and help those in need, but understand that they must stand on their own two feet and do for themselves. Your greatest gift to others is helping them to do so.
- The pursuit of justice must be relentless. The unjust must always be brought to pay for their crimes (i.e. “we always get our man”).
- Other people have different beliefs and ways of life. We embrace and celebrate those differences, and share in the commonality of all intelligent and peaceloving beings.
- Never doubt the good we are doing.
- Believe in yourself and so will others, for truth and conviction are contagious.
- Never make a threat, demand or ultimatum you are not willing and able to back up with force.
- Never betray a trust. Keep your word of honor, for it reflects on us all. We have earned the trust of others and it is a commodity beyond any tangible reward. Cherish it and never abuse it.
- Never compromise another Ranger, and never speak for another man.
- One person can make a difference. Never doubt it.
- A Tundra Ranger never stands alone.

Notes on the Tundra Rangers

These men, women, and D-Bees are molded to the tune of pre-Rifts basic training procedures. They are instructed in military etiquette, procedure, wilderness survival, use of basic weapons, riding, and classic tactical training and countermeasures. All new recruits are literate in English, have a minimum of a high school education, and basic math skills to complement their military and combat skills.

Some statistics:

6% are minor psychics.

1% major or Master

1% are practitioners of magic, not including Traditional Native Americans.

25% have 1D4 cybernetic implants.

20% have partial bionics.

7-12% fall in the line of duty annually.

5% go missing in action, annually.

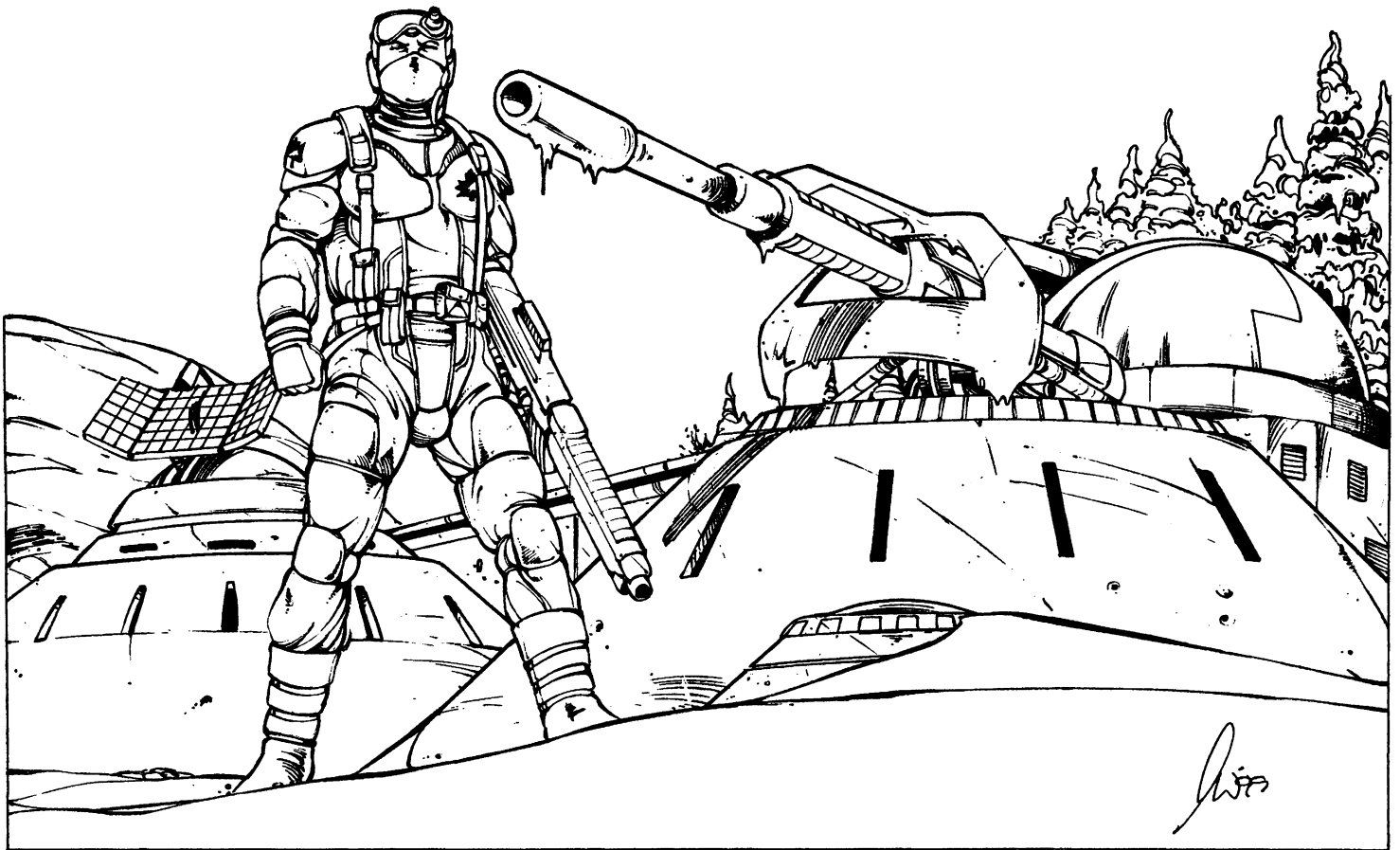
2% go AWOL annually.

The lone hero. The majority of Tundra Rangers are sent out into western Canada as roaming protectors of the people and lawmen. Their job is to visit towns, villages, ranches, farms, trading posts, tribes and settlements to make sure the inhabitants are well. While on the road and visiting the varied communities, the Rangers are to sniff out trouble, settle disputes, break up gangs, hunt down criminals and bring them to justice, destroy marauding monsters, and generally defend the weak and keep the peace. Lone operatives, pairs and even squads are allowed to work with other lawmen, Cyber-Knights, adventurers, mercenaries and local citizens to resolve these problems and keep the peace.

As a rule, different teams of Rangers are rarely dispatched on the same mission unless their objectives are well separated. This procedure is used to avoid commanders tripping over each other as well as to reduce the risk of coming under friendly fire.

Communication. All field operatives are expected to “check in” at a Ranger’s Station — one of the 10 bases scattered throughout Western Canada — or with HQ, Regina Base, or with another group of Tundra Rangers heading back to base at regular intervals; typically a minimum of once every two months, and preferably every few weeks. Likewise, the field operative must return to Regina Base or the Fort Smith HQ, at least once a year for debriefing, intelligence and a little R&R before being reassigned. Reassignments can be something entirely different in a new region, or the same circuit as before. Troops are often given a choice unless they are absolutely needed for some special assignment or a particular crisis. So while these heroes have a great amount of freedom in the execution of their job, they do have some restrictions, requirements and authority to which they must answer. Remember, this is a para-military organization with a military hierarchy, rank, laws and regulations. Failure to follow orders or to live by the Code of the Tundra Rangers will result in a dishonorable discharge and disgrace. Ex-Rangers thrown out of the organization will have a cloud over their heads for life. People will not trust them and they are assumed to be one or all of the following: traitors, corrupt, or loose cannons to be feared and watched.

Extenuating circumstances for lack of communication and unauthorized prolonged periods in the field are given due consideration, but are frowned upon and discouraged. For one thing, if contact is lost with even one Ranger (what they refer to as having “gone cold”), it is assumed the missing individual(s) is in trouble or dead. A search and rescue team of Tundra Rangers will be dispatched to track down their lost comrade and determine his whereabouts and condition (i.e. whether or not he/they are dead and need to be avenged, or are in distress and need to be rescued). This concern means that one’s fellow Rangers and Commanders are not pleased if the loss of commu-



nication is due to carelessness, tomfoolery or lack of consideration for others. Such inconsiderate individuals will be reprimanded, declined any field duty for 6-12 months, remanded to base, and given the worst base duty there is (peeling potatoes, scrubbing latrines, cleaning the stables, etc.). Remember, the Tundra Rangers are a close-knit brotherhood who worry about, care about and take care of its own.

A powerful, trustworthy reputation has tremendous benefits. Most good people who are familiar with the Tundra Rangers hold them in the highest regard. Such individuals are likely to volunteer information and cooperate with them to the best of their ability. They may also offer basic supplies like water, food, canteens, extra blankets and maybe a dry, warm place to sleep free of charge. Those who are daring and trust the Tundra Rangers may even offer a hiding place to Rangers and their companions on the run from some villain, as well as medical attention, and in desperate situations, might even give or lend the character his horse, vehicle or gun.

Horsemanship: All Tundra Rangers are taught how to ride a horse as part of their grand tradition, and because horses are plentiful and a comparatively inexpensive, low-tech means of transportation in the old southwestern Provinces. Both live horses and bionic ones are also excellent for navigating the varied terrain of the land. Note that horses have trouble in the deep snow and cannot handle temperatures that stay below freezing. Thus, the actual animal can not be used in the winter. Of course, robot horses can be used year round; bionic ones will suffer in

sub-zero temperatures. Only the Royal Horsemen are riding experts and include most of the Simvan Rangers.

Magic: Most Tundra Rangers are high-tech soldiers trained in the use of weapons, riding and defense. They appreciate and accept magic, but the vast majority do not possess magic abilities and rely on good, old-fashioned energy weapons, M.D. body armor, computers and a speedy vehicle.

The majority who use magic or some spiritual or magical-based powers are the Traditional Native Americans, from Inuit Shamans to Totem and Spirit Warriors. Less than two percent are Ley Line Walkers, Mystics or Techno-Wizards.

Standard Gear: Most Tundra Rangers in the field have the same basic equipment: An energy rifle and six E-Clips, Vibro-Blade, and one weapon with two E-Clips for each W.P. Plus the following:

Two field uniforms and one dress uniform with hat and gloves, dress boots and cleated, insulated combat boots and a small wardrobe of casual and dress clothing.

Body armor is the standard white (for winter), light grey or camouflage (for summer) suit of Legion Tundra Warrior combat armor, as depicted on the cover and in these pages, with a thermal-armor suit (20 M.D.C.; made of a special M.D.C. fabric that resembles a heavy cloth; can be worn underneath the armor or in power armor, or alone like a flight suit; only the Tundra Rangers have it).

As well as thermal gloves, high-impact helmet with built-in communicator, tinted goggles, pick-hatchet, tundra survival kit with 100 feet (30.5 m) of 500 lb test, slash resistant nylon cord and 20 anchors (for mountain climbing) and small ceramic mallet (M.D.C. construction, highly cold resistant), utility belt, web vest, scarf, winter cap that covers head and ears, air filter, backpack, bedroll, duffle bag or saddlebag, flashlight, distancing binoculars, language translator, note pad, 1D4 markers, 1D4 signal flares, two canteens, 6 weeks of freeze-dried rations, and first aid kit. Many wear a multi-optics goggle (a special request).

Additional and Special Equipment Upon Assignment: Since the Tundra Rangers are a well trained, para-military organization with access to a limited number of state-of-the-art pre-Rifts weapons, vehicles and equipment manufactured at their secret HQ, as well as other commonly available items (stolen CS items, Northern Gun, Wilk's, TW items and many others), additional items may be available upon assignment. This can include a special or heavy vehicle, additional or heavy weapons, explosives, sensors and scopes. Heavier armor and power armor may also be available as well as additional body armor and weapon systems for that armor (depending on the model) and heavier class infantry weapons. Portable generators, climbing equipment, additional food and water, chemicals and medical supplies may also be available. The exact type of equipment available depends on the exact requirements of the mission and unless the character is allowed to use authorized "personal" items, the choice of weapons may be limited. Other factors include basic supplies and the overall personality of the commanding officer (if he has a disliking towards the character, the availability of options may become very constricted).

Transportation: Most Rangers in the wild are given a horse or vehicle that fits their skills and the parameters of their assignment (i.e. a horse may be better or preferred than an Armored Land Rover or Jet, while in other situations, like working with a team, the larger Land Rover may be better, or a swift and silent hovercycle or snowmobile, and so on). A horse or hovercycle are pretty standard.

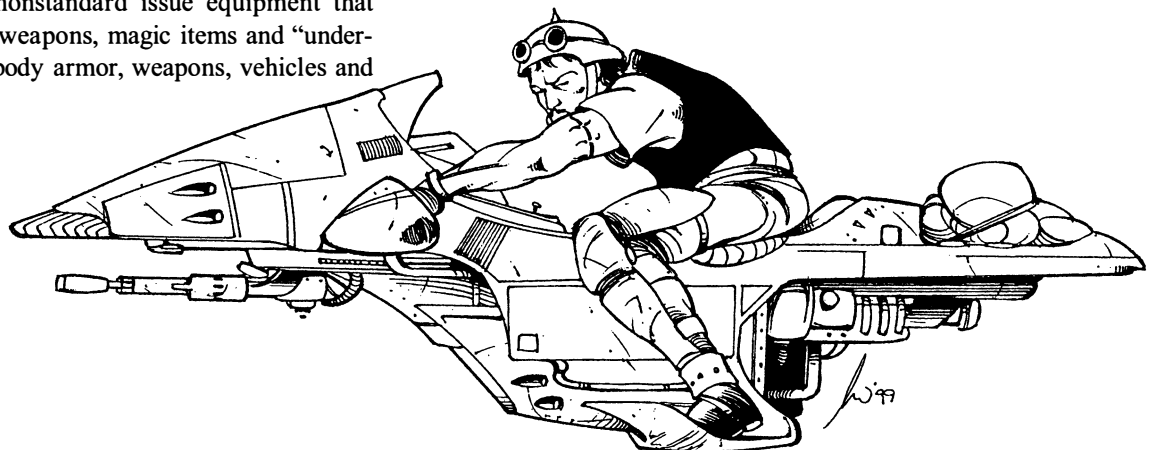
Equipment Note: Most field operatives are dispatched in pairs or small squads (6-10 troops) and are expected to be resourceful and adaptive. This not only means they can be gone for months at a time, but they may have to substitute and commandeer additional supplies, weapons and vehicles along the way. Experienced Tundra Rangers are likely to have a collection of "personal" and favorite nonstandard issue equipment that may include Techno-Wizard weapons, magic items and "undercover" or "native" clothing, body armor, weapons, vehicles and other odds and ends.



Region Patrolled by Tundra Rangers

Money: Most are not in it for the money. All get room and board, food, clothing, medical care, weapons, equipment, and other basics provided free as part of their pay in addition to a salary of 1500 credits per month. The character also has access to the gym, training rooms, mess hall, libraries, studies, garages, and all other recreational areas at Ranger Bases, as well as his basic supplies and modes of transportation while in the field taken care of for him. The scout's on-base quarters is typically a dormitory arrangement shared by two to four individuals. Two soldiers live in each of the two bedrooms. The main room has a video phone, digital TV and VCD player, CD stereo system, and one or two desks. Of course, most Tundra Rangers are out in the wild most of the time.

Note that pay increases with the soldier's ranking and or assignment, as well as such things as combat and hazard pay (see pages 50 to 54 of **World Book 11: Coalition War Campaign™** for details on rank, pay, rank ceilings, etc.).





Tundra Ranger O.C.C.

The typical Tundra Ranger is a dedicated soldier and lawman. They travel the Canadian west and northlands helping those in need, defending the innocent, and delivering justice.

The Tundra Ranger is an independent, resourceful and highly specialized operative encompassing both the RCMP and a military style Commando. Training is combat-oriented and emphasizes the use of small groups (rarely over a dozen soldiers total; and tasks are then divided amongst them, leading towards the common objective) with an emphasis on a surgical strike force, infiltration and disruption of enemy strongholds, counter-insurgency, sabotage and rescue. The nature of the Tundra Ranger is not that of a frontline soldier, but of a Special Forces operator. However, they often join forces with others to lead assaults and/or to penetrate enemy lines to incapacitate, divide and confuse the enemy in an attempt to “soften” him for the main assault.

Tundra Rangers are renowned for their intelligence, cunning, resourcefulness, patience and no-nonsense type attitude while on the job. It’s as if there are several personalities within the same person. When off-duty, he or she may be a rough-housing, blabbermouth prone to practical jokes, and good fun. When dealing with noncombat civilians, especially women and children, they are polite, considerate, and compassionate. But the second they are dropped into a combat situation, they become tough, calculating lawmen short on mercy for evildoers and monsters. First, their immediate concern is protecting/rescuing the innocent. Second, containing the conflict to minimize collateral damage. Third, quickly dispatch the enemy. Fourth, assessing the collateral damage, helping the wounded and restoring order. Fifth, clean-up: securing the area, offering comfort and support to the civilians. Few Tundra Rangers exhibit any hesitation in the execution of their duty, nor fear or regret.

Tundra Ranger Soldier/Lawman O.C.C.

Also known as the Peacekeeper and Avenging Ranger.

Alignment: Any, but most are good or selfish.

Racial Restrictions: None, although the majority (65%) are human.

Attribute Requirements: I.Q. 8, P.S. and P.E. 10 or higher (and the higher the better). A high M.E. is helpful but not a requirement.

Psionics: Psionic abilities are not a requirement.

O.C.C. bonuses (in addition to physical skills):

+1 to P.E. and +1D4 to P.S.

+5D6+10 S.D.C.

+1 attack per melee round.

+2 on initiative.

+1 to roll with punch, fall or impact.

+2 to pull punch.

+1 to save vs cold.

+2 to save vs pain.

+1 to save vs Horror Factor at levels 2, 4, 7, 10 and 13.

O.C.C. Skills:

Basic Math (+20%)

Speaks American/English at 98%

Literate in American at 84% +1% per level of experience.

Speaks one additional language of choice (+10%).

Radio: Basic (+15%)

First Aid (+10%)
 Horsemanship: General
 Pilot: Hover Vehicle (+20%)
 Pilot: One of choice (+10%; any except robots and aircraft).
 Land Navigation (+10%)
 Wilderness Survival (+10%)
 Tracking (humanoids; +10%)
 Law (+20%)
 Lore: Demons & Monsters (+20%)
 Swim (+10%)
 Climb (+15%)
 W.P. Energy Rifle
 W.P. Three of choice (any modern or ancient)
 Hand to Hand: Expert, which can be upgraded to Martial Arts or Assassin (if Anarchist or evil) for the cost of one O.C.C. Related skill, or CS Commando for the cost of two (see *Coalition War Campaign*).
O.C.C. Related Skills: Choose six other skills from the list below at level one, and one additional at levels 3, 6, 9 and 12. All new skills start at level one proficiency.
 Communications: Any (+10%)
 Cowboy: None.
 Domestic: Any
 Electrical: Basic only.
 Espionage: None.
 Mechanical: Basic and Automotive mechanics only.
 Medical: None.
 Military: Any (+15%)
 Physical: Any, except acrobatics.
 Pilot Skills: Any, except robots, ships and aircraft.
 Pilot Related Skills: Any, but usually none.
 Rogue Skills: Any (+5%).
 Science: Astronomy and Advanced math only.
 Technical: Any (+10%).
 W.P.: Any
 Wilderness: Any (+10%)

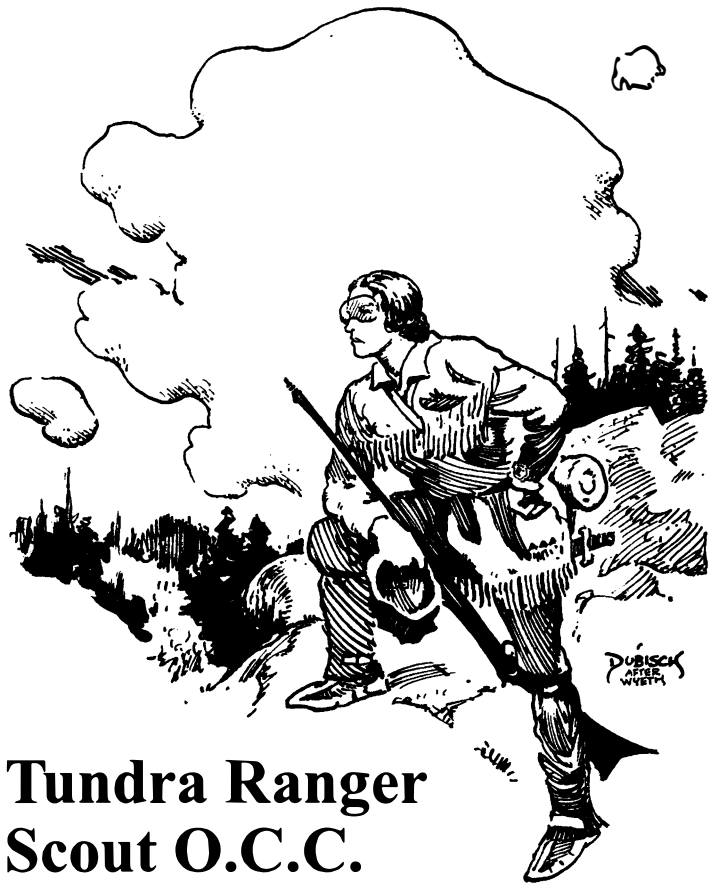
Secondary Skills: The character also gets to select two Secondary Skills from the previous list at level one and one additional at levels 2, 4, 6, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All secondary skills start at the base skill level. Also, skills are limited as previously indicated.

Standard Equipment: Basic gear as described under *Notes on the Tundra Rangers* as presented earlier.

Vehicle: Standard.

Money: Standard.

Cybernetics: None to start and usually limited to medical implants and prosthetics. However, it is completely up to the player as to whether or not their character is augmented by 1D4 cybernetics and/or one or two bionic limbs with one weapon for each.



Tundra Ranger Scout O.C.C.

The Tundra Scout is a "Ranger" in the true sense of the word, i.e. an expert in wilderness survival, travel, stealth and intelligence gathering. They know everything there is about the wilderness, the cold, the tundra, the Arctic and not only surviving in it, but how to use it to their best advantage. They are also familiar with the native people, and the D-Bees and monsters who have adopted the Tundra as their home. In this regard, the character is like the Wilderness Scout or Wild Psi-Stalker, but he uses this knowledge and other skills for military applications, such as setting and avoiding traps and ambushes, camouflage, intelligence gathering and espionage.

The Tundra Ranger Scout is more than just a soldier. He or she must be able to conduct search and rescue operations in mountainous regions and arctic flats, including reconnaissance and intelligence gathering within enemy territory. They must be able to coordinate efforts and be well versed in saving lives in the harsh lands of modern Canada, a task made only more grueling with the plethora of supernatural fiends and hostile opportunists.

The Tundra Ranger Scout O.C.C.

Also known as the Snowman and Forest Shadow.

Alignment: Any, but most are good or selfish.

Racial Restrictions: None, although the majority (63%) are human, and nearly half are Native Americans (including Inuit).

Attribute Requirements: I.Q. 10 and P.E. 12 or higher. A high M.E. and P.S. are helpful but not a requirement.

Psionics: Psionic abilities are not a requirement.

O.C.C. bonuses (in addition to physical skills):

+1D4 to P.E. and +2 to P.S.

+4D6 S.D.C.

+1 on initiative.

+2 to roll with punch, fall or impact.

- +3 to pull punch.
- +4 to save vs cold.
- +1 to save vs Horror Factor at levels 2, 4, 7, 10 and 13.

O.C.C. Skills:

- Basic Math (+20%)
- Speaks American/English at 98%
- Literate in American at 84% +1% per level of experience.
- Speaks: Inuit, plus one additional Native American Tongue and one of choice (typically Euro or Old Canadian French; all are +15%).
- Paramedic (+15%)
- Horsemanship: General
- Pilot: Hovercycle, Jet Pack or Hovervehicle (+10%; pick one).
- Detect Ambush (+15%)
- Camouflage (+15% in all environments)
- Trap/Mine Detection (+12%)
- Land Navigation (+20%)
- Wilderness Survival (+20%)
- Tracking (humanoids; +15%)
- Track Animals (+15%)
- Intelligence (+20%)
- Lore: Demons & Monsters (+15%)
- Lore: Indians (+20%)
- Hunting
- Prowl (+15%)
- Swim (+15%)
- Climb (+15%)
- W.P. Bolt Action Rifle
- W.P. Energy Rifle
- W.P. One of choice (modern or ancient)
- Hand to Hand: Expert (no others are available).

O.C.C. Related Skills: Choose two other skills from the list below at level one, and one additional at levels 3, 6, 9 and 12.

- All new skills start at level one proficiency.
- Communications: Any (+10%)
- Cowboy: None.
- Domestic: Any
- Electrical: Basic only.
- Espionage: Any (+15%)
- Mechanical: Basic and Automotive mechanics only.
- Medical: First Aid only.
- Military: Any (+10%)
- Physical: Any, except acrobatics.
- Pilot Skills: Any, except robots, ships and aircraft.
- Pilot Related Skills: Any, but usually none.
- Rogue Skills: None, other than Cardsharp and Prowl (+5%).
- Science: Any (+5%).
- Technical: Any (+10%).
- W.P.: Any
- Wilderness: Any (+15%)

Secondary Skills: The character also gets to select two Secondary Skills from the previous list at level one and one additional at levels 2, 4, 6, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All secondary skills start at the base skill level. Also, skills are limited as previously indicated.

Standard Equipment: Standard, plus the following items specific to Scouts: a survival knife, skinning knives, pocket knife, hand axe, lighter, flint and tinder box, cooking uten-

sil, 1D4 small sacks, four medium-sized sacks, one large sack, two canteens or water skins, 1D4 markers, 10 feet (3 m) of thin nylon cord, 50 feet (15.2 m) of additional cord (600 lb./270 kg test strength), 20 feet (6 m) of wire, and a handful of personal items.

Vehicle: Standard.

Money: Standard.

Cybernetics: None to start and usually limited to medical implants and prosthetics. However, it is completely up to the player as to whether or not their character is augmented by 1D4 cybernetics and/or one or two bionic limbs with one weapon for each.

Tundra Ranger Cavalry O.C.C.

The Tundra Rangers' Mounted Division is predominantly nonhumans and includes Simvan, Psi-Stalkers, Ixion Centaurs, ordinary Centaurs and others with a love and aptitude for riding. All enjoy the same basic training as the other Rangers but their area of expertise is riding and dealing with animals. While all are expert horsemen, 57% ride an exotic animal (Rhino-Buffalo, bison, dinosaurs, etc.) and 20% ride bionic or robot horses (see **Rifts® New West™** for stats on such animals and machines). This makes the Cavalry division the wildest, strangest and most frightening of the various divisions! The Simvan are allowed to break from tradition and protocol to wear something other than the Tundra Rangers' standard uniform and armor (these D-Bees dislike heavy armor and confining clothing). However, the Ixion, Psi-Stalkers and most (99%) of the other races are proud to wear the uniform and body armor that represents the famous Tundra Rangers.

Old rivalries (and downright enemies) like between the Simvan and Psi-Stalkers, and even Simvan and humans, are honestly put aside for a greater cause, and all work amazingly well together. The Simvan tend to be intolerant of most other races and the Psi-Stalkers tend to be wild, loosely organized and love to tease and provoke the Simvan and Ixion (everybody, really), but in a fight, they all stand together and will risk life and limb to help one another. Some wilderness folk genuinely believe that the eclectic group that composes the Tundra Ranger Cavalry are the bravest, most impassioned and daring of all the Rangers. The first two traits are shared by all Tundra Rangers, but there is little doubt the Cavalry *is* the most daring. Unfortunately, this sometimes translates into the most reckless and stubborn.

Tundra Ranger Cavalry O.C.C.

Also known as the Tundra Riders and Mounties.

Alignment: Any, but most are good or selfish.

Racial Restrictions: None, in fact 35% are Simvan, 20% are Psi-Stalkers, 5% are Ixion Centaurs, 7% are other D-Bees and the rest are human (many Native Americans). **Note:** Do not use R.C.C. Skills for Simvan or Psi-Stalkers who are Cavalry Rangers, use those below.

Attribute Requirements: I.Q. 8, P.S. 9, and P.E. 10 or higher (and the higher the better), a love of riding and an affinity for animals. A high M.A. and M.E. are helpful but not a requirement.



Psionics: Psionic abilities are not a requirement.

O.C.C. bonuses (in addition to physical skills):

- +2 to P.P.
- +3D6+6 S.D.C.
- +2 on initiative.
- +2 to roll with punch, fall or impact.
- +1 to pull punch.
- +1 to save vs cold.
- +1 to save vs Horror Factor at levels 2, 4, 7, 10 and 13.

O.C.C. Skills:

- Basic Math (+20%)
- Speaks American/English at 98% (-18% for Simvan).
- Literate in American at 84% +1% per level of experience (Simvan, Psi-Stalkers and other D-Bees are taught to read, but most don't care for it and their literacy level is 60% +1 per level).
- Speaks one additional language of choice (+10%).
- Radio: Basic (+15%)
- Horsemanship: Cowboy
- Horsemanship: Exotic Animals
- Trick Riding
- Herd Cattle (+10%)
- Lore: Cattle/Animals (+20%)
- Lore: Demons & Monsters (+15%)
- Track Animals (+10%)
- Tracking (humanoids; +10%)
- Land Navigation (+10%)
- Wilderness Survival (+10%)
- Law (+10%)
- Swim (+10%)
- Climb (+10%)
- W.P. Energy Rifle
- W.P. Two of choice (any modern or ancient)
- Hand to Hand: Expert, which can be upgraded to Martial Arts or Assassin (if Anarchist or evil) for the cost of two O.C.C. Related skills.

O.C.C. Related Skills: Choose five other skills from the list below at level one, and one additional at levels 3, 6, 9 and 12.

- All new skills start at level one proficiency.
- Communications: Any (+10%)
- Cowboy: Any (+10%)
- Domestic: Any
- Electrical: Basic only.
- Espionage: None.
- Mechanical: Basic mechanics only.
- Medical: First Aid only.
- Military: Any (+10%)
- Physical: Any, except acrobatics.
- Pilot Skills: Any, except robots, ships and aircraft.
- Pilot Related Skills: Any, but usually none.
- Rogue Skills: Any.
- Science: Astronomy and Advanced math only.
- Technical: Any (+5%).
- W.P.: Any
- Wilderness: Any (+5%)

Secondary Skills: The character also gets to select two Secondary Skills from the previous list at level one and one additional at levels 2, 4, 6, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All secondary skills start at the base skill level. Also, skills are limited as previously indicated.

Standard Equipment: Basic gear is described under *Notes on the Tundra Rangers* as presented earlier.

Vehicle: Standard.

Money: Standard.

Cybernetics: None to start and usually limited to medical implants and prosthetics, and most Simvan and Psi-Stalkers won't consider them. However, it is completely up to the player as to whether or not their character is augmented by 1D4 cybernetics and/or one or two bionic limbs and one weapon.

Other Common O.C.C.s available to Tundra Rangers

- Military Technical Officer
- Military Specialist
- Nautical Specialist
- Juicer
- Crazy
- Cyber-Doc
- Rogue or Field Scientist
- Freelance Spy (or its military equivalent)
- Master Assassin (or its military equivalent)
- Native American Shaman or Warrior O.C.C.s (see *Rifts® Spirit West*)
- Magic O.C.C.s are rare.
- Note:** May associate with any O.C.C.

Trapper-Woodsman OCC

The Trapper-Woodsman is *not* a Tundra Ranger but a common occupation in the vast wilderness of Canada as well as the New West and eastern United States. They are frequently encountered by Tundra Rangers, exchange news and information (providing the Rangers with tips and warnings), and sometimes even join forces to help others or to battle evil.

This character is a rough, gruff, resourceful rogue who is more at home in the wilderness than he or she is on the streets of a city. While something of a Wilderness or Ranger Scout, this character's expertise is hunting, trapping and skinning animals for resale and profit. As such, these men and women may be considered mercenaries or independent entrepreneurs. Many are lone-wolves, others very social and may even hunt/trap in pairs or small groups (typically tight knit, all friends for years). Most have an insatiable lust for adventure, a hankering for justice and enjoy a good fight, so Trappers often team up with lawmen, mercenaries and adventurers; at least for a while. Although independent and, technically, they only need to watch out for themselves and maybe their best buddies, Trapper-Woodsmen have a high regard for life, innocence, and justice. Moreover, they have a nasty habit of taking a stand and helping others, especially women, children and lawmen. If they should take a "shining" (liking) to someone, they are amazingly loyal (even if they pretend otherwise) and will often risk their own lives to help them. It's important to note that most Trapper-Woodsmen put on a big "I don't give a hoot, I watch out only for myself" tough-guy act, but most are surprisingly caring and compassionate under that gruff exterior.

They welcome challenges and enjoy (and adapt quickly to) the unknown and surprises. They pride themselves on their sharp wits, keen powers of observation and sharp reactions. Most prefer the wilderness because there are no confining laws, rules, or social status. They live as they deem suitable and make their own rules. In the woodlands they are not restrained by cultural mores, behavior or etiquette and take pleasure in burping, farting, bellowing, cursing, laughing loudly and speaking their mind, especially, when around “refined” people. Furthermore, they find it hilarious that “civilized” folk often find them to be uncouth ruffians or ignorant savages, just because they don’t “act” refined or civilized. In fact, many Trapper-Woodsmen use this to their advantage, playing the role of country bumpkin when they encounter CS soldiers or mercs and people they don’t take an immediate liking to.



Most Trapper-Woodsmen understand nature, the land and get along well with Native Americans. They trade with indians and just about anybody from trading posts and towns to farms and travelers they just happen to encounter. Their stock-in-trade is hunting, fishing and trapping animals by any and every means possible. Traps and snares are used to catch and kill smaller prey like foxes, rabbits, mink, raccoons and beaver, even wolves and bear. S.D.C. hunting rifles and/or the bow and arrow are used to hunt larger animals like bison, moose, caribou, deer, mountain goats, bears and others. Most of these expert hunters skin, prepare and sell or trade the pelts, antlers/horns, claws and teeth, and eat the meat themselves or try to sell or trade it too. Rather than let the meat go to waste, most will sell it as cheaply as one credit per four pounds, and will often give it away to avoid having to haul it around. Of course, there are those who just leave the dead, skinned carcass for other animals or just to rot. Some also breed dogs and/or raise livestock, especially if they own, co-own or live at a Trading Post.

Huntsmen wear Mega-Damage body armor, from modern styles to inexpensive Fury Beetle armor. They also carry and use Mega-Damage weapons. However, only 15% have partial bionics, and most completely avoid bionic augmentation as unnatural. They prefer to feel the wind on their skin and the grass under their feet. Most love Vibro-Blades, magic items, and pre-

cision energy weapons, as well as S.D.C. weapons for hunting ordinary animals.

Special Skills & O.C.C. Abilities

1. Track & trap monstrous animals, otherworldly creatures & demons: This is a somewhat expanded and specialized version of the more common and fundamental Wilderness Skill: Track Animals, with a focus on trapping alien and monstrous animals like Fury Beetles, Rhino-Buffalo, Dinosaurs, Windigo and Demon-Bears. It enables the character to identify an animal (including animals from the Rifts, and demonic creatures, particularly animalistic ones) by its tracks, scent, spoor, and habits. The individual can also follow the creature’s tracks and other telltale signs of passage. This means he can estimate how fresh the tracks are, what direction they are heading, whether the creature is hurt or sick, guess at its age, and knows the basic habits and habitats of most Canadian and northern US woodland creatures, including Faerie Folk, Windigo, Loup-Garou, werebeasts, lesser demons, and woodland spirits.

The first percentile number indicates the character’s tracking abilities and the above knowledge.

The second percentile number indicates the character’s ability at trapping extraordinary animals by using, setting, and disarming snares, clamp traps (like the iron bear trap), pits, nets and similar traps. **Base Skill:** 20%/30% +5% per level of experience. Tracking humans with this skill is also possible, but is done with a penalty of -20%. Disarming any traps meant for use against humans is done at half the character’s normal skill ability.

2. Forest-wise: Basically the streetwise skill except it applies to denizens, places and secrets of the forest rather than the streets. Thus, the Huntsman can recognize bands, gangs and tribes of humans, D-Bees, Faerie Folk, werebeasts, and lesser demons who inhabit, hunt or hide out in the forests, as well as their philosophies, practices, rituals, haunts, hangouts, and dangerous places — this also applies to predatory animals. **Base Skill:** 26% +4% per level of experience.

The North American Trapper-Woodsman O.C.C.

Also known as simply Woodsman or Trapper, as well as Furrer.

Alignment: Any, but most are good or selfish.

Racial Restrictions: None.

Attribute Requirements: I.Q. 8, and P.E. 12 or higher. A high M.E. and P.S. are helpful but not a requirement.

Psionics: Psionic abilities are not a requirement.

O.C.C. Bonuses:

+4D6+10 S.D.C.

+2 on initiative.

+3 to pull punch.

+1 to save vs possession.

+2 to save vs poison and disease.

+2 to save vs cold and pain.

+1 to save vs Horror Factor at levels 1, 3, 5, 7, 9, 11, 13, and 15.

O.C.C. Skills:

Basic Math (+10%)

Speaks American (English) at 92%

Speaks Inuit and one other language of choice (+15%)

Lore: Demons & Monsters (+15%)

Lore: Cattle/Animals (+20%)
 Animal Husbandry (+20%)
 Track Animals (+20%)
 Skin & Prepare Animal Hides (+25%)
 Identify Plants & Fruits (+15%)
 Hunting
 Fishing (+10%)
 Cook (+10%)
 Swim (+10%)
 Climb (+10%)
 Land Navigation (+20%)
 Wilderness Survival (+30%)
 Trap Construction (+15%)
 Trap/Mine Detection (+10%)
 W.P. Two Ancient of choice (any).
 W.P. Bolt-Action Rifle
 W.P. One M.D. energy weapon of choice.
 Hand to Hand: Expert (no others are available).

O.C.C. Related Skills: Choose four other skills at level one and two additional at levels 4, 8 and 12.



Communications: Any
 Domestic: Any (+5%)
 Electrical: None
 Espionage: None, except Detect Ambush, Detect Concealment, Intelligence and Tracking (all are +5%).
 Mechanical: None
 Medical: First Aid, Holistic Medicine and Brewing only.
 Military: None
 Physical: Any, except acrobatics.
 Pilot Skills: Any, except robots, power armor, military vehicles, ships and aircraft; most opt for Horsemanship and/or Ride Exotic Animals.
 Pilot Related Skills: Any, but usually none.
 Rogue Skills: Any.
 Science: Astronomy, Botany and Advanced Math only (+5%).
 Technical: Any (+10%; Whittling, Breeding Dogs, and Falconry are +15%).
 W.P.: Any
 Wilderness: Any (+10%)

Secondary Skills: The character also gets to select two Secondary Skills from the previous list at level one and one additional at levels 2, 4, 6, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All secondary skills start at the base skill level. Also, skills are limited as previously indicated.

Standard Equipment: Light suit of M.D.C. body armor (usually a hodgepodge of homemade armor or Fury Beetle armor), a Vibro-Knife (1D6 M.D.), and one weapon for each W.P. plus 1D4+2 extra ammo-clips for each. Other items include a survival knife, skinning knives, pocket knife, hand axe, flashlight, language translator, lighter, flint and tinder box, cooking utensils, frying pan, 1D6 small sacks, six medium-sized sacks, two large sacks, a box of 100 plastic sealable sandwich bags, a box of 100 large sealable bags, 1D4 airtight (resealable) plastic containers, backpack, bedroll, duffle bag or saddlebag, two canteens or water skins, belt, boots, travelling clothes, fur cloak or long coat, note pad, 1D4 markers, 10 feet (3 m) of thin nylon cord, 50 feet (15.2 m) of additional cord (600 lb./270 kg test strength), 20 feet (6 m) of wire, animal snares, and a handful of personal items.

Additional weapons, special items and magic items may be acquired over time (and through role-playing).

Vehicle: None to start; most Trappers prefer to walk, but may know how to ride a horse or hovercycle.

Secret Resources: None per se, although most Trappers have a good relationship with trading posts, their favorite town and Tundra Rangers.

Money: Starts with 4D4x100 credits worth of furs, horns, bone, nuggets of silver or gold and other tradeable goods (herbs, spices, birds, small animals, etc.). Most spend money quickly, but don't worry because they live off the land.

Cybernetics: None to start and avoid them as unnatural. The only cybernetics that they might consider are bio-systems prosthetics and organs to replace severely injured ones.

Note: This character is different than the **Huntsman-Trapper O.C.C.** presented in *Rifts® Warlords of Russia™*.



Southwestern Canada

Alberta & Saskatchewan

Throughout much of Canada's history, the people of the Canadian Southwest saw themselves as a bit unique from their eastern and northern brothers and sisters. They tended to see themselves as more adventurous, hardy, free-wheeling and related to the American "Cowboys." Consequently, it is not surprising that the Southwesterners of Rifts Canada, while proud

to be Canadian, consider themselves to be part of the so-called wild and lawless "New West."

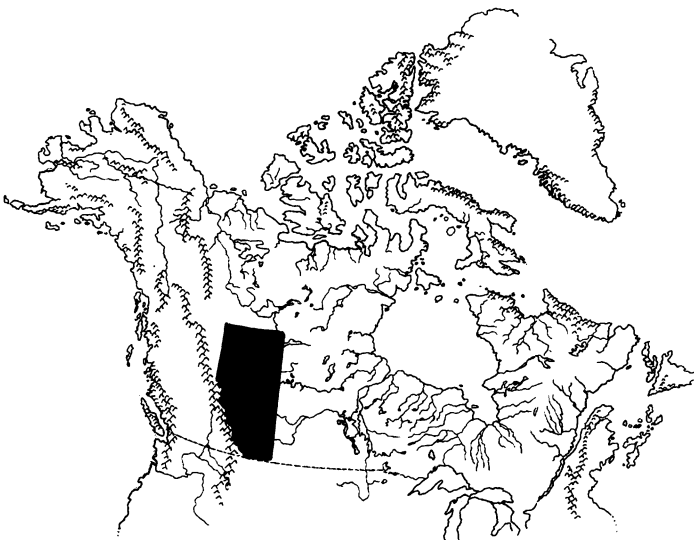
Lower **Alberta** and **Saskatchewan** is covered with prairies and tall grass, while the north turns into Boreal forest. Beyond that the Northwest Territory forest gives way to tundra. Meanwhile most of **British Columbia** is rainforest running from the

south into all but the northern third of the **Yukon**, which gives way to tundra. It is in the southern prairies and light forests of Alberta, Saskatchewan and parts of Manitoba that human and D-Bee civilization abounds.

Although famous for its ranches and cowboys, most average folk make a living as farmers, trappers, and workers or live as *independent homesteaders*. The latter is typically a family (as small as a husband and wife to a clan of dozens that includes brothers, sisters, cousins) that has claimed a small piece of land (20-80 acres, rarely more) where they have built a small farm (enough to feed the family, can and store food for winter, and/or trade with others) and home, and raise a variety of livestock that may include some or all of the following: cows, horses, sheep, goats, pigs, ducks, geese, chickens, and dogs (as pets, protectors and for trade), as well as exotic animals like the Tri-Tops.

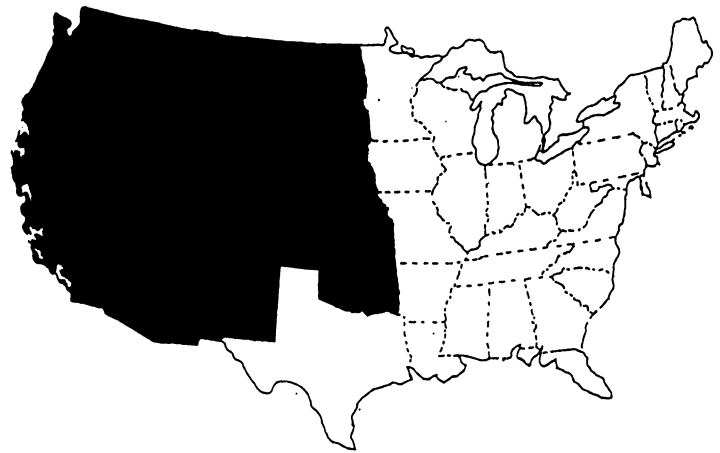
Typical crops can include all or some of the following: hay, wheat, buckwheat, barley, corn, beans, peas, cabbage, potatoes, tomatoes, cucumbers, and tobacco as well as other odds and ends. A few fruit trees may be included, but orchards are rare in the Canadian prairies. As rustic and idealistically peaceful as this may sound, the region is not without its troubles. In addition to the elements, there are monsters, demons and humanoid predators to contend with. Consequently, even the smallest homestead is likely to have one or more Mega-Damage weapons and a suit of M.D.C. armor.

The Canadian Cowboy dominates southern Saskatchewan. Ranches (large and small), towns, settlements, homesteads and farms pepper the wilderness. The Tundra Rangers have a strong presence throughout Saskatchewan and Alberta too, but don't get the wrong impression, this is a hostile wilderness. The total human population of Saskatchewan is believed to be under 70,000, with 80% living in the south. Herds of bison, Rhino-Buffalos, dinosaurs, marauding Simvan and other hostile forces have free run of Alberta and Saskatchewan. For every town or ranch there are miles of open prairie. This land is very much like the rest of Canada with small clusters of people and communities along with nomadic tribes people, raiders, bandits, monsters and demons. Furthermore, it is nearly as lawless and

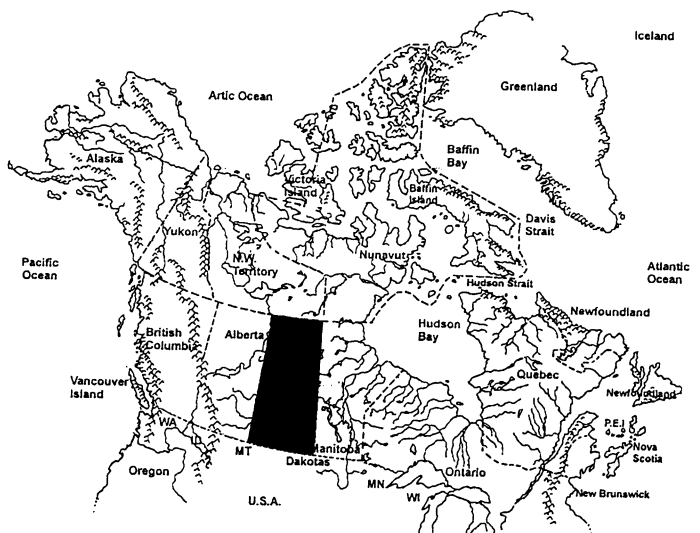


wild as the New West. It just happens that the prairies offer the better environment for humans and many D-Bees, so it is comparatively more active with humanoid activity and life than farther north.

The New West



There are also some communities, ranches and homesteads in southwestern Manitoba, but these are seen as dangerous and temporary, because of the aggressive Xiticix who seem intent on taking over all of Manitoba and beyond. It is the rare Xiticix that finds its way into Saskatchewan and they are slain on sight. Westerners do not want the insect-aliens to even consider their region for habitation for a minute.



In Saskatchewan the majority of southerners favor the "Cowboy" style of dress, country music, and Techno-Wizard weapons that look like the revolvers and rifles of the Old West. At least 40% make a living as Cowboys, Saddle Tramps, and or raising livestock (mainly cattle and horses). About 10% have taken to a life of crime and banditry (Highwaymen and cattle rustlers are a particular problem in these parts). Another 10% consider themselves self-styled Gunslingers, Psi-Slingers, Wired Gunslingers, Gunfighters, Lawmen of one kind or another, or other types of mercenaries and adventurers. There is also a reasonably large percentage of Native Americans living in the Canadian Southwest (and Northwest), with an estimated 20% of all inhabitants of Alberta having some significant degree of Indian ancestry to being full-blooded Native Americans.



Exotic & Alien Life Common to Southwestern Canada

Note: Unless marked with an asterisk, all animals noted are described in detail in *Rifts® New West*.

Demons & Calgary: Demonic creatures of all kinds are found causing mischief, suffering and death throughout western Canada. They are especially numerous in Alberta and along the Rocky Mountains, and an entire kingdom is said to be building around the notorious Calgary Rift.

The Devil Unicorn: This creature is believed to have originated from the Calgary Rift, but has adapted to North America extremely well. They are found throughout British Columbia, Alberta, Saskatchewan, Manitoba and, to a lesser degree, southern Ontario, as well as the American New West and places of magic and constant dimensional activity, including Wisconsin, Saint Louis, the Ohio Magic Zone, and Michigan (especially the Detroit and Windsor area). They are rarely found farther north, except in the Summer, and are one of the few supernatural predators that preys upon the Xiticix.

Duckbilled Honkers: Tiny herds can be found in British Columbia, Alberta and Saskatchewan, but only in the Summer (most common in the forests and plains of the American New West).

* **Fury Beetles:** Particularly common in Alberta, Saskatchewan, Manitoba and Ontario (as well as Michigan, Wisconsin and the southeastern U.S.).

Great American Dream Snake: A rare creature that is suspected of originating from the Calgary Rift. They are respected and feared by Native Americans (including the Inuit) as cunning, evil spirits, and sometimes worshipped by other people and D-Bees. Most numerous (perhaps 10,000) in Southwestern Canada and occasionally found in the Canadian Northwest and American New West.

Great Plains Buffalo/Bison: Most common to the plains of Alberta, grasslands and light forests of British Columbia and the American New West.

Ixion Cyber-Centaurs are intelligent beings who are half horse and half humanoids. They can be encountered anywhere in Canada or the American Northwest, but are most common in British Columbia.

Mammoth Brontodon: Rare in Canada, but tiny groups of 2-4 are sometimes found in the Southwest in the summer.

Moss-Back Scuttler: Found in the forests of the Southwest and Southeastern Canada (and northern US), particularly British Columbia, Saskatchewan, Manitoba and Ontario.

Oborus-Slitherer: No more than 2000 are believed to exist, mainly scattered throughout the American Northwest and Canadian Southwest, although a few have been reported in the Magic Zone, around Tolkeen, Lazlo and the Detroit/Windsor areas. In Canada, most people believe they are most certainly a product of the Calgary Rift (but then most supernatural horrors and monsters are attributed to this feared dimensional portal), but others suspect the Lone Star Complex and Tolkeen. As many as 500 are believed to stalk the Calgary region, with another couple hundred in the Minnesota-Manitoba region.

Ostrosaurus: Uncommon in Canada and is only found in southern Alberta, usually around the Rocky Mountains.

Panthera-Tereon: This terrible, alien mountain lion is another beast found exclusively in Canada in and around the Rocky Mountains that skirt western Alberta. They sometimes come down from the mountains to prey on livestock — man-eaters are those who come to prefer the taste of humanoids! Occasionally found in British Columbia and Yukon Territory.

Psi-Ponies: Coveted psionic Palominos that are highly intelligent and coveted by Cyber-Knights, Tundra Rangers and the people of Alberta and the American New West. Most people outside of Alberta believe that no more than half a million exist in total, but that number may be two to three times greater, with at least 200,000 to 300,000 found in Alberta and another 200,000 in British Columbia. A few thousand are also found in the Yukon Territory and parts of Saskatchewan, with another 200,000 to 300,000 scattered throughout the American West. They frequently associate with, and are protected by, the Ixion Cyber-Centaurs who regard them as wonderful creatures of nature and allow them to run free.

Rhino-Buffalo: Particularly numerous along the Canadian Rockies and in British Columbia, Alberta, and Saskatchewan.

Tree Spiders: Most numerous in British Columbia and the Yukon, but are also occasionally found in Saskatchewan, Manitoba and Ontario.

Tri-Tops: Are found in British Columbia, Alberta and Saskatchewan.

Tyrannosaurus Rex! Especially common in Alberta and Saskatchewan. Comparatively uncommon in British Columbia, Manitoba and Ontario, and when encountered in those parts it is usually during hot summers — never in the spring, fall or winter.

Worm Wraiths: These hideous beings are occasionally rumored to have been seen in Alberta and along the Montana border, however, there is no evidence whatsoever that even a lone Worm Wraith has ever traveled as far north as Alberta.

Xiticix: Only the rare lone scout or small hunting party (3-8) of these insect-like humanoids are ever found in the Southwest (most common to Manitoba, and to a lesser degree, southwestern Ontario and Minnesota).

Notable Merchants in the Southwest

In addition to a number of regional traders and Operators who can modify, repair or even offer hand-made or rebuilt weapons, the following widely distributed manufacturers (as well as merchants and agents selling their stuff) can be found in the Southwest.

- Bandito Arms (see **Rifts® New West™**); very popular.
- Calgary Demons! The demons and their masters may also offer to trade goods, magic items, powers, special favors, make deals and offer special services (assassination, theft, revenge, rescue, etc.). Remember, many demons are more than murderous or mindless monsters and enjoy tricking, tormenting, tempting and corrupting humanoids as much as killing them (sometimes more). Consequently, a demon or its henchman may offer anything from revenge to medicine. The question is, “At what price?” And, is everything what it appears to be? (It usually isn’t.)

Demons love to play games and manipulate “lesser beings” (like humans). They especially enjoy getting the mortal to do their dirty work, amuse them, betray a friend or loved one (or oneself), or be tricked into doing something that is bad and/or hurts others without the pawn realizing it until it is too late. Words to the wise: If one is not evil himself, then only fools and madmen will try to cut a deal with a demon.

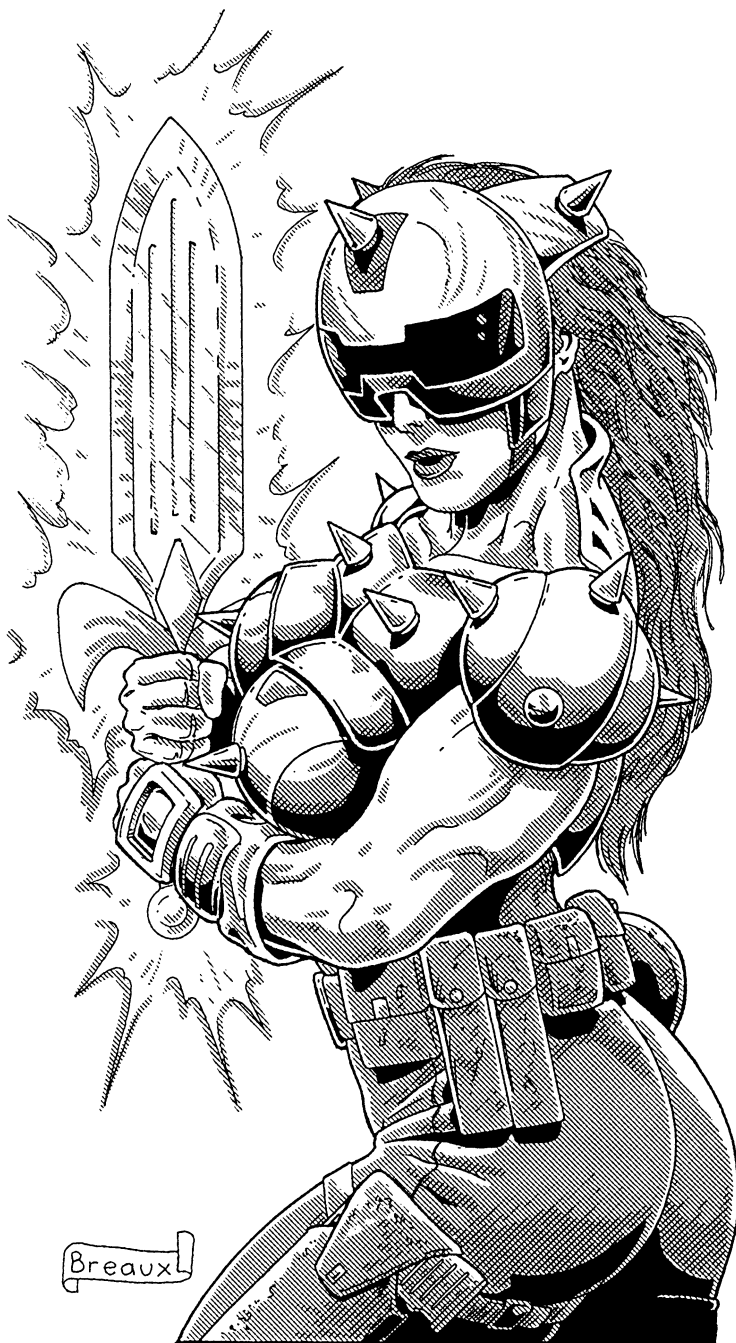
- Wilk’s Laser Technologies (see **Rifts® New West™**); very popular.
- Northern Gun (just expanding into the “New West” and Southwestern Canada).
- Tundra Rangers may also help a friend or ally by selling or trading basic goods. However, the Rangers (with impressive but limited resources and manufacturing capabilities) will not give away weapons and armor to individuals, let alone entire communities, although they *may* help to put together trade deals, and/or put people in contact with trading posts, trappers, farmers, and others who might be of help. The Tundra Rangers are lawmen, defenders and peacekeepers, not traders or middle men. Besides, the Rangers believe people must do for themselves, they just try to level the playing field.
- TW-Weapons of the Colorado Baronies (see **Rifts® New West™**); becoming increasingly popular in Alberta, comparatively rare elsewhere in Canada. Other magic communities or groups may also offer various TW and other magic items for sale.

The Cyber-Knights of Canada

The Cyber-Knights of Canada is not a place or an organization, but heroes from Lord Coake’s legions who happen to spend most of their time in Canada. These knights herald from the same roots as all Cyber-Knights. They were inspired by the famous Lord Coake and learned to become a knight at one of Lord Coake’s training camps/monasteries or under the tutelage of an elder knight (i.e. has been an apprentice). Many of the Cyber-Knights don’t see themselves as Canadian, American or members of any particular nation — as these noble warriors see all of North America as their homeland and all “good” people, humans and D-Bees, as their fellow man.

Most of the Cyber-Knights who frequently visit Canada or who operate in or around Calgary, spend much of their time learning what they can about the legion of monsters that continuously emerge from the Calgary Rift. They spend the rest of their time protecting innocent people from demonic menaces and slay the monsters whenever the opportunity arises. Unknown to most of the world, these demons and monsters are amassing in one particular region which is a problem in and of itself, but the rumors that a demon lord or dark god capable of building and commanding an army has appeared, may be true.

The Cyber-Knights see Calgary and the dimensional portal located there as a stronghold for evil and vile monsters. And they fear it will soon become a war zone. Consequently, they do what they can, gathering intelligence and undermining evil whenever they can. They openly challenge demons and do their best to keep them from spreading into the world. This means Cyber-Knights are particularly active in the *American Northwest* and what were once the *Provinces of Alberta, Saskatchewan and British Columbia*.



Somewhat mysterious, few people know the exact location of the Cyber-Knights' Monastery where the legendary Lord Coake trains these special heroes. Although most believe it to be located in Wyoming or Alberta, the truth is, there are three "monasteries" that serve as training grounds, bases of operations and sanctuaries (as well as a handful of smaller forts and outposts). The first and largest, where Lord Coake resides, is located in magic-rich Wyoming. Another is somewhere in the Rocky Mountains near Alberta, and the third is said to be in Washington or B.C.

The Cyber-Knights' relationship with the many independent homesteads, towns and communities of Canada is friendly and positive. Most Canadians regard the Knights as lawmen, heroes, advisors, friends, and even traveling judges. For some communities in the Canadian Southwest, Cyber-Knights represent their only genuine protection against the supernatural and powerful marauders; other than the Tundra Rangers. Thus, like knights-errant of Europe, or the lawmen of the Old West, some

Cyber-Knights travel a regular "circuit" in which they stop and stay at a particular town for a short while (a few days to a few weeks depending on the situation and possible trouble). While there, they enjoy the hospitality of the people (typically free room and board — food, drink and feed for the hero and his or her riding animal and traveling companions). They will also *trade* simple goods, services and exchange information (about half of it is rumor and hearsay).

The Cyber-Knights (a much smaller group than the Rangers) also get along famously with the Tundra Rangers, and the two often join forces to root out monsters and evil.

The City of Old Calgary

The pre-Rifts city remains in a ruined state, untouched by human hands since the Coming of the Rifts. The outbreak of natural magic energies and the Rifts they caused have kept most intelligent beings away from the chaotic land. Though most had closed over the decades by one means or another, one, the most powerful and overbearing, remains active to this day. It is known simply as the Calgary Rift.

This infamous dimensional portal is blamed for the appearance of the Simvan Monster Riders, Xiticix, Devil Unicorn and a host of monsters and demonic creatures. It remains a concern to all major powers in North America including the Tundra Rangers, Cyber-Knights, Coalition States, and Lazlo. Even Ishpeming, a largely industrial-based kingdom has expressed some concern over the fluctuating activity of the Calgary Rift.

The city of Calgary is, itself, located less than 62 miles (100 km) from the Canadian Rocky Mountains, and was once the center of life in Alberta, representing nearly a third of the population of the entire Province (last known estimate was 1,350,000 taken in 2087 A.D.), and outweighing even Alberta's capital city of Edmonton.

Demonic creatures of all kinds are found throughout western Canada, but nowhere are they more numerous and found in greater variety than in Alberta. This is especially true of the region around Calgary and along the Rocky Mountains. While it is true that Mexico has infinitely more Vampires, they represent only one type of demon (the undead), whereas the Calgary region is plagued by a vast multitude of dozens upon dozens of different types of demons and horrific supernatural monsters. Like Mexico, however, an entire *kingdom* of demons appears to be building around the notorious Calgary Rift.

Only fools, those who have lost their way and evil men dare to go near the location of the old city of Calgary. Among the ruins of the city are hundreds of demonic beings and entities — those who claim to be in the know, say thousands. All are aggressive, cruel and diabolical. They are known to raid towns and farms, attack travelers, kidnap people (especially children and young maidens), enslave mortals, engage in murder and other crimes, corrupt and manipulate humanoids, and generally torment humans and D-Bees. Many also feed on humanoid flesh and stalk people like a mountain lion hunts a deer.

Calgary is the center of demon activity, with their primary "range" of most intense activity and greatest numbers being north to the ruins of *Red Deer*, south to the *Alberta/Montana border*, east to *Lethbridge*, and north into the *Rocky Mountains*.

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However, they do not limit their ravaging and pillaging to just Alberta and frequently launch raids into the northern US, the Canadian northlands, Saskatchewan and elsewhere. Of course other demons and monsters who may have originated from the Calgary Rift are found scattered throughout the Canada, all the way up to the Arctic Circle and from coast to coast. Demons around Calgary typically range from solitary hunters to small bands of 2-8. The likelihood of running into demons more frequently or in larger numbers increases dramatically as one nears Calgary, and for a 50 mile radius around Calgary, one will only encounter demons, their slaves, henchmen or evil humanoid partners (many of whom are evil mages) exclusively. Large groups of 100-1000 demons are usually encountered in the heart of Old Calgary or when a powerful mage, dragon or demon lord rallies them together for some diabolic purpose.

The Calgary Highlanders

This is a notorious gang of bandits and killers who have terrorized the countryside in one incarnation or another for two hundred years! The Highlanders have made the ruins of **Grimshaw** their base of operation, and set out from there to raid ranches, towns and homesteads throughout Alberta, as well as making runs into B.C., Saskatchewan, the tundra and occasionally the northern US.

Recently numbering close to 1,100 strong, several battles with the Tundra Rangers, followed by a few deadly encounters crossing swords with Cyber-Knights and a powerful adventurer group, has whittled them down to about 400. Currently, most of the remaining 400 have been splintered into smaller groups of 20-80 members scattered over three Provinces and a couple of Territories.

Breakdown of the Calgary Highlanders:

30% are lesser demons (including Windigo, D'Sonoqua, the Unclean, Shedim, and many others).

5% are greater demons.

6% are other evil monsters (like the Devil Unicorn).

5% are evil practitioners of magic (humans & D-Bees).

27% are evil humans of various O.C.C.s; mostly warriors and includes some Juicers, Crazies and Headhunters as well as evil practitioners of magic.

26% are evil D-Bees of various O.C.C.s & R.C.C.s; fundamentally the same as their human counterparts.

1% other.

Alignment: 60% Diabolic, 30% Miscreant, 7% Anarchist, 3% other.

Average Level of Experience: 2-5; with leaders being 6-8th.

Level of magic: High! In addition to the supernatural powers and spell casting abilities of most demons, there is a large percentage of practitioners of magic (15-20%); predominantly Ley Line Walkers, Mystics, Shifters, The Corrupt, and even a few evil Mystic Knights (the antithesis of the Cyber-Knight, whom they love to challenge and destroy, with Tundra Rangers and Lawmen next in line). Only one or two Techno-Wizards or other sorcerers.

Level of Technology: Low. Very basic laser and ion weapons, plus Vibro-Blades and the occasional explosive.

Rumor: According to rumor, some (most?) of the humanoids actually worship the demons and belong to a sort of cult — perhaps even a death cult.

Fadetowns

A Fadetown is a village or town that appears, on all accounts, to be perfectly normal. Most are obviously poor communities of humans and/or D-Bees who toil as farmers, trappers and hunters, trying to survive in the harsh wilderness of Rifts Earth. This is a facade, because these places are far from ordinary. They are tied to mysterious dimensional forces that alter the fabric of reality and cause these towns to “fade” from place to place, and more.

There are dozens of the so-called “Fadetowns” scattered throughout the Magic Zone. Exactly how or why certain places turn into these dimensional aberrations is unknown. They are primarily found in the Magic Zone and a handful of other regions in the East, North and parts of Canada where ley lines are at their most numerous. All Fadetowns have one thing in common, they are located on a ley line. They get their name from the fact that they “fade” in and out of our reality! This “fading” is completely random and has varying effects. As odd as it may seem to outsiders, the people who live in Fadetowns are used to these strange occurrences and take them in stride.

Note: There are several Fadetowns in Alberta with a cluster around Calgary and others in the northern half of Alberta as well as others scattered throughout the Yukon, Alaska, Northwest Territory and Nunavut. The following descriptions are taken from **Rifts® Federation of Magic™** with some adjustments for the Canadian location.

Fade Outs — Dimensional Fluxes

G.M. Note: Pick one as desired 1-3 times a month, or roll percentile on the following random table 1D4 times a month.

01-05 Entire Town Disappears! The whole place and every person, animal, building, structure and thing within the borders of the Fadetown vanish as if they never existed. It reappears with the next dimensional flux, typically at the same location, where everything is normal until the next “Fade Out.” To living beings in the town it is as if only a minute has passed. The only real problems exist with crops and livestock not tended to while the town and its inhabitants were gone. Likewise, residents or visitors away from town when it vanished may find themselves temporarily homeless or separated from their associates.

06-20 Literally a ghost town. The entire community, residents and all, “fade” out of sync with reality. When this happens, the community and everything in it straddles several different dimensions without actually physically existing in any. Earth is the place of origin, so the people, animals, buildings, vehicles, and anything else that is within the narrow geographic range of “town” appear as transparent ghost-like apparitions. People can go about their business, eat and draw water from the community storehouses, but cannot leave town. Although they can see and hear things in the physical plane, they cannot touch, speak to (no sound), or affect anything in the physical world. Only psionics can be used by the people in dimensional flux to communicate or attack people in the physical world and vice versa. **Note:** Those caught in the

Fadetown when it went into flux are stuck there until the next dimensional realignment or “fading,” which typically occurs once every 2-4 weeks. Also note that to those in the ghostly flux everything in town seems normal — has a physical feel, smell, sound, etc., it’s just that they can’t leave the confines of the town (as if an invisible barrier boxes them in), and everything outside the area of town seems semi-transparent, silent, and ghost-like.

21-36 Fades to a new location far from the last. This new location will always be along the ley line or an intersecting one. This frequent change of location is only a problem when the Fadetown is relocated near a rival, enemy, or hostile territory, or away from some natural resource (river, well, farmland, mine, etc.). The biggest problem a Fadetown has is establishing trade with its neighbors and travelling merchants. This is compensated for in part by having major storehouses and buying items in bulk when they have the opportunity. **Note:** A Fadetown never reappears on top of an existing community, although it may appear around a campsite.

37-52 Fades to a new location not far from the last. This new location will always be along the ley line or an intersecting ley line and will be no more than one mile (1.6 km) away from the last site.

53-68 Ghost Fade. 1D6+10% of the town’s people fade into ghostly apparitions. They remain in this state until the next dimensional flux, but until then they cannot communicate with the physical world except through pantomime, sign language, mouthing words, or psionics. Although ghostly in appearance, they cannot walk through walls and must have somebody open a door for them to enter a room. Likewise, they would need somebody to flip the pages of a book, turn on a machine, etc. While a ghost, those affected do not require food, water, heat or shelter, nor much sleep, although many get bored and sleep a lot. As usual, they are confined to the borders of the town and can interact with others who have been temporarily turned into ghost-like beings.

69-84 Population Fade. 6D6% of the town’s population vanishes into thin air. No ghosts, no anything. They are just gone! They remain so until the next dimensional flux and reappear in the exact place and condition that they were in when they vanished. For those affected it seems as if only 10 seconds has passed, while days or weeks have passed in the real world. **G.M. Note:** It’s up to G.M. discretion as to whether or not all or some of the player group vanishes when this happens.

85-00 Magic Fade. For some reason, magic in all its forms fades or ebbs to low levels, as if being drained or channelled elsewhere. Magic spells and rituals are reduced by half — half damage, half, duration, half range, but costs the full P.P.E. cost to perform it. Likewise, all P.P.E. reserves are half and recovery of P.P.E. is done at half. Rune and TW weapons do half damage and all other magical abilities are halved, and P.P.E. cannot be drawn from the ley line (must go outside the town’s border, which is usually clearly marked at many Fadetowns).

Strange Benefits

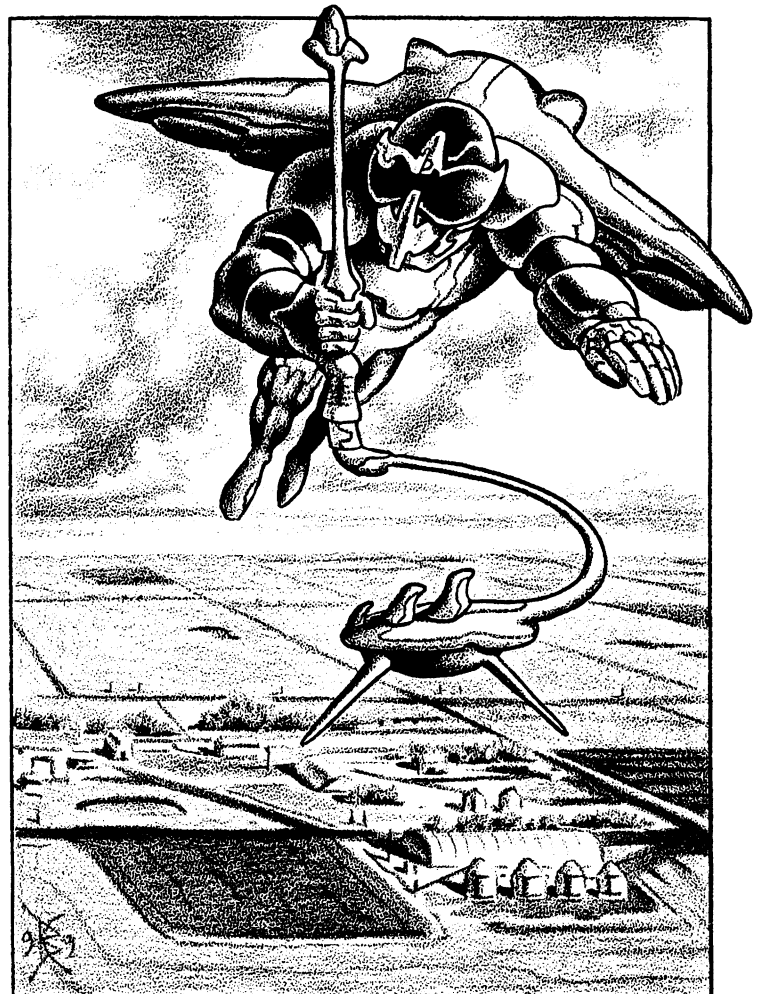
Not everything is bad or chaotic about living in a Fadetown, when the entire town is “ghosted” the residents are impervious

to disease, foul weather and invasion. The other dimensional anomalies are seldom dangerous, just mostly inconvenient, and keeps life interesting. Furthermore, there are some genuine benefits. Although Fadetowns are located on ley lines, they are never affected by Ley Line Storms (storms skip over them), never have a random Rift appear in or very near town, and are never visited by entities, Astral Travelers, banshees, ghosts or spirits of any kind.

Being on a Ley line renders the detection powers of Dog Boys and Psi-Stalkers useless, effectively helping to make them invisible to CS troops. As a result, Coalition soldiers either ignore or skip Fadetowns. Even when they do come to town, if they know it’s a Fadetown, most platoon-sized and smaller operations will ignore them, preferring to keep their distance from these dimensionally unstable places. CS personnel simply find Fadetowns to be spooky and avoid them. Many other people share that sentiment and outsiders generally fear Fadetowns and keep their distance. This is a mixed blessing, keeping potential undesirables away and keeping the community small and close-knit, but also makes trade and communications with the outside world difficult.

The People of Fadetowns

The racial and occupational composition and attitudes of people living in Fadetowns vary dramatically. No two seem to share exactly the same views. Most residents have come to terms with the strangeness and have adapted. One adaptation is to have large community storehouses and personal/family storage (fruit



cellars, closets, sheds, etc., for storage of goods, food and water). This also means travelling merchants may see a frenzied run on certain items that the townspeople are low on or have trouble acquiring. Getting regular trade at the constantly relocating and frightening Fadetowns (most outsiders don't want to get caught in a "Fade Out") is difficult. When a merchant can find a Fadetown, he usually pitches a tent *outside* of town.

Most, but not all, Fadetowns clearly mark the borders of their community so they, and more importantly visitors, know exactly where the town's borders begin and end. These markers can be anything from welcome signs, warning signs ("Beware Fadetown" or "The Fadetown of Blue Ridge," etc.), stone megaliths, totem poles, statues, fence, small earth mounds or just notches or paint on a tree or a pile of stones. Those who don't mark their town or warn visitors are typically dangerous places dominated by bandits, a magical brotherhood, cult, coven of witches, powerful sorcerer or other sinister force who likes to keep the unique nature of their town a secret for any number of reasons.

Most are populated by simple, hard working people — farmers, woodsmen and peasants. Roughly half are towns of people who prefer to be isolated from the world; many to the point of not caring about what happens outside their community. At these Fadetowns, the people generally take a dim view of strangers and are cold, quiet and uncooperative. They shun outsiders and wish to be left alone. They do not encourage communication with outside groups, and some of them are hostile to any who enter their town, even to Cyber-Knights, Tundra Rangers and heroes of renown.

Some (25%) are friendly, welcome visitors, and are probably anxious to hear news or stories of adventures, and are willing to trade goods (not that they usually have much to trade other than food, shelter, simple repairs, medical/healing, and sometimes information and magical services).

In fact, because Fadetowns are generally feared by outsiders, they tend to attract criminals, refugees and beings looking for solitude — a place to hide, get away from it all or a secret base of operation. Several small mercenary bands, tribal clans, demons and bandit groups operate from Fadetowns in Canada. Likewise, criminals, people on the run and bounty hunters often seek temporary refuge at a Fadetown. Considering the amount of riffraff and desperate or dangerous people who turn to these magical places, the worst Fadetowns (about 15-20%) are as rough and lawless as some as anywhere in the world. Such towns are usually dirty, shabby places with several saloons, one or more gambling halls, boarding houses, and various dens of ill repute, as well as other common shops, meeting hall, homes and the usual fare found at wilderness towns and trading posts.

Many, good and bad, friendly or cold, are places dominated by some magical or supernatural beings. It may be a single powerful sorcerer, a dragon, magical Brotherhood, a cult or, in western Canada, a den of demons. The power that rules a Fadetown may be obvious and flamboyant, or secretive, or at least quiet, to avoid attracting attention to itself. The magical or supernatural force running the town can be benevolent or malevolent, earthly or demonic. Some places are benign, wishing simply to live in peace and use their power as protection. Others are extremely malicious; travelers may enter but never leave because they are robbed and murdered, killed and eaten, enslaved, imprisoned and so on.

The inhabitants of Fadetowns tend to be wild cards, and the G.M. should treat them as such. Essentially, a Fadetown provides the setting for almost any type of spell caster or supernatural menace the G.M. desires. Sometimes the overall population is party to the evil and other times they are as much victims as anybody else. There are dozens of these towns spread over western and northern Canada.

Average populations of Fadetowns in Canada:

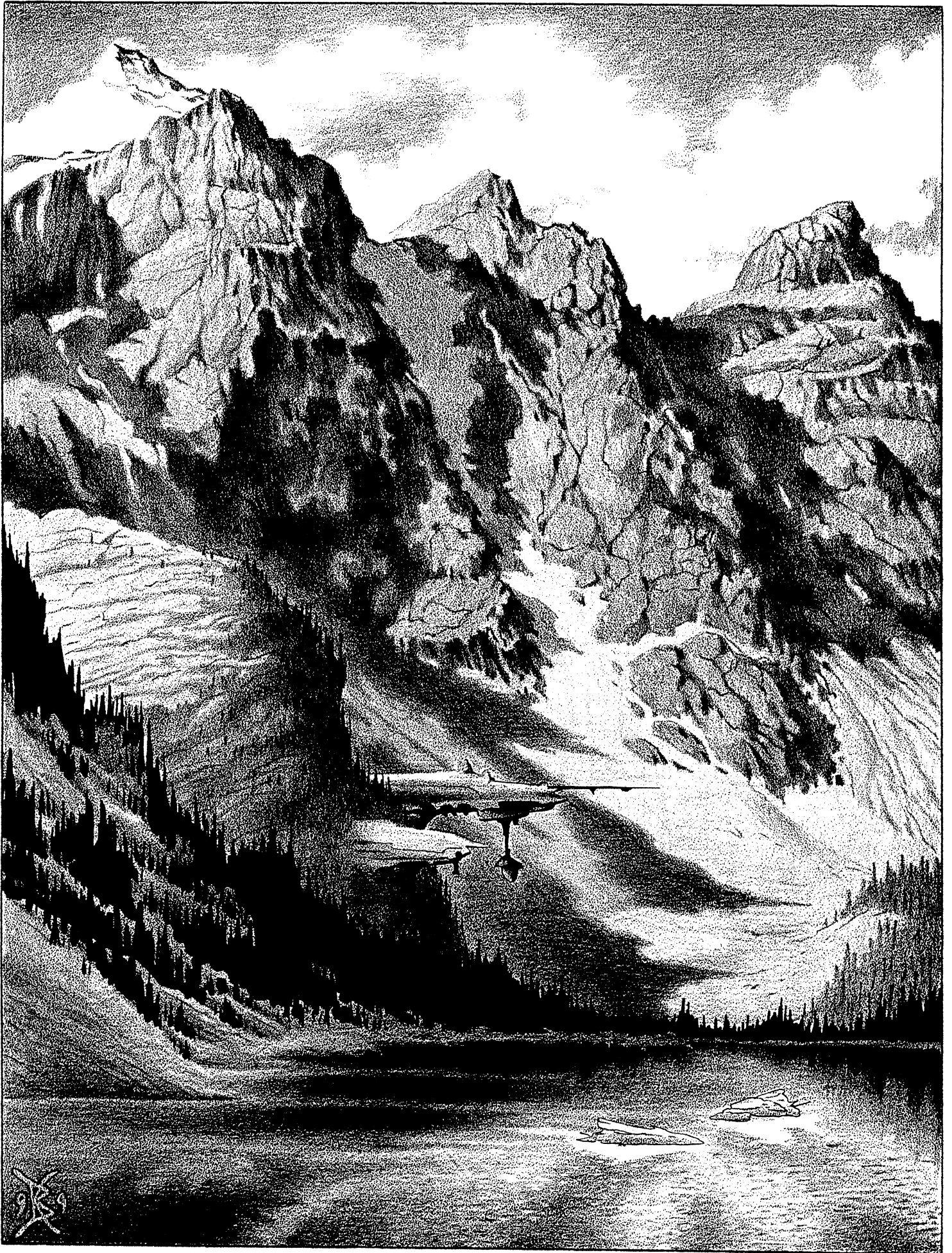
Small Fadetown/Farm/Trading Post: 1D6x10+12

Medium Fadetown: 2D6x10+60

Large Fadetown: 4D6x10+220 (10% are 50% larger).

Note: Most Fadetowns have little use for credits and prefer to *trade* goods and services. Only Fadetowns that cater to scoundrels and criminals will have more than one or two boarding houses, a general store and the basic features of a farm or trading post. Some will not accept Universal credits.





British Columbia

British Columbia remains something of a mystery to much of the civilized world (so does much of the Yukon, for that matter). The demon-occupied Rocky Mountains makes it extremely difficult to gain access to the region from the east. Going up and around means going hundreds if not thousands of miles out of one's way and traversing the Tundra. Consequently, only the Sasquatch (who abound there and in the mountains), a few Native Americans and a handful of explorers from the outside know what's on the other side of the mountains.

What is known is that British Columbia is a hilly and mountainous region with an abundance of lakes and rivers once used to harness hydroelectricity. Once the land also gave up copper, gold, silver, and zinc (the mining industry was very good before the Rifts). The old Province was a major energy provider to North America and home to the largest international port city of Vancouver.

Today it is mostly covered by (cold-weather) rainforest broken by meadows, lush flowering and grassy valleys, lakes and rivers. From Vancouver through three quarters of the Yukon is the Western Cordillera, Canada's wettest climate, densest (and tallest) forest and tallest mountains. This lush wilderness is the home to the Grizzly, Brown and Black Bears with the occasional Kodiak and Polar Bears (the latter the more common of the two) coming down from the north to hunt seals, sea lions and over 300 different species of aquatic life living off the coast. Seaside cliffs are the home for colonies of seabirds and the mountains for winged predators and beasts from the Rifts. It is believed that all civilization was destroyed and that less than 15,000 humans live in British Columbia and 30,000 in the Yukon; half of which are Native Americans.

Vancouver

Vancouver Island, Fog Island or Misty Isle as it is known today, is completely shrouded in a thick, supernatural mist. During the day, sunlight makes the outer edges barely visible and the dark silhouette of large pine trees can be seen from across the shores. People have sworn to have seen apparitions, frightening shadows, and entities within the mists, though no official record (by credible scholars) has confirmed this. At night, however, strange noises and the sounds of commotion can be heard coming from deep within the island. Unfortunately, the few brave souls known to have gone to investigate have never returned. Rumors abound.

As noted in the Monster Section, the waters around Vancouver Island is the domain of the Cadborosaurus and other sea monsters, Giant squid, whales, dolphin and aquatic monsters are found along the coast and increase in numbers in the north (see *Rifts® Underseas* for sea creatures and races). Tiny fishing villages and homesteads also dot the northwestern coast.

The Shifting Veil Wall

Once or twice a year, along one particular network of ley lines in the northeast, a semi-transparent shimmering wall fills the sky. Looking through it is like trying to look into a pool of clear water to see what lies on the bottom, except that the glare from the sun and the rippling current only provides obscured glimpses of what lies below. That's what the Shifting Veil Wall

is like, except "beyond the veil" is another world. To enter that world, one simply steps through the shimmering wall. The problems are two-fold, one can never be certain what, when or where is on the other side, and while the Wall is up one can come and go freely, but the Shifting Veil only appears once, sometimes twice every 350 days or so. When it disappears travelers are trapped on whatever side of the Veil they were on when it vanished. Furthermore, the Shifting Veil Wall never appears at exactly the same place (within 3D6 miles/4.8 to 29 km), nor exactly the same time of year (within 5D6 days) and never stays for the same amount of time. The typical duration ranges from 2D6x10 minutes, double during a ley line storm or other powerful dimensional event (2D6x10 hours when it appears in conjunction with an eclipse or solstice, and 2D6 days if it appears in conjunction with a planetary alignment of five or more planets). Travelers not paying attention can ride through the Veil and into another dimension without realizing it until hours later; probably when it is too late to turn back. **Note:** The Shifting Veil Wall appears in the northeast corner of British Columbia between the Coal River and Bristcho Lake, Alberta. It varies in length from 40 to 140 miles (64 to 224 km).

Where do people go?

Ultimately, where one is taken is left to the imagination of the G.M., but here are some suggestions for random possibilities.

01-15 Splugorth Slave World (pattern it after Atlantis).

16-30 A parallel dimension very similar to the Canada of Rifts Earth, only humans are replaced by one particular type or several types of lesser demons — or in the alternative, a particular mortal but alien race (use any race from any of the Rifts World or Sourcebooks or other Palladium RPGs or sourcebooks like **Aliens Unlimited™**, **Skrappers™**, **Palladium Fantasy RPG®**, **The Rifter™ sourcebook series** and so on; heck, maybe even a non-Palladium RPG). There are also Sasquatch and Inuit people who are oppressed by the dominant (demonic?) race. Fortunately this is a wilderness like back home, so gangs and communities of these aliens or demons are far and few between, and when they are encountered groups have 4D6 members and communities range within 4D4x10 members. Humans and otherworldly D-Bees (like the player characters) are viewed the same way we regard *demons* and *frightening D-Bees* back on Rifts Earth, they are feared, hated, abused, enslaved, hunted and killed! Indian Spirits may also be part of the landscape and are worshipped by the oppressed Sasquatch and Inuit people.

Take the idea from there and mold all kinds of "the shoe is on the other foot" adventures.

31-50 Skrappers or one of the worlds and settings presented in it. Superbeings and monstrous Tarlok enslavers.

51-60 The Nightlands (from the *Nightbane® RPG*). A world of eternal darkness and maleficent beings. Convert the Nightlords and their hideous minions into supernatural M.D.C. creatures.

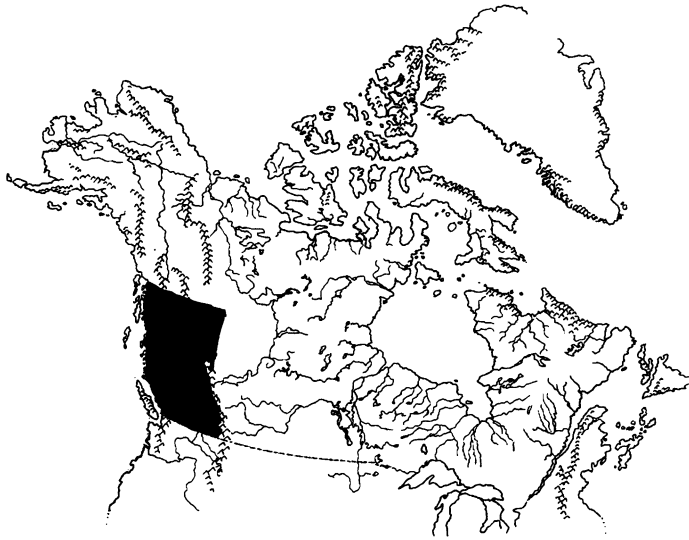
In the alternative, the setting could be the Earth of the *Nightbane* after Dark Day.

61-75 Wormwood! A more hellish place is unimaginable.

76-90 The Realm of the Four Horsemen! This world or dimension closely resembles Africa right down to its different environments (jungle, savanna, desert, swamp). Here humans

and D-Bees are slaves and playthings (to be abused and tortured) or savages living in the wild and on the run from the dark forces that ravage the land. The dominant forces are evil beings who worship the lords of this land, the Four Horsemen of the Apocalypse. Each Horseman is ruler of one equal quarter of this world/dimension, and each region reflects the horrific nature of its master. Their evil minions include Crocodillians, Necromancers, evil African Witches, Mind Bleeders, Ghouls of all varieties, Demonic Cannibals, and the Buti-fas, plus Netherbeasts (the four different monsters each horseman rides) run wild and prey upon mortal humanoids.

91-00 Palladium Fantasy World or some other environment (Chaos Earth™, Systems Failure™ Earth, Phase World®, etc.). In the former case, all Rifts characters, armor, weapons, magic, etc., are transformed into S.D.C. and Hit Point equivalents.



The Centaurs & Cyber-Horsemen of Ixion

The Centaur R.C.C.

Optional Player Character & NPC

The Centaur is a creature of legend from Earth's ancient past, so perhaps these strange beings have visited the planet before. They are strange beast men with the upper body of a man and the lower portion of horse. Their origin is lost to antiquity.

On other worlds, the Centaur is known as a fearsome plains warrior whose people gather in tribal clans. They are a nomadic race who dislike staying in any one place longer than a season. Although they are good craftsmen, they rarely have access to a proper hearth or tools because they are nomads and wander the land.

The Centaurs of Rifts Earth are Indian-like nomads and found in greatest numbers in Alberta, Saskatchewan, Idaho and Montana where the total population may be over 200,000. As well as British Columbia, Washington and Oregon, but with numbers less than 60,000 all told. They tend to be Hunters, Wilderness Scouts, Trapper-Woodsmen and the equivalent of Indian Tribal Warriors and Spirit Warriors, with the rare Shaman

as a tribal leader and advisor (no more than two Shamen per clan; a typical clan ranges from as few as 20-60 to as many as 100-400. The overall "tribe" can number into the thousands, but the clans rarely gather in such large numbers). To survive, they have taken to using M.D.C. weapons and favor the Vibro-Blade, the modern bow and arrow, and energy rifles, as well as Techno-Wizard items.

The Centaurs love grasslands and prairies above all other terrain, but are also found in the forests and the Tundra. In fact, they were falling prey to demons, animal predators and humanoids so frequently in the plains that many have fled to the forests of the Western Provinces. In B.C. they have become allies with the *Cyberhorsemen*, and in the southwest, *Simvan*, whom they trade with and consider to be another loose-knit-ally. Centaurs have learned from experience to consider most "two-legged" people as potential enemies, and many clans try to avoid contact with other humanoids. However, Centaurs are natural born wanderers and explorers. They love adventure and hand to hand combat. Consequently, bold, young Centaurs with something to prove, and rogues who grow tired of tribal life, may join forces with other people, including the *Tundra Rangers*. They prefer small groups, so bands of adventurers, mercenaries, highwaymen, and raiders are the most appealing. The Centaur prefers a life of travel and fast-paced action.

Centaur R.C.C.;

Optional Player Character, Villain & NPC

Note: A modified and updated version of the information found in *Rifts® Conversion Book One*.

Alignment: Any, but mostly principled or other good alignments.

Attributes: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 3D6+6, P.P. 3D6+6, P.E. 3D6+12, P.B. 3D6, Spd 6D6x2, double for brief spurts of 2D4 minutes.

P.P.E.: 4D6

Size: 6 to 7 feet (1.8 to 2.1 m) at the horse shoulders, about 10 feet (3 m) from the top of the head to the bottom of the hoof.

Weight: 800 to 1100 pounds (360 to 495 kg).

Average Life Span: 90 years, although some have lived to 130.

Hit Points: P.E. attribute number +1D6 per level or experience.

S.D.C.: 50 plus those from physical skills.

M.D.C.: None, but may use M.D.C. body armor typically taken from humanoids or made from the bones or plating of M.D.C. creatures like Fury Beetles and Dinosaurs, even some demons.

Natural A.R.: None, requires body armor or bionics.

Horror Factor: 10, mainly because of their unusual and mythic appearance and wild behavior when in an attack group.

Natural Abilities: Prowl 60% +1% per level of experience, track by sight 77% +1% per level of experience, swim 50%, good to excellent natural speed, great physical endurance and can leap 10 feet (3 m) high and 15 feet (4.6 m) across (with a running start, double the length and increase height by 50%).

Magic: By O.C.C. only.

Psionics: Standard; same as humans.

R.C.C. Skills: Land navigation (+20%), wilderness survival (+15%), hunting and the languages: Dragonese/Elven 98% (50% are literate in this language too), Faerie Speak (+10%) and one language of choice (typically American at +15%); all

increase with experience. Plus W.P. Bow and Arrow. All traditionalists are excellent archers and favor the long bow, or modern composite bow. Many use modern arrows (including explosive tipped ones) and carry a variety of monster and demons-slaying arrows with silver, stone or bone arrowheads.

R.C.C. Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +4 to damage and +2 to dodge when running, +2 to pull punch, +2 to roll with punch, fall or impact, +2 to save vs disease and +2 to save vs Horror Factor.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training plus one as natural warriors.

Damage: Kick with front legs does 2D6 S.D.C. +P.S. damage bonus, kick from rear legs 4D6 S.D.C. +P.S. damage bonus, or by weapon.

Available O.C.C.: Most are *Wilderness Scouts*, *Trapper-Woodsmen* or the equivalent of Indian *Tribal Warrior*, *Spirit Warrior*, *Mystic Warrior* and *Shaman*.

The Centaurs' wanderlust and need for adventure means they tend to avoid the study of magic or any other O.C.C. that requires long hours of study or staying in one place, but can learn the mystic arts; Druid and Mystic are the most likely.

Those who forsake the traditional way of tribal life and become more modern (about 20% of the population) can become virtually any man at arms — favoring Ranger, Wilderness Scout, Highwayman, Bounty Hunter, Justice Ranger, Tundra Ranger (ideally Cavalry) and Saddle Tramp, as well as Rogue Scholar, wandering Vagabond/Peasant, and Cowboy. Cowboy and Scout are among the most common. **Note:** In all cases, reduce the number of O.C.C. Related Skills and Secondary Skill selections by half. Don't forget to include the R.C.C. skills.

Standard Equipment: As per O.C.C. plus one bow and arrows, Vibro-Blade (often built into a spear), hunting knife, two water skins or canteens, saddlebag, backpack, bandoleer, utility belt, headband, one large sack, two small and/or as per O.C.C.

They like all kinds of weapons, especially bow weapons, knives and spears, and especially those that are enchanted/magical. Few wear full barding, most wear partial M.D.C. armor.

Enemies: Demons and monsters, and humans and humanoids in general. Dislike Psi-Stalkers.

Allies: Faerie folk are fond of Centaurs, seldom pester them, and both races are extremely tolerant of each other and treat each other as friends, playmates, and allies. However, there are no faeries known in western Canada, except for a few here and there in B.C.

The Centaurs of North America get along well with Simvan, Traditional Native Americans, Sasquatch, Justice Rangers (New West) and Tundra Rangers.

Physical Appearance: They look like large, powerful horses with a human torso rising out of the shoulders. The head, hands, arms, and chest are all human.

Habitat: The plains and light forests of Southern Canada and the American West. They are extremely nomadic and the same clan may range from New Mexico to the Northwest Territory. They avoid the north during the cold and snowy months, but love the Tundra in the summer. Mainly found in Alberta, Saskatchewan, Montana and Idaho, and to a lesser degree, Washington, Oregon and British Columbia.

Note: Centaurs are somehow linked to nature and are free spirits driven to adventure and wandering. They can not live in captivity. Even a few weeks in chains may kill them or drive them to make desperate attempts to escape. Nevertheless, many cruel and greedy individuals have attempted to enslave them for labor and entertainment in the gladiatorial arena. Sadly, their animal visage has led many to think of the Centaur as an animal.

Cyber-Horsemen of Ixion

The Cyber-Horsemen of Ixion are an enigma. Nobody knows where they come from or how they got to Rifts Earth. According to rumor the Cyber-Horsemen have built a city called **Ixion** (eye-zon), somewhere in the wilderness of British Columbia. In fact, most humanoids refer to these mechanized Centaurs by the name of the fabled city, referring to them as Ixion (eye-zon) rather than the Cyber-Horsemen or Cyber-Centaurs *of* (or *from*) Ixion. For decades the location of the legendary city was credited to be in the northern plains of Canada, but this is probably because the ordinary Centaur heralds from this region, and is not the case. The City of Ixion is hidden someplace in British Columbia. It is said all Centaurs, mutant animals, creatures of nature and the persecuted are welcome there. So far, no human has found any trace of such a city, but then British Columbia is an expansive wilderness with few humans.

The story behind the Ixion (eye-zon) Cyber-Horsemen is simple. During a Ley Line storm of unprecedented magnitude, the City of Ixion on a planet on the other side of the universe, fell into a dimensional vortex that tore the city from its homeworld and transplanted it, people and all, to Rifts Earth. Presumably, this occurred near the end of the Dark Ages for humankind about 110-140 year ago. The first Cyber-Horsemen were recorded around 73 P.A. in the Canadian Southwest and later in the New West, however, rumors of such "monsters" had been spoken of in tales and claims by hunters, trappers, Indians and the occasional Cowboy in the region for decades earlier. Such claims were dismissed as folklore until a CS expeditionary force from Iron Heart caught a group of them on videotape. This confirmed sighting occurred in the plains near the Rocky Mountains of Alberta (the team was actually there to do reconnaissance on the Calgary Rift and surrounding area). At first the Cyber-Horsemen were believed to be strange robots, bionic horses and riders mistaken for something more, or even mutant animals, but scrutiny of the CS tape revealed that they were a race of technologically advanced Centaurs! Since then there have been nearly a hundred reports of Ixion Centaurs, including those who claim to have ridden with them and shared adventures.

According to all accounts, their tech-level appears to be several degrees less than the Coalition's although they have mastered the sciences of cybernetics and the use of Mega-Damage alloys. Ninety percent of the male Cyber-Horsemen of Ixion undergo partial bionic reconstruction, replacing their lower horse-body with powerful bionics when they reach adolescence. They also have numerous cybernetic and bionic implants in the upper body and wear M.D.C. body armor to protect their flesh and blood upper bodies. Only 10% submit to full bionic conversion of both the upper and lower body and such individuals are usually older males no longer concerned with bearing children



(usually because they have already raised a family). Only 25% of the females will undergo the same amount of extensive bionic modification and these are usually older Centaurs. Instead, opting for cybernetic implants to augment their senses and partial bionics to reinforce and strengthen their lower bodies. A large reason for this is birth considerations. Most Cyber-Horsewomen prefer to give natural birth, something made impossible with a radical amount of bionic reconstruction. **Note:** Except for medical reasons, the Cyber-Horsemen avoid replacing the human portions of their bodies and rarely subject themselves to full bionic conversion.

Other than their half horse bodies, they are said to be very similar to humans in ways of intelligence, society, and personality. This means there is a wide range of alignments from good to evil. Being located in the wilderness of British Columbia (most of which they consider to be “their” adopted homeland), the Ixion had little contact with humans and even most D-Bees. They did encounter and befriend the nonbionic Centaurs (Cousins? Or an example of parallel development worlds apart?), True Sasquatch, Spirit Sasquatch (although both keep contact with the Cyber-Horsemen to a minimum), some Native Americans and demons. Lots of demons. As a result, demonkind is considered their mortal enemies. It has only been in the last 50 years that the Cyber-Horsemen of Ixion have begun to explore the world beyond the mountains and to the north (i.e. the Yukon and Alaska). As fate would have it, the first humans the Ixion would forge a bond with were the Inuits and Cyber-Knights who accepted them and treated the Ixion with kindness and equality. This has giving them a very positive view toward humans, an outlook that has been strengthened by their later alliance with the Tundra Rangers. However, the Ixion are not stupid or foolishly trusting. They have seen their fair share of evil at the hands of humans and understand humankind very well, for the two races are more similar than different.

The Cyber-Horsemen’s experiences with D-Bees have been much less positive, making them suspicious of all races other than humans and their fellow equestrian cousins. However, once they befriend an individual, the Ixion remain loyal for life.

The Ixion strive for nobility, honor, order, and a higher level of understanding. They believe that they and the City of Ixion (known as a center of enlightenment) were brought to Rifts Earth by fate to enlighten and help them unravel the secrets of the cosmos. Thus, most Ixion are of good or anarchist alignment, tolerant of other races and open to new experiences. They find the concept of magic fascinating, for it is something completely new to them. No Ixion has tried to learn magic (bionics interfere and block magic), but they understand the dangers and wonders it represents and more than a few count a magic weapon or item among their belongings.

Cyber-Horsemen of Ixion R.C.C. and Optional Player Character, Villain & NPC

Note: A modified and updated version of the information found in *Rifts® Conversion Book One*.

Also known most commonly as “the Ixion,” but also as Cyber-Centaurs and Cyber-Horsemen.

Alignment: Any, but most lean toward selfish and good alignments.

Attributes: I.Q. 2D6+8, M.E. 1D6+8, M.A. 1D6+12, P.S. 3D6+8 (upper body), 3D6+22 (lower, bionic horse-body), P.P. 3D6+8, P.E. 2D6+12 upper body; lower body is bionic), P.B. 1D6+8, Natural Spd.: 7D6x2, double for brief spurts of 2D4 minutes. Bionic Spd.: Most males have a speed of 220 (150 mph/240 km) and females a speed of 88 (60 mph/96 km). Bionic leaps are 30 feet (9 m) high and 50 feet (15.2 m) across, double the length and increase height by 50% with a running start.

P.P.E.: 3D6

Size: 7 to 8 feet (2.1 to 2.4 m) at the horse shoulders, 11-12 feet (3.3 to 3.6 m) from the top of the head to the bottom of the hoof.

Weight: 1800 to 2400 pounds (810 to 1080 kg).

Average Life Span: 150 years, although some have lived to 220.

Upper Body: Hit Points: P.E. attribute number +1D6 per level or experience. **S.D.C.:** 40 plus those from physical skills.

M.D.C. of Lower Body by Location:

Bionic Front Legs (2) — 100 each

Bionic Rear Legs (2) — 160 each

Main Body (horse) — 250

Upper Body (body armor) — 130

Note: Bionic Barding will increase the above numbers (and overall weight) by 50%, but reduce running speed by 25% due to increased weight and impairment of movement, and prowl is impossible.

Horror/Awe Factor: 12.

Natural Abilities: Prowl 50% +2% per level of experience (-30% if bionic). Without bionics the character can leap 10 feet (3 m) high and 15 feet (4.6 m) across, females with augmentation can leap 40% higher and farther. Double the length and increase height by 50% with a running start.

Magic: By O.C.C. only.

Psionics: Standard; same as humans.

R.C.C. Skills: Land navigation (+15%), wilderness survival (+10%), Languages: Ixion 98% (95% are literate in this language too) and two languages of choice (typically American as +20%), and W.P. Pole Arm/Spear.

R.C.C. Bonuses (in addition to attribute bonuses): +3 on initiative, +1 to parry, +1 to disarm, +3 to dodge when running, +3 to pull punch, +1 to roll with punch, fall or impact, and +3 to save vs Horror Factor.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training plus one as natural warriors.

Damage: Normal punch and weapon damage or via bionic limbs (see bionics at the end of this description). Or by weapon.

Available O.C.C.: Warriors are effectively the Cyborg O.C.C., but the character can be any modern O.C.C.; tend to lean toward the Scholar and Adventurer O.C.C.s.

Standard Equipment: As per O.C.C. plus one energy rod spear or pole arm and energy pistol. They also like Vibro-Blades, Neural Maces, and magic items. Although the Ixion do not manufacture human style “guns” other than one type of pistol-rod, they can easily use them.

Enemies: Demons are enemy number one! Like the leaders at Lazlo, the Ixion see the gathering horde of demons at the Calgary Rift as a major danger to all mortal life forms in that

part of the world. The Ixion often challenge and battle demons, and have even waged purges to eradicate “nests” of them. When the Ixion discover that Lazlo is waging war against the Calgary Demons, the Cyber-Horsemen will join the heroes in a battle to the death. A turn of events that *may* surprise everybody and win the day.

Ixion also dislike Psi-Stalkers, Great Hunters, Yeno, Worm Wraiths and other evil or cruel and intolerant beings. Ironically, the Simvan, who befriend and trade with ordinary Centaurs, regard the Ixion as dangerous rivals and hate them. This may be due, in part, to their “human” qualities and reliance on technology.

Allies: Tundra Rangers, Cyber-Knights, Justice Rangers, and humans of the southwest and northwest. They know of Reid’s Rangers but there has never been a formal meeting or alliance.

Physical Appearance: They look like large, powerful robot or bionic horses with a human torso rising out of the animal’s shoulders. The head, hands, arms, and chest are all human, although they may be covered in M.D.C. body armor and/or have cybernetic implants.

Habitat: The plains and light forests of Southern Canada an the American West. They are extremely nomadic and the same clan may range from New Mexico to the Northwest Territory. They avoid the north during the cold and snowy months, but love the Tundra in the summer. Mainly found in Alberta, Saskatchewan, Montana, Idaho and to a lesser degree, Washington, Oregon and British Columbia. **Note:** Cyber-Horsemen have never been seen in the midwest or eastern USA or Canada. However, they have been reported with increasing frequency in the New West and Alberta. A Cyber-Horseman and his female Centaur companion are recent additions to **Reid’s Rangers** operating in Colorado and New Mexico.

Ixion Centaurs are *not* somehow linked to nature in such a way that they suffer and die in captivity.

The location of Ixion, the size of its population and any special defenses, weapons or aspects are a closely guarded secret. No Cyber-Horseman can be forced to reveal and even psionic probes only get partial information like location: “the forest of B.C.,” population: “many,” special defenses: “we fight to defend ourselves, we are peaceful.”

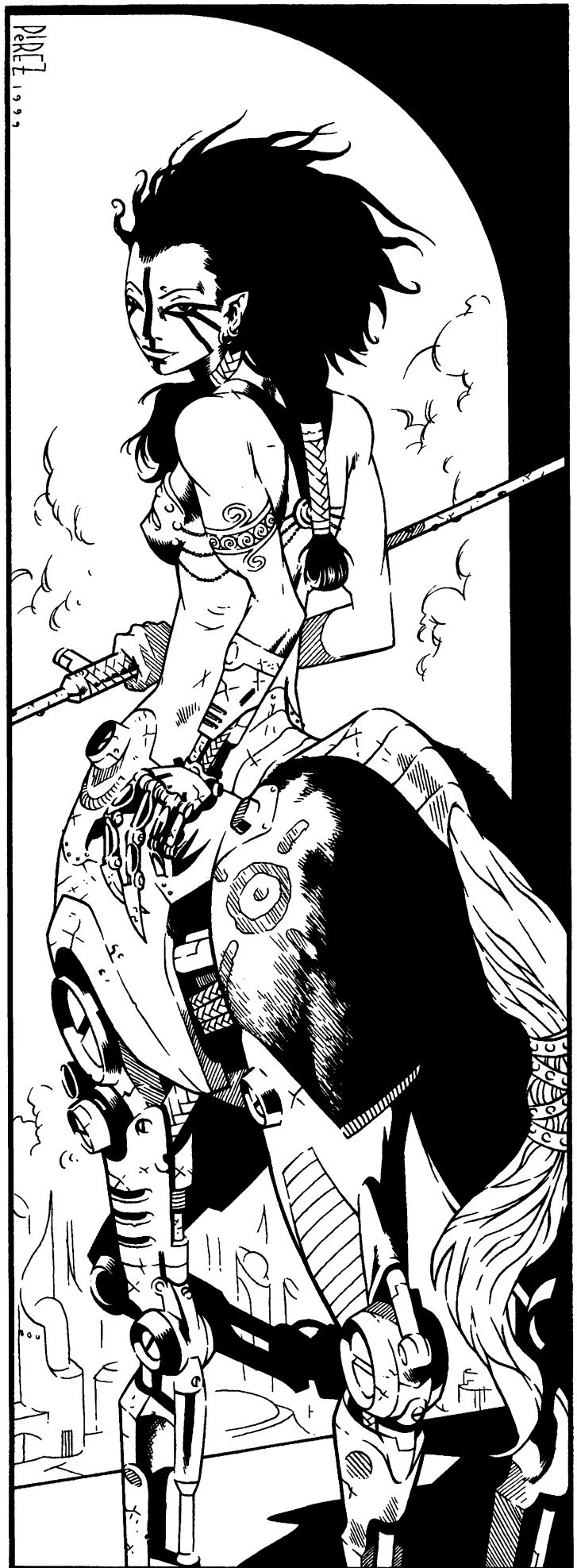
Bionics of the Cyber-Horsemen

Bionic reconstruction:

Females: The lower body of the horse of females is reinforced with bionic legs and joint supports, including the hip and thigh areas.

Males: Most males have the entire or majority of their horse body replaced with a bionic one. Although a machine with internal organs housed inside, the bionic body and legs respond with the slightest thought and as naturally as the genuine, flesh and blood article. It gives the Cyber-Horseman tremendous speed, strength, and M.D. power. P.S. equivalent of 40 and Spd of 220 (150 mph/241 km.). **Note:** Only 10% are Full Conversion Cyborgs and will have at least one weapon for each bionic arm and enhanced optics.

Bionic Combat Augmentation: +1 on initiative, +1 to strike by kick, leap 30 feet (9.1 m) high or 70 feet (21 m) across/lengthwise.



Damage from Bionic Limbs: Female: 4D6 +25 S.D.C. damage from front kick attack, 6D6 +25 S.D.C. (P.S. bonus) damage from rear kick. 1D4 M.D. damage from power kick (rear), but counts as two attacks.

Male: Kick with front legs does 1D6 M.D. +P.S. damage bonus, kick from rear legs 2D6 M.D. +P.S. damage bonus, and double damage from a power kick, but counts as two melee attacks. Body block/ram/swipe does 1D4 M.D.

Standard Bionic Body Features:

1. Attached hip holster (pistol or Mini-Energy Weapon Rod) on either or both hips.
2. Attachments for snap-on body armor.
3. One medium to large concealed compartment on the front hip or behind the back.
4. Head: Built-in Language translator.
5. Bionic Lung

Additional Bionics: Select three cybernetic implants and two bionic features. Note that the larger body area of the horse allows for as many as four concealed weapons and six, large, secret compartments on the upper legs and body trunk. Retractable blades can be built into the hooves/lower legs, as well as into the arms of Full Conversion Cyber-Horsemen. More bionics can be purchased over the life of the character.

Notable High-Tech Weapons Unique to Ixion

The Bionic Centaurs can use any human weapons, although they generally avoid heavy weapons and rail guns.

Ixion Energy Weapon Rod: An energy weapon that appears as a sleek, modern version of a spear, pole arm or iron staff (no blade). The weapon rod has 15 M.D.C.

Mega-Damage: The rod has two modes of attack. The blade end is energized to inflict 1D6 M.D. as spear or staff and 2D6 M.D. for pole arms (larger blade and stronger energy). It can also fire an energy blast from one end of the long rod.

The second combat mode is as an energy blaster. The rod can fire as many as ten single shots inflicting 3D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee action/attack.

Range: 1600 feet (488 m).

Payload: 10 blasts, but the rod recharges at a rate of one blast every 10 minutes.

Value: 300,000+ credits; very rarely in the hands of anybody but the Cyber-Horsemen, and they do not sell or trade this weapon. Nobody beyond Saskatchewan and Montana has ever seen one. Weapon makers would pay over a million credits to get one to study and try to copy.

Mini-Energy Weapon Rod: Effectively a pistol version of the previous weapon. It is basically a long rod with a curved handle and a trigger.

Mega-Damage: The rod has only one mode of attack, that of an energy blaster. Inflicts 2D6 M.D.

Rate of Fire: Each blast counts as one melee action/attack.

Range: 600 feet (183 m).

Payload: 10 blasts, but the rod recharges at a rate of one blast every 10 minutes.

Value: 300,000+ credits; very rarely in the hands of anybody but the Cyber-Horsemen, and they do not sell or trade this weapon. Nobody beyond Saskatchewan and Montana has ever seen one. Weapon makers would pay over a million credits to get one to study and try to copy.

Sensory Deprivation Web (SDW): This is a crackling energy net with bola-like weights attached (typically tucked along the Ixion's back as seen protruding under the hip belt in the illustration). The net is thrown over its intended victim and instantly short circuits the senses. The victim of the web suffers from blurred vision, deafness, and a feeling of vertigo.

Penalties: -5 to strike, parry, dodge, and on initiative, -50% on skill performance, and speed is reduced by half. The penalties are in place as long as the person is inside the web/net and for 1D4+1 melees after freeing oneself from the web. The SDW has three M.D.C., but a person can easily pull himself free of the net without having to cut or blast the SDW; takes two melee actions to get free.

Headhunters Defined

By Eric Thompson & Kevin Siembieda

Headhunter O.C.C.s

Headhunter Techno-Warrior

Headhunter Assassin (a.k.a. "B.K.")

Headhunter Anti-Robot Specialist

Headhunter Techno-Hound

Momano Headhunter

Note: The Assassin and Momano Headhunters are comparatively rare, typically representing less than 7% each. The most common types of Headhunters are Techno-Warriors (45%), Anti-Robot Specialists (25%) and Techno-Hounds (15-20%), leaving 10-15% for other classes of these mercenaries.

As the virgin rays of the bright morning sun pierced the dawn sky in a brief halo of divine sunlight, a symphony of woodland creatures began their songs of joy and freedom. The sweet mist within the North American highlands drifted delicately between the trees, thinning near the small ravine, and diffusing the sunlight in such a way that would make an artist or philosopher spellbound. As the sun ascended higher into the sky it caught the morning dew of the leaves and grass, sending an array of reflected light spectrums scattering across the lands. The forest was alive with lively green grass and trees, tiny animals scuttling through the branches and along the cool ground. The pleasant scene went unappreciated by Colonel Max Reneaux. Awakening next to a smoldering campfire, his body stung in the contemptuous light of a new day. Laboring to bring his 500 pound (225 kg) body to sit upright, a bottle of "Zoom" whiskey rolled from its spot on his belly. His scraggly, unevenly chopped hair and unshaven face merely served as an encore to the entourage formed by the soiled, tattered and torn camo-fatigues. He hadn't bathed in some time.

"For Christ's sake, why the hell did I spend good creds on a bottle of that battery acid?! God I'm hungry," he grumbled aloud to himself. "Guess I haven't eaten in what ... two, maybe three days, eh? But we partied hardy."



Growling with disdain for his shameful condition and the creak in his shoulder, he pushed his hair from his face and inhaled slowly and deeply, before releasing the breath back into the world. Rubbing the remaining sleep from his eyes, he forced himself up hard and fast. Upon his ascent he fought off vertigo, spat several crude, grumbling comments best left unsaid here and swayed for a moment. Adding another aggravated growl to his morning routine, the man shook the dizziness from his head as he made his way to the nearest tree.

“There,” he added a minute later with a chuckle, “Now all the woodland creatures will know this is my territory!”

He stumbled back to his sleeping mat, letting out a sigh of corny amusement as he slumped back onto it.

The merc outstretched his right arm to grasp a well kept, but combat worn energy rifle. He dragged it to his chest where he paused to give it a quick visual inspection. Next his bionic eyes, and the motion sensors built into his human-looking but bionic arm, scanned the camp. He imagined his bionic ear cocked like a dog’s as he listened for anything out of place. His six teammates were beginning to stir, the birds were singing, the wind was still, and the dawn sun continued its climb into the sky.

The new day brought the promise of new opportunities for him and his crew. The last job had gone exceedingly smoothly. The last three nights of gambling, revelry and drunkenness were well deserved, but it was time again to search for a new client.

Word had it that things were getting out of hand again around the demon held Calgary Rift. That usually meant finding work easily. Especially with a pair of Momano Headhunters and a B.K. in the group. It was hard and dangerous work, but got the ol’ adrenaline flowing to remind one he was alive and human. Paid good, too. He didn’t want any part of the trouble brewing around Free Quebec. He’d hoped to have had his last run-in with Coalition Soldiers after their last brouhaha in the ‘Burbs of Iron Heart.

The Colonel prodded the smoldering red cinders of the dying campfire with the scuffed stock of his rifle, sending burning embers crackling in the cool morning air.

“Rise an’ shine you sorry excuses for soldiers. An’ somebody get breakfast cooking, eh.”

The term “headhunter” has come to be the designation for most human mercenaries and bounty hunters who rely heavily on cybernetic augmentation and share a love for technology. This means most Headhunters are heavily augmented with numerous implants or are partial reconstructed cyborgs (2-3 bionic limbs and many cybernetic implants and other types of bionics — lungs, head, internal organs, cyberjacks, etc.). They embrace technology and prefer advanced machines — energy weapons, explosives, power armor, ‘bots, vehicles, bionics and equipment — over magic or anything else.

A “true” Headhunter is an expert in advanced weaponry, tracking and modern combat. Most are ruthless, cold-hearted and relentless guns for hire — from high-tech bandits, raiders and paid killers to professional soldiers and robot pilots. All are die-hard men of arms who love the challenge of battle and the opportunity to challenge and cheat death.

Combat is all most know. They have fought all their lives and will die fighting. Some have a tendency to glorify their “ticket out,” but a *good death* is more a matter of honor for Headhunters. It is only just and fitting that a good “soldier” should die on the field of battle. Unlike some Juicers who crave death or become obsessed with defying death, most Headhunters seek riches and glory, as opposed to a glorious death. Consequently, the typical Headhunter clings to life with tenacious ferocity. The fact that their stock and trade is manhunting, war and death, gives them a pragmatic outlook at mortality. Death is inevitable one way or another. Most Headhunters just happen to believe that if one is going to die, he should do it in an impressive blaze of glory. “Don’t go out with a whimper, but in a fury,” is a popular Headhunter saying.

Exactly how an individual Headhunter conducts himself is a matter of personality and ethics, heavily influenced by his or her alignment and upbringing. One’s alignment will have a serious impact on how one views and values life, personal goals, and how one regards others. While most tend to be cold, dispassionate and self-serving, others exhibit uncharacteristic compassion and self-sacrifice. These compassionate and, arguably, more heroic Headhunters will tend to be of good or unprincipled alignment while the majority tend to be anarchist or evil. They are also more likely to be attracted to adventure and make lasting friendships (for the typical Headhunter, his best friends are his guns, bionics and perhaps a vehicle or suit of power armor).

Regardless of a Headhunter’s value system and personality, all are technophiles — meaning they adore and covet technology. A typical Headhunter is armed to the teeth, augmented by a variety of cybernetics and/or bionics and complemented with other high-tech gimmicks and gizmos. Most get wide-eyed and drool over a new or rare weapon, bionic components, a souped-up vehicle or bit of advanced technology, especially if it has military applications. Most can disassemble, clean and rebuild their weapons blindfolded, and proudly recite memorized statistics with the glee of a pre-school child perfectly reciting his abc’s.

Though it may seem barbaric and unfair to some, most Headhunters will only truly accept an “outsider” (i.e. any non-Headhunter) after he or she displays courage or a love for combat. This is why they often associate with full conversion Cyborgs, Juicers, Crazies, and RPA Pilots. They will also accept most other Men at Arms, but tend to think of themselves as being superior, with the possible exception of the four noted previously. Even here, while they will openly admit that Cyborgs, Juicers, Crazies, and RPA Pilots *may* be equal or more powerful fighters, worthy of the highest respect (sometimes adoration), many Headhunters see themselves as ultimately better because they have retained a portion of their humanity, rather than completely sacrificing it for full bionics, deadly chemical augmentation, mind-destroying M.O.M. conversion, or complete reliance on a robot exoskeleton.

The Headhunter’s acceptance of fellow warriors regardless of their physical nature is a defining characteristic that enables them to ignore prejudices regarding nonhumans and to completely accept D-Bees, aliens, and even creatures of magic and supernatural beings. This respect for bold warriors goes so far as to include hated enemies and vile monsters who earn their respect as worthy opponents. Consequently, a group of Headhunters is likely to include a variety of humans, ‘Borgs, Juicers, Crazies, D-Bees, mutants, aliens, and practitioners of magic, provided each can carry his own weight and shares a warrior spirit. Although Headhunters allow men of magic to join their ranks, the technocrats seldom use magic or magical devices themselves — other than the occasional Techno-Wizard weapon (the Momano is an exception).

There is more to the Headhunter than an obsessive love for advanced technology, weapons and combat. These men and women have become masters of their trade. Most are consummate, professional mercenary soldiers, and rank among the best of the best. Many are expert manhunters, trackers and scouts who make superior bounty hunters. Others are fearless soldiers who seemingly face death with open defiance and resolve to survive (another reason Juicers and Crazies find them appealing). Headhunters have a reputation for no-nonsense combat and, if hired to do a job, it is done right the first time or fails because the team was simply overmatched.

Although mercenaries, in general, are frequently referred to as “Headhunters,” the genuine article are high-tech combat specialists. Their skills at bounty hunting, robot hunting, demon slaying and small squad tactics are unsurpassed in the Americas. The mere presence of a Headhunter band commands respect and/or reason to fear and expect trouble.

Borgs, psychics, and even the occasional practitioner of magic have taken up the lifestyle of these nomadic warriors, tracking outlaws, bandits, and monsters, or becoming hit men. Gangs of lawmen, bandits and opportunists constantly clash in the Headhunters’ private little wars that dot the countryside. Rival factions (lawmen, criminals, businesses, towns, ranchers, churches, clans, groups, gangs, and even individuals) frequently hire a band of Headhunters (or adventurers) to settle disputes, to get even, hurt or eliminate the competition, or to wrest power for themselves. The point is, wherever there is an armed conflict, large or small, one can expect to find Headhunters and their associates.

When not “employed;” the least scrupulous Headhunters may engage in crime sprees, raids, extortion and robbery. The more law abiding will either try to live off the land or find another means of employment. Favorite types of work include acting as military advisors, guards, defenders, armed escorts, lawmen, strongmen (intimidators), smugglers, spies, repairmen/mechanics or arms merchants. However, they are not beneath working the fields or taking on hard labor to make ends meet.

Arrogant and cocky, disputes and bloodshed sometimes erupt between rival bands of Headhunters. Such feuds and competitions can also turn into deadly skirmishes or small wars, with the locals getting caught in the crossfire. Fortunately, most Headhunters realize that such displays only frighten away (or kill) potential clients. Consequently, they work toward professional tolerance and either take armed conflicts away from the client, or strike at each other in subtle ways.

The Slaughter House Brigade

The Slaughter House Brigade is one of the most notorious companies of Headhunters operating in Canada. Although their main region of operations tends to be what was once Southern Canada and the Northern U.S., around and between The CS State of Iron Heart and Free Quebec, they go wherever opportunity beckons, with squads and the occasional platoon found as far north as the Northwest Territories, the Yukon and even Alaska. In fact, the *White Fox Company* (about 90-120 strong; usually divided into 3-4 platoons) specializes in cold weather combat and arctic operations. Although they call themselves a brigade, this mercenary band is only the size of two to two and a half companies, with about 320-400 men. Nearly 60% are dyed-in-the-wool Headhunters, the rest are a mixture of men at arms and adventurers.

Slaughter House Brigade

Division of Troops (approx.)

26% Headhunter Techno-Warrior
14% Headhunter Anti-Robot Specialist
9% Headhunter Techno-Hound
5% Headhunter Assassin
4% Headhunter Momano
10% Juicers
9% Full Conversion Cyborgs
6% Psychics (various psi-O.C.C.s)
4% Wilderness Scouts
3% Crazies
2% Body Fixers
1% Magic
7% Other (various: Smuggler, Thief, Spy, Scientist, etc.). Exact numbers and divisions vary from time to time.

Headhunter Techno-Warrior

“Nick fought the good fight and died with the enemy’s heart in his hand.”

— *The epitaph of a Manitoba Headhunter, found painted on the smoldering wreckage of an ATV surrounded by the remains of a Headhunter and several Xiticix.*

The Techno-Warrior is the epitome of what most people think of when they think “Headhunters.” They are tough, in-your-face guns for hire augmented by bionics, armed to the hilt and ready for a fight. They are the down and dirty cybernetic warriors whose expertise lays in weapons and combat, and whose work is usually at the business end of a gun. As a result, these high-tech grunts generally focus on weapons and combat, including the ability to track their enemies or the target of man-hunts. Many are rude, crude and aggressive soldiers of fortune with a keen sense of danger and eye for opportunity.

The Headhunting Techno-Warrior can be found throughout the Americas, but is especially common to North America. They make their living capitalizing on conflict and are drawn to both sides of a skirmish; some have no qualms working for the CS or other dark forces. A good number enjoy working the American New West and/or northern frontier of Canada because they are both beautiful and challenging, while at the same time offering

tremendous freedom and opportunities. This is especially true of small mercenary groups of 4-12 who can usually get work defending independent kingdoms and towns, hunting and exterminating monsters, or as lawmen, scouts, armed escorts and body guards.

Demons from Calgary, the Xiticix of Minnesota and Manitoba, brigands and marauding D-Bees and monsters keep the need for hired guns high in Canada and the American Northwest. The fact that Canadian “civilization” typically comes in the form of small, independent towns, city states, farms, camps and kingdoms means there is no shortage of clients.

Techno-Warrior Headhunter O.C.C. Special Abilities:

1. Bonuses: The character’s combat training and background provide the following bonuses.

+3D6 to physical S.D.C.

+1D4 to P.S.

+1 on initiative at levels 1, 4, 9 and 13.

+3 to pull punch.

+1 to save vs Horror Factor at levels 2, 4, 6, 9, 12 and 15.

+10% to save vs Coma & Death.

+1 to disarm on a “called” shot with any weapon proficiency.

2. Recognize Weapon Quality: This is the standard Military Skill ability as described below, only the Headhunter Techno-Warrior gets a +15% bonus.

The ability to accurately determine a weapon’s durability, reliability, and quality by physically examining it. This includes knowing which manufacturers are reputed to make the best weapons, the ability to recognize damage or signs of misuse, modifications/customization or wear and tear, whether the weapon can be made as good as new with a little repair work and/or cleaning, whether it is a cheap “knock-off” (copy/imitation), and so on. The character can also recognize if the weapon is stolen (serial numbers filed away, etc.), new, old, and if it has any other special features or properties, as well as know what the fair price should be. **Base Skill:** 25% +5% per level of experience (plus the Headhunter’s 15% O.C.C. bonus). **Note:** Reduce the skill ability by half if the item is not actually handled; seen but not touched/examined.

3. Headhunter’s Find Contraband: These able soldiers will have a strong idea where to find and how to locate *smugglers*, *weapon dealers*, and *Body-Chop-Shops*. Likewise, they are skilled at recognizing and contacting such illegal operators. This makes the skill a variant of the standard **Find Contraband, Weapons & Cybernetics** skill, only it is much more narrowly focused on technological contraband, particularly bionics and weapons, to the exclusion of all else (drugs, magic, etc.). This means the Headhunter will have a good idea where to go to find arms dealers, weapons or bionics smugglers, body chop-shops, Cyber-Snatchers, and underground Cyber-Docs, as well as how to spot and approach them. The character is also familiar with their practices, hang-outs, gang or criminal ties, general practices, code of conduct, fees, pricing and modes of operation. Likewise, he has a good idea of what Black Market weapons and cybernetics should cost and what these people pay for contraband items (typically only 20% of the retail market price). Furthermore, he knows the penalties for being caught with an illegal weapon, implant or bionics (not that Headhunters care). In



all CS cities and most other societies, M.D. weapons, concealed weapons and sidearms are forbidden inside large population centers.

This skill cannot be used to identify or locate drug dealers, assassins, smugglers of other items (such as books or magic), practitioners of magic, guilds, sects or other secret societies or operations — only those dealing in the making, selling and smuggling of weapons, armor, vehicles, cybernetics, bionics and advanced technologies. **Base Skill:** 53% +3% per level of experience. **Note:** This skill *should* be considered separate and apart from Streetwise and the more broad Contraband skill. It is available only to Headhunters and a few select others.

4. Contacts: The character starts with none, other than a few rumors regarding possible contacts. With time, the Headhunter is likely to develop a network of “contacts,” particularly with arms dealers, weapon smugglers, Operators/Mechanics, Cyber-Docs and the operators of Body-Chop-Shops and similar criminal operations. If he is a regular client, the particular “dealer” is likely to offer to sell him additional information and other goods. Where a good relationship is established, the contact is likely to offer the character a 10%-20% discount and first right of refusal to rare, experimental and powerful (stolen) items. This may also apply to various other criminal or underground groups, thieves, safe-houses, and scoundrels (forger, safecracker, assassin, etc.). G.M.s, use your discretion. Role-playing should be required.

Headhunter Techno-Warrior O.C.C.

Alignment: Any, although most are Anarchist (35%), Miscreant (15%), Diabolic (10%) and Aberrant (5%). About 15% are Unprincipled with the rest being Scrupulous or Principled.

Attribute Requirements: P.E. and P.P. of 12 or higher. A high I.Q. and P.S. are also helpful, but not required.

O.C.C. Skills:

Language: Native (80% +1% per level of experience).

Language: Select three others or one other and two additional Lore skills (+10%).

Radio: Basic (+15%)

Radio: Scrambler (+10%)

Detect Ambush (+10%)

Detect Concealment (+15%)

Tracking (+10%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Computer Operations (+10%)

Weapon Systems (+10%)

Read Sensory Equipment (+10%)

Pilot: Tanks & APCs (+10%)

Pilot: Jet Pack (+12%) or Hovercycle (+10%)

Pilot: Two of choice (+10%)

Lore: Demon & Monsters (+10%)

W.P. Five of choice (at least three modern energy weapons)

Hand to Hand: Expert, but can be changed to Martial Arts or Assassin (if an evil alignment) at the cost of one “other” skill, or Jujitsu at the cost of two other skills.

O.C.C. Related Skills: Select four other skills at level one and two additional skills at level three and one at levels 6, 9 and 12. All new skills start at first level proficiency.

Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: Basic Electronics only.

Espionage: Any (+5%)

Mechanical: Automotive only (+5%)

Medical: Paramedic only.

Military: Any (+15%)

Physical: Any, except Acrobatics.

Pilot: Any

Pilot Related: Any

Rogue: Any

Science: Math only.

Technical: Any

W.P.: Any, including *Paired Firearms* and/or *Sharpshooting* as described in *Rifts® New West™*. However, each of these two New West skills counts as two O.C.C. Related skill selections and cannot be taken as Secondary Skills.

Wilderness: Any (+5%)

Secondary Skills: Choose a total of six Secondary Skills from the list above with an additional two skills at levels 3, 6, 9 and 12. They are limited as above, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

Standard Equipment: Choose one energy rifle and sidearm of choice, each with six E-Clips/magazines of ammunition, and three additional weapons of choice with three reloads of ammunition. The character will also have 1D4 small knives, a survival knife, and Vibro-Knife, 1D6 grenades, gas mask and air filter, tinted goggles or high-impact sunglasses, a hatchet for cutting wood, knapsack, tent and backpack or NG-S2 survival pack, RMK and IRMSS kits, saddlebags or containers, two canteens (single pint), freeze-dried combat rations (1D4 week supply), and some personal items.

Armor can be any type, but is typically one light suit for espionage operations and one heavy suit for combat. Only Coalition operatives will have access to old or new style CS body armor. Plus, two sets of street or wilderness clothes, one set of dress clothes, camouflage or black outfit for covert operations, black paint stick, and combat boots.

Mode of Transportation: This can be just about anything, but tends towards military vehicles, jet packs and hovercycles. Some use power armor and robot vehicles, but most prefer the flexibility of small, fast combat vehicles (many of which are allowed in most wilderness towns and the Burbs, while power armor and ‘bots are often prohibited). The Techno-Warrior *never* uses magic devices, not even Techno-Wizard devices.

Money: The character starts off with 1D6x100 in credits and another 1D6x1000 in black market salable items. Generally spends money on pleasure, cybernetics/bionics, weapons, ammunition, and maintenance supplies as fast as they make it.

Cybernetic Implants: Has 1D4 cybernetic implants of choice, plus one bionic limb (hand, and arm, or leg and foot) and two bionic weapons or components for that limb. **Note:** Characters who work as mechanics *may* avoid replacing the hands to retain nerve sensibility, or opt to get bio-systems when the limb is lost.

Techno-Warriors who are Partial ‘Borgs: Upper or lower body is has bionic reinforcement and two bionic limbs. Each

limb has one bionic weapon or special feature, plus the Headhunter has four of the following:

1. Bionic Lung with Oxygen Filter and Storage Cell.
2. Built-In Radio Receiver & Transmitter.
3. Clock Calendar.
4. Gyro-Compass.
5. Choice of mechanical or Bio-System eyes with HUD capabilities (not multi-optic).
6. Hand or forearm E-Clip jack.
7. Universal Head-Jack with sound filtration.
8. An additional bionic or cybernetic feature of choice.
9. One additional bionic weapon system.

Headhunter Assassin O.C.C.

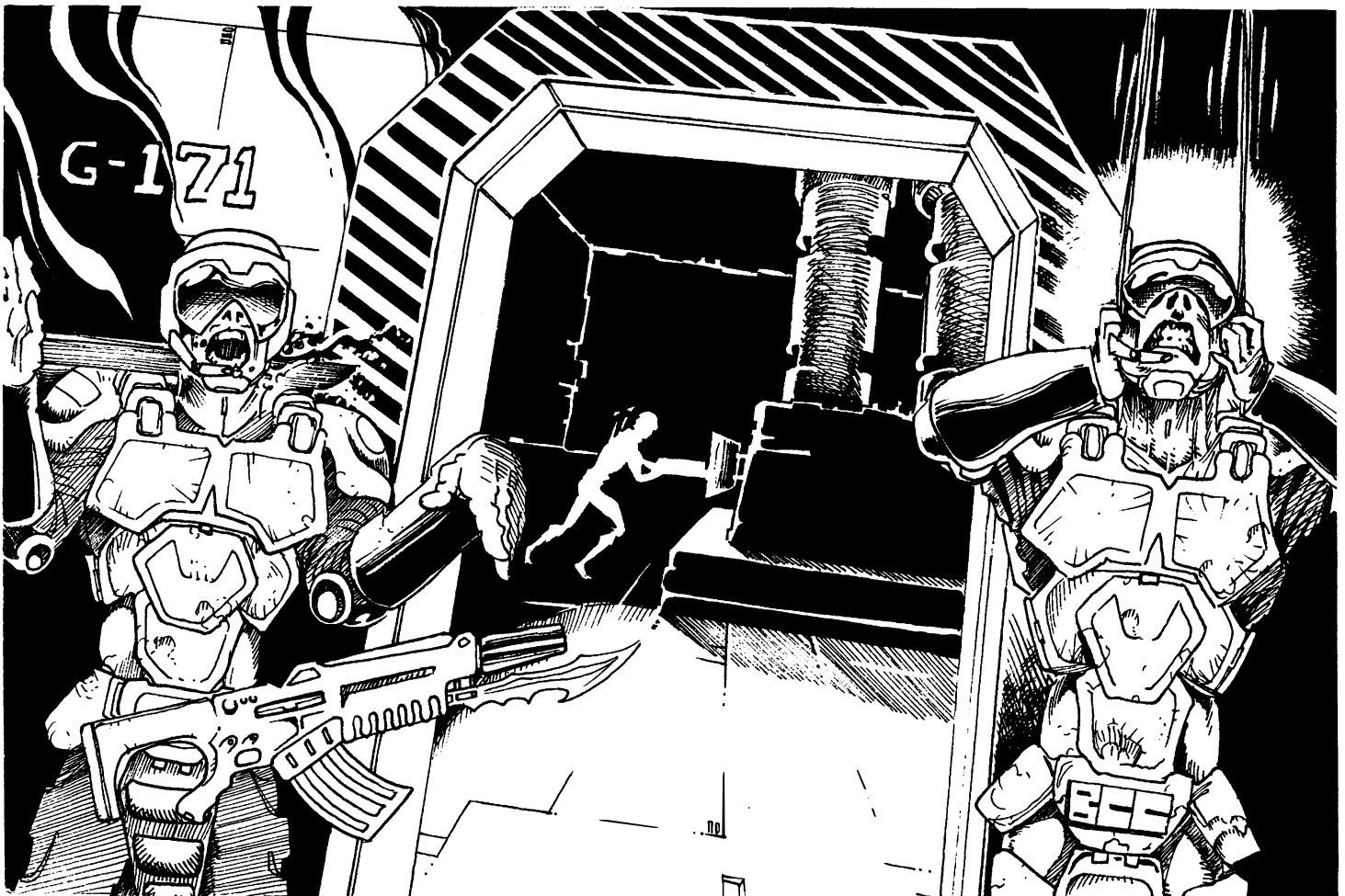
Also known as the Brutal Killer Headhunter

"Hell hath no fury like a killer scorned."

The Headhunter Assassin is more commonly known as the "Brutal Killer." These "wired" mercenaries specialize as bounty hunters and killers. They are expert in tracking down their target and eliminating him, her or it. In fact, the nickname, "brutal killer," was assigned as a direct result of their cold, murderous conduct. Typically, only evil or hard-set people make the cut of a Brutal Killer. These Headhunters will do everything in their power to get results, and hold that the ends justify the means.

Most are dispassionate killers with no regard for their target, and little regret for those who get caught in their path. It is common knowledge to never step between a Brutal Killer Headhunter and his prey, just as it's best to stay out of their way in general. Although they are frequently lumped in with "bounty hunters," this class of Headhunter is an exterminator. They find and destroy. They want nothing to do with the "apprehension" of prisoners, and most will not take a job that requires *capture* rather than eradication. For this reason, they never think of their prey as anything but a "target." And the only thing a target is for, is shooting.

They will do only exactly what they are hired to do, and nothing more. They don't try to second guess their employer, nor offer extra services (i.e. kill a known bandit who is currently associating with the "target"). Attacks on those other than the "target" are typically leveled only at those who try to oppose them directly, or accidentally get in the way. Innocents caught in a gunfight and destruction of property are unfortunate casualties of war, and to be expected by the employer. Any issue of recompense is the problem of their employer, not the contract Killers. Furthermore, the Brutal Killer Headhunters expect to have a free hand at how they do their job, accepting only vague parameters like "minimal destruction of property," "as few casualties of bystanders as possible," or "you must specifically avoid harming so and so (one or two specific individuals). Brutal Killers rarely concern themselves with anything else, and are not "errand boys," so they will not engage in robbery, frame jobs, or recovery of property (including magic items or priceless valuables). "When you want somebody dead, call us. If there's

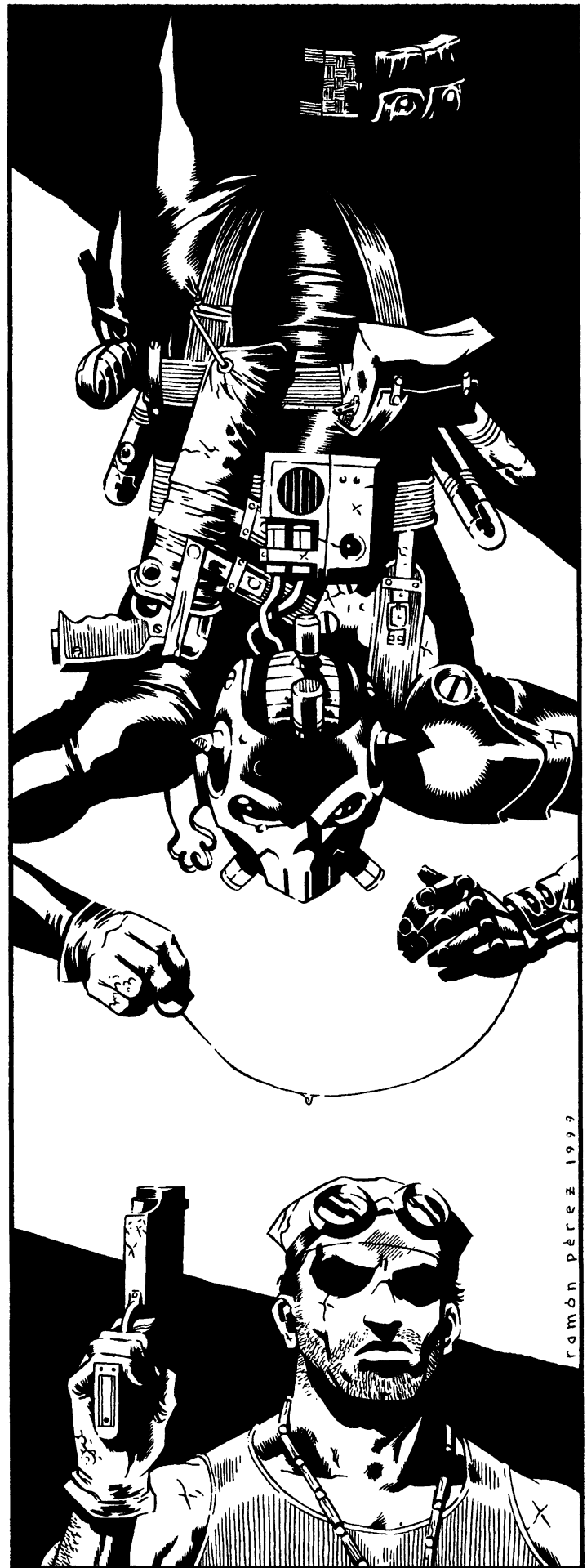


something more, you must want somebody else.” And they will tell a prospective client this to his face no matter how powerful he may be. The Brutal Killers are so cold, methodical and professional, that few will loot the corpse of their victim or take any obvious valuables he might have owned. Most believe that to do otherwise is beneath them and that their *fee* covers their work, making everything else inconsequential.

Ruthless, driven and cold-hearted, the Brutal Killer’s idea of warning innocent bystanders is to walk into an establishment and say something as simple as, “Get out.” A long warning will be something like, “There’s gonna be a lot of dying in the next few minutes. If you’re smart you’ll get out right now, and find someplace safe. And don’t try to stop us.” Most of these Headhunter Assassins won’t pause to explain themselves, negotiate or allow themselves to be distracted. Anybody who tries to sweet talk them, protest or interfere in the slightest way are either struck and pushed out of the way, or killed. Anybody who annoys or threatens them is killed. Anybody who gets in the way is removed, usually by getting themselves gunned down or killed. Anybody who fights to protect their “target” is removed, usually slain. The single-mindedness of the Brutal Killer is such that most are usually content with removing an obstacle, and don’t really care if living obstacles live or die as long as they are removed. This means an opponent who is rendered unconscious or so severely injured that he cannot fight is ignored. Only the extermination of the target is important. If an obstacle is removed and no longer represents a genuine threat, it becomes unimportant. However, because the Brutal Killers use deadly force to address most issues, most will kill without hesitation, seeing murder as the quickest and safest (for themselves) solution. Once the target is terminated, they leave, attacking only those who attack them. Most Headhunter Assassins regard acts of retribution (without being paid for it) as petty, a lack of discipline, a waste of time and energy, and dangerous — lingering can only give the target’s friends and associates (or the local authorities) time to gather and retaliate. Consequently, Brutal Killers ride in, do their job, and leave. This is another reason they ignore valuables and other activities. There is time enough to relax and engage in fun and games when not on assignment.

Perhaps needless to say, most Headhunter Assassins keep their faces and identities concealed. They don the dark and menacing armor of the Brutal Killer only when meeting with a client and on the hunt. When not doing business as a death merchant, most take on the guise of an ordinary Headhunter, mercenary or adventurer. While some young or foolish mercs and adventurers may *pretend* to be Headhunter Assassins, there is no mistaking the real McCoy. They are absolutely cold, completely ruthless, driven, murderous, and have little to say, but speak volumes through action. There is no whooping or hollering, no words wasted on small talk or negotiations, no sign of casualness or distraction, only driven purpose to find their target (no matter what it takes or how many need to die) and slay him. Likewise, true Headhunter Assassins have no time for or interest in impostors or wannabes, and will ignore or exterminate those who bother or compromise them.

Brutal Killers are typically evil and feel no remorse even over the death of innocent women and children. Many are psychopathic. Yet, interestingly, even the most vile and wicked of these Headhunter Assassins adhere to the same methodology



and code of ethics, and can rarely be “bought” (paid to betray their current boss). Nor are they easily intimidated or tricked. It is often said that the Brutal Killers have the cunning of any demon from beyond the Rifts, and the cold precision of a machine unhampered by any signs of compassion, fear, love, or remorse.

Headhunter Assassin O.C.C. Special Abilities:

1. Bonuses: The character’s combat training and background provides the following bonuses.

+2D6+6 to S.D.C.

+1D4 to M.A. and P.S. attributes.

+1 melee attack/action per round.

+1 on initiative at levels 1, 3, 6, 9, 12 and 15.

+2 to disarm in hand to hand combat or Called Shot.

+2 to pull punch at levels 1, 4, 8 and 12.

+1 to strike on “called” shots at levels 2, 5 and 11.

+2 to save vs mind control and possession, but remains vulnerable to other types of psionics and magic.

+5% to save vs Coma & Death.

+2 to save vs Horror Factor at levels 2, 4, 8, 12 and 15.

2. Recognize Weapon Quality: This is the standard Military Skill ability as described under the Headhunter Techno-Warrior, only the Assassin gets a +10% bonus.

3. Headhunter’s Find Contraband: This is the same ability described under the Headhunter Techno-Warrior, only with a -5% modifier making the **Base Skill:** 48% +3% per level of experience.

4. Contacts: Roughly the same as the Headhunter Techno-Warrior except that it includes fellow Assassins.

Headhunter Assassin O.C.C.

Also Known as “Brutal Killers” and “B.K.’s.”

Alignment: Anarchist (28%) or evil (17% Aberrant, 29% Mischreant, and 26% Diabolic).

Attribute Requirements: M.A., P.P., and P.E. of 14 or higher. A high I.Q., P.S. and Spd are helpful, but not mandatory.

O.C.C. Skills:

Language: Native (83% +1% per level of experience).

Language: Choose three (+20%)

Literacy: Native Language (+20%; typically American)

Math: Basic (+20%)

Basic Electronics (+5%)

Radio: Basic (+10%)

Radio: Surveillance Systems & Tailing (+15%)

Detect Ambush (+10%)

Intelligence (+10%)

Trap/Mine Detection (+15%)

Tracking: Humanoids (+20%)

Tracking: Animals (+10%)

Streetwise (+10%)

Pilot: Two of choice (+10%)

Boxing

One Physical skill of choice.

W.P. Paired Weapons

W.P. Knife or Sword (includes Vibro-Blades)

W.P. Energy Rifle

W.P. Three of choice.

Hand to Hand: Assassin or Martial Arts; pick one.

O.C.C. Related Skills: Select four other skills at level one and two additional skills at levels 3, 7 and 12. All new skills start at first level proficiency.

Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: Any, except Robot Electronics.

Espionage: Any (+10%)

Mechanical: Any, except Robot Mechanics & Weapons Engineer.

Medical: First Aid only (+5%).

Military: Any (+5% to Demolitions and Trap skills only)

Physical: Any

Pilot: Any

Pilot Related: Any

Rogue: Any (+5%)

Science: Math, Astronomy and Chemistry only (+10%).

Technical: Any (+5%)

W.P.: Any (but does not include any specialized gunfighting skills from **Rifts® New West™**).

Wilderness: Any (+5%)

Secondary Skills: Choose a total of four Secondary Skills from the previous list. They are limited by the categories listed, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

Common Equipment: A pair of Vibro-Blades reflecting the character’s W.P., one heavy energy rifle of choice and one sidearm of choice, each with six E-clips, as well as three additional weapons of choice with three magazines of ammunition for each. The character will also have 1D4 small knives (half silver plated), 2D4 hand grenades, gas mask and air filter, tinted goggles or high-impact sunglasses, a hatchet for cutting wood, knapsack, tent and backpack or NG-S2 survival pack, RMK and IRMSS kits, saddlebags or containers, two canteens (single pint), freeze-dried combat rations (1D4 week supply), and some personal items.

Armor: Headhunter Brutal Killers typically wear matte black or other dark colored body armor — no reflective surfaces. Dark colors enable them to better hide in shadows and contribute to their intimidation factor. Many wear a stylized death’s head or demonic image as the faceplate to their environmental body armor or the exterior face covering of ‘Borg armor. Most have one light suit for espionage operations and one heavy suit for combat.

Mode of Transportation: This can be just about anything, but tends towards hovercycles and other small, fast vehicles. Some use power armor, and a few will consider using Techno-Wizard armor or devices. A small percentage use M.D.C. riding animals.

Money: The character starts off with 2D6x100 in credits and 3D4x1000 in black market salable items. The Assassin character generally spends his money on cybernetics/bionics, weapons, vehicles, pleasure and the good life as fast as he earns it.

Cybernetic Implants: Has 1D4 cybernetic implants of the player’s choice, plus *one* bionic limb and two bionic weapons or features for that one limb.



Headhunter Anti-Robot Specialist O.C.C.

Also known as a Robot Slammer

"My teacher always said: Take out the joints. Slow 'em down or render 'em helpless. If they can't move or can't see, they can't hit you.

"So save your ammo and don't worry about destroyin' 'em, just cripple the damn 'bots. Even a Super Sam will think twice 'bout continuing a fight if you put enough hurt on his power armor.

"Back at the city hangar or military base, the 'bots can be fixed up. Who cares, as long as you cripple 'em in the field of battle? Let the techs spend two million creds and a day 'n a half on repairs. By then we're long gone and laughing about how we kicked their tails. Now that's a plan I can live with."

— Some words of advice to his lookout from Bax "The Smasher" Gerault, while he shaped and placed plastique charges on a cache of deactivated Skelebots at a CS base camp outside of Free Quebec.

"Robot Slammers" are Headhunters who use their mechanical aptitude and in-depth understanding of robotics and Artificial Intelligence (AI) for the purposes of tracking, countering and destroying robots and power armor. They spend much of their time studying computers, power armor, robots, artificial intelligences and mechanical statistics in relation to using, stealing, undermining and destroying exoskeletons, robot vehicles and independent "thinking" robots!

Slammers are fascinated by robotics and related technology; many to the point of obsession. They constantly keep an eye and ear out for the latest developments and innovations, as well as upgrades, modifications of old systems, new perspectives and the concepts behind them. To them, robots are both familiar and wondrous at the same time. Mechanical constructs whose designs and functions are well known and memorized to the most minute detail, yet remain exciting, invigorating and desirable.

While some people might dismiss these guys and gals as "robotics nerds" with guns and military training, these "nerds" are expert robot combat pilots and technicians. Most understand robots so well that they can push the machines they operate to get the maximum performance. Furthermore, they can anticipate, avoid, counter, and undermine most surveillance systems and automated defenses, especially those involving 'bots.

Most Robot Slammers operate a suit of stolen power armor or robot vehicle with the skill of a CS RPA officer. In fact, commandeering a stolen Coalition SAMAS (any model), Glitter Boy Killer, UAR-1 Enforcer, IAR-4 Hellraiser, IAR-5 Hellfire or a prototype, is considered a sign of true daring, brazenness and accomplishment among these wild-eyed robotics "nerds."

What sets the Robot Slammer apart from a "nerd" or even an Operator, is that they thrive on combat, particularly robot to robot combat (including power armor versus 'bots or other PA). One may think of the Robot Slammer as a gung-ho race car

driver or test pilot, except their vehicle of choice is a manned robot or robotic exoskeletal suit of power armor. Like test pilots or racers, they study and know everything there is about their machine and the competition/rivals. Also like test pilots or racers, they like to push the machine to its limits, try daring maneuvers and stunts, and challenge other robot pilots to follow suit (if they dare).

CS and Triax robots and power armor are the most highly prized, but “domestic” power armor and ‘bots from Northern Gun, Manistique, and other regional manufacturers are the most commonly available. Most Robot Slammers avoid *Glitter Boys* as being too slow and limited in their combat abilities, preferring either flying ‘bots or big bruisers. Many Robot Slammers take pride in knowing how to evade, undermine and destroy the legendary Glitter Boy. This expertise and skill has prompted a wary Coalition Army to hire a number of these Headhunters to assist them in their campaign against *Free Quebec* (the CS is wary of these rogues because they fear they might try to sabotage the CS Armored Divisions or steal from them).

It is the Robot Slammers’ daring, devotion and knowledge of robotics that give them their unique “insight” and an edge in combat. Most can anticipate and outthink robot constructs with artificial intelligences, like the *Skelebot*, and take advantage of the strengths and weaknesses of robot vehicles and power armor. The depth of their study and hands-on field experience also gives them a feel for military strategy and tactics involving robots and power armor that is (arguably) unsurpassed (see the *Fanatic Robophile* skill). This is especially true when it comes to CS ‘bots, Northern Gun offerings and units commonly used by mercenaries.

This fanatical and up-to-date knowledge, memorization of statistics, facts and schematics, usually combined with an array of mechanical skills, makes the Robot Slammer a combination *Operator* with robotics, mechanical and electrical skills and *Military Specialist* in robot countermeasures. This means all Robot Slammers are literate (typically American and Euro because the two leading powers in robotics are the CS and Germany’s Triax), and most study the Japanese-American technical mesh language of Techno-Can as a second language.

It is important to remember that unlike the *Operator* who uses his engineering skills to build, improve, repair and maintain, the *Headhunter Anti-Robot Specialist* uses his knowledge for military applications, which, in short, means fighting and destroying. They study physical designs, electronic schematics, and field performance to learn the strengths and weaknesses of every type of robot and power armor they can observe. Weight, speed, blind spots, ammunition requirements, and mechanical deficiencies are all used to combat robot driven antagonists. This includes all standard design specifications and weapon systems, and the ability to “hotwire” power armor and robot vehicles! **Note:** Ironically, these robotics wizards may be at a loss when it comes to more simple vehicles like hovercycles, aircraft and combustion engines. They know and understand the basic principles, but have trouble (and little interest in) working on such machines.

Robot Slammers are notoriously cunning and resourceful soldiers whose forte is technological combat and tactics. They are trained to perform robot countermeasures, steal robots, and engage in sabotage, decoy operations, surgical strikes, and hit and

run assaults specializing in anti-robot warfare. As a result, Slammers tend to prefer to use power armor and robots themselves, along with heavy weapons like explosives, rail guns, mini-missiles, particle beam guns and other powerful advanced weapons — weapons with “kick” and “punch!”

Special Robot Slammer O.C.C. Skills & Abilities

1. Fanatic Robophile Skill: This is an in-depth understanding of the design, function and military use of robots and power armor. Characters with this skill recognize, at a glance, all CS, Northern Gun, Manistique Imperium, Triax, and other robots and power armor relatively common to North America. Their deep affection and near obsession for robots and power armor (robot exoskeletons) means they are constantly listening, reading and looking for more information about them. As fanatics, they will have heard or read something about prototypes under development by major robot manufacturers (Northern Gun, Triax, CS Military, etc.), and will have also heard rumors and a certain amount of (limited) information about Mechanoids, and A.R.C.H.I.E.-3 constructs (they don’t know about Archie and don’t know who is responsible for creating these advanced robots, but do know about some of the robots — most of those detailed in **Rifts® Sourcebook One** — and a number of theories about these ‘bots and their mysterious creator). They are also likely to know at least something about foreign and alien robots and power armor, like the Kittani of Atlantis, but at a -25% skill penalty.

On the downside, these robophiles are so fascinated with prototypes, new robot technology, and alien or unknown ‘bots that most are likely to take foolish risks to get close and observe, study or steal one!

These robophiles will recognize CS and other common robots and power armor at a glance and know everything about them: Manufacturer, date of first release, model variants, original design purpose, other uses and capabilities, weapon systems, sensors, programming (if any), weight, speed, cost and all statistical data! They also know how that particular robot or group of robots is typically deployed and used in combat, what other mechanized units or troops may be used in conjunction with it, what type of operations it is normally assigned to, means of transportation, and similar.

The character also knows the robots’ maximum capabilities, limitations, strengths and weaknesses — i.e. depth tolerance underwater, speed, any difficulty in handling a particular type of terrain, ammunition capacity/payload, power source and any exterior conduits (cables, etc.) that might be vulnerable, weak joints or other design flaws, and similar things. **For example:** Such a robot-junkie not only knows that the Coalition’s UAR-1 is used for riot control, but how many are normally deployed, common tactics used to contain or disperse rioters, military applications, and its limitations (which can usually be turned to one’s advantage). In the case of the UAR-1, the character knows it is an old unit predominantly restricted to use in the ‘Burbs and fortified cities, and that several lighter and heavier, more versatile combat ‘bots in the IAR series (*Infantry Assault Robots* described in **Coalition War Campaign**) are used for field combat and sieges.

Important Note: This *statistical knowledge* is not the same as genuine engineering knowledge and abilities. Unless the charac-

ter has also selected the Robot Electrical *and* Robot Mechanics skills, he or she cannot actually make repairs or modifications, nor engage in precision acts of sabotage. The character may know that destroying a sensor pod will blind the 'bots electronics, or that a knee joint has minimal M.D.C. and blow it away to slow and impair the machine, but he cannot cross wires, disconnect a power supply, and similar highly skilled acts without the proper Robot Engineering skills.

Base Skill for the Headhunter Robot Slammer: 64% +3% per level of experience. A successful roll means the character remembers details and pertinent data about known, "common" robots. Information that may be valuable in avoiding, combating, destroying or repairing the 'bot — while the Robophile cannot make repairs himself (at least not without the engineering know-how), he makes a great assistant and/or consultant.

The Robophile can also accurately assess damage, wear, repair costs and value, as well as diagnose electrical and mechanical problems. He may not be able to fix them himself, but he knows what they are. And can probably pinpoint the problem too, but at -10%.

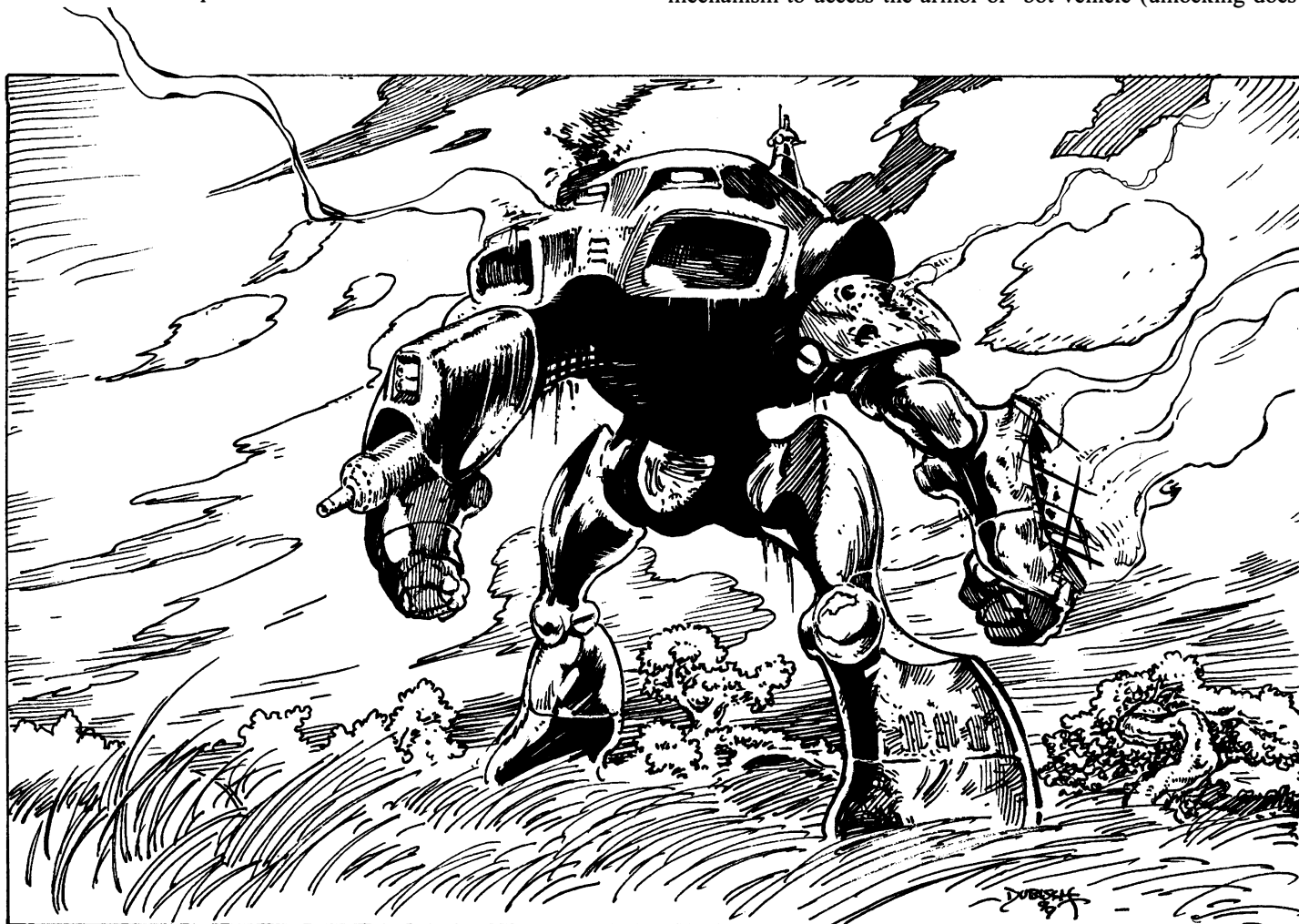
A failed roll means that the character can not find the problem or accurately assess damage, or makes a mistake, misjudges or, in the heat of the moment, forgets one or more important details or facts. Such mistakes are most likely with uncommon 'bots and power armor. In fact, a G.M. may want the player to roll for specific recollections when the information is extremely important, is required during a high pressure situation, or involves combat or repair.

Special Bonus: Adds a +5% to the following skills: Robot Electronics, Robot Mechanics, Weapon Systems and Computer Repair. However, in the case of Weapon Systems and Computer Repair, the +5% bonus applies only to systems used in robots and power armor. **Penalties:** -25% when dealing with uncommon robots and power armor, and -40% to evaluate, understand and operate extremely rare, alien or never before seen robots and power armor.

Note: Skill availability to other O.C.C.s: This skill is also available to the *Techno-Hunter, Operator, CS Technical Officers* (counts as two MOS skills and the other three must be mechanical and/or electronic), and the *various Scientist/Mechanic O.C.C.s*. However, in each case, the selection of the Fanatic Robophile Knowledge skill must be selected as an *O.C.C. Related Skill*, never as a Secondary Skill. And because the character's obsession is with robotics the *bonuses* for all other mechanical and electronics skills are reduced by half. Furthermore, nobody is as obsessed with robots as the Robot Slammer, so the **Base Skill** for all other O.C.C.s is 50% +3% per level of experience and any O.C.C. or O.C.C. related bonus does not apply. Considered a Technical skill.

2. Hotwire Robot Vehicles & Power Armor: The Robot Slammer is an expert in circumventing anti-theft measures and overriding control systems to enter and seize control of power armor and robot vehicles!

Base Skill: 50% +3% per level of experience. Two rolls are required. The first is required to successfully open any locking mechanism to access the armor or 'bot vehicle (unlocking does



not necessarily mean disconnecting an alarm or surveillance system, see the Surveillance Skill for that set of problems). The second roll is to “hotwire” — i.e. start and control the robot. A failed roll means the character fumbles and fails. Each attempt counts as three melee actions/attacks. Numerous attempts can be made, but after three failures in a row on the same system, the character is -40% and should try his luck on a different ‘bot vehicle or power armor. **Note:** The Locksmith skill adds +5% to hotwiring ‘bots, while Robot Electronics and Robot Mechanics each add +2%.

3. Triple Damage against Robots when a “natural,” unmodified 18, 19 or 20 is rolled on an *Aimed Shot*. This applies only to robots and not power armor exoskeletons.

4. Maximum Performance: Reduce penalties for stunts and trick piloting maneuvers by half and increase the speed of power armor, vehicles and robot vehicles by 5%.

5. O.C.C. Bonuses and Modifiers:

+2D6 to S.D.C.

Add +1D4 to M.E. and +1 to P.P.

Impervious to Horror Factor when involving robots, cyborgs, power armor and mechanical looking opponents.

-2 to save vs H.F. against magic and the supernatural.

+1 to roll with impact.

+2 on initiative but only against ‘bots and P.A.

+2 to save vs electrocution.

Psychic Robot Slammers are +2 to save vs possession and Horror Factor. However, those who are Partial ‘Borgs see the range, damage and duration of their psionic abilities reduced by half, and I.S.P. cost increased by 50%. All O.C.C. skill bonuses are also reduced by half.

Anti-Robot Headhunters O.C.C.

Also Known as “Robot Slammers” or just “Slammers.” Occasionally called “Robo-Slammers.”

Alignment: Any, although many lean toward Anarchist.

Attribute Requirements: I.Q. and M.E. of 12 or higher. A good P.S. and P.P. are always helpful, but not mandatory.

O.C.C. Skills: Also see Special Skills, above.

Speak Native Language; typically American (94%)

Language: Techno-Can (86% +1% per level of experience)

Language: Choose one other (+20%)

Literacy: Native (+30%)

Literacy: Techno-Can (+40%)

Literacy: One other of choice (+20%; typically Euro)

Math: Basic (+15%)

Basic Electronics (+10%)

General Repair & Maintenance (+15%)

Computer Operation (+20%)

Radio: Basic (+10%)

Surveillance Systems (+10%)

Pick Locks (+15%; non-Robot types)

Find Contraband (+10%)

Demolitions (+20%)

Demolitions Disposal (+20%)

Pilot: Robots & Power Armor (+20%)

Pilot: Robot Basic

Pilot: Robot Elite — Two of choice.

W.P. Two Modern skills of choice.

Hand to Hand: Expert. This skill can be changed to Martial Arts or Assassin (if evil) at the cost of one “other” skill, or Jujitsu at the cost of two other skills.

O.C.C. Related Skills: Select two other skills from the list below at levels 1, 3, 6, 10 and 14. All new skills start at first level proficiency.

Communications: Any (+10%)

Cowboy: None

Domestic: Any

Electrical: Any

Espionage: Escape Artist only.

Mechanical: Any (+5%)

Medical: First Aid only.

Military: Any (+5%)

Physical: Any, except Gymnastics and Wrestling.

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any, but leans toward modern, high-tech weapons (does not include any specialized gunfighting skills from **Rifts® New West**).

Wilderness: Any

Secondary Skills: Choose a total of four Secondary Skills from the previous list. They are limited by the categories listed, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

Standard Equipment: Weapons include one for each W.P. and three complete reloads/E-Clips/drums of ammo (often Triax or Bandito Arms weaponry). Plus 1D4+1 Light Fusion Blocks (1D4x10 M.D.), 1D4 Medium Fusion Blocks (2D6x10 M.D.), 1D4+2 high explosive hand grenades and 1D4 Plasma grenades or the equivalent in plastique.

M.D. body armor is limited to one full suit of personalized light or medium environmental armor with built-in communicator. This armor is used for covert operations or backup. See Mode of Transportation.

Other gear includes two sets of street clothes, a pilot’s jumpsuit, black paint stick for covert operations, portable tool kit, Automatic Lock Pick/Release Gun, lock pick kit, doctor’s stethoscope, Electro-Adhesive Pads, PC-3000 hand-held computer, PDD pocket audio recorder/player, pocket laser distancer, pocket flashlight, pocket (signal) mirror, infrared distancing binoculars, tinted goggles, soldering iron, box of disposable plastic gloves (100 per box), utility belt, backpack, one large satchel or duffle bag, air filter, canteen, three weeks of freeze-dried combat rations, and some personal items. **Note:** Many also acquire and use a variety of electronic “bugs” and other surveillance equipment.

Mode of Transportation: Starts with one of the following; roll percentile dice or G.M. may assign one.

01-20 One repainted, “stolen” old-style CS SAMAS! This is not as cool as it may sound, because the CS is probably out looking for the thief right now, and any CS opponent will be infuriated by any “rebel” (i.e. anybody other than authorized CS personnel) using “their” equipment, making him their favorite target.

21-40 Any type of light to heavy Northern Gun Power Armor; subject to G.M. approval.

41-60 A light or medium Northern Gun Robot Vehicle; subject to G.M. approval.

61-80 A light or medium suit of Triax power armor; subject to G.M. approval. No Ulti-Max!

81-90 Some other brand of light to medium power armor or light robot vehicle; subject to G.M. approval.

91-95 A stolen CS Smiling Jack PA or Hellraiser 'bot; subject to G.M. approval.

96-00 Heavy Northern Gun (or other domestic brand) robot vehicle, or a light to medium "exotic" power armor or 'bot (like Kittani or Naruni); subject to G.M. approval.

Money: Starts with 1D6x1000 in credits and another 1D6x1000 credits in black market items. The rest of the character's money has been spent on equipment. This O.C.C. can make big money in their dangerous and unique line of work as well as freelance or "off hours" work as a mechanic if they have the right skills. **Cybernetic Implants:** Many Slammers avoid getting full-blown bionics, opting for bio-systems to replace lost limbs. However, most have some sort of cybernetic enhancements starting with one Multi-Optic Eye, Universal Headjack & Ear Implant, and two of choice.

Headhunter Techno-Hound

The Techno-Hound is a Partial Cyborg mercenary who, like the Slammer, has an insatiable love for technology. Although this character appreciates robotics, his love is high-tech cybernetics, bionics, weapons, and electronics. When not reading about technology, Techno-Hounds actively hunt, collect, sell, trade, and repairs tech items. Advanced weapons, cybernetics and ancient, pre-Rifts items are the most prized. New alien technologies are also of interest, but looked upon with a healthy dose of suspicion. Techno-Wizard items are also regarded with a skepticism and concern. While they may combine the so-called "twin sciences of magic and technology," most Techno-Hounds see "magic" as an unknown and unpredictable quantity better left alone. Still, a small percentage of T-Hounds (6%) have one or two TW devices or weapons among their collections.

Like Robot Slammers, Techno-Hounds are attracted to the sciences and technical aspects of machines and electronics. Most hoard technology, many obsessively so. If a new innovation or application is made in electronics or cybernetics, the T-Hound must know about it and, if appropriate, have it! The most obsessive can become addicted to televised shopping networks, infomercials, and most dangerous of all, cities where technology is plentiful (this means key tech-centers like Free Quebec, Upper Michigan, CS cities and their 'Burbs, among others). These techno-junkies feel they must be on the cutting edge and need to stay at or near major cities (particularly those in the Coalition States) to stay on top of everything. Big cities and advanced technology attract them like moths to a flame.

This affection for and desire to possess advanced technology drives the Techno-Hound to search out, acquire, buy, sell and trade all kinds of electronic and cybernetic devices. The most appealing for a "mercenary" are small, easy to carry items, although the majesty of great accomplishments (advancements in communication, vehicles, bionics, genetic manipulation, and other marvels of science) do not go by without notice and elicit

a sense of awe and appreciation. However, as an adventuring Man at Arms, the character owns and collects things that are (relatively) small and easy to carry, or easy to store. This means the T-Hound will have a backpack full of all kinds of high-tech tools, equipment and gizmos. Many also modify items and make or have made for them, special gizmos and gimmick items like a boot or jacket with concealed compartments to hide weapons, lock picks, circuitry and other small items.

Special T-Hound Skills & Abilities:

1. Bonuses: The character's combat training and background provide the following bonuses.

+2D6 to physical S.D.C.

+1D4 to P.P.

+1 on initiative at levels 1, 5, 10 and 15.

+1 to pull punch.

+1 to save vs Horror Factor at levels 1, 3, 7, 11 and 15.

2. Recognize Weapon Quality: This is the standard Military Skill ability as described under the *Headhunter Techno-Warrior O.C.C.* (includes the +15% bonus).

3. Headhunter's Find Contraband: This is the standard skill enabling the character to track down all types of contraband with an emphasis on *electronics* and *cybernetics/bionics*. **Base Skill:** 53% +3% per level of experience when hunting down bionics and electronics/computers. -10% for finding all other types of contraband.

4. Jury-Rig Mechanics: With this skill the character can try to fix just about anything, or at least get it up and running for a short period of time (what mechanics can't fix, some duct tape and a good boot just might). The proper components are necessary for this work and the jury-rigging is almost always a temporary fix that will break, blow or burn out in a matter of time. Once the jury-rigged item breaks, further jury-rigging is impossible and major mechanical work and lots of man hours are needed to fix it again. The character has learned to improvise and use things at hand and to the best of their capability. In some instances, seeing an Operator or T-Hound jury-rigging some odd contraption is similar to watching a carnival clown make balloon animals.

Base Skill: 36% +3% per level of experience. **Requirements:** Mechanical Engineer and Electronics Engineer skills (-20% if the character only has Basic Electronics). **Note:** This skill is only available to the Techno-Hound O.C.C. and Operator O.C.C. (the Operator gets a +6% bonus). The skill provides a bonus of +5% to all Demolitions skills, and to the Field Armorer, Automotive and Aircraft Mechanics skills.

This skill also gives the character the ability to correctly *guess* at the basic purpose and function of most mechanical devices within one melee round (15 seconds), and how to turn it on, turn it off, or unplug it. However, this is done at -20% (-50% if truly alien) and is typically a move made in a desperate situation.

A successful roll means the jury-rig worked, but now the player must roll percentile dice to see how long his character's patchwork will last. Unless stated otherwise, at the end of its limit, the jury-rigging breaks and the device stops working. Once this happens, another jury-rigging is impossible and *major* mechanical work and lots of man hours are needed fix it again. That means high costs too. However, if taken in for repair be-



fore the jury-rig breaks, the item can be repaired at the normal rate of time and expense. Note that the length of time given below is how long the jury-rigged item will work while it is *turned on*. It can be safely turned off and hauled to a repair shop.

01-10 Amazing success, should last for 2D6 days.

11-20 Great job, should last for 1D4 days.

21-30 Does the trick. Should last for 1D6 hours

31-40 Good enough for now. Should hold together for at least 1D6x10+36 minutes.

41-50 It will have to do. No telling how long it will last. Should be good for 3D6+6 minutes or until it takes a big, direct hit or a hard tumble.

51-60 Tape, bailing wire and a prayer is all that's holding this baby together. Should last 1D6+1 minutes or until it takes a big, direct hit or a hard tumble.

61-70 It's a miracle this jury-rig works or holds together at all. Won't last more than 1D6 minutes. Use them wisely.

71-80 Good luck, you're holding a time bomb! The jury-rigging won't last more than 1D4 melee rounds, or until it takes a hit or hard tumble. When it goes, the whole thing will burn out, stop working and inflict 3D6 M.D. to anybody touching it.

81-90 You've got 15 seconds! One melee round, then it goes boom! Does 1D6x10 M.D. to a 10 foot (3 m) radius!

91-00 Can not be jury-rigged without additional time and components. Try again when you have both (+5% to success at that time).

5. Contacts: The character starts with none, other than a few rumors regarding possible contacts. With time, the Techno-Hound is likely to develop a network of "contacts" pertaining to arms dealers, underground dealers of surveillance equipment and electronics, smugglers, Operators/Mechanics, Cyber-Docs and the operators of Body-Chop-Shops. If he is a regular client, the particular "dealer" is likely to offer to sell him additional information and goods. When a strong relationship is established, the contact is likely to offer the character a 10%-20% discount and first rights of refusal to rare, experimental and powerful (stolen) items. This may also apply to various other criminal or underground groups, thieves, safe-houses, and scoundrels (Forger, Safecracker, Assassin, etc.). G.M.s, use your discretion. Role-playing should be required.

Techno-Hound Headhunter O.C.C.

Also known as "T-Hound," "Techno-Freak" and "Techno-Junkie."

Alignment: Any, although many lean toward Anarchist.

Attribute Requirements: I.Q. and M.A. of 12 or higher. A good P.S. and P.P. are always helpful, but not mandatory.

O.C.C. Skills: Also see Special Skills, above.

Speak Native Language; typically American (94%)

Language: Techno-Can (80% +1% per level of experience)

Language: Choose one other (+20%)

Literacy: Native (+40%)

Literacy: Techno-Can (+30%)

Math: Basic (+20%)

Math: Advanced (+15%)

Radio: Basic (+10%)

Computer Operation (+20%)

Computer Programming (+15%)

Computer Hacking (+10%)
Basic Electronics (+15%)
Mechanical Engineer (+10%)
Palming (+5%)
Concealment (+10%)
Find Contraband, Weapons & Cybernetics (+16%)
Pilot: Two of choice (+15%).
W.P. Two Modern of choice.
Hand to Hand: Basic. This skill can be changed to Expert at the cost of one O.C.C. Related, or Martial Arts or Assassin (if evil) at the cost of two skill selections.

O.C.C. Related Skills: Select five other skills from the list below at level one, plus one additional at levels 3, 7 and 14. All new skills start at first level proficiency.

Communications: Any (+10%)
Cowboy: None
Domestic: Any
Electrical: Any (+10%), except Robot Electronics.
Espionage: Wilderness Survival and Tracking only.
Mechanical: Any (+10%), except Robot Mechanics.
Medical: First Aid only.
Military: Any (+5%)
Physical: Any, except Acrobatics.
Pilot: Any (+10%)
Pilot Related: Any (+10%)
Rogue: Any (+2%)
Science: Any (+10%)
Technical: Any (+10%; including *Fanatic Robophile* skill but without this +10% bonus; see Robo-Slammer for skill description).
W.P.: Any, but leans toward modern, high-tech weapons (does not include any specialized gunfighting skills from **Rifts® New West**).

Wilderness: Any

Secondary Skills: Choose a total of four Secondary Skills from the previous list. They are limited by the categories listed, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

Standard Equipment: Weapons include one weapon for each W.P. and four complete reloads/E-Clips/drums of ammo (often Triax, Naruni or Bandito Arms weaponry).

M.D. body armor: One full suit of personalized heavy and light environmental armor of any kind. Other gear includes fatigues, black jumpsuit, overalls, two sets of street clothes, black paint stick for covert operations, portable tool kit, PC-3000 hand-held computer, Portable Scan Dihilator, portable language translator, PDD pocket audio recorder/player, PDD-V Pocket Digital Disc Video Player, PDD-VC Pocket Digital Video Camera (takes still and moving pictures; 440 still shots or 45 minutes of video per disc), pocket laser distancer, field radio, pocket flashlight, pocket (signal) mirror, RMK Robot Medical Kit, tinted goggles, soldering iron, box of disposable plastic gloves (100 per box), utility belt, backpack, one large satchel or duffle bag, air filter, canteen, three weeks of freeze-dried combat rations, and some personal items.

Mode of Transportation: Starts with one of the following; roll percentile dice or G.M. may assign one.

01-20 Light to medium M.D.C. wheeled ground vehicle.
21-40 M.D.C. Hovercycle of choice; subject to G.M. approval.

41-60 M.D.C. Hover vehicle of choice; subject to G.M. approval. No M.D.C. tanks or APCs.

61-70 “Stolen” (perhaps by adventurers or crooks and purchased by the character) CS Sky or Rocket Cycle (any)! This is not as cool as it may sound, because the CS is always on the lookout for stolen military property and will at best, try to capture and impound the vehicle, or more likely consider the owner/rider a criminal or rebel to be terminated and the vehicle impounded. Few CS troopers will give anybody possessing CS property the benefit of the doubt, and will shoot to kill.

71-80 Robot horse or similar robot animal of choice; subject to G.M. approval (see **Rifts® New West**).

81-90 Jet Pack or old style, light M.D.C. (no more than 110) helicopter.

91-95 Exotic or alien M.D.C. vehicle (Kittani, Naruni, Russian or Australian vehicle, etc.); subject to G.M. approval.

96-00 Techno-Wizard vehicle (ground or air); subject to G.M. approval. The Techno-Hound may enjoy the vehicle but remains somewhat uncomfortable with its magical aspect (which he does not understand).

Money: Starts with 1D6x100 in credits and another 2D6x100 credits in black market items. The rest of the character’s money has been spent on equipment and cybernetics. This is where most future money will go too — electronics, weapons, bionics, souped-up vehicles and good times. This O.C.C. can make big money in their dangerous and unique line of work as well as freelance in “off hours” as an Operator/mechanic or detective (surveillance and tailing).

Cybernetic Implants: Most Techno-Hounds are in love with cybernetics, if not full blown bionics. About half will have one bionic limb with two weapon features plus Gyro-Compass, Clock Calendar, and 1D4 additional cybernetic implants or features. One third are *partial reconstructed* ‘Borgs with two bionic appendages, each with two weapons or other features, bionic reinforcement, at least one optic system and 1D4+2 other cybernetic or bionic features, perhaps even a third bionic appendage. The rest (about 15-20%) are full or nearly full conversion cyborgs. Currently the most popular cyborg body designs are the Triax *VX-300 Striker*, *VX-320 Cyclops*, and *VX-500 Manhunter* (the notorious “red” ‘Borg), or some variation thereof. See **Triax & the NGR** for complete stats and details. Other “domestic” designs are also used.

Momano Headhunter

aka Devil Hunter

“Attacking Soupies with their own tools? Heh heh, that’ll teach them. I don’t care what others say ‘bout Techno-Wizard weapons, I love ‘em. Nothing better to cleave up demons. Nothing.”

Momano Headhunters are trained to eliminate supernatural and unearthly threats. Creatures they call “soupies” — slang for “supernatural” beings.

“Momano” is a title taken from the Japanese language by a class of Headhunters that specialize in tracking, fighting, and disposing of demons, monstrous D-Bees, infernal monsters and the supernatural. They have made their presence known by acting as heroic champions, demon slayers, and cocky mercenaries for hire in remote and hostile areas of the continent. They are most commonly encountered in and around the ruins of Detroit and Windsor, Calgary, the Magic Zone and the territories once known as the Northern US and Southern Canada.

“Moes” break with the typical Headhunter credo that magic is evil, bad, dangerous or untrustworthy and use Techno-Wizard devices and the occasional other type of magic weapon. The Momano Hunters have a fair to good understanding of the principles behind magic and are well versed in the supernatural. They are quick to recognize the influence of magic, such as ley line storms, enchantments, illusions, charms, and possession, as well as behavior patterns that help them identify their inhuman adversaries. They are trained in anti-magic countermeasures that include the identification, assessment, tracking, tactics and methods of destroying the supernatural, demonic, and creatures of magic. Combating inhumans and demons is the Momano Headhunters’ specialty.

Scholars in matters concerning the supernatural, the Momano make it a point to know their quarry. Consequently, their first mission is the study of supernatural creatures, paranormal occurrences, places of magic, ley lines, nexus points and megaliths. Furthermore, the Momano tend to be very philosophical, including a possessing rudimentary knowledge of ancient Eastern philosophy; unusual for most warriors of any kind. Furthermore, it is not uncommon to see a Momano who has a passion for such things as art, writing, poetry (Haiku is a favorite), botany, bonsai, calligraphy, or playing games such as chess, Go, or ma jong. “True” Momano Headhunters have a high regard for knowledge, history, people, and honor. They are unshakably loyal to friends and family and will never betray anybody whom they have given their word of honor or whom they have befriended, even under threat of torture or the pain of death.

Ironically, their philosophical, scholarly side combined with their sense of honor and dedication to slaying monsters tends to alienate them from other men at arms. Many soldiers and warriors (as well as people in general) see them as “oddballs” who they can not quite put a finger on. The Momano Headhunters’ often seemingly fearless, casual, matter of fact attitude toward the supernatural only adds to their troublesome oddness. Many folk believe them to be a “bubble off the plumb” (i.e. a little crazy). How else does one explain these demon hunters’ cavalier attitude, smiles and joking when they are marching out to face some unspeakable supernatural evil?

Although psionic powers are not required to be a Momano, approximately *half* of them possess some measure of psychic ability. Most of these are Minor or Major psychics, but some are Bursters, Zappers and the occasional Nega-Psychic or Mind Melter (see **Rifts® Pyscape™** for complete details on psionics and Psychic Character Classes). Psionics comes in handy for the Momano Headhunters who use Techno-Wizard devices. Those with ESPer abilities have a reasonable amount of I.S.P. but minimal P.P.E., while those without psionic powers will have an uncommonly high amount of P.P.E. for non-magic users.



Momano O.C.C. Bonuses & Psionics

1. O.C.C. Bonuses:

+2D6+4 to S.D.C.

+1 on initiative at levels 1, 3, 6, 9 and 12

+1 to save vs Horror Factor at levels 1, 3, 4, 5, 6, 8, 10, 12 and 14.

+1 to save vs possession and illusions at levels 2, 4, 6, 8, 12 and 15.

2. P.P.E. Base for Non-Psionics: 2D6+6 P.P.E. +2 per level of experience. Psychic Momanos have a base P.P.E. of 1D6.

3. Momano Psychics. A large number of Momano Headhunters are blessed with Minor or Major Psionics and use I.S.P. to operate any Techno-Wizard Bionics. **Important Note:** The duration, range and damage inflicted by the psionic powers of a Psychic Momano Headhunter (or any psychic character with more than three implants or one bionic limb, other than a bio-system) are reduced by half, and are obliterated by full, or near full, bionic conversion. In all cases, available skills are those listed under the Momano O.C.C., not the Psychic Character Class. Reduce the number of O.C.C. Related and Secondary Skills in half if the Momano is psychic.

Random Determination of Psionics: Roll percentile dice or, if authorized by the G.M., pick one.

01-50 No psionics whatsoever.

51-70 Minor Psychic

71-90 Major Psychic

91-95 Burster or Zapper

96-98 Nega-Psychic

99-00 Mind Melter — the most powerful and rarest of the Momano Headhunters (namely because most Mind Melters will not sacrifice their incredible psychic powers for cybernetics). This hybrid Master Psionic possesses all special O.C.C. psi-abilities, the initial I.S.P. amount, and level one psionic powers. However, all O.C.C. bonuses are half, additional I.S.P. gained at each new experience level is half, and new psionic powers are limited to one lesser power per level of experience or one Super-Psionic Power every two levels! This is due to interference from the cybernetics/bionics and a lack of mental discipline and focus. Furthermore, to use TW Bionics, they must expend an extra 30% in P.P.E. or I.S.P. points, plus the range and duration of said mystic weapon is half!

Momano Headhunter O.C.C.

Also Known as “Devil Hunter,” the “Big Mo,” and “Mo or Moes.”

Attribute Requirements: P.P.E. of 8 or higher, and/or I.S.P. from at least minor psychic abilities.

I.Q. of 10, M.E. and P.E. of 12 or higher. A high M.A.,

P.S., and P.P. are extremely helpful, but not mandatory.

O.C.C. Skills:

Language: Native (80% +1% per level of experience)

Language: Demongogian (70% +2% per level of experience)

Language: One of choice (+15%)

Literacy: Choose two (+15%)

Lore: Demon & Monster (+20%)

Lore: Magic & Ley Lines (+15%)

Lore: One of choice (+10%)

Pick One: Art, Sculpting, Writing, Dance, or Sing (+15%)

Pick One: Play Musical Instrument, Photography, Botany, or

Astronomy (+15%)

Basic Math (+15%)

Radio: Basic (+10%)

Computer Operation (+10%)

Tracking: Humanoids (+15%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Read Sensory Equipment (+10%) or Optic Systems (+15%; choose one)

Pilot: One of choice (+10%)

W.P. Sword (includes Vibro-Blades)

W.P. Three of choice.

Hand to Hand: Expert, but Expert can be changed to Martial Arts or Assassin (if anarchist or evil alignment) at the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select two other skills from the list below at levels 1, 4, 10 and 15. All new skills start at first level proficiency.

Communications: Any (+5%; +10% to Performance)

Cowboy: Lore: Indians and Lore: Cattle/Animals (+10%) only.

Domestic: Any (+10%)

Electrical: Basic only.

Espionage: None

Mechanical: Basic and Automotive (+5%) only.

Medical: Any

Military: Any (+5%)

Physical: Any

Pilot: Any

Pilot Related: Any

Rogue: None

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any, including *Paired Firearms* and *Sharpshooting* as described in *Rifts® New West™*, but each counts as two O.C.C. Related skills; these two New West skill cannot be taken as Secondary Skills.

Wilderness: Any (+5%)

Secondary Skills: Choose a total of three Secondary Skills from the previous list. They are limited by the categories listed, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

Standard Equipment: Weapons include one for each W.P. and five complete reloads/E-Clips/drums of ammo, plus a pair of silver daggers, a silver plated Vibro-Sword, squirtgun, a dozen wooden stakes, a mallet, and a silver cross. Magic and additional Techno-Wizard items can be acquired later (should require role-playing).

M.D. body armor: One full suit of personalized heavy and light environmental armor of any kind.

Other gear includes fatigues, black jumpsuit, two sets of street clothes, portable tool kit, PC-3000 hand-held computer, portable language translator, PDD pocket audio recorder/player, pocket laser distancer, field radio, pocket flashlight, pocket (signal) mirror, RMK and IRMSS kits, tinted goggles, hatchet for cutting wood, knapsack, tent and backpack or NG-S2 survival pack, saddle bags or containers, utility belt, one large satchel or duffle bag, a small sack, air filter, two canteens, three weeks of freeze-dried combat rations, and some personal items. Also see bionics.

Mode of Transportation: The Momano Headhunter starts with none, but can acquire just about anything, and tends towards military vehicles and hovercycles.

Money: The character starts off with 1D4x100 in credits, with another 1D6x1000 in black market items. Generally spends money on pleasure, weapons, ammunition, books, cybernetics and bionics as fast as they can make it.

Cybernetic & Bionic Features Common to the Momano: Most Momano have the following:

- One (or two) Multi-Optics Eye with infrared and thermo-imaging to see beings capable of turning invisible.
- Bionic Lung with Toxic Filter and Storage Cell as protection against gases, breath attacks and putrid odors — many demons and monsters reek with foul smells, or their lairs or killing grounds reek.
- Sensor hand or forearm capable of motion detection and heat detection. Ideal against invisible and flying foes as well as changes in the environment and measuring the body heat of suspects (the undead and some other supernatural beings do not radiate body heat).
- Clock Calendar. Knowing the exact time of day can be crucial in the battle against the supernatural and to time the duration of magic. May be part of the Sensor Hand.
- Gyro-Compass. Always handy. May be part of the Sensor Hand.
- One bionic limb, typically an arm and hand, with two bionic weapons or features.
- Choose 3-5 other cybernetic implants or Black Market Cybernetics. *In the alternative*, an additional bionic limb with two weapons or features can be selected, but this makes the character a *Partial Cyborg*.

Optional: Common Momano Weapon

Considerations & Modifications

- **Chemical Spray:** The following types of sprays are available for the common bionic forearm or mouth spray weapon for use against the supernatural. Cost: \$40,000 credits for the standard bionic spray system (see *Rifts® RPG*, page 240).

Ordinary Water: Three ounces of water does 2D6 hit point damage to vampires. Cost: Nothing unless in a region where water is scarce, then the cost can be whatever the market can bear.

Holy Water: Does 4D6 points of damage per spray attack on vampires. Holy Water *may* also affect certain types of demons. A hose may be connected to the bionic spray or squirt gun style weapon and an exterior container of holy or conventional water. This container can be as simple as a plastic carton or drum of varying size hung on the back, shoulder or hip. One gallon (3.8 liters; 7 lbs/3.1 kg) or two gallons (7.6 liters; 14 lbs/6.3 kg) is the most common. Anything heavy must be carried on the back. Cost: 10 credits per dose. Some priest are willing to provide holy water at no cost to vampire hunters and mercenaries who are helping innocent people.

Garlic or Wolfbay Spray: This is another anti-vampire measure that, when shot in the face, has the same effect on vampires as pepper spray or mace on humans. The eyes burn and swell, causing great discomfort and making seeing clearly impossible, and exposed skin is irritated. Against

vampires it does 1D6 damage, plus the vampire is -9 to strike, parry and dodge, -3 on initiative and loses one melee attack/action for each of the next 1D4+1 melee rounds. Those in environmental armor or whose eyes are protected by a helmet, visor or goggles are completely safe and not affected.

The spray does no physical damage to mortals but will sting the eyes and cause them to water. Human victims of this spray are -2 to strike, parry and dodge and -1 on initiative for 1D4 melee rounds or until the eyes can be flushed with water. Those in environmental armor or whose eyes are protected by a helmet, visor or goggles are completely safe and not affected. Cost: Two credits per dose.

Salt Spray: Does 1D4 points of damage to creatures like faerie folk who hate salt. The spray makes them cough and causes them to lose two melee actions as they step back or move out of the way and collect their wits from the repulsive stuff. Cost: One credit per 10 doses.

- **Silver-plated Blades:** Knuckle spikes, finger blade(s), razor fingernails, forearm blades, wrist or palm needle, Vibro-Blades and similar melee weapons (typically concealed in retractable housings) can be silver-plated. Many supernatural beings are vulnerable to silver weapons. Cost: Varies with the size of the spike or blade. The silver used must have a purity of 85% or greater to be effective, which also increases the cost. Then there is the cost of the plating process added in. A small spike, knife or blade will cost 200 credits. A short sword 500 credits, a large sword 900-1200 credits. Add 50% to the cost of plating Vibro-Blades.
- **Silver Bullets:** Can be fired from a finger gun, forearm weapon, or as shooting knuckle spikes.
Damage: Varies with caliber/size of the round. Typically 3D6-6D6 S.D.C./H.P. damage for medium to heavy calibers — 1D6 or 2D6 for light caliber rounds.
Cost: Approx. 50-75 credits per round for medium to large caliber bullets and 15-25 for small caliber rounds. Each bullet must contain 85% silver content, hence the high expense for silver bullets. May be 20% less expensive in regions where silver is common, but can cost 20-40% more where it is rare.
- **Hydraulic Stake Driver:** This bionic item can be installed either as a forearm weapon or hand and wrist replacement. A wooden stake is located at the center of the instrument, with the sharpened end sticking out. To use, one simply places the stake where one wants it and fires. A hydraulic hammering mechanism punches the stake into the target and releases it. An automatic reload feature instantly sets another wooden stake in firing position. The driver can also fire wooden stakes up to 15 feet (46 m).
Damage: 3D6 Hit Points/S.D.C.; fatal if shot into the heart or temple. Vampires staked in the heart instantly fall into a state of suspended animation. Stakes made from a Millennium Tree do double damage to vampires and the equivalent of 4D6 M.D. to most supernatural beings.
Maximum Effective Range: 15 feet (4.6 m)
Payload: Nine narrow stakes. Metal stakes or spikes can be substituted (inflict 1D4 M.D.). Automatic reload until all are used up. Reloading the feed mechanism takes one melee round.

Cost: The bionic, hydraulic stake/spike driver costs 30,000 credits. The wooden stakes cost five credits per set of nine.

- **Squirt Guns Forearm Blaster & other Vampire Weaponry:** A variety of water shooting and silver or wood projectile firing conventional weapons can be used by the Momano Headhunter as hand-held weapons, or built into the cyborg as a modified forearm weapon. See **Rifts® Vampire Kingdoms** for complete details about vampires and the many conventional and Techno-Wizard items used to slay vampires. Costs for most are very low because the projectile or material is low-tech and common (i.e. wood for arrows and spikes, ordinary water, etc.).

Note: Also see Cybernetics in the stat block for standard basic systems.

Techno-Wizard Bionics

TW Bionics are extremely rare and few people other than the Momano Headhunters are willing to use them (according to one legend, they were originally developed for a particular clan of heroic Momano Devil Slayers. According to another, they were developed in the Splugorths' Atlantis).

Although most experienced Techno-Wizards can make them, few will consider it, and even fewer people will consider buying and using them. The items and effects are actually relatively simple. Most are cast upon or built into "mechanical" weapon attachments that are *not* directly linked to the partial cyborg's body, such as forearm weapons. As a rule bionics, electronics, metal, artificial parts and body armor have a negative effect on magic, reducing its potency or negating its effect entirely. Consequently, only characters with a comparatively low level of bionics can use TW Bionic devices.

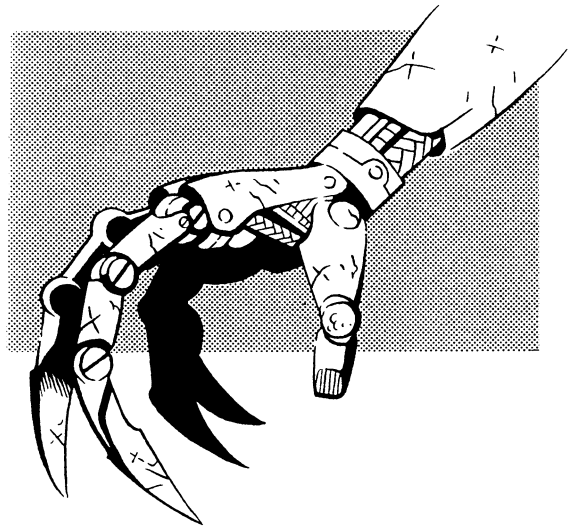
The typical Momano (70%) will have no more than seven implants and 2-4 bionic features (disguise, lungs, chemical spray in mouth/throat, etc.), and only one bionic limb (with 2-4 weapons or features built into it). Other limbs and organs damaged in combat will be replaced with bio-systems.

Approximately 30% of the Momano are partially reconstructed 'Borgs with 8-12 cybernetic implants or bionic features and two bionic limbs (with 2-4 weapons or features each). However, to use TW Bionics, they must expend an extra 30% in P.P.E. or I.S.P. points, plus the range and duration of said mystical effect is half! Any greater amount of bionics will prevent the use of TW Bionic mechanisms.

Note: Each bionic limb can have a total of four weapons or features and can combine conventional tech-weapons with TW.

TW Magical Silver-Plated Blades

Knuckle spikes, finger blade(s), forearm blade(s), claws and similar hand to hand weapons that are plated in silver and magically enchanted to make them effectively magic weapons! This simple magic is typically a magical glow or weak magical energy field and other low level effects that are just enough to make it a magic item. To activate the magical aspect of the weapon (and make it useful against the supernatural and creatures of magic), the character must expend four P.P.E. or 8 I.S.P. to enchant the weapon for a 15 minute period. Once the "magic" effect ends, the weapon returns to being an ordinary



nonmagical bionic weapon. Additional P.P.E. or I.S.P. is required to reactivate or prolong the magical effect.

Creation Stats:

Initial P.P.E. Cost: 25

Spells Needed: Varies; typically Lantern Light (1) or Globe of Daylight (2) and Aura of Power (4).

Physical Requirements: The standard bionic weapon system slightly modified with a magic power crystal (pink quartz or a diamond). Takes about 8 hours of work to modify and enchant.

Cost: Standard cost of the bionic weapon plus 10,000 for the TW conversion.

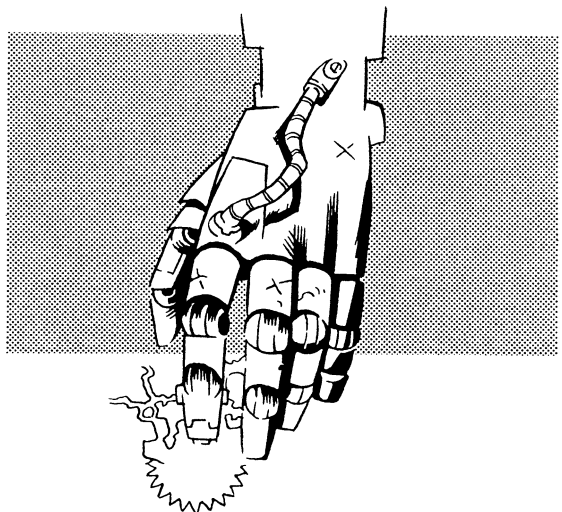
Weapon Stats:

Damage: The weapon's normal damage does the equivalent in Mega-Damage when used against supernatural beings and creatures of magic only (vampires suffer the normal H.P./S.D.C. damage). Ineffective against Mega-Damage armor unless the items was an M.D. weapon to begin with, like Vibro-Blades.

Range: Hand to hand melee weapons only.

P.P.E. Cost to Activate the Magic Aura: 4 P.P.E. or 8 I.S.P.

Duration: 15 minutes.



TW Finger Blaster

Instead of firing a light laser, it can fire a magical bolt of energy.

Creation Stats:

Initial P.P.E. Cost: 38

Spells Needed: Energy Bolt (7) and Fire Ball (10)

Physical Requirements: Firing mechanism with a diamond worth 2000 credits or more, plus physical enchanted rounds.

Takes about 45 hours of work to build.

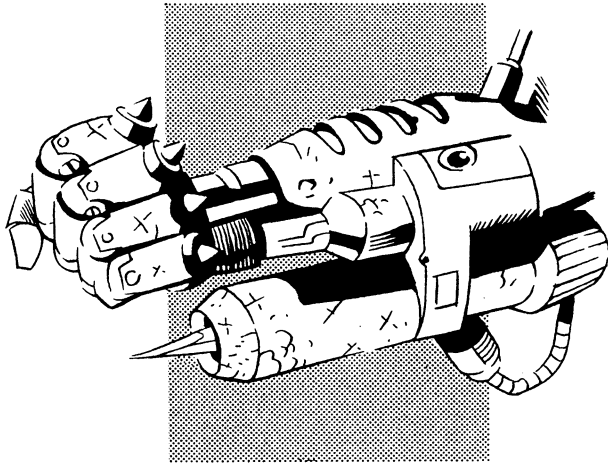
Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion.

Weapon Stats:

Damage: 3D6 M.D.

Range: 200 feet (61 m)

P.P.E. Cost to Fire: 7 P.P.E. or 14 I.S.P. per blast.



TW Hydraulic Stake Driver

Fundamentally the same as the ordinary bionic Stake Driver described above, except that by pumping P.P.E. or I.S.P. into the weapon, it magically creates the wooden stakes it fires out of thin air!

Creation Stats:

Initial P.P.E. Cost: 75

Spells Needed: Energy Bolt (7), Fly (15) and Create Wood (10).

Physical Requirements: The standard bionic weapon system slightly modified with topaz or yellow quartz. Takes about 65 hours of work to modify and enchant.

Cost: Standard cost of the bionic weapon plus 90,000 for the TW conversion.

A TW shotgun version of this is also available for 85,000 credits. The gun version holds two stakes and can be magically reloaded with another two shots by expending 4 P.P.E. or 8 I.S.P.

Weapon Stats:

Damage: 3D6 H.P./S.D.C. No damage to most M.D. creatures.

Maximum Effective Range: 15 feet (4.6 m; the shotgun has an effective range of 50 feet/15.2 m).

P.P.E. Cost to Load With Two Stakes: 4 P.P.E. or 8 I.S.P.

TW Sunbeam Blaster

This can be a finger laser, forearm weapon, or eye blaster whose laser beam is magically turned into a bolt of sunlight. This beam of light has no ill effect on humans but does laser-like damage to vampires, Shadow Beasts, Russian Demons, and other creatures of darkness who are vulnerable to sunlight.

Creation Stats:

Initial P.P.E. Cost: 30

Spells Needed: Energy Bolt (7) and Globe of Daylight (2)

Physical Requirements: The standard bionic weapon system slightly modified with a rose quartz. Takes about 45 hours of work to modify and enchant, quadruple the time and cost for bionic eyes.

Cost: Standard cost of the bionic weapon plus 125,000 for the TW conversion.

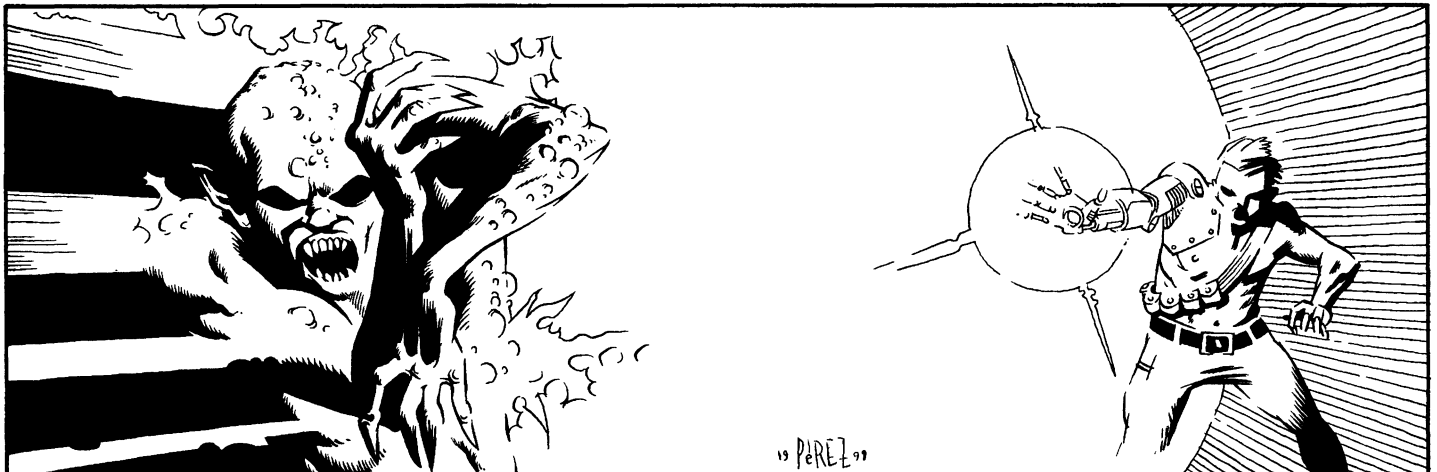
A pistol and revolver version of this is also available for only 110,000 credits. The gun version holds six shots but costs 12 P.P.E. or 24 I.S.P. to magically reload with another six shots.

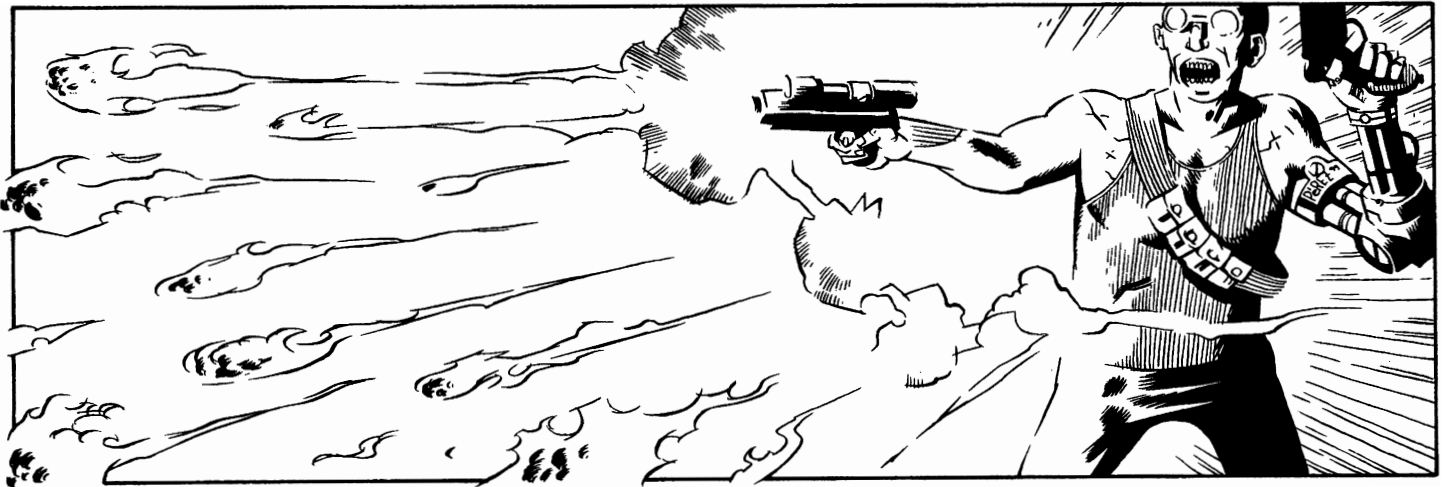
Weapon Stats:

Damage: 1D6+2 points of damage to supernatural beings injured by sunlight. No damage to most creatures.

Range: 600 feet (183 m)

P.P.E. Cost to Fire: 2 P.P.E. or 4 I.S.P. per blast.





Flaming, Shooting

Knuckle Spikes or Bullets

A moment after a seemingly conventional knuckle spike (or bullet) has been launched, it magically bursts into flame, like a mini-fire ball.

Creation Stats:

Initial P.P.E. Cost: 38

Spells Needed: Energy Bolt (7) and Fire Ball (10)

Physical Requirements: Firing mechanism with a diamond worth 2000 credits or more, plus physical enchanted rounds. Takes about 45 hours of work to build.

Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion.

Weapon Stats:

Damage: 3D6 M.D. each (3D6 H.P. to vampires).

Range: 200 feet (61 m)

P.P.E. Cost to Fire: 3 P.P.E. or 6 I.S.P. per each flaming spike or projectile.

Cost: 18,000 credits for the bionic weapon and 15-30 credits per round of enchanted ammunition.

TW Gun Note: This projectile shooting TW item can also be converted into a bionic forearm weapon with a payload of 100 rounds and a range of 400 feet/122 m; costs 35,000 credits). Furthermore, a TW 14-hot pistol or six-shot revolver (200 foot/61 m range, 3D6 M.D., costs 25,000 credits) and TW rifle (1800 foot/548.6 m range, 3D6 M.D., costs 55,000 credits) are also available. All of these *projectile* weapons require enchanted ammunition that costs 15-30 credits (depending on availability) per each individual round/bullet.

Most Techno-Wizards and gunmen of the New West and Canadian southwest consider these projectile weapons primitive and low tech. However, they are in high demand among the Momano Headhunters. See **Rifts® New West™** for other more advanced TW firearms that fire energy bolts, as well as other TW items and vehicles. See **Vampire Kingdoms™** for TW Vampire weapons and **The Rifter™ #2** for optional Techno-Wizard devices and O.C.C.s.

The Momano also frequently use TW powered guns, TW swords and other magic melee weapons, batteries, and other basic items. They avoid TW body armor, helmets, and vehicles.

TW Watergun

A forearm weapon that squirts a stream of water, only no physical reserve of water is necessary as the precious H₂O is magically generated.

Creation Stats:

Initial P.P.E. Cost: 60

Spells Needed: Energy Bolt (7), Fly (15) and Create Water (15).

Physical Requirements: The standard bionic weapon system slightly modified with blue quartz or blue sapphire. Takes about 65 hours of work to modify and enchant.

Cost: Standard cost of the bionic weapon plus 45,000 for the TW conversion.

A TW pistol version of this is also available for only 50,000 credits.

Weapon Stats:

Damage: 2D6 H.P./S.D.C. to vampires. No damage to most other creatures.

Maximum Effective Range: 50 feet (15.2 m; the same for the pistol).

P.P.E. Cost: 8 P.P.E. or 16 I.S.P. creates the equivalent of one gallon of water or 30 shots!

TW Electro-Blaster

This can only be a forearm weapon or bionic hand. The hand can not have any other bionic features other than being mechanical. When the magic is activated, the hand is enveloped in electrical energy that does 2D6 M.D. plus the 'Borg's normal punch damage. As a forearm weapon, the blaster fires an electrical arc short distances. However, although limited to short range, many supernatural beings are vulnerable to electricity, making it valuable.

Creation Stats:

Initial P.P.E. Cost: 30

Spells Needed: Energy Bolt (7), Electric Arc (8) and Power Weapon (35).

Physical Requirements: The standard bionic weapon system or hand slightly modified with copper wire and plating. Takes about 65 hours of work to modify and enchant.

Cost: Standard cost of the bionic weapon or hand plus 100,000 for the TW conversion.

A pistol and revolver version of this is also available for only 50,000 credits. The gun version holds six shots but costs 12 P.P.E. or 24 I.S.P. to magically reload with another six shots.



Weapon Stats:

Damage: Electric Arc — 2D6

Electro-Fist — 2D6 M.D. plus the 'Borg's normal punch damage. Even a gentle touch will inflict 1D6 M.D.

Duration: Electric Arc — Instant

Electro-Fist — one melee round (15 seconds)

Range: Forearm weapon or handgun: 200 feet (61 m).

Bionic Hand: Melee combat/hand to hand.

P.P.E. Cost to Activate Electro-Fist: 8 P.P.E. or 16 I.S.P.

P.P.E. Cost to Fire Forearm Gun: 8 P.P.E. or 16 I.S.P. per ranged, arcing blast.

Note: Can not have both an electrical forearm weapon and electro-fist; select one or the other.

Flaming Retractable Sword

A seemingly ordinary retractable blade or Vibro-Blade that becomes a magical flaming sword when sufficient P.P.E. or I.S.P. has been pumped in to activate its magic. The activation counts as one melee action and the blade can be no smaller than a short sword.

Creation Stats:

Initial P.P.E. Cost: 85

Spells Needed: Fire Bolt (7) and Power Weapon (35)

Physical Requirements: The standard bionic weapon and two rubies worth 1000 credits each. Takes about 60 hours of work to build.

Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion.

Weapon Stats:

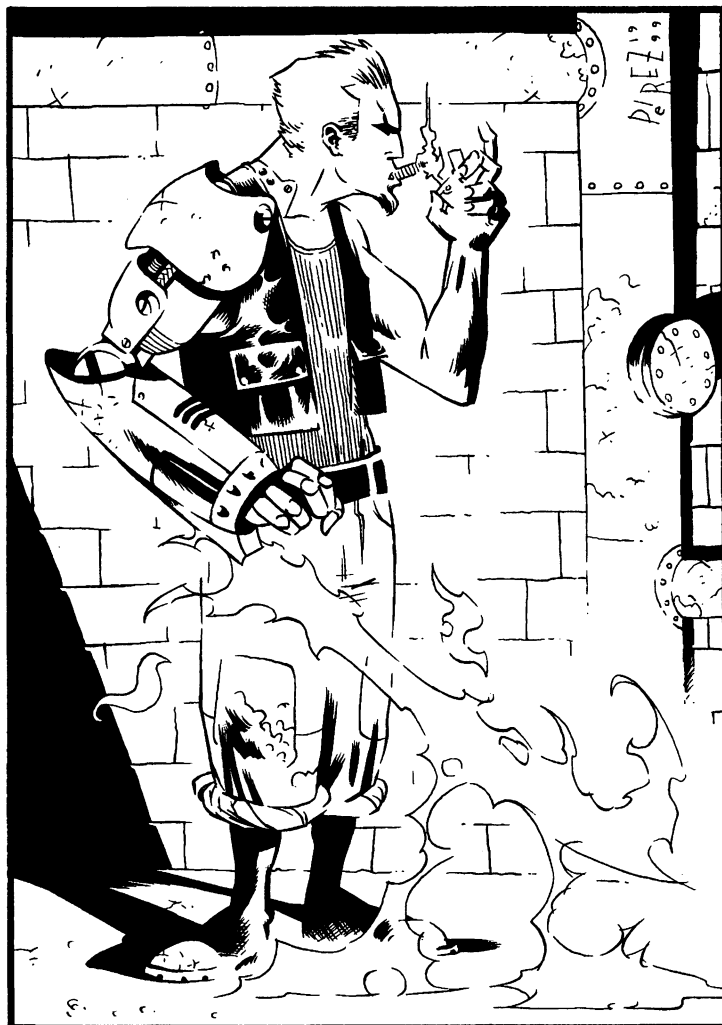
Damage: 4D6 M.D.

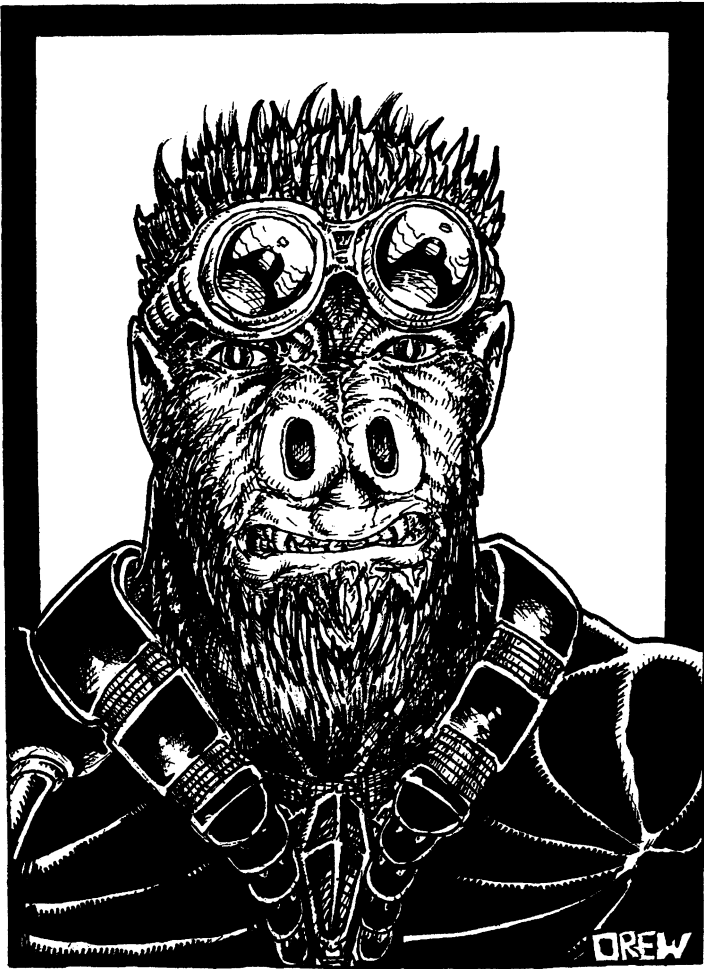
Duration: Two minutes (8 melee rounds).

Range: Hand to hand melee combat.

P.P.E. Cost to Activate: 7 P.P.E. or 14 I.S.P.

Cost: Standard cost of the bionic weapon (30,000) plus 70,000 credits for the TW conversion.





D-Bees

Many of the D-Bees and other races found in Canada are also found in parts of the old USA and elsewhere. Some of the most notable and unique to the northlands are described in the following pages.

Psi-Stalkers are especially common to the old Provinces of Alberta, Saskatchewan, Manitoba, Ontario and southern Quebec, as well as the American New West, Texas and Ohio Valley. **Simvan Monster Riders** are also a force to reckon with in Alberta and to a lesser degree in Saskatchewan, so are **Brodkil** sub-demons. All three can be found throughout North America (and Simvan and Brodkil also exist in Europe). The areas indicated on the map are the highest concentration of Psi-Stalkers and Simvan, and where they are most active.

Note: To avoid pages and pages of duplication, we have not included the stats for these D-Bees (and the Brodkil sub-demon) in this book. Fully fleshed out descriptions can be found in **Rifts® Lone Star** for all three, along with the *Xiticix Killer*, *Psi-X Aliens*, *Dog Boys* and a variety of CS mutants. **Rifts® New West™** offers many more monsters, animals and D-Bees, many of whom are also found in the Canadian Southwest and who may be attracted to the wars mounting in Minnesota (Tolken) and Free Quebec. Meanwhile, the D-Bees described

in **The Coalition War Campaign™** are found in Manitoba, Ontario, Quebec and the eastern Provinces. **Rifts® Sourcebook Four: The Coalition Navy™** offers information on monsters, pirates, freebooters and Navy O.C.C.s found in the Great Lakes, Saint Lawrence Seaway, Hudson Bay and other large lakes, bays and seas in and around Canada. Sorry about all the cross-referencing, but North America is a big place.

Notable D-Bees of Canada

Aardan Tek
CS Dog Pack
Grackle Tooth
Groat Hunter
Mastadonoid
Noli Bushman
Yeno

Other D-Bees

Kremin Cyborg
N'mbyr Gorilla Man
Quick-Flex Alien
Tirrvol Sword Fist
Trimadore
Vanguard Brawler

Note: All of these "other" D-Bees are described in the pages of the **Coalition War Machine™** World Book, as well as a few additional monsters. All are relatively common to eastern and central Canada. Also see **Psyscape™** for additional D-Bees and monsters that are occasionally found in Canada.

Aardan Tek

The Aardan Tek (pronounced Air dan tek) are aliens from another world where magic and technology coexist. Consequently, they have adapted well to Rifts Earth. In fact, they are one of the few D-Bee races who have willingly come to Earth as the Aardan Tek take their first step in dimensional traveling. This being the case, they have come to Rifts Earth to study and learn from it. They realized early on that it was a rare "dimensional event" with magic energies and dimension spanning anomalies unlike anything they had imagined possible. However, the reality of the situation is unlike anything the Aardan Tek ever imagined. For one, they did not expect to find a planet teeming with life, particularly intelligent life. For another, they did not expect to find scores of other dimensional travelers nor a variety of different types of magic. They are especially amazed at the number of dangerous supernatural beings such as the Splugorth and many of the so-called demons, as well as dragons and other creatures of magic of which they had no prior knowledge. The Aardan Tek knew of only a dozen or so demons. Interestingly, the **Brodkil**, **Black Faerie**, **Imps** and **Gremlins** were among those they had encountered on their own world, thus, their knowledge of magic and the Megaverse took a quantum leap by coming to Rifts Earth.

Aardan Tek — Optional Player Character & NPC
Also known as the Long Nose Aliens.

Alignment: Any.

Average Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 160 to 230 pounds (72 to 103.5 kg).

Average Life Span: 80-100 years.

Attributes: I.Q. 2D6+8, M.E. 2D6+8, M.A. 2D6+4, P.S. 3D6, P.P. 2D6+8, P.E. 3D6, P.B. 1D6, Spd. 4D6
P.P.E.: 5D6 or per magic O.C.C.
Hit Points: 5D6 +P.E. attribute number, plus 1D6 M.D. per level of experience, starting at level one.
S.D.C.: 6D6; need magic or M.D.C. body armor for protection against M.D. weapons, just like humans.
Natural Abilities: Sharp vision with 200 degrees of peripheral vision, good speed and dexterity, and can leap six feet (1.8



m) high and eight feet (2.4 m) across (increase by 50% with a running start).

Prehensile Nose & Keen Sense of Smell (special): All Aardan Tek have a stubby, prehensile, trunk-like proboscis (the mouth is located under the trunk like that of an elephant). This “nose” can be turned to face all directions, and can detect odors on par with a canine. They can identify and follow the “scent image” of specific individuals from their sweat (every individual human’s sweat — and most D-Bees — is unique to him, like a fingerprint). Their olfactory senses are so well developed that they can deduce from the evaporation of the sweat and various other ingredients of the smell, which scents are freshest, what direction they are leading and even to guess which way the person may have gone when the trail breaks or runs cold. Scent/tracking abilities include:

Recognize common and strong scents: Recognize and accurately identify general/common/known smells, including gases, food, animals, and the path used by a group of humans, mutant animals, D-Bees or monsters, as well as other strong and/or distinctive odors.

Base Skill: 70% +3% per level of experience.

Range: 100 feet (30.5 m) per level of experience.

Identify specific odors: Including the scent of specific individuals (specific characters), poisons or drugs mixed into food or drink, and unique and unusual scents. The character must be familiar with the target subject and/or have a piece of clothing, hair, blood, etc., that the D-Bee can use as a reference.

Base Skill: 58% +2% per level of experience.

Range: 25 feet (7.6 m) per level of experience.

Track by smell alone! This means the character relies entirely on his sense of smell without needing a visible trail. This also means the D-Bee can sniff his way through total darkness if there is a scent he can follow, and the character suffers only *half* the normal penalties to strike, parry, and dodge when blinded or in total darkness. **Base Skill:** 34% +4% per level of experience.

A few notes about tracking by scent: In most cases, the character should roll once for every 1000 feet (305 m) to see if he stays on the trail (half that distance if the scent is light or if covered in light rain or snow). A failed roll means the trail has been temporarily lost. Two successful rolls, out of three tries, means the trail has been rediscovered. Two failures means the trail is lost. The trail cannot be more than a day (24 hours) old.

Vulnerabilities: Poor swimmers; -10% on all swimming skills.

Psionics: All Aardan Tek are Minor Psychics with the standard range of abilities. Only Mystics have a greater range of powers.

Magic: As per O.C.C.; 55% practice some form of magic.

R.C.C. Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to parry and dodge, +1 to roll with punch, fall or impact, and +2 to save vs Horror Factor.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training (minimum of two without a combat skill).

Damage: As per P.S., magic or by weapon.

Available O.C.C.s: Aardan Tek are very intelligent, inquisitive and given to artistic, theological, mechanical and magical

pursuits. Consequently, those on Rifts Earth can be any *Practitioner of Magic O.C.C.*, although they tend to avoid Witchcraft and Necromancy, and are fascinated with Temporal Magic and Techno-Wizardry (on their homeworld there were only Mystics and Ley Line Walkers/Wizards). **Note:** 20% of all Aardan Tek are Mystics, 20% Ley Line Walkers and 15% some other (new for them) type of practitioner of magic.

Other applicable O.C.C.s include most *Scholar and Adventurer O.C.C.s*, with Operator, Scholar and Scientist being the most likely. Aardan Tek typically avoid invasive physical augmentation; no Juicers, Crazies or full conversion cyborgs.

Standard Equipment: A suit of custom-made light (30 M.D.C.) to medium (50 M.D.C.) body armor (may or may not be full environmental armor), tinted goggles, PDD pocket audio recorder, pocket laser distancer, flashlight, pocket mirror, cigarette lighter, portable language translator, two modern weapons of choice and four additional E-clips for each, plus knapsack, backpack, utility belt, gas mask or air filter and canteen.

Aardan Tek love magic items and weapons but player characters start with none.

Allies: None per se, but tend to gravitate toward artists, musicians, philosophers, scholars, scientists and fellow practitioners of magic. They are also fascinated by creatures of magic, like dragons and Faerie Folk. A number of Aardan Tek live and study at Lazlo, New Lazlo and the Federation of Magic, while many others visit.

Enemies: The CS, human supremacists and those opposed to magic and D-Bees. They also recognize demons and other supernatural beings as being inherently dangerous and evil.

Habitat: Aardan Tek can be found anywhere in North America, but are most numerous in Ontario, Michigan and the Ohio Valley. Individuals and small groups have gone forth to investigate places of magic and centers of dimensional and supernatural activity which include the Calgary Rift and Wyoming Medicine Wheel, among others. They have avoided the Splugorth's Atlantis for fear that the Splugorth might target them as a slave race.

Rogue Dog Packs

Although the famous genetic canine mutants created by the Coalition States of Chi-Town and Lone Star are not D-Bees, they need to be mentioned.

One of the bones of contention between Free Quebec and the rest of the CS was the creation and use of "nonhuman" life forms like the *Dog Boy mutants*. Free Quebec was opposed to it. They felt any use of these inhuman "creatures" was dangerous and contrary to their human supremacist ideology. They preferred to use "human" augmentation, particularly the creation of Juicers and Cyborgs along with heavy reliance upon power armor (Glitter Boys and others). Ironically, the leaders at Chi-Town had their concerns about using life altering augmentation such as bionics and the deadly Juicer process.

As soon as War was declared on the rogue State, Free Quebec expelled (at gunpoint) the 11,000 Dog Boys assigned to them as a "State" in the Coalition. The majority of these mutants have willingly joined the CS Forces assigned to take Free Que-

bec and force it back into the fold. These Dog Boys, like Emperor Prosek, regard the Quebec Government, if not the people, as dangerous dissidents and traitors that must be brought into submission. Their intimate knowledge of Quebec's military operations, streets and surrounding region makes them members of an invaluable elite strike force (and an army in itself).

However, approximately 15% (roughly 1650 Dog Boys) have gone AWOL. These "rogues" are also considered traitors to the CS and are exterminated whenever encountered. Many of these disenfranchised mutants felt conflicted by the entire situation of the Coalition States going to war against a former CS State and fellow human supremacists. It is one thing to battle and kill human misanthropes like the practitioners of magic at Tolkeen or the Federation of Magic (and magic users in general), but it is another entirely to fight humans who believe in the same things as the CS and actively work to destroy nonhumans and sorcerers to bring peace and unity to the land. Consequently, these Dog Boys have "gone rogue" rather than fight those they were created to support and protect.

The interesting thing about these Dog Packs is that most still believe and uphold the ideology of the Coalition States! Which means they find D-Bees and practitioners of magic to be dangerous and evil beings to be destroyed. As a result, many have joined forces with human mercenaries, raiders and bandits who plague the many tiny integrated communities of Canada and the northeastern regions of the old American Empire in an effort to continue the "good work" of the CS, even though they themselves are criminals marked for destruction by the CS. Others operate in squads and platoons ("Dog Packs") 8-40 strong, composed completely of canine mutants operating as roaming bands of marauders attacking towns, travelers and adventurers who willingly accept D-Bees and/or magic. Of course, their prime targets are supernatural beings (Dog Boys often team up with Wild Psi-Stalkers to battle the supernatural), D-Bees, mages and humans "contaminated and brainwashed" by their association with the enemy (i.e. nonhumans). On one hand this can be good, because the Dog Boys are fastidious in protecting humans from the supernatural and monsters. On the other, they see humans who willingly accept nonhumans as traitors or pawns of inhuman forces and nearly as bad as the inhuman enemy themselves. Thus, places where D-Bees are an obvious part of the community are also targeted by Dog Boy assaults, although they will only attack and kill humans who are clearly corrupted by D-Bees or magic, or stand in their way. Most take great care to avoid hurting (and even protect) human women and children. Likewise, many of these rogue mutants are targeting nonhuman forces and bandits that are targeting CS and Free Quebec forces, because the Dog Boys still feel loyal to their CS creators.

Only a tiny percentage (a few hundred) of the Dog Boys have gone completely rogue or feral and have forsaken the teachings and lifestyle of the CS. Approximately 50 such individuals have become members of Lazlo, while the rest have joined other independent communities, Psi-Stalker tribes, or small bands of woodsmen, mercs, bandits and adventurers.

Note: The main area of activity for rogue Dog Boys is Ontario, Quebec, eastern Canada and the New England area (Maine, Vermont, and New York).



Grackle Tooth

The Grackle Tooth D-Bee, sometimes called the Mighty Grackle Tooth or the Deadly Grackle, is a large, barrel-chested, and musclebound creature from another world. They are an unusual combination of brawn and good natured humor. Their head is long and vaguely reminiscent to that of a dragon or dinosaur. Most are exceedingly cheerful, possess a positive outlook, and are unusually polite and pleasant. Thus, despite their alien and imposing visage, they are incredibly affable beings who are well liked and accepted by humans, Dog Boys and other races.

If the Grackle Tooth ever knew how they came to Rifts Earth it is long forgotten. Most make light of their place on Earth, making wisecracks like, "I reckon Grandmama was sleepin' and Grandpapa was drunk, so they zigged when they shoulda zagged right into a Rift an' here we are," and, "Don't know where we come from or why we came here, but must say Earth's a mighty fine place. The only place I've ever known, so I got no complaints. Do you?" Such comments are punctuated by the big ga-loots' snaggle-toothed grin (often with a stogie wedged in one corner), twinkling eyes, and deep baritone voice. They are equally flip about their name, Grackle Tooth, saying things like, "I reckon one o' you humans was so impressed by our delightful smile that he was at a loss for words, an' all he could come up wit was Grackle Tooth. I guess it's as good as any."

Most Grackle Tooth enjoy roughhousing, exploration, cow punching and combat. On Rifts Earth they are medium-level Mega-Damage beings with supernatural P.S. Their skin is

smooth and tough, like rawhide, and ranges in color from tans and gold to a rusty orange. Their neck, upper spine, shoulders and elbows are further protected with hard, bony fins or spines. These good-natured D-Bees have an affinity for weapons and also make fair mechanics if they can be made to sit still long enough to study. Most have a lust for adventure and action, but also have a high regard for life and a keen sense of fair play and justice. That's not to say there aren't a fair share of likeable Grackle Tooth rogues, thieves, gamblers, thugs, mercs and criminals, but even most of these tough guys will have some sense of honor and can be trusted to a point. On the other hand, an evil Grackle Tooth will just kill an opponent with a smile on his face and some smart-aleck remark to commemorate the moment.

Grackle Tooth — Optional Player

Character & NPC

Also known as Mighty Grackle Tooth or the Deadly Grackle.

Alignment: Any, but lean toward good, Anarchist or Aberrant.

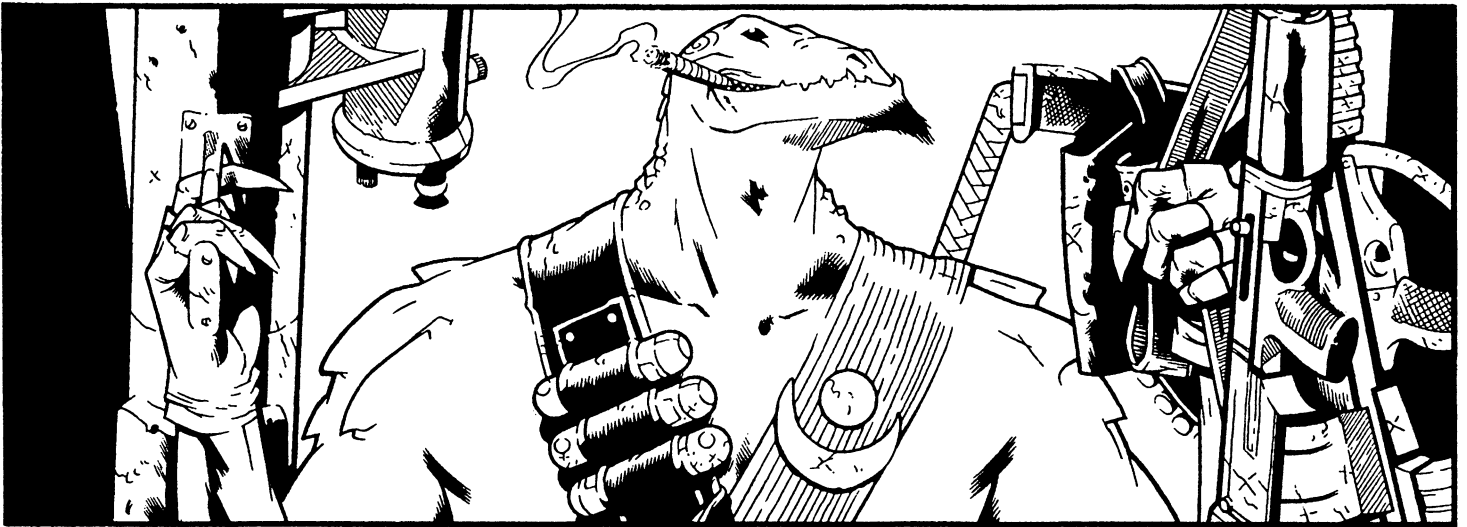
Average Size: 8-10 feet (2.4 to 3 m) tall.

Weight: 600 to 800 pounds (270 to 360 kg)

Average Life Span: 200-300 years.

Attributes: I.Q. 1D6+8, M.E. 1D6+9, M.A. 2D6+14, P.S. 2D6+22, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D6+6, Spd. 2D6+10; supernatural physical attributes.

P.P.E.: 3D6



Mega-Damage: 2D4x10 +P.E. attribute number. Plus 3D6 M.D. per level of experience, starting at level one. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D6x10 for S.D.C., +1D6 H.P. per level of experience; natural A.R. 9).

Natural Abilities: Sharp vision, incredible strength, excellent reflexes, +2 to save vs poison and toxins, +6 to save vs disease, impervious to carcinogens and heat, but finds the cold uncomfortable. Fast healers, physical M.D.C. is recovered at a rate of 2D6 per 12 hours.

Prehensile Tail (special): All Grackle Tooth have a long, tapering, 12-15 foot (3.6 to 4.6 m) prehensile tail. Adds one extra attack per melee round and can use hand-held melee weapons (Vibro-Blades, clubs, etc.) to strike, and even hand-guns, but is -3 to strike with a gun even for an aimed shot. **Note:** If damaged or lost, the tail will regenerate at the rate of one foot (0.3 m) per month until it reaches its full length.

Psionics: None, but is +1 to save against psionic attacks and mind controlling drugs and magical illusions.

Magic: None.

R.C.C. Skills: Mechanical aptitude automatically gives the character one extra Modern W.P. and the skills Basic Electronics and Basic Mechanics, both at +10%. Furthermore, all mechanical and repair/building skills taken under an O.C.C. enjoy an extra +5% skill bonus in addition to any O.C.C. bonuses.

R.C.C. Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +2 to parry (includes use of the tail), +3 to pull punch, +2 to roll with punch, fall or impact, and +5 to save vs Horror Factor. Bite does 2D6 M.D. and a tail strike does the same as a Supernatural Punch.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training plus one from the tail (minimum of three without combat training).

Damage: As per Supernatural P.S. or by weapon; they love big guns.

Available O.C.C.s: The Grackle Tooth can be any Military/Soldier O.C.C., Wilderness Scout, Vagabond, Operator, Bounty Hunter, Cowboy, and any New West Men at Arms O.C.C. except for the Psi-Slinger, Wired Gunslinger, or CyberSlinger Cyborg — Grackle Tooth tend to avoid bionic augmentation, and M.O.M. and Juicer augmentation does not work on these alien beings.

Standard Equipment: As per O.C.C. plus one extra heavy weapon. They like all kinds of weapons, the more powerful the better, including magical ones, but do not have enough P.P.E. (and no I.S.P.) to use Techno-Wizard Weapons. Favorite weapons include plasma and particle weapons, rail guns and other heavy types. Few wear any armor at all, but some will consider wearing partial M.D.C. armor for additional protection.

Allies: Grackle Tooth get along famously with humans, Psi-Stalkers, Dog Boys, Tirrvol Sword Fist, Quick-Flex Aliens and most warrior types.

Enemies: None per se, and anybody looking for a fight. Don't trust or like humans from the Coalition States, having had a number of run-ins with CS troops and their mercenary henchmen. Haven't heard good things about the ex-CS people of Free Quebec and don't expect to like them either.

Habitat: Grackle Tooth D-Bees prefer warm, dry environments. They are a rare breed with less than 4,000 believed to exist on Earth. Half are found in Lone Star and most of the rest in the New West, however, the impending war and combat opportunities up in Minnesota (Tolkeen) and Canada (Ontario & Quebec) have attracted a few hundred to both locations in search of fun and conflict. Likewise, many other D-Bees and warriors are flocking to Canada and the promise of war.

Note: A Grackle Tooth is one of the central characters depicted in the *Rifts*® Lone Star Comic Strip appearing in *The Rifter*™ numbers 6-12.

Great Hunter

The Great (pronounced gree oat) are by nature, hunters and warriors. They are large, hulking brutes with a reptilian or amphibious appearance. They also make good labor except that they are aggressive and don't work well with other races. Back on their homeworld they are the dominant species, so finding themselves on a world brimming with numerous, competing alien life forms is disturbing and stressful. This only adds to their gruff, intolerant demeanor and propensity for violence. Great are easily provoked and enjoy a good fight, but are ruthless and merciless. They also like to bully, intimidate and lord over those weaker than they. Consequently, Great are frequently recruited by criminal organizations (the Black Market included) as enforcers, collectors, bodyguards and interrogators.

Great Hunter — Optional Player

Character & NPC

Alignment: Any, but lean toward Anarchist and evil.

Average Size: 7-8 feet (2.1 to 2.4 m) tall.

Weight: 500 to 600 pounds (225 to 270 kg)

Average Life Span: 50 years, although some live to 70.

Attributes: I.Q. 1D4+5, M.E. 1D6+3, M.A. 1D6+3, P.S. 3D6+20, P.P. 2D6+8, P.E. 2D6+11, P.B. 1D6, Spd. 2D6+7 (triple when swimming); supernatural physical attributes.

P.P.E.: 1D6

Mega-Damage: 1D6x10 +P.E. attribute number. Plus 4D6 M.D. per level of experience, starting at level one. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D4x10 for S.D.C., +2D6 H.P. per level of experience; natural A.R. 12).

Natural Abilities: Sharp vision, incredible strength, good reflexes, instinctive swimmers (swim skill at 60%+5% per level of experience and can tolerate depths of up to 600 feet/183 m), +3 to save vs poison and toxins, +5 to save vs disease, and impervious to carcinogens, as well as equipped to handle the cold thanks to a layer of blubber beneath their thick, tough, lumpy skin. Fast healers, physical M.D.C. recovers at a rate of 3D6 per 12 hours.

Psionics: Standard.

Magic: None, but are +1 to save against magical attacks and possession.

R.C.C. Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +1 to parry, +2 to pull punch, +2 to roll with punch, fall or impact, and +6 to save vs Horror Factor.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training plus one from their aggressive nature.

Damage: As per Supernatural P.S. or by weapon; they love big guns and Vibro-Blades. Bite does 1D6 M.D. and long black claws add 2D6 M.D. +Supernatural P.S. damage to claw strikes.

Available O.C.C.: The Great is limited to the following combat oriented O.C.C.s: Grunt, Military Specialist, Headhunter, Wilderness Scout, Vagabond, Bounty Hunter, Bandit, and any **New West Men** at Arms O.C.C. Great are not candidates for M.O.M. and Juicer augmentation; it does not work on these alien beings. They like bionics but they are stronger without them. If one does opt for bionics, most Great only go

for partial augmentation, typically weapon systems. They don't like, understand or trust magic.

Standard Equipment: As per O.C.C.

Allies: Other powerful, war-like beings, especially if they are willing to be subservient to the Great.

Enemies: Humans in general, the CS and Free Quebec specifically and anybody who dares to oppose them. They also hate Xiticix, Psi-Stalkers, Simvan, Vanguard Brawlers, N'mbyr Gorilla Men, and Quick-Flex Aliens, and regard Grackle Tooth and Mastadonoids to be dangerous rivals because they are so closely matched. Great don't trust practitioners of magic or creatures of magic and feel it's always best to eliminate them first in a fight.

Habitat: It is believed that the Great come from the Calgary Rift, except this is not likely since they are most common to Manitoba, Ontario and the US Midwest.





Mastadonoid

Massive, fur-covered humanoids that roam the tundra. Humans have named them Mastadonoids because of their massive size, elephantine appearance and shaggy brown to gray fur. They have long, black claws the length of short swords, pale gray or tan skin, and a head that resembles that of an elephant, complete with a pair of small tusks, and what appears to be a trunk. The trunk is deceiving because it is not the nose, but the creature's mouth (two small holes at the base of the trunk, near the eyes, are the nose). In ancient times when the Mastadonoid was more primitive and savage, this long appendage was used to eat the innards and meat of their prey by snaking inside the carcass devouring blood and internal organs first, before stripping away the meat and muscle. The majority of these giants continue to favor raw meat and consider eating the organs of slain animals and sometimes even humanoid opponents (only the worthy) as an honor.

Although incredibly powerful and deadly hunters, the Mastadonoids are not ruthless or murderous. In fact they live very much like the traditional Inuit/Eskimos and get along well with them. Inuit and Mastadonoids see each other as kindred spirits and regularly share information, food and other resources. Some even join each other's tribes and will come to the aid of one another.

Mastadonoid — Optional Player

Character & NPC

Also Known as the "Bear Claw People," as the Inuit call them.

Alignment: Any.

Average Size: 10-12 feet (3 to 3.6 m) tall.

Weight: 600 to 1000 pounds (270 to 450 kg)

Average Life Span: 80-110 years.

Attributes: I.Q. 1D6+6, M.E. 2D6+6, M.A. 2D6, P.S. 3D6+26, P.P. 2D6+6, P.E. 2D6+6, P.B. 1D6+1, Spd. 2D6+6; supernatural physical attributes.

P.P.E.: 6D6+12

Mega-Damage: 2D4x10 +P.E. attribute number. Plus 3D6 M.D. per level of experience, starting at level one. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D6x10 for S.D.C., +1D6 H.P. per experience level; Natural A.R. 10).

Natural Abilities: Sharp vision, incredible strength, good reflexes, +3 to save vs poison and toxins, +5 to save vs disease, impervious to demonic possession (+4 to save vs all other types of mind control), impervious to natural cold (magic cold does half damage) thanks to their shaggy exteriors and a layer of blubber beneath their tough skin. Fast healers, physical M.D.C. is recovered at a rate of 3D6 per 12 hours. When underwater they can use their trunk-like mouth like a snorkel, and can tolerate depths of up to 400 feet (122 m) without special equipment.

Psionics: None.

Magic: The Mastadonoids have a natural aptitude for magic and have a high P.P.E. of 6D6 +12 (only 6D6 is given as a bonus to those who select a magic or Shaman O.C.C.).

Those who are not practitioners of magic possess the following spell casting abilities: See the Invisible, Sense Evil, Sense Magic, Armor of Ithan, Throwing Stones and Frost Blade (the latter two are found in *Federation of Magic*TM)

and get to select one of choice from Spell levels 1-3 at levels 2, 5, 9 and 12.

R.C.C. Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +4 to pull punch, +2 to roll with punch, fall or impact, +1 to save vs magic, and +5 to save vs Horror Factor.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training, or one via spell magic and two physical.

Damage: As per Supernatural P.S. or by weapon. Bite does 1D4 M.D., goring with tusk does 2D6 M.D. and long, thick, ivory claws add 3D6 M.D. + Supernatural P.S. damage to claw strikes.

Available O.C.C.: The Mastadonoid is limited to the following O.C.C.s: Inuit Shaman, Animal Shaman, Healing Shaman, Tribal Warrior, Mystic Warrior (see *Rifts*[®] *Spirit West*TM for these last four), or Mystic, Wilderness Scout, Vagabond, Bounty Hunter, or Bandit. They are not candidates for M.O.M. and Juicer augmentation, and avoid bionics. Most Bear Claw People prefer to live like traditional Native Americans, hunting and living off the land. They tend to avoid modern weapons and machines.

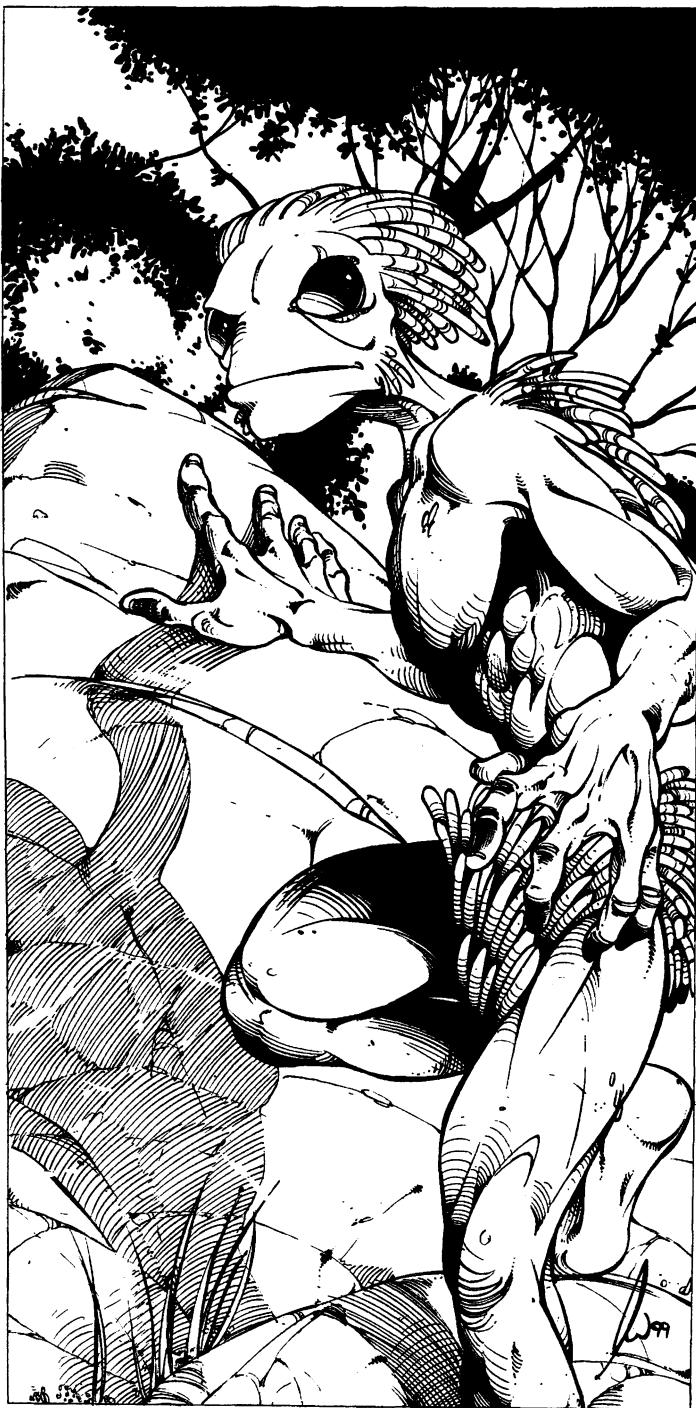
Enemies: Evil supernatural beings, with the Windigo among the most hated. They also see the Xiticix as natural enemies and dislike the Groot, Loup garou, and other cruel and violent races. Keeping to the frozen tundra, most Mastadonoids have little first-hand knowledge about the CS or Free Quebec, but have heard about both and have a general dislike and distrust of Cyborgs, Crazies, Juicers, power armor pilots, and most things technological.

Habitat: The average Mastadonoid keeps to the Arctic and northern wildernesses, and they are found from Alaska to Greenland. They sometimes come down from the north to explore other parts of the world, but dislike technology and "civilization" so they avoid cities and large towns. It is estimated that there are only 10,000-20,000 members of this race, with the majority living in the Arctic.

Noli Bushman

The Noli (pronounced "no lee") are humanoid life forms that have adopted the forest of Eastern Canada and the U.S. Some have recently migrated to Ontario and Lower Michigan. They are human-like in general size and shape, but have green skin with dark green or brown tufts of fur that resemble dread-locks or thick, soft quills. The neck is long and thin, supporting a rather large, melon-like head. The mouth is large, with flat teeth ideal for biting and grinding tree bark, tough roots, grass and other plant life (fruits, nuts and vegetables), which are their main food. The eyes are large and dark green with a light green or yellow portion, while the nose is two, barely visible pinholes and the ears small holes just above the jaw.

Although natural woodsmen who love nature, particularly forests, Noli are not opposed to using modern machines and many wear light to medium body armor, or partial armor, use M.D. weaponry and enjoy riding small, fast vehicles like hovercycles (they also enjoy riding horses, Fury Beetles and other animals). Nor do the Noli find cities and towns distasteful, although they prefer small towns and life in the open. Conse-



quently, the Noli make excellent scouts, cowboys/ranchers, animal handlers and explorers. They are helped in these areas by the fact that they are highly psionic.

Noli — Optional Player Character & NPC

Also Known as the “Greenbeans” and “Greenie.”

Alignment: Any.

Average Size: 5 feet, 6 inches to 6 feet (1.7 to 1.8 m) tall.

Weight: 120 to 160 pounds (54 to 72 kg).

Average Life Span: 70-90 years, although a few claim to be older than 120.

Attributes: I.Q. 2D6+4, M.E. 2D6+6, M.A. 3D6, P.S. 3D6+4, P.P. 3D6+2, P.E. 3D6+4, P.B. 2D6, Spd. 6D6.

P.P.E.: 3D6

Hit Points: 2D6 +P.E. attribute number. Plus 1D6 M.D. per level of experience, starting at level one.

S.D.C.: 1D4x10 plus those gained from physical skills; need magic or M.D.C. body armor for protection against M.D. weapons, just like humans.

Natural Abilities: Sharp vision, nightvision 300 feet (91.5 m), natural polarizing lens (a thin membrane that is sort of a second eyelid that slides down to cover and protect the eye from bright light, functioning effectively like a pair of polarized sunglasses).

Psionics: All Noli are effectively Master Psychics, although none are Mind Melters; see O.C.C.s.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training. A psionic attack counts as one melee action.

Damage: As per P.S., psionics or by weapon.

R.C.C. Bonuses (in addition to attribute bonuses): +1 on initiative, +1 to strike, +4 to pull punch, +2 to roll with punch, fall or impact, +2 to save vs possession, and +3 to save vs Horror Factor. As Master Psychics, they need a 10 or higher to save vs psionic attacks and mind control.

R.C.C. Skills/Instincts: Climb +20% and Prowl +10%.

Available O.C.C.s: The Noli are limited to the following O.C.C.s: *Psi-Druid*, *Psi-Slayer*, or *Noli Cowboy* or *Noli Scout*. The latter two are effectively the Cowboy/Cow Puncher or Wilderness Scout O.C.C. except reduce the number of O.C.C. Related and Secondary Skill selections to three each, and the character has the following *psionic* powers: Bio-Regeneration, Empathy, Telepathy, Mind Block, Psionic Invisibility and two physical and two sensitive powers of choice, plus one additional psi-power from either one of those categories per each additional level of experience. They also get one Super Psionic Power of choice at levels 4, 8, and 12 excluding the Psi-Sword.

Noli can also become *Cyber-Knights*, although only two are known to have ever done so because it limits their natural range of psionic powers. A Noli Cyber-Knight is a rarity and a bit different (more psionically empowered) than most. They get Psi-Sword at 1st level and a total of six psionic powers selected from the Sensitive and/or Physical Categories in addition to those normally available to the Knights.

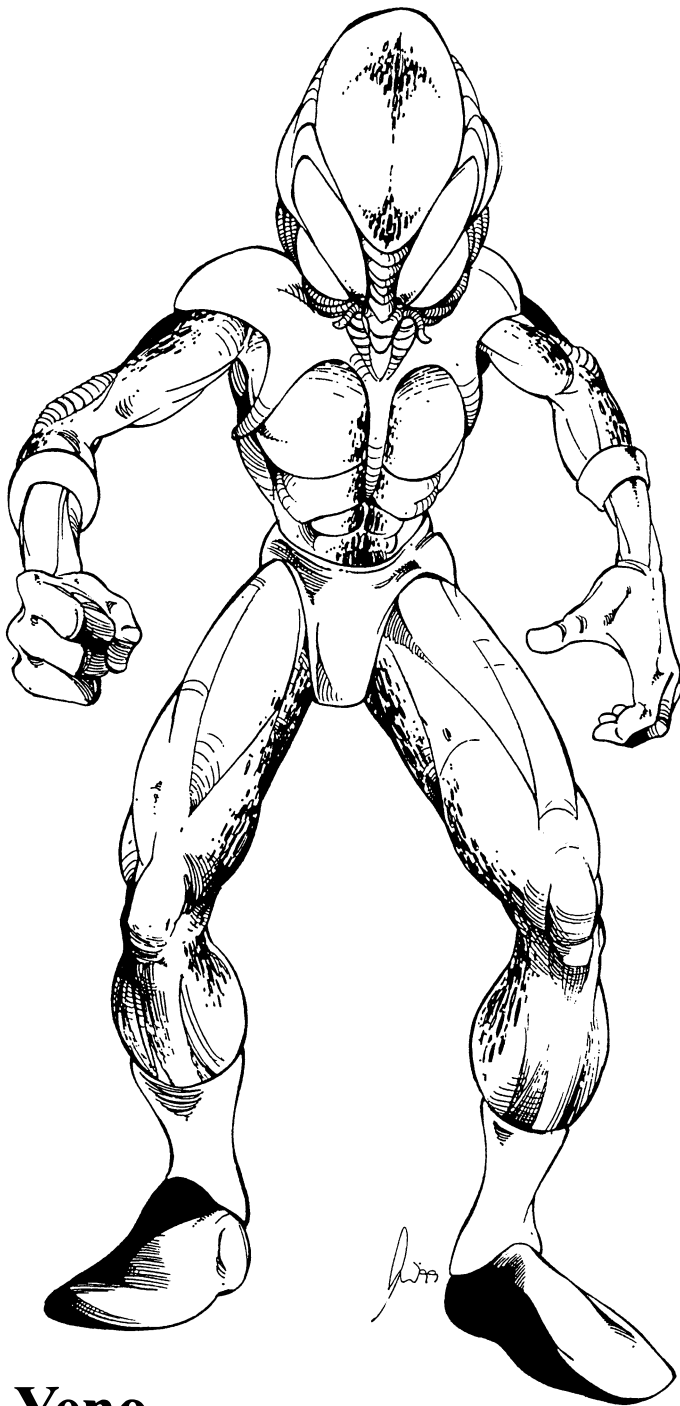
Noli are not candidates for M.O.M. and Juicer augmentation, and avoid bionics.

Standard Equipment: As per O.C.C.

Allies: Nothing formal. Most Noli get along well with Native Americans, Psi-Stalkers, Simvan and rogue Dog Boys, as well as humans and other D-Bees who are willing to tolerate other races. Nearly one thousand live at Lazlo, a few hundred at New Lazlo and three hundred have joined the crusade at Tolkeen.

Enemies: The CS and Quebec Military — Noli have suffered greatly at the hands of these human supremacists. They also have no love for the Xiticix, Groot, Yeno, Loup Garou, vampires and supernatural evil. It is interesting to note that they are leery of other powerful psychics, see Mind Melters and Mind Bleeders as dangerous, and have made a point of avoiding *Psyscape*.

Habitat: The majority of Noli are found in Ontario, Quebec and the forest of Eastern Canada and the U.S. They are also found in small numbers in Manitoba, Michigan, Illinois, Wisconsin, and, occasionally, just about anywhere.



Yeno

The Yeno are strange, rare D-Bees occasionally encountered in Central and Eastern Canada and the Midwest U.S. They are tall, thin humanoids with scaly yellow, red and orange skin, a melon head, blazing yellow eyes and three-fingered hands. Most seem mean, angry and hot tempered all the time, and are easy to provoke. In fact, one popular saying about Yeno is, "You have to watch yourself around a Yeno, 'cause they go to bed unhappy and wake up angry." Another is, "Yeno have the personality of an angry nest 'o hornets and an even nastier sting." Why the Yeno are perpetually nasty and in a foul mood is anyone's guess.

Yeno are also known as Energy Weavers or Energy Men because they can absorb, manipulate and unleash energy in a variety of ways. They can fire M.D. energy beams from their hands

and eyes and can generate a barely visible energy field around them like natural body armor at the speed of thought. One famous Bounty Hunter is quoted as saying, "Lest ya kill a Yeno in his sleep, them natsy buggers is damn hard to kill, an' ya better be prepared for the fight of yer life." It is a famous quote and a popular Canadian folk tale because, according to the story, a moment later, she was killed by a blast in the back by a Yeno who took offense from her quip.

Yeno Energy Weavers are notorious for taking up the profession of assassin, killer for hire, bounty hunter, bandit and Gunslinger (the latter may use a handgun as well as his own natural energy blasts).

Yeno — Optional Player Character & NPC

Also Known as "Energy Weavers" and "Energy Men."

Alignment: Any, but most are Anarchist, Miscreant or Diabolic.

Average Size: 6 feet (1.8 m) tall.

Weight: 140 to 180 pounds (63 to 81 kg).

Average Life Span: Uncertain, at least 200 years, quite possibly longer.

Attributes: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6+5, P.E. 3D6, P.B. 1D6, Spd. 3D6.

P.P.E.: 2D6

Mega-Damage: Minor M.D.C. creature: 2D4x10 +P.E. attribute number. Plus 3D6 M.D. per level of experience, starting at level one. (On an S.D.C. world the character would have 1D6x10 +P.E. attribute number for Hit Points and 1D6x10 for S.D.C., +1D6 H.P. per experience level; Natural A.R. 10). Can also generate an M.D.C. force field at the speed of thought; see natural abilities.

Natural Abilities: Sharp vision and can see in all spectrums of light. Resistant to all energy attacks (half damage), but takes full damage from kinetic attacks (i.e. M.D. punches, kicks, claw strikes, rail guns, explosives, etc.). Ornerly and quick to attack.

Fire Energy Bolts (special): Yeno can generate energy blasts equal to their number of hand to hand attacks plus two, but these two extra attacks only count when using natural energy blasts and not when operating other weapons.

Damage can be regulated as follows: 4D6 S.D.C., 2D4x10 S.D.C., 1D6 M.D., 2D6 M.D. or 4D6 M.D.; character's choice. Each counts as one melee attack.

Range is limited to 1000 feet (305 m) +30 feet (9 m) per level of experience.

Force Field (special): The Energy Weaver can generate an M.D.C. force field around himself (only) at the speed of thought. This force field has 30 M.D.C. +10 points for every level of experience (On an S.D.C. world it has 30 S.D.C. +10 per level of experience). It can be maintained indefinitely while the Yeno is conscious and regenerates lost M.D.C. at the speed of 12 points per hour, double while sleeping or meditating. If the field is depleted, the Yeno cannot raise it again for at least one hour, and starts with only 12 M.D.C. (increases with each passing hour).

Psionics: None, other than the art of meditation.

Magic: None.

R.C.C. Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to strike with natural energy blasts, +2 to roll with punch, fall or impact, and +4 to save vs Horror Factor.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training. When using energy blast attacks only, the character gets an extra two melee attacks.

Damage: As per P.S., energy bolt or by weapon. Yeno like powerful and accurate energy weapons.

Available O.C.C.: A Yeno can be the equivalent of an Assassin, Commando, Special Forces, Spy/Espionage agent, Grunt, Bandit, Bounty Hunter or Gunslinger.

Standard Equipment: As per O.C.C.

Allies: Other cutthroats.

Enemies: Anybody who messes with them, plus they have a strong dislike for the CS, Cyber-Knights, Lawmen,

Psi-Stalkers and Quick-Flex aliens. Generally speaking, they have little respect for life, and see humans and most other races as inferior.

Habitat: Most common in Manitoba, Ontario, Quebec, the Dakotas, Minnesota, and Wisconsin, but can be found almost anywhere. Rumor has it that more than usual (like a whole dozen) have shown up at Tolkeen and the New West, while those in Ontario and Quebec are making their presence known through violence. Fewer than 2000 are believed to exist throughout North America.

Monsters of the North

Armored Slayer

Bears & M.D.C. Mutants

Canines: Wild & Sled Dogs

Cadborosaurus (Caddie)

Faerie Bots

Faerie Folk

Fury Beetle

Giant Squid

Loup Garou

Ogopogo

Spirit Sasquatch

True Sasquatch

Other Creatures Common to Canada.

Note: Also see Demons & D-Bees.

Armored Slayer

By Eric Thompson & Kevin Siembieda

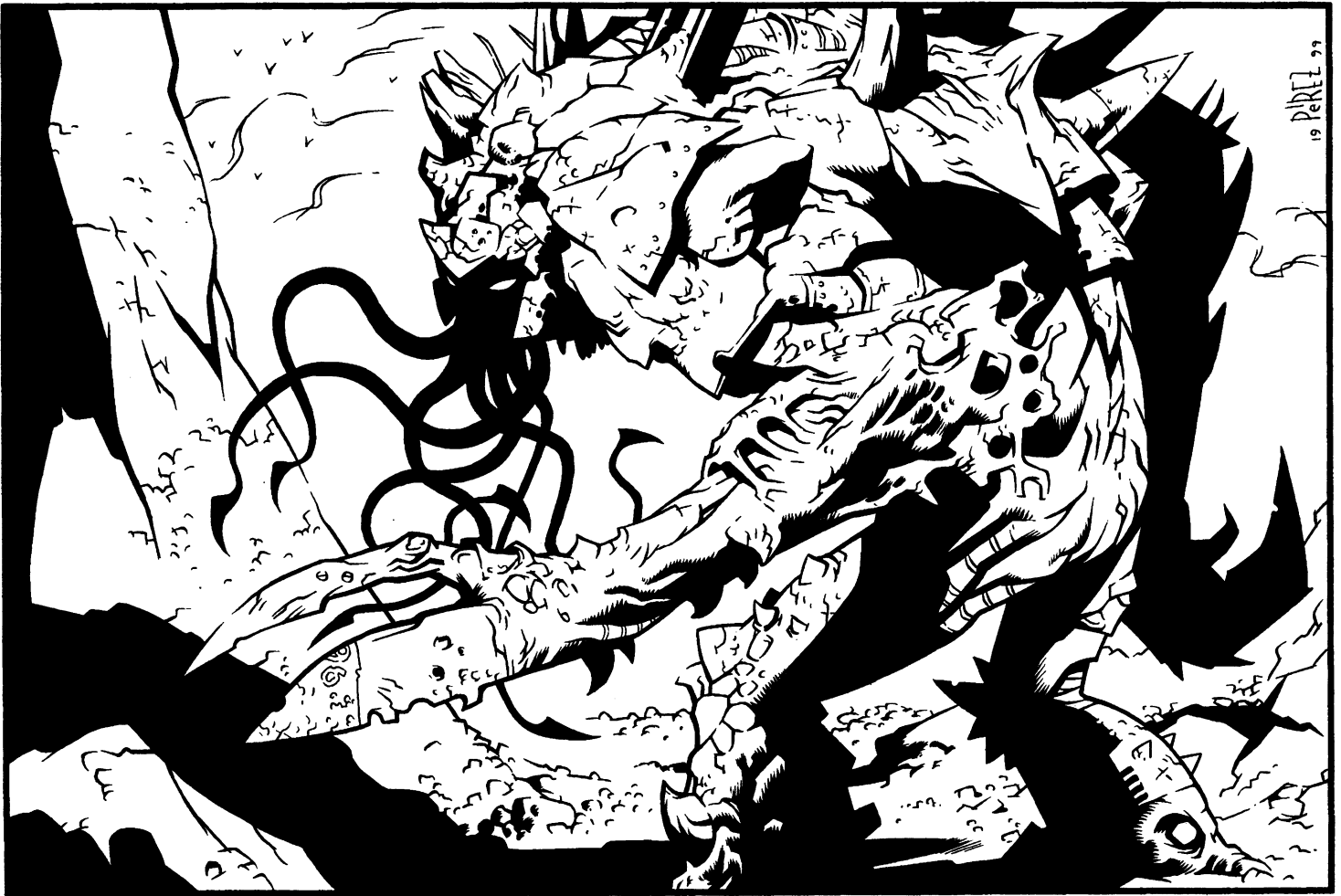
The origin of these bizarre quasi-humanoid creatures remains a mystery. One's first impression is that the creature is some sort of armored soldier or alien being reminiscent to the Bio-Wizard creations of the Splugorth's Atlantis. However, it becomes quickly evident that these armored juggernauts are some strange, semi-intelligent monster from the Rifts.

The Armored Slayer is a barrel-chested, walking mound of organic plates, spikes and gnarled bone. A humanoid thing clad in rough and jagged armor not unlike an anthropomorphic rhinoceros wearing bulky, multifaceted plate armor. Upon closer inspection, the armor plating appears to be a composite of fragments made from metal, stone, wood and bone that has been covered and built upon with a light grey resin that is hard as rock. The Armored Slayer typically has two thick, stumpy legs,

a pair of thick arms, huge 2-3 fingered hands, broad shoulders, hunched back, and a thick, short neck with the head shoved into its shoulders. From what is assumed to be the mouth are six prehensile tentacles. Each is roughly ten feet (3 m) long, can act in unison or independent of each other and ends in a spear-like tip that is used for slashing and stabbing. The fingers of the oversized hands are usually made of jagged chunks of M.D. metal or swords (including Vibro-Blades or magic swords), or the barrels of rail guns. They are connected to the hand by resin and used to cut, stab, jab and hit rather than as articulated digits (that's what the tentacles are for).

Just as the Hermit Crab of Earth finds an empty shell to use for its body, this alien being uses bits of scrap and debris glued together, strengthened, built upon and molded with a secreted resin into the shapes and body plates of its artificial body. Why a roughly humanoid shape is chosen is unknown. The genuine creature is a large, pale red mass of flesh that resembles a giant brain with two yellow eyes and a group of six tentacles extending from underneath the front part of the body mass. The eyes are on short stalks above the tentacles. Without its armor the creature resembles the Metztl of Atlantis, but there is no relation. This tentacled "brain" is roughly the size of the upper torso of a human (roughly 3 feet/0.9 m tall and 4 feet/1.2 m long; not counting tentacles). It sits in the chest of its armored body with the glowing yellow eyes peering out of an armored plated head and the tentacles protruding from what appears to be the mouth. It controls its artificial body through a network of thread-thin tendrils that extend from its body into its artificial construct much like the network of nerves in a living body. It is further assisted by telekinesis and other psionic abilities.

If its armored body is destroyed, the actual, flesh and blood creature is vulnerable to attack, as it is only a minor M.D.C. being and crawls along with its tentacles at a painfully slow pace.



Without the armored shell, the creature is comparatively helpless, with only its tentacles and psionics to defend itself.

Despite their massive size and weight, most Armored Slayers move and battle with the grace and lethal efficiency of a Juicer. They move much faster than their size and bulk would suggest, and they can perform back flips, somersaults, leaps and karate-style strikes at lightning speed and with astonishing fluidity.

The monster feeds by absorbing potential psychic energy (P.P.E.) and psychic energy (I.S.P.) from other living beings similar to the Psi-Stalker. Like the Psi-Stalkers, the Armored Slayer must capture and incapacitate its prey, but then it covers them with a slimy yellow substance secreted from the tentacles and mouth area. This slime has no negative affect on its victims other than somehow allowing the monster to absorb their P.P.E./I.S.P. through it. The tentacles weave and slide through the slimy gloo, painlessly sucking up the slime and at the same time, the victim's psychic energy. When all the slime is removed/eaten, the victim will have lost $1D4 \times 10 + 60\%$ of his P.P.E. and/or I.S.P., up to 100 points at a time. Of course, the victim will naturally regenerate said energy, so any loss is only temporary, and potentially dangerous only if the individual needs to defend himself with magic or psionic abilities. **Note:** Its favorite prey are beings with high P.P.E. or I.S.P. such as demons, dragons, Faerie Folk, psychics and practitioners of magic. In the case of demons and opponents whom the Armored Slayer plans to fight to the death, the creature will slime that foe before killing him. At the moment of death, the yellow substance will capture all escaping P.P.E. energy (even if the body vanishes,

leaving the goo behind), which is then devoured as usual. Armored Slayers never eat flesh or any other type of physical food.

The creature gets its name from the fact that it seems to hate supernatural beings (demons, vampires, entities, alien Intelligences, etc.) and goes out of its way to destroy them. As an armored "slayer" of demons and monsters, the creature should be accepted by other D-Bees and humans, except that it is very alien and has a great deal of trouble comprehending humanoids, their language, behavior, society, science and laws. Thus, an Armored Slayer is, at best, the equivalent of a monstrous, retarded child who understands and communicates only to a point. It is easily distracted and confused, and tends to respond to, and with, emotions and instinct. The Coalition States have been responsible for killing thousands of these "nightmarish monsters," so Armored Slayers have learned to recognize the Death's Head symbol as representing savage destroyers and enemies to be feared and avoided. This has also made them leery of humans in general and to avoid cities and large towns (where they are likely to cause a panic and get attacked). Thus, the Armored Slayer is one of the most feared and misunderstood of all alien life forms in North America. **Note:** Technically, the Armored Slayer is not actually a "D-Bee," which is why it is listed here, under monsters. The term, "Dimensional Being" is usually reserved for bipedal humanoids with at least a vaguely human body shape. The alien organism that is the Armored Slayer isn't even remotely human, humanoid or bipedal! It is a multi-tentacled blob! Only its artificial, armored body has a humanoid shape.

This predator from some alien world acts on animal instinct, but only kills those who threaten it or who are its instinctive enemies, like demonkind. At times it exhibits near human intelligence and can be surprisingly cunning. An Armored Slayer will exploit any advantage that it sees, including taking advantage of confusion or distractions, surprise attacks, attacking while invisible, using the cover of night, setting ambushes, setting simple traps by using other demons as bait (or things that they want), and even feigning injury or confusion!

Despite being misunderstood and attacked by humans and D-Bees, Armored Slayers *may* join bands of humanoids, particularly those who hunt and battle supernatural evil, dragons or other creatures of magic. The problem is that the clever but simplistic monster is difficult to control and has trouble understanding such concepts as teamwork and subterfuge, not to mention human laws and regulations. Consequently, if it recognizes a demon (perhaps metamorphed into human form) through a window in a tavern or in a crowd of people in a town square, the Armored Slayer's natural instinct is to bellow, charge and kill; knocking innocent people out of its way and smashing displays and merchandise. It is very much the bull in a china shop. Likewise, it quickly grows bored with lengthy discussions of strategy and will suddenly turn and charge rather than wait while the group talks. Additionally, it cannot implement elaborate plans and usually takes a direct approach to everything — a locked door, kick it in; a damsel in distress, rush to save her; a monster threatens or challenges, attack; and so on. **Note:** Armored Slayers can learn to understand several languages, but never at better than 70% comprehension. They even speak simple words and phrases but in a soft, hissing voice that sounds like escaping air from a radiator or air hose.

The Armored Slayer is most common around the Hudson Bay, Nunavut, the northern islands, and the coast of Newfoundland where it is most likely to be encountered as lone individuals, pairs or small groups of 3-6. When not hunting humanoid prey, they seem to be most frequently found in the ruins of cities, forests and marshlands. They have great difficulty navigating rugged land and avoid mountains (as well as inhabited cities). The Armored Slayer is also occasionally encountered as a lone hunter and in pairs (rarely groups of its own kind) in the old Provinces of Nunavut, Manitoba, Ontario, Quebec, Upper Michigan and around the Great Lakes (northern Ohio, Pennsylvania, and New York) — rarely any farther south or west. They seem to be found around bodies of water, especially large rivers, lakes, bays and seas, yet they are not particularly good swimmers and dislike the water.

Armored Slayer — NPC Monster & Optional Player Character

Player Note: Whether or not an Armored Slayer is allowed as a player character is left entirely to the G.M. If allowed, remember to play the character's simple and direct-mindedness and lack of understanding about human society, laws, morals, etc. Use the same experience table as Dragons and add 1D4 I.S.P. per level of experience.

Alignment: Any, but typically the equivalent of Scrupulous, Unprincipled and Anarchist; a small percentage are evil.

Attributes: I.Q. 1D4+5, M.E. 2D6+7, M.A. 2D6+2, P.S. 2D6+22 for the armored body, but 1D6+11 for each tentacle,

P.P. 2D6+11 of tentacles and big body, P.E. 2D6+10 for the organism, P.B. 2D4 for both, Spd. 3D6+16 for the armored body, but only 1D4+1 for the living organism. All physical attributes are supernatural.

Average Size: 9-12 feet (2.7 to 3.6 m) tall.

Weight: 1500 to 4000 pounds (675 to 1800 kg)!

Average Life Span: Unknown, believed to live 300-600 years.

Horror Factor: 13

P.P.E.: 4D6

M.D.C. by Location of the Armored Body: (On S.D.C. worlds, convert the M.D.C. number to S.D.C., so 350 M.D.C. would be 350 S.D.C., but the body has an astonishing Natural A.R. of 17!)

Hands (2) — 100 each

Arms (2) — 150 each

Legs (2) — 225 each

Head — 150

* Tentacles (6) — 20 each

* Eyes (2) — 8 each

Main Body — 300-420

* The tentacles are small targets that are constantly moving, so to hit one the attacker must make a "called shot" and even then is -5 to strike. The eyes are small, shielded and also need a "called shot" to strike with a penalty of -7.

Note: Loss of limbs and damage to the main body does not hurt the organism inside the armored body. Moreover, it can replace lost limbs and restore lost M.D.C. by rebuilding its body with M.D.C. scraps. See Natural Abilities for more details. If the entire main body is destroyed, the alien organism is revealed and vulnerable to attack.

M.D.C. of the Creature (without armor): P.E. x2 (On S.D.C. worlds, P.E. +2D6 for Hit Points and 1D4x10 for S.D.C.).

R.C.C. Skills/Instincts: The equivalent of land navigation 80%, lore: monsters and demons 80%, track animals 60%, track humanoids 65%, swim all at 40% (+15% if the organism abandons its armor), climb 60%/40%, prowl 40%, and knows English at 70% and 1D4+1 other languages at 50% (may increase up to 70% with experience).

Natural Abilities: Sharp vision, nightvision 1000 feet (305 m), see the invisible, incredible strength and reflexes, seems to be impervious to disease, poison and cold, resistant to heat, can hold breath underwater for one minute per each P.E. point, can survive depths up to 1000 feet (305 m) and is probably better off walking on the bottom of a lake (if necessary) than trying to swim; dislikes water. The living organism can also regenerate damage at a rate of 3D6 physical M.D.C. per 12 hours, and can regrow damaged or lost tentacles at the rate of one foot (0.3 m) per month and eyes within 1D6+6 weeks.

Prehensile Tentacles (special): All Armored Slayers have six tentacles that can extend up to ten feet (3 m) in length. Each can move like an independent appendage or in unison with two or three others. They are used to attack, parry, and entangle. It has been observed that the creature can use these tentacles to grab or entangle objects, strike like a whip, and impale even Mega-Damage materials. The tentacles can use melee weapons like swords or clubs, but rarely do. **Note:** If damaged or lost, a tentacle will regenerate at the rate of one foot (0.3 m) per month until it reaches its full length.

Create Armored Body: Uses metal and stone (sometimes wood) scraps, debris, machine parts, etc., to build its body.

These scraps are used as the basic skeletal framework, weapons and armored plating of the hulking body, all of which is held together with a powerful bonding resin. This gray substance is secreted from the tentacles and dries to become a hard, M.D.C. material itself. This enables the organism to constantly repair and improve itself by adding new parts and plating to its body and removing damage and replacing it with new parts. The creature can also secrete a solvent to dissolve its own resin to remove or modify plates and parts as it sees fit. The maximum amount of M.D.C. for the Main Body is 420 points, with 300 being average. The main problem with maintaining its armored body is finding suitable M.D.C. materials and the time it takes to modify, improve and rebuild. An Armored Slayer can make a complete basic appendage (arm, leg, etc.) with half its normal M.D.C. within 24 hours, and a complete body with 150 M.D.C. within 72. **Note:** Like a Hermit Crab, the alien organism can leave its armored body at any time and occasionally does so to trick or escape an enemy.

Psionics: I.S.P.: M.E.x2 +4D6. Psionic powers are limited to Mind Block, Meditation, Empathy, Sense Magic, Detect Psionics, Death Trance, Intuitive Combat, Impervious to Cold, Impervious to Fire, Telekinetic Push, Telekinetic Lift, and Telekinesis Super.

Magic: None.

R.C.C. Bonuses (in addition to any attribute bonuses): +3 on initiative, +3 to strike, +6 to parry (includes use of the tentacles), +6 to entangle, +6 to pull punch, +3 to disarm, +6 to save vs Horror Factor and +6 to save vs possession.

Combat: Attacks per melee round: Nine!

Damage: As per Supernatural P.S. or by weapon. Bladed, sword-like fingers usually add 2D6 or 3D6 M.D. to P.S. damage. Tentacle Strike does 2D6 M.D., Tentacle Power Strike/Impale/Stab 4D6 per single tentacle (double if two strike simultaneously and triple if three strike; not more than three can strike at a time).

Available O.C.C.: None!

Standard Equipment: They can use simple melee weapons but rarely do so, and never uses guns, equipment or vehicles. Has no need for any valuables or possessions other than scrap material to repair and improve its armor.

Allies: Inuit, Cyber-Knights and fellow demon slayers, but it is only the rare Armored Slayer who associates with people other than its own kind.

Enemies: Demons and evil supernatural beings are enemy number one, but Faerie Folk, creatures of magic, practitioners of magic and psychics are all considered prey and often slain by these strange beings. Only those of good alignment may be spared, as well as those who are members of a group with whom the Armored Slayer joins or associates with. However, if threatened, challenged or attacked by such a teammate, or if that individual is seen consorting with the enemy, the Slayer will attack and fight him to the death. CS soldiers are also considered dangerous enemies best to be avoided. Generally, the Slayer takes no crap from anyone who threatens it.

Habitat: Eastern Canada and US and all around the Hudson Bay. Occasionally encountered in Alberta, but there are too many demons for a few Armored Slayers to handle.



Bears

I felt it important to include bears common to the Arctic even though they are S.D.C. creatures, for three reasons: One, they are among the most impressive, largest and powerful of North American land mammals (and fun for characters to encounter when they are *not* clad in M.D.C. armor and armed with M.D. weapons); two, they play a prominent role in the myths of northern Indians and Inuit (including the Inuit Shaman O.C.C.); and three, if you ever stood face to face with one, particularly a Polar, Grizzly or Kodiak bear, you'd consider it to be a demon from hell. **Note:** All ordinary bears are predatory hunters and generally considered to be of an Anarchist alignment; man-eaters may be regarded as Miscreant.

Black Bear

Size: Body: 5-5½ feet (1.5 to 1.7 m)

Weight: 250-320 pounds (112 to 144 kg)

A.R.: Not applicable.

Hit Points: 1D4x10

S.D.C.: 3D6+12

Attacks Per Melee: Two.

Damage: Claws do 1D6+6 points of damage, bite does 1D6+2 points of damage.

Bonuses: +1 on initiative, +3 to strike, +2 to parry, +3 to save vs poison and disease.

Natural Abilities: Nightvision 120 feet (36 m), prowl 35%, track (by smell) 66%, good swimmer 80%, and climb trees 84% (climbs a tree whenever frightened or in danger).

Speed: 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km) which can be maintained for 2D4 minutes.

Average Life Span: 18-20 years

Value: Fur: 150 credits; meat (whole animal): 100-150 credits.

Habitat: Forest, mountainous and arctic areas up to 10,000 feet (3048 m) high.

Range: Most of the US and Canada, particularly the eastern half.

Behavior: This creature feeds largely on leaves, roots, fruit, nuts, honey, insects, fish, small mammals, and carrion.

These solitary creatures are most active during the night. In autumn they consume large quantities of food to fatten up for their winter hibernation. Litters of 1-4 young are born in February after a gestation of 7 months. The young remain with their mother for about one year.

Brown Bear

Size: Body: 5-6 feet (1.5 to 1.8 m)

Weight: 600-1000 pounds (272 to 454 kg)

A.R.: Not applicable.

Hit Points: 1D6x10

S.D.C.: 3D6+22

Attacks Per Melee: Three.

Damage: Claws do 2D6+6 points of damage, bite does 2D4+2 points of damage, and a bear hug does 2D4+4 damage per melee round.

Bonuses: +2 on initiative, +4 to strike, +2 to parry, +4 to save vs Horror Factor and +2 to save vs poison and disease.

Natural Abilities: Nightvision 20 feet (6 m), prowl 25%, track (by smell) 66%, swim 80%, and climb 64%.

Speed: 22 (15 mph/24 km), but maximum speed is 50 (35 mph/56 km) which can be maintained for 3D4 minutes.

Average Life Span: 20-30 years.

Value: Fur: 250-350 credits; meat (whole animal): 200 credits.

Habitat: Forest, mountainous areas up to 10,000 feet (3048 m) high.

Range: Brown and Grizzly bears are found mainly in the American Northwest (Southern Alaska, The Yukon, Northwest Territories, British Columbia, Alberta, Washington, Oregon, Idaho, Montana, Wyoming, and along the entire length of the Rocky Mountains). They are less commonly found in the forests of the Midwestern US, Saskatchewan, and Manitoba. Brown bears are sometimes found in Manitoba, Ontario, Quebec, Michigan and the eastern United States; the Grizzly is super-rare in these parts.

Behavior: This creature feeds largely on leaves, roots, fruit and nuts, but is also known to kill deer, bison and small animals as well. If the brown bear feels threatened or is angered, it will not back down from humans and may fight to the death.

These solitary creatures are normally active during the day. In autumn they consume large quantities of food to fatten up for their winter hibernation. Litters of up to 3 young are born in February or early March after a gestation of 6-8 months. The young remain with their mother for about one year.

Grizzly Bear

Size: Body: 6-9 feet (1.8 to 2.7 m)

Weight: 800-1800 pounds (363 to 816 kg)

A.R.: 6

Hit Points: 2D4x10

S.D.C.: 1D4x10+30

M.D.C.: The equivalent of roughly 1 or 2 M.D.C.

Attacks Per Melee: Four!

Damage: Claws do 2D6+10 points of damage, bite does 2D4+4 damage and a bear hug does 2D6+4 damage per melee round.

Bonuses: +2 on initiative, +4 to strike, +3 to parry, +6 to save vs Horror Factor and +4 to save vs poison and disease.

Natural Abilities: Nightvision 60 feet (18.3 m), prowl 30%, track by smell 68%, swim 70%, and climb trees 30% (many are too large and heavy).

Speed: 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km) which can be maintained for 2D4 minutes.

Average Life Span: 20-30 years.

Value: Fur: 250-400 credits, meat (whole animal): 300-400 cr.

Habitat: Forest and tundra.

Range: Fundamentally the same as the Brown Bear.

Behavior: These large creatures vary in color from a yellowish-brown to nearly black. They are generally solitary animals and have home ranges of up to 20 square miles (52 dw km). They can be active at night or day and feed on plant material, fish, small animals, and carrion as well as the occasional deer, horse, bison, and humanoid! Most Grizzly bears are too large and slow to bring down large, hoofed animals unless they are sick, caught in a trap, tethered or penned. They are also too large to climb trees. Females breed every 2 or 3 years and produce litters of 1-4 young after 6 to 8 months.

Kodiak Bear (rare)

Size: Body: 9-14 feet (2.7 to 4.3 m)

Weight: 1000-2200 pounds (454 to 998 kg)

A.R.: 7

Hit Points: 1D4x10+25

S.D.C.: 1D6x10+30

M.D.C.: The equivalent of roughly 2-3 M.D.C.

Attacks Per Melee: Four

Damage: Claws do 3D6+6 points of damage, bite does 2D6 damage and a bear hug does 2D6+6 damage per melee round.

Bonuses: +3 on initiative, +5 to strike, +2 to parry, +10 to save vs Horror Factor and +4 to save vs poison and disease.

Natural Abilities: Nightvision 20 feet (9 m), prowl 35%, track by smell 70% (+20% if following a strong or blood scent), swim 70%, and climb trees 25% (most are too large).

Speed: 10 (7mph/11km)

Average Life Span: 20-30 years.

Value: Fur: 500-1000 credits, meat (whole animal): 300-500 cr.

Habitat: Originates from the forests of Kodiak Island.

Range: Kodiak Island and the forests of southern Alaska and The Yukon Territory. Since the Coming of the Rifts, a handful of Kodiak in mainland zoos and research facilities escaped and over the last 300+ years have multiplied to inhabit this relatively small area of the northlands.

Behavior: These huge animals are among the largest of the land carnivores. They fear nothing alive and are avoided by most animals. These solitary creatures are active during the day and feed on a variety of plant material, carrion, fish, and mammals small and large, including humanoids! They do not usually hibernate because they inhabit regions that are warm all year round. Females give birth to a litter of 1 or 2 young after a gestation of 9-10 months.

Polar Bears

With the exception of the rare *Kodiak Bear* originating on Kodiak Island (southeast of the Alaskan Peninsula), the Polar Bear is the largest and most aggressive of the North American bears. Moreover, they are one of the most numerous, especially since the Coming of the Rifts turned the north back into a lightly populated wilderness.

Polar bears (and the Kodiak) have no fear of man and will stalk human prey as food. These are not old or sickly animals like man-eating lions of Africa who find humans to be easy prey, but large predators who simply see humans as another food source, along with seals, fish, penguins and seabirds, caribou, and musk oxen among other animals. Excellent hunters on land and in the sea, Polar Bears are also scavengers who eat fruit and the leaves of tundra plants, but are also attracted to the scent of garbage and stored foods (particularly meats) kept by human travelers and settlements. This is dangerous, because once the bear is attracted, it is likely to linger in this well stocked hunting range. That means when it gets hungry, it will turn to hunting human prey, as well as penned livestock, horses and pets. The bear may also follow a blood trail in search of a wounded animal, human or D-Bee!

Size: Body: 7-9 feet (2.1 to 2.7 m)

Weight: 800-1600 pounds (363 to 720 kg)

A.R.: 6

Hit Points: 2D4x10+12

S.D.C.: 1D4x10+32

M.D.C.: The equivalent of roughly 1 or 2 M.D.C.

Attacks Per Melee: Four!

Damage: Claws do 2D6+10 points of damage, bite does 2D6+6 damage and a bear hug does 2D6+4 damage per melee round.

Bonuses: +3 on initiative, +4 to strike, +3 to parry, +7 to save vs Horror Factor and +4 to save vs poison and disease.

Natural Abilities: Nightvision 60 feet (18.3 m), prowl 50%, track by smell 68% (+12% if following a blood scent), superb swimmers 98%, can hold breath underwater for up to five minutes, climb trees or steep ice flows 30% (many are too large and heavy).

Speed: 30 (20 mph/32 km), but maximum speed is an impressive 58 (40 mph/64 km) which can be maintained for 2D4 minutes.

Average Life Span: 20-30 years.

Value: Fur: 350-500 credits; meat (whole animal): 200-300 cr.

Habitat: Forest and tundra.

Range: They are found throughout the Arctic from Siberia and Alaska to Newfoundland and Greenland, and down along the Pacific coastline into The Yukon, British Columbia and occasionally down into Alberta and Saskatchewan, but only in the winter.

Behavior: These large creatures have a creamy white coat with a black snout and claws. They are solitary animals, but during mating season, may gather in small groups of 3D4 Polar Bears.

They have home ranges of up to 50 square miles (130 sq. km). They can be active at night or day and feed on a large range of animals small and large (as noted above), but favorite prey are seabirds, seals, arctic hare, caribou and musk oxen. They are surprisingly fast and can bring down large, hoofed animals and chase away wolf packs. Females breed

every 2 or 3 years, during the mid-summer, and produce a litter of 1-4 young after nine months of gestation. Young typically stay with their mother for four years.

Mutant Mega-Damage Bears (rare)

Whether it is caused by ley line energy or some strange altering force leaching through a Rift from another dimension nobody knows, but with increasing frequency, large bears have become Mega-Damage animals. It is estimated that 5-7% of the Grizzlies and Kodiak have become M.D.C. creatures and 10-12% of the Polar Bears.

Stats: Are fundamentally the same as the ordinary animal except that it is always on the biggest end of the size spectrum, M.D.C. instead of H.P. and S.D.C., and has Supernatural P.S.!

Type of Animals: Grizzly, Kodiak and Polar Bears only.

Alignment: Always extremely aggressive and often considered to be Miscreant or Diabolic, many are man-killers.

M.D.C.: Grizzly and Polar Bear: 5D6+23; Kodiak: 6D6+30.

Attacks Per Melee: As per the usual animal.

Mega-Damage: Claws do 3D6 M.D., bite does 1D6 M.D. and a bear hug does 1D6 M.D. per melee round (+2 for the Kodiak).

Note: Supernatural P.S. ranges from 16-20, speed is increased by 25%, and fatigue is reduced to one tenth normal. Heal at a rate of 1D6 M.D. per 24 hours.

Canines

While we're at it, here are stats for some notable canines, namely wolves and sled dogs.

Red & Gray Fox

Size: Body: 28-36 inches (0.7 to 0.9 m), tail: 12 inches (0.3 m).

Weight: 12-25 pounds (5 to 11 kg)

A.R.: Not applicable.

Hit Points: 3D6

S.D.C.: 1D6+6

P.P.E.: 2D6

Attacks Per Melee: 2

Damage: Bite does 1D6 points of damage.

Bonuses: +2 on initiative, +3 to strike, +4 to dodge, and +2 to save vs Horror Factor.

Natural Abilities: Nightvision 120 feet (36 m), keen vision and smell, prowl 55%, swim 55%, streetwise 40%, climb trees and rocks 45%, track by smell 55% and can leap 3 feet (0.9-1.2 m) high and 5 feet (1.5 m) long, and like most canines, can perform a leaping pounce.

Speed: 44 (30 mph/48 km) but maximum speed is 50 (35 mph/56 km).

Average Life Span: 12-18 years.

Value: Fur: 100-150 credits; tail: 25-50 credits. Not edible.

Habitat: Woodlands, tundra, grasslands, farmlands and occasionally towns and cities.

Range: Throughout North America, but especially common in the Canadian tundra and southwest.

Behavior: This versatile, intelligent and resourceful canine can adapt well to many different conditions and environments, including the villages and cities of humanoids! The cunning

fox is often seen raiding chicken coops, pigeon coops and rummaging through garbage. They are so clever that they can learn to cross roads after traffic, avoid obvious traps, flip open hook latches, and wait until farmers and watchdogs are gone before making a raid. They prey on birds, birds' eggs, snakes, lizards, rats, mice and other small rodents, as well as carrion and scraps from humans.

Foxes, unlike most canines, are solitary creatures who live and hunt alone, except during mating season — they do not mate for life. They make their homes in burrows. Litters of 2-4 are born after a gestation period of 8-9 weeks.

Common Gray Wolf

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches

Weight: 50-100 pounds (23 to 45 kg)

A.R.: Not applicable.

Hit Points: 4D6+6

S.D.C.: 2D6+20

P.P.E.: 5D6

Attacks Per Melee: 3

Damage: Bite does 2D6+3 points of damage, claw 1D4 damage.

Bonuses: +3 on initiative, +5 to strike, +4 to dodge, and +5 to save vs Horror Factor.

Natural Abilities: Nightvision 30 feet (9 m), prowl 50%, track (by smell) 88%, can smell prey one mile (1.6 km) away, swim 65%, can leap 3-4 feet (0.9-1.2 m) high and 8 feet (2.4 m) long, and like most canines, can perform a leaping pounce.

Speed: 50 (35 mph/56), maximum speed is 55 (37.5 mph/60 km).

Average Life Span: 14-20 years.

Value: Fur: 40-80 credits. Not edible.

Habitat: Tundra, steppe, open woodland and forest.

Range: Common throughout the forests and tundra of Canada, Alaska, southern Russia, and the US.

Behavior: This intelligent animal usually associates in family groups or packs of 6-36 members, although they often hunt alone or in pairs. The pack hunts together, cooperating to run down prey such as deer, elk, moose, ox, or wild horses, and they also eat small animals. Social standing is determined and maintained by ritualized gestures and postures. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks. Wolves can be partially domesticated, but remain dangerous because their jaws are twice as powerful as domestic canines and they tend to be large and aggressive.

Wolf: Northern Timber

Size: Body: 5-6 feet (1.5 to 1.8 m), tail: 14-20 inches (0.3 to 0.5 m).

Weight: 60-130 pounds (27 to 59 kg)

A.R.: Not applicable.

Hit Points: 4D6+12

S.D.C.: 3D6+24

P.P.E.: 6D6

Attacks Per Melee: 3

Damage: Bite does 3D6+4 points of damage; claws 1D4.



Bonuses: +4 on initiative, +6 to strike, +4 to dodge and +8 to save vs Horror Factor.

Natural Abilities: Nightvision 40 feet (12 m), prowl 60%, track by smell 90% (+6% following a blood trail or distinct scent), can smell prey one mile (1.6 km) away, swim 65%, can leap four feet (0.9-1.2 m) high and 10 feet (3 m) long, and like most canines, can perform a leaping pounce.

Speed: 50 (about 35 mph/56 km), but maximum speed is 58 (40 mph/64 km).

Average Life Span: 14-20 years.

Value: Fur: 60-100 credits; a full set of teeth: 10-20 credits.

Habitat: Forest and steppe.

Range: Most of Canada, particularly the northern and southwestern territories and Provinces, as well as the northwestern U.S. from the Dakotas to Washington.

Behavior: These large animals associate in packs of 4-24 members, but often hunt alone or in pairs. Although they tend to shy away from areas of humanoid habitation, some solitary individuals venture into farm areas and small towns and will attack the unwary. They feed on a variety of animals both large and small, but moose, elk, and deer are their favorites. Large packs of 10 or more Timber Wolves or 15 or more Common Wolves are extremely aggressive and bold enough to attack small groups of humans and livestock. In fact, the cowboys of the southwest and Inuit of the north must always remain wary of wolf packs attacking their cattle, horses, livestock and sometimes, even their sled dogs. Some have even been known to cut a man's horse out from under him to get at his animal, however, this usually happens only when the wolves are extremely hungry, and there is only a 01-30% chance of attacking the rider, being satisfied with the animal, provided the man slowly backs away, flees and does not threaten them. Litters of 2 to 6 young are born in dens in the central home territory after a gestation of about 9 weeks.

Sled Dogs

Inuit, other Indians, trappers, adventurers and Tundra Rangers often use sleds pulled by trained dogs to get around on the tundra during winter and snow-covered months (roughly November thru May). These are hardy animals chosen for their strong backs, legs and endurance. 7-9 animals are required.

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches

Weight: 50-80 pounds (23 to 36 kg)

A.R.: Not applicable.

Hit Points: 3D6+10

S.D.C.: 2D6+16

P.P.E.: 4D6

Attacks Per Melee: 3

Damage: Bite does 1D6+4 points of damage, claws two points of damage.

Bonuses: +4 on initiative, +3 to strike, +3 to dodge, and +5 to save vs Horror Factor.

Natural Abilities: Nightvision 30 feet (9 m), prowl 45%, track by smell 65%, swim 75%, can leap 3 feet (0.9 m) high and 6 feet (1.8 m) long, and like most canines, can perform a leaping pounce.

Speed: 44 (30 mph/48 km), maximum speed is 55 (37.5 mph/60 km).

Average Life Span: 12-16 years.

Value: 40-70 credits for its pelt, 100-150 as a watch/guard dog; 300-500 credits as a trained sled animal (+300 cr. for an experienced, lead team dog).

Habitat: Domestic.

Range: Siberia, Alaska, and northern Canada from the Yukon to Greenland.

Behavior: Loyal, obedient, and welcomes teamwork and labor. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks.

Note: Breeds include Alaskan Malamute, Elkhound, Siberian Husky, and Samoyed, as well as these breeds mixed with other hardy breeds such as St. Bernard, collie, shepherd, Newfoundland, sheepdogs, and sometimes even the Gray Wolf.

Cadborosaurus

(a.k.a. Caddie)

For centuries, even before the Coming of the Rifts, the waters around Vancouver Island have been inhabited by a mysterious aquatic animal. The ancient (and current) Navaho call the beast "Ticholtsodi," *the water monster*. Modern pre-Rifts people labeled the creature "Cadborosaurus," more commonly known as "Caddie." Pre-Rifts scholars speculated that the beast was some type of prehistoric animal in the Plavofonts or Nothosaurs Family, perhaps even a Macroplata, Elasmosaurus, Plesiosaurus or similar beast.

Since the Great Cataclysm, reports of this marine monster have been confirmed a thousand times. It is known to be some sort of Plesiosaurus-type creature that has prospered in the absence of modern man. Today thousands are found in the waters of the Pacific coast from northern California to the southern tip of the Gulf of Alaska, near Juneau. However, Caddie's roosting place appears to be around Vancouver Island, making the Strait of Georgia, Queen Charlotte Strait and Queen Charlotte Sound some of the most dangerous waters in Canada. An estimated 1,800-3,000 animals are believed to live in these waters, with the population doubling during mating season in May and June.

The Coming of the Rifts has also transformed Caddie into a Mega-Damage creature. This superhuman resilience and their large numbers have made the Cadborosaurus extremely aggressive, especially toward humans who make easy and tasty prey. However, these sea serpents will try to eat just about anything in the water and are known to attack swimmers, boats, ships and even dragons. They may also appear in water as shallow as 15 feet (4.6 m) to snatch up careless people from a dock or the shore. Thankfully, they never come onto dry land or in waters less than 15 feet (4.6 m) deep, so there are some areas of beaches and shoreline that are relatively safe. Nobody knows how far out into the ocean they may travel, but most believe it is not more than a few hundred miles. Interestingly, Caddies find healthy whales and dolphins to be too fast and smart for them, so they leave them alone. In fact, a lone dolphin or whale can swim into the middle of school of Caddies without fear of attack. The only exception is if the whale or dolphin is injured, sick or is being troublesome. Daring and foolish young dolphins and whales sometimes bother, play tricks on and pick fights with one or more Caddies for fun.

Unlike whales and dolphins, the Cadborosaurus is a comparatively simpleminded predator. It cannot use magic nor does it



possess much of a range in psionics. However, being intelligent, the hunter is smart enough to recognize the dangers of magic and, to a lesser degree, technology, as well as its own limits. Thus, whales are too much trouble and dangerous while humans, seals, walrus, fish and other animals are much easier and preferred prey. Where Caddies are a serious danger to seafaring humanoids is that the monster travels in small schools of 3-12 (double during mating season) and they are smart enough to use group strategies and tactics to attack ships and prey, including feints, flanking actions, encircling, dividing the prey/enemy, tag team assaults and coordinated attacks. They also understand enough about boats to recognize when a vessel is damaged and crippled or sinking. Furthermore, Caddies are patient, and have been known to follow crippled vessels for weeks, hoping that it will capsize or sink and they can get at the crew. Occasionally, one or two may even figure out a weakness in a sea vessel (a repair patch, severely damaged section of the hull, etc.) and attack it (again, sometimes on and off for days) to see if they can cripple it further or better yet, sink it. Caddies are also the first on the scene after a storm, searching for sunken ships or crew members washed into the sea and pray for rescue. In this regard they are worse than sharks and will sometimes kill a humanoid or animal to attract sharks to feed on them!

Caddie — NPC Monster

Also Known as "Cadborosaurus" and "Ticholtsodi."

Alignment: Considered to be an evil predator.

Attributes of Note: I.Q. 1D4+3, M.E. 1D6+6, M.A. 1D6, P.S. 2D6+24, P.P. 1D6+14, P.E. 1D6+20, P.B. 1D6, Spd. swimming: 25 mph (40 km or 21.5 knots). Has supernatural strength.

Size: 40 to 70 feet (12.2 to 21.3 m) long.

Weight: 3-6 tons.

P.P.E.: 5D6

M.D.C.: 3D4x10 + P.E. number.

Horror Factor: 13

Natural Abilities: Swim 98%, nightvision 3000 feet (914 m), keen color vision, impervious to cold (no damage), and bio-regeneration 5D6 per day and can regenerate lost body parts within 2D4 months.

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin.

Chemoreceptors in the mouth enable the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 65%, track by taste: 65%; range: one mile (1.6 km).

Breathing: Aquatic, cannot survive out of water for more than 2D4 hours.

Combat Attacks per Melee Round: Four.

Special moves include:

Quick Turns & Stops: Can stop on a dime.

Speed Burst: Can swim at double its normal speed for 1D4 minutes. This maneuver can be performed three times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Dive: Up to 3000 feet (914 m) at double normal speed.

Damage: Bite: 4D6 M.D.

Fin Strike: 2D6 M.D.

Punch/Butt with Head: 3D6 M.D.

Power Punch/Butt with Head: 6D6 M.D., but counts as two melee attacks.

Body Butt/Short Ram: 4D6 M.D.

Full Strength Ram (swimming): 1D6x10 M.D., but counts as two melee actions.

Bonuses (in addition to attribute bonuses): +3 on initiative, +3 to strike, +1 to parry, +3 to dodge, +1 to save vs magic, +8 to save vs Horror Factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None.

Psionics: None.

Average Life Span: Unknown, believed to live 60 to 120 years.

Market Value: Teeth fetch 10-20 credits each.

Habitat: Along the Pacific coast of British Columbia, Washington and Oregon. Most numerous around Vancouver Island.

Enemies: Humans and large aquatic predators.

Allies: None, other than their own kind. Tolerate (or more to the point, ignore whales and dolphins).

Faerie Bots

By Kevin Siembieda, but inspired by Kent Burles.

Nobody has any idea who or what these strange little creatures are, or where they came from. In reality they are not related to True Faerie Folk, but may be some sort of otherworldly equivalent. Without a doubt, they have come to Earth through a dimensional Rift since the Great Cataclysm. Like faeries, they stand only 8-12 inches tall (0.2 to 0.3 m), are creatures of magic, can cast spells and baffle “Big Folk” (i.e. humans and D-Bees). However, their dissimilarities are much more profound than their similarities.

Unlike traditional Faeries of Earth, “Faerie Bots” or “Techno-Faeries” as they are called, have tiny humanoid bodies with two arms and hands, with five fingers per hand, two legs and feet, but a large, shield shaped head with two large, round eyes, black as coal, a small V-shaped nose and large mouth. But most striking is that they “fly” around in strange capsules or mechanical spheres, with mechanical arms, retractable tools, radio antennae and all! They rarely leave their “flying spheres” and for a while, scholars thought they might actually be some kind of robot or cyborg directly connected to their machines, but while this is not the case, the name “Faerie Bot” has stuck with them. Moreover, Faerie Bots have a natural affinity for machines and mechanics and are fascinated by the creations of “Big People,” particularly robots, power armor, and cyborgs.

Unlike most Earth Faerie Folk, Faerie Bots seem to gather and live in small groups of 3-12, and individuals or pairs frequently go off by themselves to explore, adventure, and meet people for years at a time. However, like their Earth counterparts, Faerie Bots are extremely inquisitive and can be very mischievous, only their pranks, jokes and tinkering is usually with machines, vehicles, power armor and robots. The bad thing is that as techno-junkies, they like to take machines apart and study them. Shy and elusive, they often fly away when they are discovered, leaving the device, vehicle, robot or whatever it was they were studying, in pieces. On the plus side, the little mechanical wizards can figure out most machines, including

Techno-Wizard devices (only artificial intelligences and computers seem to puzzle them; -35% when working on them) and can take apart machines, make repairs and put them back together three times faster than a human.

Little is known about these creatures because they seem to be newcomers to Rifts Earth, having appeared only in the last 25 years and only in southern Canada, Michigan and Chi-Town — all of which are centers of industry. Most scholars agree that Faerie Bots use some variant form of Techno-Wizardry to make and run their own flying bio-spheres/vehicles/hover-bots. Thus far, no human has been able to examine one because a living Techno-Faerie won’t allow it, and when the creature is killed, its machine crumbles into a pile of junk, wires, and dust.

Faerie Bots like humans and Sasquatch as well as certain other D-Bees, and *will* sometimes hang around a particular person, group or place for weeks to years. A few may even join a group of adventurers. If they can understand Earth languages, it appears to be through some sort of TW language translator of their own unique design, because any verbal response has an artificial and radio broadcast sound to it, and when outside their floating bubbles, the creatures speak in an incomprehensible language and a squeaky voice (it is not the Faerie language of Earth). As a member of a humanoid group, the Faerie Bot tries to be helpful and friendly, but its curiosity and the fact that it only seems to need about three hours of sleep per night, tends to get it and its “friends” into trouble. For one thing, Faerie Bots can not resist messing with machinery, whether it’s taking things apart, fixing them or souping them up. Unfortunately for the companions of a Faerie Bot, this fascination of, and messing around with machines extends to devices owned or in the possession of others. Others who don’t usually appreciate or understand having their possessions violated and which can lead to altercations and fights. Likewise, the little fellow is likely to wander off to explore and tends to lose track of time and assignments especially if some cool, new robot or mechanism catches its attention. Thus even the most well intentioned Faerie Bot is unreliable and troublesome.

Faerie Bot — Optional Player Character & NPC

Player Note: It is left entirely to the discretion of the G.M. to allow this character. If allowed, players should be sure to play them as rather innocent and inquisitive beings who don’t fully understand humans and human society.

Also known as “Techno-Faeries” and “Bubble Faeries.”

Alignment: Any, but most are Anarchist.

Attributes: I.Q. 1D4+10, M.E. 1D4+10, M.A. 1D6+10, P.S. 1D6+2, P.P. 1D6+8, P.E. 1D6+10, P.B. 1D6+2, Spd. 2D6 running. Also see the *Faerie Bot Vehicle* under equipment.

Average Size: The humanoid stands 8-12 inches (0.2 to 0.3 m), and the spherical device they all fly in is roughly the size of a basketball.

Weight: The creature weighs 1-2 pounds (0.45 to 0.90 kg), and their robotic sphere 40-70 lbs (18 to 31.5 kg).

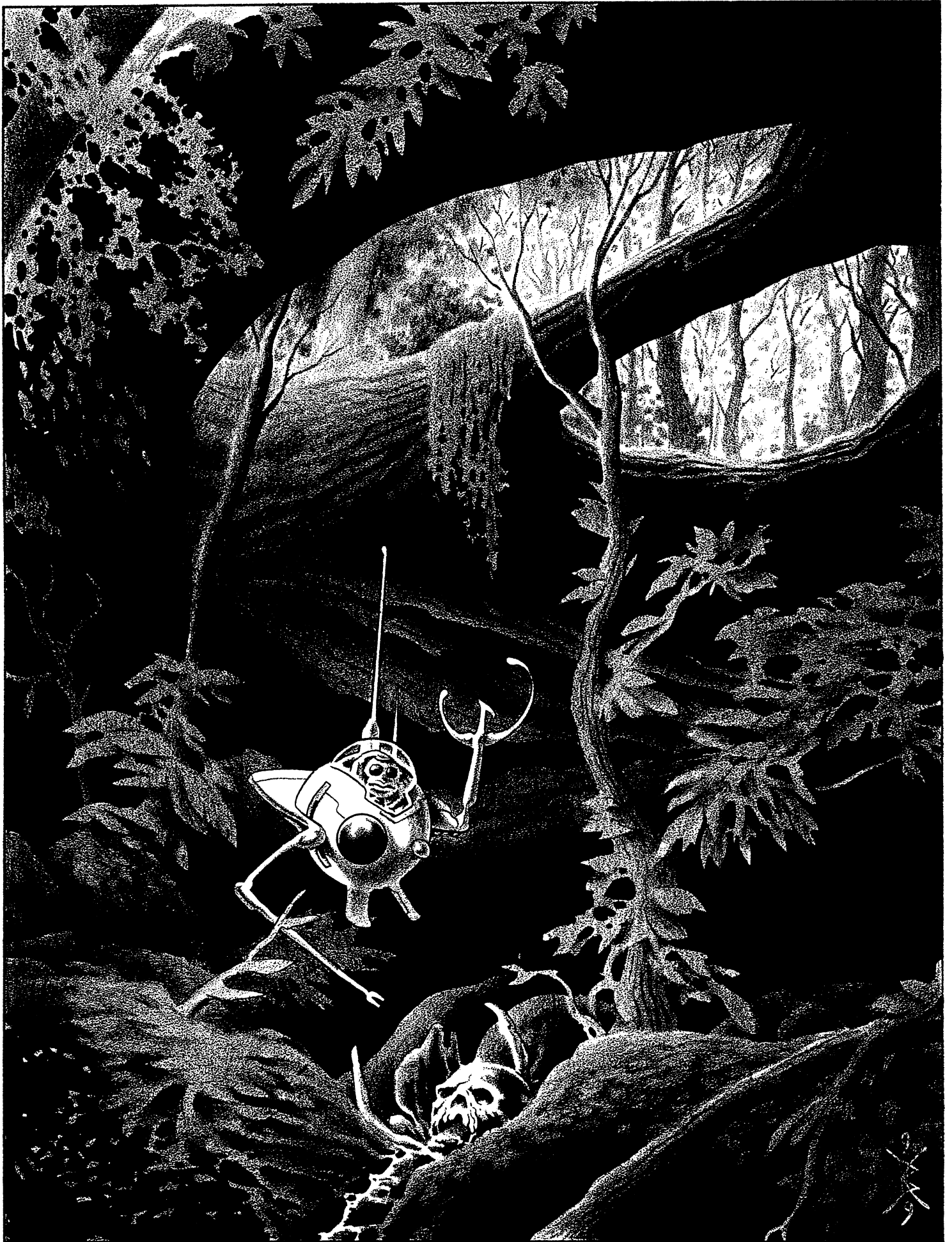
Average Life Span: Unknown. Immortal?

P.P.E.: 3D4x10 +10 per level of experience.

I.S.P.: M.E. x10 +5 per level of experience.

Average Level of Experience: NPC: 1D4+4; player characters should start at first or second level.

Hit Points: 2D6 +P.E. attribute number. Plus 1D6 M.D. per level of experience, starting at level one.



S.D.C.: 1D4x10 plus those gained from physical skills; need magic or M.D.C. body armor for protection against M.D. weapons, just like humans.

R.C.C. Skills/Instincts: Basic and advanced math, basic electronics, basic mechanics, general repair/maintenance, and field armorer all at 95%, prowl (while in their sphere) and find contraband at 60%.

Natural Abilities: Land navigation 70%+2% per level of experience. Sharp vision, nightvision 300 feet (91.5 m), and natural polarizing lens (a thin membrane that is sort of a second eyelid that slides down to cover and protect the eye from bright light, functioning effectively like a pair of polarized sunglasses).

Natural Mechanics (see Psionics) with the additional abilities to soup up most machines to run/move/fly 10-20% faster, and figure out how to use and operate most machines, including Techno-Wizard devices, as well as can take apart machines, make repairs and put them back together three times faster than a human. Only artificial intelligences and computers seem to puzzle them; -35% when working on them and can not hack computers.

Psionics: All are effectively Master Psychics, but limited to the following abilities: Empathy, Object Read, Mind Bolt, Telemechanics, Telemechanic Mental Operation and Telemechanic Paralysis.

Magic: All can cast certain spells but at half the normal strength, range and duration. Spells include Globe of Daylight, Ignite Fire, Fuel Flame, Fire Bolt, Call Lightning, Energy Bolt, Energy Field, Impervious to Energy and Telekinesis, plus two of choice per level of experience selected from spell levels 1-4.

Combat: Attacks per melee round: Those gained from Hand to Hand Combat training. A psionic attack counts as one melee action.

Damage: As per P.S., psionics or by weapon.

R.C.C. Bonuses (in addition to any attribute bonuses): +1 on initiative, +1 to strike, +4 to pull punch, +2 to roll with punch, fall or impact, +2 to save vs possession, and +3 to save vs Horror Factor. As Master Psychics, they need a 10 or higher to save vs psionic attacks and mind control.

Standard Equipment: The Faerie Bot Vehicle! All Faerie Bot Vehicles have the following fundamental features.

- Always a spherical shape and always the size of a basketball, never bigger.
- Has two or three primary arms. One, if not two, is always suitable for lifting, carrying and articulated work; i.e. high-tech, robot utility arms and hands. Equivalent P.S. of 1D6+12.
- 1 or 2 secondary appendages, may be a tentacle or sensor antenna. Equivalent P.S. of 1D4+5
- 2-4 extendable and retractable tool appendages, half with interchangeable heads of various types: i.e. screwdriver, pliers, wrench, scissors, clamp, drill, soldering iron, fiber optic scanner, camera, etc., and half with specialized functions, i.e. laser cutter, plasma torch, electromagnetic adhesive pad, etc.
- 1 or 2 light weapons, typically a laser for range (2,000 feet/610 m); does 2D6 to 3D6 M.D. regardless of what it fires (typically energy of some kind, laser, plasma, electrical, etc.).

- Universal Language Translator that seems to be able to translate all languages with 93% accuracy, and allow the Faerie creature to speak back in the proper tongue via radio.

- Tow line with hook and grapple, 30 feet (9 m) length, 500 lbs (225 kg) test strength, but anything weighing 300 lbs (135 kg) slows the speed of the sphere by 25%.

- Multi-Optics system.

- Proximity alarm to alert the pilot inside; sounds when a moving object (including missiles and people) is within 10 feet (3 m).

- Directional, narrow and wide band radio transmitter and receiver.

- Unknown power supply (perpetual motion machine?); unlimited.

- Unknown hover and propulsion system (anti-gravity?).
Flight Capabilities: Hover stationary, land on the ground, and fly. Maximum Speed: 150 mph (240 km), but cruising speed is typically 10-30 mph (16 to 48 km). Maximum Altitude: Unknown, at least 30,000 feet (9144 m) and may be outer space capable.

- Underwater capable: Maximum Speed: 60 mph (96 km) riding the surface or underwater. Maximum Depth: One mile (1.6 km).

- M.D.C. by location:

 - Main Arms (2) — 20 each

 - Secondary Limbs and Tool Appendages (1-4) — 10 each

 - Main Body — 120; its small size and speed makes it -3 to strike even with a “called shot.”

- Self-Repair Capability: Approximately 40 M.D.C. can be restored without any actual repairs by the pilot. Any additional damage requires the pilot to make repairs and will require time and parts. If the vehicle is completely destroyed, it will take the little person piloting it 1D4+6 months to rebuild it.

Allies: Others of its kind, and the occasional human, D-Bee or other kind and tolerant being. Faerie Bots will not stay with people who are cruel, abusive or angry all the time. They have a natural affinity for Operators, Grackle Tooth, and Psi-Techs.

Enemies: None per se. They find most intelligent beings, especially technologically advanced ones, fascinating, but recognize that demons are generally evil and dangerous and they don't like them. They can tell right from wrong and good from evil. Oddly enough, Faerie Bots are afraid of Earth Faerie Folk, dragons and other creatures of magic, and are wary of practitioners of magic, other than Techno-Wizards.

Habitat: Anywhere in North America, but mainly southern Canada, Michigan and the Coalition States where technology abounds. Faerie Bots are very rare, with perhaps as few as 500 on Earth.

Note: For those gamers without the wonderful **Psyscape™** world book, we reprint for your convenience, the descriptions for *Telemechanic Mental Operation* and *Paralysis*.

Telemechanic Mental Operation

Prerequisite: Psychic must also have the *Telemechanics* power.

Range: 20 feet (6.1 m) +5 feet (1.5 m) per level of experience.

Duration: 2 melee rounds per level of the psychic.

I.S.P.: 12

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic operation. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This power is a step beyond the mere understanding of machines granted by Telemechanics, it allows the psychic to telepathically operate machines with his mind! As long as the machine functions, he knows how to use it, and it is turned “on,” the psychic can manipulate it with his mind as if his fingers were on the controls! This means he can operate computers, key pads, set/program an alarm clock, change the radio station, operate a VCR or television, drive a hovercar (even if there is already a driver, but at -30%), cook something in a microwave, turn off (or on) a surveillance video camera, and so on.

The Telemechanic Mental Operation power will only work on machines that have an electronic or other power source. This power does *not* work on artificially intelligent machines (i.e. intelligent computers, robots, etc.), nor on cybernetics, bionics, Techno-Wizard devices, rune weapons or magic items. The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep control of the machine. During this period, he is -1 melee attack/action and -5% on skill performance. He must also stay within range. If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Telemechanic Paralysis

Prerequisite: Psychic must also have the *Telemechanics* power.

Range: Touch or 40 feet (12.2 m)

Duration: One minute per level of experience.

I.S.P.: 20

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic paralysis. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This is a form of techno-manipulation whereby the psychic is able to psychically bond with the machine and momentarily prevent it from functioning. Just as in bio-manipulation, the psychic blocks the transmission of signals along the machine’s “nervous system,” effectively incapacitating it. This means the power is only effective against machines that require a power source. Simple devices like wind-up toys, scissors, old revolvers and pistols, swords, knives, crossbows, and similar items cannot be affected. The affected machine freezes in place and does not respond to any of its controls until the psionic influence comes to an end.

The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep the machine inactive. During this period, he is -1 melee attack/action and -5% on skill performance. He must also stay within range (40 feet/12.2 m). If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Faerie Folk

The woods and meadows of **Lower Newfoundland** and **New Brunswick** are peppered with small bands (10-40) of Faeries, Sprites and the occasional other Faerie Folk. Meanwhile, **Nova Scotia** is Faerie Folk Central! “Little People” of all kinds can be

encountered throughout the entire region. The greatest number of nice folk like Faeries, Sprites, Brownies and Pixies are most numerous in the southwestern half from the old *Uscomb Game Sanctuary* to *Cape St. Mary*. The meaner, tougher and nastier types (Pucks, Toadstools, Leprechauns, Nymphs, etc.) are most numerous in the northeast (along with a fair share of Faeries and others). What’s left of the **Cape Breton** region remains home to Will-O-The-Wisps, an unusual amount of poltergeists, ghosts and other entities as well as *phantom ships*. It is also rumored to be a Splugorth Slavers’ port.

See **Rifts® Conversion Book One** for the description of numerous types of Faerie Folk completely converted for Rifts®. Also see *Monsters & Animals (a sourcebook for The Palladium Fantasy RPG®)* for some additional Faerie Folk like the Hairy Jack, Willow-the-Wisp, Kinnie Ger, and other monsters, although these characters will require conversion modifications to use them in **Rifts®**.

Fury Beetle

The “Fury Beetle” receives its name from the monster’s seemingly erratic and frantic movement and its beetle/insect-like appearance, although it is not an insect at all! It is some massive alien behemoth that has been transplanted to Earth from god only knows where, and has adopted southeastern and eastern Canada as well as the eastern United States as its new home. In the last decade, Simvan Monster Riders have transplanted the Fury Beetle to the New West and Saskatchewan as riding animals, but 97% of these beasts remain under Simvan control and do not run free. The few hundred that do are found mostly in forest areas (Fury Beetles dislike deserts and hot, arid lands).

When on the move, the Fury Beetle darts along in varying bursts of speed and in a zigzag pattern. When attacked, the monster scampers to and fro and back and forward, while emitting a terrible wailing. Once engaged in combat the creature fights to the death or until the attacker is slain or gives up the fight and flees. A cornered Beetle, or mother guarding her young, will also fight to the death. Fury Beetles are easily startled and instinctively lash out at the cause of their surprise.

For generations Fury Beetles were feared and shunned as nothing more than ferocious monsters, but today (105 P.A.), the beasts are sometimes hunted for food, and their armor plates are used to make M.D.C. armor (a full Fury Beetle suit of plate armor offers 70 M.D.C. but weighs 35 lbs/16 kg; costs about 22,000 credits). In addition to Simvan Monster Riders, Fury Beetles are used as exotic riding animals by some Wild Psi-Stalkers, Noli Bushmen, Great Hunters, Mastadonoids, Psi-Druids, Cowboys, Wilderness Scouts and even the occasional practitioner of magic. A few adventurous souls, like the Cartiers of the Fury Ranch (Ontario), are pioneering the domestication of Fury Beetles as riding animals and edible livestock (young ones are quite delicious and a single animal can feed a town of 2000 and still have leftovers; older animals are edible but the meat is tougher and less tasty). The Fury Ranch is the largest and most successful of these daring, frontier entrepreneurs.

Left alone in the wild, Fury Beetles are solitary creatures that travel alone or in mated pairs. They are not particularly aggres-



sive or intentionally evil, but are extremely nervous and easily startled. When startled, frightened, or angered, the creature either runs, stampeding across the countryside knocking down trees, flattening crops, smashing through fences and crashing into buildings, or fights. Those who engage in combat will usually fight to the death, so “playing ‘possum” can bring a quick end to such an incident. They are incredibly powerful and a single Fury Beetle has been known to level an entire wilderness town. Even tamed riding animals are known to throw their rider when startled or worse yet, bite him. However, a properly tamed and trained animal can make an excellent mount, especially for traveling merchants, mercenaries and anybody hauling a lot of equipment and supplies. The size of a semi-truck, and lined with spikes that are ideal for securing packages, one can tie up to 20 tons of equipment to its sturdy back without slowing the beast down, plus it can pull an additional 40 tons (although at one third its normal speed). Furthermore, the animal is something of an all-terrain vehicle, able to climb over rocky and uneven land (its many legs offering amazing stability and speed), and swim on the surface of rivers and lakes.

Fury Beetles are omnivores who hunt fish, deer, caribou, moose, and fellow Fury Beetles (they fight to the death remember, and usually eat their fallen opponent), but rarely attack humanoids unless they feel threatened. They also eat a variety of plants, including grass and farm crops, as well as food scraps and garbage.

Fury Beetle

— NPC Monster & Exotic Riding Animal

Alignment: Typically the equivalent of Anarchist or Miscreant if wild, Unprincipled if properly tamed.

Attributes: I.Q. 1D4+3 (medium animal intelligence), M.E. 1D6+6, M.A. 1D6, P.S. 2D6+32, P.P. 1D6+14, P.E. 1D6+20, P.B. 1D6, Spd. 2D6x10+40 running. Can maintain full speed for 1D6x10 minutes, slows to about half speed for five or ten minutes then has another burst of speed at full for another 1D6x10 minutes. Can run for 24 hours without exhaustion. Swimming: 25 mph (40 km or 21.5 knots). Has supernatural strength and endurance.

Average Size: 8-10 feet (2.4 to 3 m) tall (spines might add a foot/0.3 m) and 17-20 feet (5 to 6 m) long.

Weight: 10 to 16 tons!

Average Life Span: Unknown, believed to live 60-90 years.

Horror Factor: 14

I.S.P.: 1D6x10

P.P.E.: 1D6x10

M.D.C. by Location of the Armored Body: (On S.D.C. worlds, convert the M.D.C. number to S.D.C., so 350 M.D.C. would be 350 S.D.C. The creature has an astonishing Natural A.R. of 18, but a soft underbelly with an A.R. of 8. The trick is getting to that underbelly!)

Large Front Legs (2) — 100 each

Small Legs (28 to 32) — 50 each

* Eyes (11 to 13) — 10 each

Armor Plated Head — 1D4x100 (220 on average).

Main Body — 2D4x100 (550 on average for an adult).

Vulnerable underbelly is 2D4x10+50 M.D.C.

* The eyes are small targets and difficult to strike, so an attacker must make a “called shot” and even then is -5 to strike. **R.C.C. Skills/Instincts:** The equivalent of land navigation 80%, track animals or sniff out garbage 60%, track humanoids 30%, swim 75%, climb 80%/20%, understands a spoken human language about as well as a horse.

Natural Abilities: Excellent, hawk-like vision and can also see into the infrared and ultraviolet spectrum of color, has polarized vision, and thermo-imaging, nightvision 1000 feet (305 m), and can see the invisible. It also has superhuman strength, can carry 20 tons and pull 40 more, seems to be impervious to disease and cold, resistant to heat, and regenerates damage at the rate of 4D6 M.D.C. per 24 hours. It can regrow damaged or lost small legs within 1D6+6 weeks and an eye in 1D6+12 weeks, but can not regrow the large forelegs.

Psionics: I.S.P. 1D6x10. Can sense and locate water within a four mile (6.4 km) area (an automatic ability that costs no I.S.P.), plus Sense Evil, Sense Magic and Mind Block.

Magic: None.

R.C.C. Bonuses (in addition to attribute bonuses): +3 on initiative, +3 to strike, +1 to parry and dodge, +4 to dodge when running at full speed, and +4 to save vs poison.

Combat: Attacks per melee round: Four.

Damage: Its main mode of attack is its bite which inflicts 4D6+6 M.D., a claw swipe 2D6 M.D. + Supernatural P.S. damage, butt or sideswipe 3D6 M.D., full speed ram 1D6x10 M.D. (but counts as three attacks), and trample 3D6 M.D. (2D6 from young).

Market Value: 2,000-4,000 credits for the meat and another 4,000-5,000 for its armored plates. A domesticated, trained riding Fury Beetle will cost 60,000 to 80,000 credits, sometimes 15-30% more for the fastest, strongest and/or highest M.D.C. **Note:** A Fury Beetle’s training must be started while the animal is very young to make it a suitable riding animal, and only about 55% of them are successfully trained. Adults can not be broken/tamed and domesticated (only the Simvan can ride an adult).

Habitat: The gigantic creatures are common to the forests of Ontario, Quebec, Newfoundland, Eastern Canada and the eastern United States, but tend to stay away from cities and large towns. Over one million are thought to live in this range. Females give birth to 2D4 young once every five years after a gestation period of 16 months. Young stay with their parent for 4-5 years.

Enemies: Humans and large predators like the Rhino-Buffalo.

Allies: None, although they gather in small groups of 2-8 and small herds of 10-40.

Giant Squid

The giant squid is a real life monster of the deep. Even in pre-Rifts days they measured 40 to 60 feet (12.2 to 18.3 m) long with tales (and bits of evidence) of squids reaching up to 100 feet (30.5 m). Scientists knew relatively little about these giants other than that they fed on fish and, in turn, were fed upon by sperm whales.

The giant squid feeds primarily on fish and crustaceans, but will consider any easy prey, including sick and injured sea mammals and turtles. With the proliferation of aquatic D-bees in the seas of the world, the giant squid has added humanoids to its diet. However, unless hungry, startled or antagonized, the giant squid will not *usually* attack humans. However, according to Sea Druids and Whale Singers, Giant Squids who have fed on humans or other humanoids often acquire a taste for them and become “man-eaters.” Some have even been known to crack open mini-subs to get at their favored prey. Man-eaters seem to be most common among giants over 50 feet (15.2 m) long.

Giant Squid — NPC Monster

Alignment: Considered to be Anarchist or evil predators.

Attributes of Note: I.Q. 1D6+2, M.E. 2D6+6, M.A. 1D6, P.S. 2D6+30, P.P. 2D6+14, P.E. 2D6+20, P.B. 1D6, Spd. swimming: 25 mph (40 km or 21.5 knots). Has supernatural strength

Size: 40 to 70 feet (12.2 to 21.3 m) long

Weight: One ton

M.D.C.: 3D4x10 plus P.E. number.

Horror Factor: 13

Natural Abilities: Swim 98%, climb 85%, nightvision 3000 feet (914 m), keen color vision, see the invisible, impervious to cold (no damage), and bio-regeneration 1D4x10 per day and can regenerate lost body parts within 2D4 weeks.

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin.

Chemoreceptors in the mouth and tentacles enable the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 65%, track by taste: 55%; range: One mile (1.6 km).

Ink Cloud: Can spray a cloud of ink that covers a 60 foot (18.3 m) radius — dissipates in 3D4 minutes.

Breathing: Aquatic, cannot survive out of water for more than 2D4 hours.

Combat Attacks per Melee Round: Eight!

Special moves include:

Quick Turns & Stops: Can stop on a dime.

Speed Burst: Can swim at double its normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Dive: Up to 3000 feet (914 m) at double normal speed.

Damage: Bite: 1D4x10 M.D.

Punch with Tentacle: 3D6 M.D.

Power Punch with Tentacle: 6D6 M.D., but counts as two melee attacks.

Body Butt/Short Ram: 3D6 M.D.

Full Strength Ram: 1D6x10 M.D., but counts as two melee actions.

Bonuses: +4 on initiative, +6 to strike, +6 to parry, +2 to dodge, +1 to save vs magic, +8 to save vs Horror Factor. All bonuses are in addition to attribute or special combat maneuver bonuses.

Magic: None

Psionics: None

Average Life Span: 80 to 120 years.

Market Value: None

Habitat: Oceans and seas around the world, but most commonly found in the ocean depths and cold waters. **Canada**

Note: Giant Squids are a common problem for fishermen and seamen all around Canada, but particularly those along the North Atlantic and Arctic waters. Giant Squids are especially common and troublesome around Greenland, Queen Elizabeth Islands, Victoria Island, The Baffin Islands, Hudson Bay, Hudson Strait, and along the coast of Newfoundland.

Enemies: Sperm whales.

Allies: None; lone hunters.



Loup Garou

The “Loup Garou” is the name given to the classic Werewolf by French-Canadian lore. Centuries before the Coming of the Rifts, there were tales of shape-changing men and demon-men who appeared to be normal humans by day, but were transformed by moonlight into beasts. The Werewolf is the most notorious of these beast men, shape-changing predators of supernatural ori-

gin. When in complete animal form, the only things that distinguish the Werewolf from the normal animal kingdom is its great size, nearly twice as large as the typical animal, and its apparent human intelligence. However, all werebeasts are creatures born to hunt and kill. That is their life, purpose, and pleasure, and they cannot disguise this aggressive, animal tendency for long. Nor can the Werewolf tolerate being cooped up in a confined environment, they need to run free.

The most famous of the werebeasts is the Werewolf, but it is said the most vicious and wicked of all the werebeasts is the *Loup Garou*. It is said they are more bestial monster than animal predator and more demon than human. Although the *Loup Garou* will hunt and eat other animals, their favorite prey is humans and humanoid D-Bees. They delight in the act of the hunt, love to kill — often slaughtering pets, horses and livestock to strike at their human enemies — and engage in kidnapping, torture, and murder against humanoids. It is in the wolf form that the *Loup Garou* is at its most dangerous, for as the wolf, they feel nearly invincible and superior to their mortal opponents. It is in wolf form that they challenge their enemies and opposition to mortal combat to prove they are superior and extract bloody revenge. Meanwhile, in human form, they usually operate in the shadows as cunning manipulators, bullies and backstabbers. As a human, the *Loup Garou* craves power and has succumbed to man’s most base instincts and desires. Thus they are given to jealousy, gluttony, lust, depravity, cruelty, violent rages and murder. In wolf form they smite their enemies, rivals, and opponents, but in both forms the *Loup Garou* does as he pleases, kills, takes what he wants, and hoards valuables. This hoarding involves anything of value (gems, precious weapons, magic items, books, artifacts, technology, etc.), and is again a vain attempt to prove its superiority and power. Many are trophies taken as mementos of those who have fallen to them.

Many believed that these “demon wolves” had been eradicated from North America before the Coming of the Rifts, but they were wrong. Several expansive family clans of *Loup Garou* operate in Quebec and Newfoundland. A few are regional kingpins: Two clans lord over wilderness towns, one is said to be an influential arms dealer with ties to the Black Market, another is said to be a spy for Free Quebec, several others operate as bandits or mercenaries, and the rest are scattered in the wilderness of Eastern Canada, living more like ravaging animals (some say, commanding packs of real wolves) stalking unsuspecting travelers, challenging the Windigo and reaping mayhem whenever they please. Some live as lone operatives, but most gather in family clans. The smallest clans are only 1D6+2 members strong, the average clan 2D6+4 strong and the largest 3D6+8 strong. It is said the *Loup Garou* are even jealous of each other, and that clan wars are frequent, keeping their total numbers under 400. **Note:** According to rumor, an estimated 50-100 are also said to thrive in the *Louisiana Bayou*, immigrants from French-Canada long before the Great Cataclysm. They are said to have been banished from Canada hundreds of years ago and have no love for their northern cousins. In Europe, Werewolves are frighteningly common and often roam in packs of 2D6, and occasionally two to four times as large. One massive pack, led by a clan of *Loup Garou*, is said to roam the mountains of *Romania* and is rumored to have established their own kingdom where they are worshipped as gods.

Loup Garou — NPC Monster & Villain

Note: The Loup Garou are typically evil and wicked creatures not suggested as player characters. If the G.M. allows one, the player character is likely to be an outcast of uncommon Anarchist, Unprincipled or even good alignment. As such, he or she will be hated by his/her evil brethren and marked for death. The word “loup garou” is believed to be derived from a shortened version of *Loup, gardez-vous*, meaning “wolf, watch out!”

Alignment: Theoretically any, but the Loup Garou are the most evil and actively maniacal of all werebeasts. They are raised on a tradition and legacy of evil and power-mongering, so they are usually Miscreant (36%), Diabolic (40%), or Anarchist (20%).

Attributes of the Loup Garou: They are a bit smarter and more powerful than the more common Werewolf.

I.Q. 2D6+4, M.E. 3D6, M.A. 3D6, P.S. 4D6+6 (never less than 18), P.P.: 4D6 (never less than 16), P.E.: 4D6+6, P.B.: 3D6, Spd 5D6 in human form or 1D6+48 (roughly 35 mph/56 km) as a wolf.

Size: In human form 5-6.5 feet (1.5 to 1.9 m) tall. In wolf form, 4-5 feet (1.2 to 1.5 m) tall at the shoulders and 7-9 feet (2.1 to 2.7 m) long. Seven feet (2.1 m) tall in its man-wolf form.

Weight: 200-400 pounds (90 to 180 kg).

P.P.E.: 2D4x10+10.

Hit Points: 3D4x10 +P.E. number.

Average Life Span: 300 years

NPC Experience Level: Average character: 1D6 levels.

Player Character Experience: Player characters should start at level one and use the same experience table as the Dragon.

Horror Factor: 12 as a humanoid wolf-thing or huge wolf. The Horror Factor does not apply to human form, although some have a palpable aura of evil about them.

Hit Points (Special): 6D6+36 in addition to 2D6 H.P. per level of experience; see Natural Invulnerability.

Natural Invulnerability: Special! Like the vampire, the werebeast is invulnerable to virtually all weapons, including Mega-Damage weapons and magic that does physical damage! Thus M.D. energy blasts, rail gun bursts, explosives, bullets, fire, cold, poison, drugs, disease, Techno-Wizard and other types of magic weapons and magical blasts (lightning, electrical arcs, frostblades, fireballs, etc.) do *NO* damage! However, magic that affects the environment (walls, circles, weather, etc.), traps (Magic Net, Carpet of Adhesion, etc.), or affects the mind (illusions, Calling, etc.), as well as psionic powers that affect the mind, will usually have an effect on the Loup Garou, provided the monster does not make a successful save against it. **Note:** In human form, the werebeast can also wear M.D.C. body armor but never in wolf or wolf-man form.

Deadly Vulnerability: Also like vampires, werebeasts, the Loup Garou included, are vulnerable to ordinary silver. Weapons that have at least a 50% silver content inflict *double damage* to the supernatural things. Thus a silver-plated dagger, which normally inflicts 1D6 S.D.C. damage, inflicts 2D6 points of damage direct to the monster's Hit Points.

Although werebeasts possess bio-regenerative powers they are nothing like the vampire's, so being bludgeoned or stabbed by silver can kill the creature without requiring decapitation and staking. However, only the Loup Garou must be killed twice! Once in both its human and wolf form.

R.C.C.: Werewolf — Supernatural predator

R.C.C. Skills & Instincts: The Loup Garou speaks Gobblely, Old Canadian French, and American or Euro at 98%. Other skills include land navigation (+20%), track animals (+20%) and track humanoids (+25%). They can also learn a total of seven additional Secondary Skills (without benefit of bonuses unless stated otherwise) at first level and two additional skills at levels four, eight, twelve and fifteen. Use the same experience table as the Psi-Stalker. Hit Points and skill proficiency increase with each level.

Available skill categories: Domestic, Espionage, Science, Technical, Pilot (automobile, motorcycle, hover vehicle, boat, and horsemanship only), Rogue (+5%, any, except computer hacking), W.P. (any, but lean toward ancient weapons), Wilderness (any, +10%).

Natural Abilities: Can speak while in animal form, nightvision 300 feet (91.5 m), prowl 80%, swim 70%, track by smell 70% (+15% if following a blood scent), can leap 15 feet (4.6 m) high and 25 feet (7.6 m) across from a standing position, increase the leap height and length 50% with a running start, and bio-regenerates Hit Points at a rate of 4D6 per hour.

Shapechanger (special): The myth is that a werebeast is human by day and beast by night, but this is not true. The creature can shape-change at will, day or night. The metamorphosis takes about 15 seconds (one melee) and there is no limit to the number of times the creature can perform a metamorphosis or how long he can maintain that particular shape.

As stated previously, the Loup Garou are quite cunning, thus they generally assume the less frightening form of a human during the bright sunlight hours when humans are on the prowl, and into the monster-wolf humanoid form or giant wolf during the night. Furthermore, they are more wolf than human so they tend to follow wolfish behavior, one of which is that wolves often hunt at night and tend to rest and sleep during the day (Loup Garou only need about 4-5 hours of sleep per 24 hours).

The three shapes available are human, giant wolf, and its natural shape of a wolf-humanoid; half man, half wolf.

Limited Invulnerability (special): See Natural Invulnerability and Deadly Vulnerability for details. Basically, the creature *is vulnerable* only to certain types of magic, psionic attacks and weapons made of silver (double damage). Wolfbay and garlic will hold all werebeasts at bay like a vampire, but the cross, sunlight and running water have no adverse effect on them. Powerful Mega-Damage attacks and explosions that inflict great amounts of damage may knock the creature down or stun it. Same *Knock Down/Impact table* as for vampires.**Note:** This invulnerability applies to all its forms.

The Loup Garou Must Die Twice (special)! Most werebeasts die when killed by silver and their threat is over. However, the Loup Garou is different, they must be slain in wolf (or man-wolf) form and in human form.

When killed in wolf or man-wolf form, the creature will turn into a human who will rise with the next sun as a ghoulish creature with all the same H.P. and basic abilities other than shapechange. It can never turn back into either of its wolf forms, which is agonizing to the point that the human Loup Garou becomes a deranged (and usually secretive) killer who continues to eat humanoid flesh. Unable to think

clearly, skills are reduced by half and all mental attributes are reduced by three points. When also killed in human form, the monster is finally and forever put to rest.

When slain in human form, the creature will rise in its man-wolf form with the next midnight moon. Its human identity is lost, although it retains much of its human intelligence, and the monster becomes a man-eating, nocturnal woodland hunter (sleeps and hides during the day) who preys upon humanoids. Half its human skills are forgotten, including all languages, and the other half of the skills are reduced by half. Mental attributes are reduced by three points. When also killed in this wolf form, the monster is finally and forever put to rest.

Also see *R.C.C. Skills and Psionic Abilities*.

Magic: None.

Psionic Abilities: I.S.P.: 5D6 +1D6 per level of experience.

Psionic powers: Sense Evil, Sense Magic, Sixth Sense, See the Invisible, and Mind Block.

Combat: Attacks per Melee: Four attacks in human and wolf form, six attacks in man-wolf form.

Bonuses (in addition to probable attribute bonuses): +2 on initiative, +3 to strike, parry, and dodge, +3 to pull punch, +2 to roll with impact/fall, +7 to save vs Horror Factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: As per Supernatural P.S., a bite in any wolf form does 2D6 M.D., Power Bite does 4D6 M.D. Claw strike in man-wolf form does 1D6 +Supernatural P.S. damage. On S.D.C. worlds the damage is the equivalent in S.D.C./H.P. damage. Likewise, M.D. becomes Hit Point damage when battling *vampires* and *other werebeasts*.

Habitat: Loup Garou are rare and known to be found only in Eastern Canada and Louisiana. The ordinary Werewolf is a bit less rare and can be found peppered throughout the forests and occasionally tundra of Canada, USA, Europe (especially Eastern Europe), Africa, Australia and Japan. However, individuals and small groups of Werewolves can be found anywhere throughout the world, though they seem to prefer temperate climates and forests.

Enemies: Supernatural predators, humans and humanoids. They see the Windigo, D'Sonoqua and Russian Demons as rivals to be destroyed.

Allies: May join forces with other supernatural creatures or forces of evil. Shifters sometimes summon and use them as assassins.

Notes: Loves the taste of human flesh and blood. Vicious and cruel, they will slaughter livestock and kill humanoids for pleasure, not just to eat. Loup Garou (and most Werewolves) prefer the man-wolf and wolf forms above human. See *Rifts® Conversion Book One* for descriptions of other werebeasts.

Ogopogo

Lake Okanagan, located in south-central British Columbia, had been the source of "lake monster" sightings for centuries before the Coming of the Rifts. The Lake Serpent is named after an English Children's story and even in the pre-Rifts world began to be seen as a friendly creature. It never attacked anybody and, for the most part, stayed out of sight. Ogopogo was only occasionally seen and photographed — usually from a distance

and mostly submerged, revealing minimal detail. Consequently, eyewitness reports from the locals were the only evidence available to prove its existence. Most scientists theorized that the Lake Okanagan Serpent might very well be a survivor from the prehistoric age like "Caddie," spotted around Vancouver Island. Only Ogopogo appeared to be a true serpent, long and snake-like. It would not be until the aftermath of the Great Cataclysm that the true nature of Ogopogo would be revealed.

In the past, Native Americans regarded the serpent as a demonic monster or temperamental "Lake Spirit" and honored the Ogopogo with songs, prayers and ritual ceremonies. Ogopogo even appeared on ancient pictographs (rock drawings) near Lake Okanagan long before the arrival of the white man. The Okanagan Valley Indians had many names and tales about the serpent, but regarded it as a frightening, sacred water spirit best to be avoided. They thought it was N'ha-a-itk, the Lake Spirit that caused storms and whipped up dangerous waves with its tail when annoyed or angered. As a result, travel on the lake was done only out of great necessity or as the site of special ceremonies. Modern men of the 19-21st Centuries saw the Ogopogo too. The earliest settlers considered it a monster, but with time, Ogopogo was seen as harmless. Better than that, it was a pleasant myth that grew in popularity with each passing generation, and represented what might be a zoological curiosity — an undiscovered species of animal, maybe even an ancestor to the dinosaurs. Either way, the serpent attracted notoriety and tourists. In the 20th Century, the B.C. Government made "Ogopogo" the official mascot of the region, and even posted a marker at **Squally Point** that remains to this day. It reads:

OGOPOGO'S HOME: Before the unimaginative, practical white man came, the fearsome lake monster, N'ha-a-itk, was well known to the primitive superstitious Indians. His home was believed to be a cave at Squally Point, and small animals were carried in the canoes to appease the serpent. Ogopogo is seen each year, but now by white men!

As it turns out, Lake Okanagan has been the home to a rare, aquatic, serpentine *dragon* that most dimension spanning scholars believed to have vanished from the Megaverse thousands of years ago. Apparently, a mated pair got trapped on Earth when Atlantis vanished, taking all but the slightest residual of mystic energy along with it. Without enough ley line energy to open a dimensional portal and go someplace else, the dragons were stuck. Having fled persecution to begin with, the pair found the lake to be a beautiful, secluded place to live and raise a family in solitude and peace. It just so happened that with the passing centuries, human beings came to settle the land around them and rediscovered them. Their low technology and lack of understanding in the mystic arts made it easy for the Ogopogos to hide and evade them. According to the serpents, they enjoyed simple lives of swimming, fishing, observing humankind, raising and teaching their young and sleeping — lots of sleeping, sometimes years at a time.

The ley lines erupted and the Great Cataclysm transformed the Earth, the Ogopogo dragon were suddenly awakened and empowered with magical energy. They also realized the planet was going through a primordial upheaval and used their powers to help protect the people and lands around Lake Okanagan as best they could. Since those early days, the Ogopogos have befriended the humans and taken a more active and obvious role in



life around the lake. The Ogotopogos serve as the allies, advisors, friends and protectors of the Lake region. This includes having helped several towns and cities near the lake and along the Okanagan River to rebuild and survive since the Great Cataclysm. This has created something of a technological oasis in the middle of wilderness. **Note:** See the section on *British Columbia* for details.

Although kind and helpful toward humans, the Ogotopogos look frightening and dangerous. They are 60-100 feet long, with snake-like bodies with no feet, fins or spines — any spines, fins, hair, horns, etc., grow only on and around the head. They have shiny scales like the back of a trout and are dark green in color with bits of white and light green for highlights. The head is horse-like in general shape and appearance. The tail is forked like a sockeye salmon. Ogotopogos swim like a snake in an undulating motion and with only bits of their body showing at any one time.

The Ogotopogo Family of Lake Okanagan

There is actually a small family of these serpents, all of which have cheerfully taken the name “Ogotopogo” given to them by humans.

Rynnex is the father, a 17th level Ancient Dragon thousands of years old. He is the biggest and most powerful, knowing all Elemental water and ice spells and all Wizard spells from levels 1-7 plus Exorcism, Negate Magic, Speed of the Snail, Mystic Portal, Anti-Magic Cloud, Time Hole, Dimensional Portal, Close Rift, Ironwood, Ensorcel, and Summon & Control Sea Serpents. Rynnex is wise, cunning and a strong leader admired, appreciated and respected by the human communities he protects.

Marlyna is “Mom,” an 11th level adult female, Scrupulous alignment, with the same basic knowledge as her spouse. Like her husband, she is intelligent, wise and compassionate, and happily protects the humans around their ancient Okanagan homeland.

Pryaxis is the elder brother, a young 1322 year old, 7th level Ogotopogo dragon of Principled alignment. Knows all Wizard spells from levels 1-5 plus Call Lightning, Fire Ball, Power Bolt, Magic Pigeon, Tongues, Invulnerability, Wind Rush, and Mystic Portal.

Crysta is the elder sister, a young 1322 year old, 8th level Ogotopogo dragon of Scrupulous alignment. Knows all Water Warlock spells from levels 1-8 plus Globe of Daylight, Chameleon, Armor of Ithan, Fuel Flame, Magic Net, Energy Disruption, Ley Line Transmission, Magic Pigeon and Tongues.

Pogolii is the younger sister, a 190 year old, 4th level Ogotopogo dragon hatchling of Scrupulous alignment. She is the most studious and heroic of her siblings and knows all Water Warlock spells from levels 1-4 and all 1st level Wizard spells plus Chameleon, Armor of Ithan, Repel Animals, Ley Line Transmission, Magic Pigeon and Tongues.

Olaglyna is the other younger sister, a 190 year old, 3rd level Ogotopogo dragon hatchling of Anarchist alignment (with strong leanings toward Miscreant). She is the smartest of her siblings and most manipulative, vengeful and cruel. She knows all Water Warlock spells from levels 1-2, all 1st level Wizard spells plus Light Target, Electric Arc, Manipulate Objects, Distant Voice, Armor Bizarre (all described in **Rifts® Federation of**

Magic™), Befuddle, Fear, Calling, Domination, Charismatic Aura, Horrific Illusion, Apparition, Ley Line Transmission, Magic Pigeon and Tongues. Olaglyna (pronounced Oh la glee na) hates her father and sisters, dislikes her mother (they never see eye to eye) and thinks of her brother as a lazy fool and braggart, but a fool she can usually manipulate. She hates “serving and protecting” lesser beings like humans and D-Bees whom she believes should be their slaves and worshippers. Olaglyna suffers from delusions of grandeur and lusts for power, something she will never find living with her family. Thus, she is considering going off on her own to learn dark secrets and to build her own little empire.

Ogo is the only hatchling male from the second litter. 190 years old, 2nd level, and Anarchist alignment (with leanings toward Unprincipled). He is cocky, bold, overconfident, reckless and playful (he’s something of a prankster), all things that his parents are afraid will get him into trouble. He is lazy when it comes to his mystic studies and only knows all 1st level Water Warlock spells and the following Wizard spells: Globe of Daylight, Chameleon, Befuddle, Fear, Fool’s Gold, Fire Ball, Fireblast, Electric Arc, Ley Line Transmission, Magic Pigeon and Tongues. Ogo and his father never get along, but he gets on well with his mother, sisters and brother. He has dreams of being a great hero.

Note: It is unknown if any other Ogopegos exist anywhere else in the Megaverse. Rynnex’s cousin and his mate were also on Earth somewhere in the Atlantic Ocean but they lost touch thousands of years ago, just before the disappearance of Atlantis. Rynnex does not know whether his cousin and family are somewhere on Earth or have long since left the planet. **Marlyna** had a fourth egg from her second litter stolen 190 years ago. She has no idea who was responsible or why they did it. The family presumes the Hatchling is forever lost to them and probably dead.

Ogopogo Dragon — NPC & Villain

Also Known as “N’ha-a-itk”

Alignment: Any. Those known to exist on Earth lean toward good.

Attributes (adult): I.Q. 2D6+12, M.A. 2D6+12, M.E. 2D6+9, P.S. 2D6+28, P.P. 2D6+10, P.E. 3D6+10, P.B. 3D6+6, Spd 1D4x10+9 crawling like a snake on dry land or 1D6x10+80 swimming in or under water; Supernatural P.S.

Attributes (hatchling): I.Q. 3D6+2, M.A. 4D6, M.E. 3D6, P.S. 5D6, P.P. 3D6+3, P.E. 3D6+3, P.B. 2D6+3, Spd. 3D6 crawling on dry land, or 6D6+30 swimming.

Size: 60 to 100 feet (18.3 to 30.5 m) long.

Weight: 4-6 tons.

M.D.C.: A Mega-Damage creature on Rifts Earth; impervious to normal, S.D.C. weapons. Magic, psionics, and Mega-Damage weapons have full effect.

Adult: 1D4x1000 +P.E. attribute number (+2D6x100 for ancient dragons). Hatchling: 6D6x10 +P.E. attribute number. (On an S.D.C. world, the adult has 1D4x1000 Hit Points and 4D6x100 S.D.C. Hatchlings have 1D4x100 H.P. and 4D6x10 S.D.C. Adult: A.R. 13, Hatchling: A.R. 9).

P.P.E.: Adult: 2D4x100 +P.E. attribute number; Hatchling: 2D4x10 +P.E. number and +10 points per level of experience.

Horror Factor: Adult: 16; Hatchling: 12

Average Level of Experience (NPCs): Adults: 2D4+4, Hatchlings: 1D4.

R.C.C. Skills: Basic and advanced math 98%, land and underwater navigation 98%, prowl 40% (+15% underwater), literate in Dragonese/Elven 98%, plus speaks six additional languages at 98%, demon & monster lore 90%, faerie lore 60%, computer operation 92%, as well as six selections from the skill categories of Communications, Rogue, Science, Technical, Wilderness and Weapon Proficiencies.

Natural Abilities: Nightvision 500 feet (152 m), excellent color vision, can see clearly in murky water, see the invisible, turn invisible at will, bio-regeneration 1D4x10 M.D.C. per minute, impervious to cold (does no damage; even M.D. magic cold does no damage), teleport self 75% (+15% if the location is well known), dimensional teleport 32% +3% per level of experience, and all other dimensional powers, magic spells and knowledge common to most “true” dragons.

Metamorphosis (limited): Fundamentally the same as most true dragons, can transform at will and for 4 hours per level of experience, but the Ogopegogo is limited to the forms of a dusky skinned, black haired human and that of a large barracuda and giant salmon. They can not assume any other form unless they use metamorphosis spell magic with the usual limitations of the spell.

Spray Water (special): Range: 200 feet (61 m), 10 feet (3 m) wide, inflicts 1D6 S.D.C. damage from the impact and is like getting hit by a torrent of water from a powerful hose. Each spray unleashes 2D4x10 gallons of water, and has a 01-40% chance of knocking down a human-sized opponent (if successful, the victim loses initiative for that round and two melee actions/attacks). A single gulp of water can hold the equivalent of three water sprays. Each spray counts as one melee attack/action. Does 1D6x10 points of damage to vampires! Used for play, fun and games, as well as signaling by the Ogopegogo. Can not be used in human form.

Fiery Blood (Special): The fresh blood of an Ogopegogo dragon, while still warm, is like a burning acid. A single drop (one ounce) does 1D6 damage to organic material and 2D6 damage to metal; burns for one melee round. Once cooled, the blood loses its acidic quality. Even if reheated over a fire or via magic, the blood is harmless.

Underwater Abilities:

Depth Tolerance: Unlimited

Sense Magnetic North: Same as the dolphin.

Chemoreceptors in the mouth enable the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 70%, track by taste: 75%; range: One mile (1.6 km).

Breathing: Aquatic and land, but cannot survive out of water for more than 60 days.

Special moves include:

Quick Turns & Stops: Can stop on a dime.

Speed Burst: Can swim at double its normal speed for 1D4+2 minutes. This maneuver can be performed three times per hour. This move is performed for a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonuses), or to move toward or away from somebody or someplace quickly.

Dive: Up to 3000 feet (914 m) at double normal speed.

Vulnerabilities & Weaknesses: Tends to rely on magic and natural abilities, must return to water to live after 60 days, and fire magic does an extra 50% damage when out of water.

Bonuses (in addition to attribute bonuses): Adult: +3 on initiative, +4 to strike, +3 to parry and dodge, +5 to pull punch, +4 to roll with impact, +7 to save vs Horror Factor, and +3 on all saving other throws.

Hatchling: +1 on initiative, +2 to strike, +1 to parry and dodge, +2 to pull punch, +2 to roll with impact, +3 to save vs Horror Factor and +1 on all other saving throws.

Attacks per Melee: Adult: Seven physical attacks per melee or two by magic. Hatchling: Four physical, or one by magic

Damage: Varies with Supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +2D6 additional M.D.; a power tail strike does double damage but counts as three melee actions. A full strength ram (swimming at close to full speed): 2D4x10 M.D., but counts as four melee actions. Or the dragon may use its magic or a weapon.

Magic Knowledge of Adults and NPC Hatchlings over 100 years old: Adult Oogopogo of 8th level or higher are likely to know all Water Elemental spells and Wizard spell magic from levels 1-4, plus a total of 3D4+2 from levels 4-10. Dragons 14th or higher will know all water spells 1-8 plus all ice spells and Wizard spells from levels 1-7, plus a total of 3D4+4 from levels 8-15. Oogopogo dragons 20th level or higher will know all Elemental water and ice spells and all Wizard spells 1-12 plus 1D6+4 higher level spells! Oogopogos rarely study any other type of magic.

Magic Knowledge of Oogopogo Hatchlings: Full understanding of magic, but knows no spells yet, however, can learn them with the same ease and quickness of a first level Wizard. By second level, the typical hatchling dragon will have learned 3D4+2 spells from levels 1-3 Wizard spells. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience).

Psonics: Adult: I.S.P. 1D6x10+40 +M.E. attribute number; considered to be a Major Psychic. The adult Oogopogo has all Sensitive psi-powers plus can select 1D4+2 from either Healing or Physical.

Hatchling: Minor psionic. The player (or G.M.) can select a total of six psychic powers from either the Sensitive or Healing category. Select an additional two at levels 4, 8, 12 and 16. I.S.P.: 1D4x10 +M.E. attribute number.

Habitat: The only known Oogopogos live in British Columbia in Okanagan Lake and River.

Average Life Span: 6000 years but some have been known to reach 10,000.

Enemies: None per se.

Allies: Other beings with a similar outlook and alignment. The Oogopogos of B.C. like humans.

The Spirit Sasquatch

Spirit Man of the Forest

There is a Woodland Spirit that is frequently and incorrectly identified as “Sasquatch” and, sometimes as the “Windigo.” This creature most closely resembles the legendary Sasquatch or Big Foot rather than the demonic Windigo. It is a fur covered humanoid that stands 9-12 feet (2.7 to 3.6 m) tall and typically wears a loincloth and/or a few bits of traditional Indian bone or wood armor. In fact, the “False” or “Spirit” Sasquatch is virtually identical in appearance to the true Sasquatch, except it is taller, has a thicker, Neanderthal-like eyebrow ridge, and may wear some Indian ornamentation/jewelry, warrior garments, and wood or bone armor. It also uses a traditional wood club and/or a Tomahawk (sometimes a wooden staff) as its weapon of choice. However, the Spirit Sasquatch *never* uses modern weapons, armor, equipment or vehicles for any reason. By comparison, the simplistic mortal Sasquatch rarely wears any clothing (their thick fur and hide provides all the protection from the elements they need) and seldom carries or uses any tools, weapons or equipment. Only the rare, Worldly Sasquatch will adopt a few bits and pieces of the modern world. The biggest difference, however, is that the **Spirit Sasquatch** is a true *supernatural being*. An enigmatic woodland spirit who was known to the northern Indians for centuries before the appearance of the white man in North America.

Post-Cataclysm historians, scholars, trappers, adventurers and Native Americans who are not “Traditionalists” born and raised in the West are likely to mistake the *Spirit Sasquatch* and/or *Windigo Demon* for the true, flesh and blood Sasquatch. Ironically, this confusion with a “spirit” and a “demon” only adds to the legend, mystery and fear surrounding the shy, flesh and blood “Big Foot.” As a result, most people leave the giant humanoids alone, for fear of provoking and falling victim to their “dark” side. You see, most people believe that these three, distinct beings are just different “magical manifestations” of the same strange supernatural creature. They mistake the ordinary Big Foot as the gentle manifestation, the Spirit Sasquatch being what it becomes when vengeful or trying to defend its people (often believed to be the tribal warriors), and the Windigo manifestation when consumed by hatred, berserker rage and bloodlust. **Note:** To drive this element of confusion home, even the description of the **Wendigo** in *Rifts® Spirit West* is incorrect. It is typical of the how the aspects of both the True and Spirit Sasquatch are constantly and erroneously combined, and often misidentified as the *Windigo*, especially by people coming from the East, South, or civilized regions. As you will see, the genuine Sasquatch/Big Foot, Spirit Sasquatch, and the demonic Windigo are all very different creatures. Mistaking one for the other, can be a deadly mistake. In a game context, this common confusion and incorrect identification should add a certain amount of suspense, fear and dread (or lack there of) whenever any one of these creatures is “reported” to be in the area. The question must be asked, is it the self-appointed Guardian of Nature known as the *Spirit Sasquatch*, the gentle humanoid *Sasquatch/Big Foot*, or the murderous *Windigo Demon*? G.M.’s have fun with this.

Not surprisingly, the True Sasquatch and Spirit Sasquatch (or “Spirit Man of the Forest,” as the True Sasquatch and some In-

dians call these supernatural beings) get along wonderfully together. One will often come to the other's aid and both enjoy keeping company with one another. Consequently, it is not uncommon for a *Spirit Sasquatch* to visit with a True Sasquatch family and watch over them as they do all their "Children of the Forest." The *Spirit Men of the Forest* tend to be compassionate supernatural beings who revel in the splendor and bounty of nature. These "spirits" respect traditional Native Americans and all intelligent beings who at least *try* to live with nature. However, the spirits generally avoid direct contact, except to offer the oc-



casional warning or omen, or to rescue an innocent person from the ravages of a demon. All in all, they are forces of nature and have little regard for the affairs, lives and suffering of men (all humanoids are called "men" by these beings). The Spirit Men of the Forest only concern themselves with the True Sasquatch because the Big Foot are as much a part of nature as any wild animal, and the Spirits like this.

The Spirit Sasquatch is a lesser supernatural being that is vulnerable to magic, psionics and M.D. weaponry. This means they can be tortured and killed. They have been regarded by Native Americans as trusted and honorable "Woodland Spirits" and "Protectors of the Forest" for thousands of years and given the reverence they deserve.

The Spirit Men of the Forest are extremely aggressive and proactive in preserving the natural environment. They are not offended by hunting to eat, or even cutting down forests and trapping/hunting animals for their pelts, bone or meat, provided it is done in a measured way that does not damage the ecology and unbalance nature. However, those who slaughter for sport and destroy without regard for nature or balance, are despised. The Spirit Men of the Forest see such beings as either greedy destroyers, fools, or pure evil. Yet even here, they may take little or no direct action against humans, for they recognize *humans* as a natural product of evolution and nature. Instead, they will try to protect the wildlife by chasing, tricking or frightening away the despoilers of the forest. The latter is done by causing trouble like starting vehicles and machines, stealing keys, slashing tires, and sabotaging equipment, as well as making frightening noises, leaving scary claw marks or footprints, and getting dangerous animals to threaten and attack. They will also intercede on behalf of woodland creatures (including the Sasquatch, but only occasionally on behalf of any other people) to save them from hunters; i.e. suddenly and threateningly appears in front of a hunter, ruining his shot and creating fear for one's life, knocking the weapon from the hunter's hands, knocking one down, springing traps, filling pits, freeing animals from traps, and similar. However, the Spirit Men of the Forest rarely intentionally take a life themselves. On the other hand, they can't help it if despoilers accidentally hurt or kill themselves by falling and breaking their neck, shooting a companion, etc. If these tactics don't work to frighten away "despoilers and evil men," these lesser spirits will sometimes petition the aid of other (Indian) Nature Spirits to cause storms, flooding, mud slides, earthquakes and other conditions that will hopefully drive them away. Such intercession may lead to mass destruction, serious injury and loss of life depending on the spirit and the forces of nature sent against their enemies. The Spirit Men of the Forest feel no responsibility for any injury, deaths or destruction that may result from their doing, because their hand was not directly involved, and the foul destroyers should have heeded their warnings and left when they had the chance.

Although the Spirit Men of the Forest rarely directly take the life of mortal humans or D-Bees, they are the sworn enemy of demons. They perceive demons to be evil destroyers without redeeming value, and thus attack and destroy them whenever the opportunity is available. This does not mean attacking blindly against an obviously more powerful greater demon, nor engaging overwhelming numbers (remember, the Spirit Sasquatch can die), but they will do what they can to undermine a demon's plans, fight and kill them whenever possible, and strive to protect the children of nature from them.

It is interesting to note that although the Spirit Sasquatch will keep company with animals, True Sasquatch, and occasionally join forces with other supernatural beings (namely Nature Spirits and Indian Gods), they never associate with their own kind. The Spirit Men of the Forest never gather with others of their ilk, even in times of great disaster or need. They are always encountered alone.

Spirit Sasquatch R.C.C.

Note: A lesser supernatural being not intended as a player character; NPC only.

Also Known As “The Spirit Man of the Forest,” “Protector of the Forest” and “Woodland Spirits.” Often mistaken as Sasquatch and Windigo.

Alignment: Typically Scrupulous (60%) or Principled (30%), but sometimes Anarchist (6%), Aberrant (2%) or other (2%).

Attributes: I.Q.: 2D6+6, M.E.: 2D6+14, M.A.: 2D6+6, P.S.: 3D6+22, P.P.: 2D6+10, P.E.: 2D6+10, P.B.: 2D6+4, Spd: 3D6+12. All attributes are supernatural.

Size: 9-12 feet (2.7 to 3.6 m) tall.

Weight: 250 to 400 pounds (112.5 to 180 kg).

M.D.C.: P.E. x5 plus 2D6 per level of experience (On S.D.C. worlds, P.E. x2 +1D6 per level of experience for Hit Points and P.E. +1D6x10 for S.D.C.; Natural A.R. 12).

Horror Factor: 11; radiates power and an inhuman aura.

Average Life Span: Immortal forest spirits.

Average Level of Experience: 1D4+4

P.P.E.: P.E. x5 +2D6 per level of experience.

R.C.C. Skills: Land navigation, wilderness survival, identify plants and fruits, track animals, track humanoids, skin and prepare animal hides, palming, swim, climb, lore: animal/cattle, detect ambush, all at 85%, plus possible O.C.C. skills, if any.

Available O.C.C.s: About 40% are the equivalent of Plant, Animal or Elemental Shamans, or Tribal or Totem Warriors (same as Indians minus any Secondary Skills; see **Rifts@ Spirit West**), the rest rely entirely on their natural abilities, powers and R.C.C. skills.

Natural Abilities: Nightvision 1000 feet (305 m), infrared and thermal vision 1000 feet (305 m), keen eyesight, hearing and heightened sense of smell, track by smell alone 40% +5% per level and recognize scent 30% +4% per level, impervious to poison, disease, cold and possession, never tires, and bio-regenerates 2D6 M.D.C. per melee round.

Minor Dimensional Doorway (special): This is a very limited form of teleportation power that allows the Spirit Sasquatch and anything or anyone he is carrying to pop from one place to another. The range is limited to places clearly visible to the Spirit. If the ground or location cannot be seen, the teleport still works, but the character appears in the space that was visible (typically airborne or up in a tree), and may fall to the ground. Game Masters should be careful with this ability and remember that the destination must be clearly visible. The horizon is not a clearly visible area, neither is the bottom of a lake. However, a ledge, tree branch or roof clearly visible overhead or nearby are as good a location as any. Popping into thin air when one cannot see the ground is extremely dangerous, and after one or two instances of injury, this should curb the abuse of this ability.

Limitations: The doorway can be used once per day per level of experience. Maximum range: 100 feet (30.5 m) +20

feet (6 m) per level of experience. Each use counts as one melee action. P.P.E. cost is 10 points.

Also see R.C.C. skills, magic, combat and bonuses.

Psionics: Mind Block, Total Recall, See the Invisible, Sense Evil, Sense Magic, Sense Dimensional Anomaly, and Exorcism. I.S.P.: M.E. x3 +6 per level of experience.

Magic (special): The Spirit Sasquatch possesses a certain number of natural magic powers that include Death Trance, Chameleon, Shadow Meld, Escape, Concealment, Detect Concealment, Dowsing, Repel Animals, Mystic Fulcrum, Create Water, Frost Blade and Purification of food and water.

Vulnerabilities: Can be injured by magic, psionics and M.D. weapons. Dislikes the cities and confined or crowded places as well as wide open spaces. Prefers forests and mountains.

Combat: For those who rely on natural abilities: Six hand to hand or psionic attacks per round (+1 at levels 6 and 12). Those with a specific O.C.C. have whatever Hand to Hand combat (and magic) abilities available to that O.C.C. (see O.C.C. limitations).

Damage: As per Supernatural P.S.

Bonuses: All bonuses are in addition to attribute and possible O.C.C. bonuses: +2 to initiative, +2 to strike, +1 to parry and dodge, +2 to roll with impact, +3 to pull punch, +1 to save vs magic, and +5 to save vs Horror Factor.

Equipment: Typically wears a loincloth and bits of traditional Native American bone or wood armor. Most use a blunt weapon (war club or staff) or a hatchet/tomahawk.

Valuables: None. Has no need for money or wealth.

Habitat: Forests, preferably mountain forests of the Western USA and Canada, particularly in British Columbia, The Yukon, Washington, Oregon and along the Rocky Mountains. They are *never* found in prairies, tundra, cultivated lands or urban settings.

True Sasquatch

Thanks to the dimensional portals and numerous D-Bees in the world, many people wrongly assume that “Sasquatch” or “Big Foot” is some sort of alien humanoid from another world. The truth is, they *are* Stone Age ancestors of humans (distant cousins) who have miraculously survived throughout the ages. Where their species originated remains a mystery, but they came to the Americas tens of thousands of years ago. These people once inhabited the forests and tundra of Russia and came to the Americas via the land bridge that once existed across the Bering Strait. Again, why they crossed the land bridge is unknown; most likely they were following a food source or a warmer climate in the east — perhaps fleeing from the encroaching Ice Age or particular predator(s), maybe even man. Shy forest creatures, they traveled along the Rocky Mountains and settled in the forests along them.

Although considered woodland “spirits” by many non-Indians, and frequently confused with the *Spirit Sasquatch* and monstrous *Windigo*, particularly by “civilized” humans and D-Bees, the Sasquatch is a genuine, flesh and blood humanoid. “Sasquatch” is an Anglicization of a Coast Salish word meaning “wild man of the woods.” Many ancient pre-Rifts (and post-Rifts) northern Native American people speak of the



“Sasquatch, ”Mammoth” (not the elephant, but a giant, hairy humanoid) or similar being with different names (“Big Foot” by most people in the New West). The Indians say that the “Sasquatch” is a gentle and wise “creature of the forest” that avoids trouble, war and contact with others. True Sasquatch know, and silently prowl, the forests as well as any true animal. They are animal-like themselves, gentle and shy like a deer and nomads always on the move. They do not hunt or eat meat, but feed on a variety of roots, bark, berries, mushrooms, and fruit (some of which are poisonous to humans). The only meat they eat is fish and crayfish, which they catch in their hands or bat out of the water like a bear. They also occasionally eat grubs and frogs, and love honey and maple syrup.

Sasquatch do not use tools, weapons or clothes of any kind. They don’t need them for their simple lifestyle. Their tough hide, fat and thick fur give them all the protection from the elements they need. Their natural speed, great strength, agility and silent movement are the only “tools” they need. Being humanoid, few predators would consider attacking them, and being “wise in the ways of the forest” they know how to avoid and scare away animal predators and humanoid hunters. And so the mysterious Sasquatch survived even during the age of modern man. Safely hidden in remote mountains and forests, and relegated to myth and legend.

The strength of the mountains and remoteness of their habitat would mean that they would be spared the destruction caused by the Great Cataclysm. They weathered the (literal) storm caused by the eruption of the Rifts and destruction of human civilization. They did not question the return of nature and peaceful quiet. Just as they did not question the appearance of blue lines of energy that rise into the air, nor the strange new creatures that have appeared in the world. The Sasquatch did what they had done for tens of thousands of years: adapt and hide.

Since the Coming of the Rifts, the Dark Age, and 300 or so years that have since passed, the Sasquatch have grown in number from only a thousand or two to well over ten thousand. Of course, they are scattered along the Rocky Mountains of the old Canadian and American Empires and found in the forests of The Yukon, British Columbia, Alberta, Washington, Oregon, Idaho, Montana, Wyoming, and Colorado — they do not go as far north as the Northwest Territories or Alaska, nor any farther south than Colorado.

The Coming of the Rifts has also had a profound effect on the Sasquatch. Originally S.D.C. creatures, their psychic or innate magical nature has transformed them into minor Mega-Damage creatures! This has helped them to survive against the new breed of M.D.C. creatures that have come into the world.

Shy and reclusive, most (98%) avoid direct contact with humans and D-Bees. The Sasquatch has always survived by remaining independent and avoiding others — association with other races has always led to death and sorrow. Still, they are curious about other people and often watch from afar and/or sneak into farms or camps at night for closer inspection while the people sleep. However, the moment they are discovered or the sleepers awaken, the Sasquatch flees into the shadows of the forest.

Other than the exceptionally rare evil Sasquatch, these gentle and loving humanoids never hunt, hurt or kill for profit or plea-

sure, and rarely strike out in anger. They don't even hunt animals, other than fish and grubs. Instead, they ignore or consciously avoid trouble — go around it, hide from it, escape it, ignore it, etc. Angry and false words, curses, and name calling bounce off them like S.D.C. bullets against M.D.C. armor. Consequently, most Sasquatch (99%) will take an astonishing amount of verbal abuse and even physical pushing, jabs and threats before striking out, and then only to escape, or in an act of self-defense or to protect a loved one. If possible the giant simply walks away without a word or a mean gesture. While *threats* may sting and give one reason for concern, these gentle giants see no reason to lash out unless the threat is followed by truly harmful actions. Even then, the typical Sasquatch takes action to avoid or escape the danger, or fights enough to stop the danger (pin an opponent, knock him unconscious, chase him away). Winning a fight by Sasquatch standards is to get one's opponent to stop, surrender, or retreat — or for the Sasquatch to escape and hide until the danger leaves. This has led many people to regard them as cowards, because they would rather hide from trouble than confront it, and seem unwilling to “defend their honor.” The Sasquatch is impervious to accusations, name calling and harsh words. In fact, they can not understand why “words” can hurt anybody, or as one Worldly Sasquatch is quoted as having said,

“If I know it is not so, and my friends and family know the words are not true, why should I care what comes from the lips of a liar or a fool? His words are like the buzzing of a gnat. A tiny, meaningless sound. One does not strike the gnat down in anger because it buzzes. That is what gnats do.”

Compassionate and inquisitive, a Sasquatch often watches other people from a distance and will sometimes come to a stranger's aid. This is especially true of small children, who Sasquatch often look after, shooing them away from danger (i.e. from falling into a pond or into a hole, or away from a trap, dangerous animal, demon, etc.). They are also known to rescue children and gentle people, leading them to safety or back to camp when lost, pulling them out of water, traps or bog, and comforting them when hurt, sick or scared (bring them honey or flowers, sing, pet their head and cradle them in their arms, etc.). A Sasquatch family will even sometimes adopt a small child whose family has been killed or can not be found.

It is important to note that the Sasquatch is truly one with nature and, by “civilized” standards, lives like true animals under the stars. This doesn't mean they are aggressive, stupid or squalid, but live off the land and have no use for society, material things or other people. They do not grow crops, hunt, or raise animals, nor use fire, build huts or carry more than a tiny handful of valuables (trinkets like pretty stones, feathers, a pouch with some herbs or food, and similar things). Although intelligent, these gentle and shy Stone Age humanoids have no need for tools, weapons, armor, clothing, livestock, pets or valuables.

All Sasquatch are nomads who wander the land living under the stars and foraging for food. Most are constantly on the move and may travel hundreds, sometimes a thousand miles or more in a year, even if it's only following the mountain range before turning around and heading back. Others travel in a circle, oval or zigzag pattern. Roughly one third adopt a particular 50-100 mile (80-160 km) region as their “territory” and stay in that ter-

ritory until driven or frightened away. Yet even these centralized people are constantly on the move, like a mountain lion on the prowl within his unmarked territory.

They live in simple, tiny family units of two (a mated male and female) to ten (the parents, 2-6 children and occasionally one or two elders/grandparents or adopted family members). Sasquatch never gather in tribes and the family unit is typically fewer than ten. When the youngster reaches maturity (between age 16-19) most find a mate and start their own family, or leave the family group to go off and make their own place in the world. The typical Sasquatch finds a mate between the ages of 16-23, but some, usually males, may remain a bachelor as late in life as their early 30's, but 70% mate in their teens. Sasquatch females typically bear 4-12 young between the ages of 16-31, and usually lose fertility around the age of 32-34. On average, only half the children survive to reach adulthood.

Once mated, a male will not consider leaving his mate for any length of time (no more than a few days) and the two (and their youngsters) are usually inseparable. Thus, if one Sasquatch is encountered, especially if a youngster under the age of 16, it is safe to assume that 2-6 others are nearby. If a young female (under the age of 30) loses her mate, she is likely to find another. However, most males who lose a spouse, remain stag and rarely make a lasting union with another female ever again. These lone males or females may remain as members of one of their children's family unit, or live in solitude. The latter is more common among males (about 50%) than females (20%).

When the mature Sasquatch mates, he or she leaves the family unit to start his/her own family and will not usually return to the parents for any reason. This keeps the family units in the 2-10 range and prevents the development of large, formal clans or tribes. Although there are no tribes or large social groups, the shy Sasquatch tends to regard all of his kind as trusted friends. This means a Sasquatch will come to the aid of a Sasquatch stranger, especially a child or youngster, and offer advice, encouragement, healing, or a helping hand. However, such camaraderie rarely lasts more than a few short hours, and never more than a week or two (and only if the total number of people in the temporary group is under ten). These wily and simple creatures of nature have learned that their survival depends on staying in small, elusive groups that are constantly on the move. So while two or more tiny family units may, momentarily, find themselves gathering food and passing through the same area (and even stop to share stories, food or a helping hand), they do not band together for any length of time. **Note:** Also see the Worldly Sasquatch.

True Sasquatch R.C.C. — NPC and Optional Player Character

Also Known as “Big Foot,” “The Mammoth,” “Old Man of the Woods,” and “Wild Man of the Woods.”

Language Note: The Sasquatch can make grunts, groans, yelps, whimpers, whistles and hum, but most do not speak and do not have a native language. However, they can learn other languages, typically English, considering the part of the world in which they live. In the alternative, they might know Spanish, or French, or one or more Native American languages. Some will know bits and pieces from several different regional languages (very basic stuff). Big Foot

communicates with his own kind via whistles, grunts and sign/body language as well as by empathy and telepathy. They consider humming loudly to be singing.

Human or D-Bee Foundling: Any child raised by Sasquatch will have all the same skills and basic knowledge +1D4+1 additional from the Wilderness and/or Physical Categories. This means he or she is not likely to speak any language, or at least not very well (equal to a skill of 30%). Likewise, such characters will not use weapons, tools or armor, but are likely to wear animal skins or a poncho. An adopted foundling will *not* possess the natural and psionic abilities of the Sasquatch, but will have those common to his or her race (i.e. human, elf, D-Bee, etc.).

A foundling raised by Sasquatch but who later joins the "world" can select the following additional skills: One language of choice (probably English at +15%), two piloting skills, two W.P. (any), and 1D4 skills selected from Domestic and/or Technical.

Alignment: Typically Principled (45%), Scrupulous (35%), and Unprincipled (15%). Anarchist (3%) and evil (any, 2%) are rare.

Attributes: I.Q. 2D6+4, M.E. 2D6+4, M.A. 3D6+4, P.S. 3D6+10, P.P. 3D6+2, P.E. 3D6+4, P.B. 2D6+4, Spd. 3D6+8. Physical strength and endurance are supernatural. Roll an extra die if any of the rolls are maxed out (12 or 18 respectively) and then add the bonus.

Size: 7-8 feet (2.1 to 2.4 m).

Weight: 250 to 400 pounds (112.5 to 180 kg).

M.D.C.: P.E. x2 plus 1D6 per level of experience (On S.D.C. worlds they have Hit Points equal to P.E. +1D6 per level of experience and 1D4x10+30 S.D.C., Natural A.R. 7).

Horror Factor: 9; their appearance can be disturbing, despite their gentle disposition.

Average Life Span: 50 years.

Average Level of Experience: 1D4+3

P.P.E.: P.E. attribute number plus 4D6 +6 per level of experience.

R.C.C. Skills (most are instinctive): Male: Land navigation (90%), wilderness survival (90%), identify plants and fruits (90%), swim (65%), and climb 80%/50%, lore: animal/cattle, camouflage and prowl, all three at 74% +2% per level of experience. Plus track animals 55%, track humanoid 45% (in both cases mainly to recognize tracks and avoid dangerous creatures and trouble with humanoids; only improves with experience, if "selected" again as a foundling or worldly skill).

Female: Land navigation (90%), wilderness survival (90%), identify plants and fruits (90%), fishing (80%), swim (65%), climb 70%/40% +2% per level of experience, and holistic medicine, first aid, lore: animal/cattle, camouflage and prowl, all at 60% +2% per level of experience.

Natural Abilities: Nightvision 300 feet (91.5 m), keen eyesight, hearing and heightened sense of smell (track by smell alone 40% +2% per level, and recognize scent 30% +4% per level), cold does half damage, heal twice as fast as humans, +2 to save vs disease and toxins, +2 to save vs possession and mind control, and they are psionic.

Magic: None, and never willing to learn it, although Worldly Sasquatch may use TW and other magic items.

Psionics: Males: All Male Sasquatch possess the following Psionic abilities; most are used to hide or for self-defense.

Empathic Transmission (limited to Confusion, Fear, and Love/Peacefulness), Psionic Invisibility, Alter Aura, Deaden Senses, See the Invisible, Empathy, and Sense Evil. At 2nd level the male develops the Super Psi-Power of Radiate Horror Factor, at 4th level Intuitive Combat, and at 8th level Psychic Omni-Sight.

Females: Sense Dimensional Anomaly (to avoid it), Sense Time, Empathy, See the Invisible, Sense Evil, See Aura, Psychic Diagnosis, Psychic Purification, Psychic Surgery, and two Psionic Healing abilities of choice. Selects one additional Healing ability at levels 3, 6, 9 and 12, plus gets the Super Psionic Ability of Bio-Regenerate (self) at 5th level and one Psi-Sensitive ability of choice at 8th.

Special Telepathy: Both Males and Females can communicate telepathically, but only with their own race (i.e. only with other Sasquatch). Range: 600 feet (183 m), Duration: Indefinite, I.S.P. Cost: None, as natural as human speech. Note: No more than three individuals can be telepathically called or spoken to at a time. Telepathy allows them to communicate silently and helps them to hide from humanoids and dangerous animals.

Combat (Special): Tend to be masters of dodging and hiding. +3 on initiative (usually to run or hide), +3 to disarm, +5 to pull punch, +1 to parry, +2 to roll with punch, fall or impact, and +1 to automatic dodge (the act of dodging does not use up a melee action) at levels 2, 4, 6, 8, 10, 12, and 14.

Actions/Attacks per melee round: Two at first level +1 at levels 2, 4, 7, 10 and 13. Generally, fight only to escape; rarely kill for any reason.

Available O.C.C.s: None.

Standard Equipment: Nothing, other than a feather to wear in tucked in the hair or under an ear, and may have a small sack or pouch (may be man-made or little more than a piece of found fabric or a large folded leaf or weave of vines) to hold some extra food and a few odds and ends. A few of the man-made things that Sasquatch like and may take (always leaving food, honey, water or other items for trade) include the hair comb, pocket mirrors, honey, jam, candy, and sacks/bags, purses, and pouches (backpacks and knapsacks are too big, bulky and complicated).

Money: None. Has no need for it whatsoever.

Cybernetics: NONE! They never consider artificial augmentation of any kind, for any reason.

Allies: Other Sasquatch and the Spirit Sasquatch. Occasionally befriend an Indian Shaman, Druid, psychic, and sometimes even a good and kind adventurer.

Enemies: None per se, but they tend to regard all non-Sasquatch as potential enemies. Hate and fear supernatural beings and always try to avoid them.

Habitat: Most numerous in the forests of the Canadian Rockies in British Columbia and Alberta, as well as the deep forests of Washington, Oregon and Montana. Also found, to a lesser degree, in the Yukon Territory, Idaho, Wyoming, Northern California and Colorado.





The Worldly Sasquatch O.C.C.

The occasional Sasquatch *may* enter into the world of humans. These are typically curious and adventuresome, young or old males (75%) — always single. Sasquatch are diligent family members and will not willingly leave a mate, young, or family in need. Consequently, these “Worldly” Sasquatch are usually unattached youngsters (15-25 years of age) or elders whose mate has died and whose children are grown and have their own families. These instinctive people feel most at home with Native Americans, Shamans, Druids, Cyber-Knights and those who welcome and live with nature, but can associate with any group of beings provided they are of a predominantly good alignment. Even “Worldly” Sasquatch will not tolerate Anarchist and evil associates for long.

The Worldly, Big Foot adventurer is likely to adopt a few simple, modern tools or weapons, particularly Vibro-Blades, Neuro-Maces, and other M.D. melee weapons. Roughly two-thirds will wear partial M.D.C. armor (never full environmental armor) and are willing to ride inside a vehicle (or better yet, on top of it) for at least short periods. Half may even learn to use a gun, most preferring the laser rifle because of its silence, range and precision. However, even the rare, gun-toting Worldly Sasquatch will seldom kill for sport or in anger, and will avoid taking the life of even the most despicable villain or demon. Oddly enough, although Sasquatch love animals they never keep beasts of burden, never ride an animal, and don't keep pets (although some animals, canines in particular, may

adopt them, following them, and staying around their camp like a pet).

Even the Worldly Sasquatch is a woodland creature who finds life in town to be confining and uncomfortable, preferring farms and a life of wandering in the wilderness. Cities are dangerous, noisy, ugly, and insane places that make the “Old Man of the Woods” jumpy and so uncomfortable that he or she would prefer to avoid it or visit for as short a time as possible (an hour is plenty long). When forced to stay in a city or large town, the demure woodland creature will become tense, irritable, and likely fall into deep depression (reduce all attacks, bonuses, and skills by half unless escaping the place), *or* becomes obsessed with escaping the madness, deserting friends and allies, and doing whatever it takes to get away. The typical *Worldly Sasquatch* will reach his breaking-point after 26 hours +1 hour for each M.E. point (double if in a relatively quiet and serene town or area of a city, like a tranquil park). However, the ordinary woodland Sasquatch will reach this point in half the time.

Skills of the Worldly Sasquatch: All the usual skills of the standard Sasquatch but at -5%, plus the following “worldly” skills: Two languages of choice (one is English at +15%), three W.P. skills (any, but blunt or knife is typically one of them), and 1D4+2 additional skills selected from any of the following categories: Domestic, Communications, Medical, Technical and Wilderness.

Equipment: One weapon for each W.P., 1D4+1 extra E-Clips, survival knife, pocket mirror, comb and/or brush, waterskin or canteen, utility belt (with many pouches, may have a bandoleer too), a few small sacks, one large sack, and probably a loincloth or shorts, partial body armor (no helmet or shoes).

Other possible items may include a wristwatch or pocket watch, hand-held communicator, language translator, a backpack or satchel, candy and/or jelly and jams of all kinds (the Sasquatch has a sweet-tooth), and other odds and ends. No vehicle or riding animal, nor any large equipment.

Money: Such adventurers quickly learn the value of money in a “civilized world,” however, even the Worldly Sasquatch just don't have much need, use or desire for money or tradeable goods, as their personal needs are little (and they don't have a “home” to store or keep stuff; only what they can carry). Consequently, a Big Foot Adventurer will rarely have more than 1-2 thousand credits. Whatever extra cash these compassionate beings may acquire, they spend on friends and use to buy things for the poor and needy, especially children (humans and D-Bees).

Cybernetics: None! Although some *may* consider a bio-system to stay alive or to prevent being crippled. No implants or anything else. Likewise, they will never consider M.O.M. conversion, Juicer augmentation or any other “unnatural” procedure.

Note: Otherwise, pretty much the same as the typical Sasquatch.

Sasquatch Psionics

Note: All psionic powers listed can be found in **Rifts® Pyscape™**, but those not described in the RPG are reprinted under this R.C.C. for your convenience.

Deaden Senses

Range: 160 feet (48.8 m); line of sight.

Duration: 2D6 minutes; roll for random determination of duration.

I.S.P.: 4

Saving Throw: -1 to save.

This is another form of bio-manipulation, only less severe or noticeable — victims seldom realize they've fallen under the influence of this psionic attack. The psychic is able to induce a physical influence on a single person to make him or her less alert. This is typically used on guards, sentries, and searchers to escape their notice. The victim of this psionic attack momentarily becomes less alert and attentive to the things around him. Small sounds, odors, movements, and details go unnoticed (+10% to the following skills against this befuddled character: camouflage, prowl, palming, pick pockets, cardsharp, forgery and disguise) and the deadened character is slow to react; reduce spd by 10%, -1 on initiative, and -5% on skill performance.

Intuitive Combat

Range: Self

Duration: Two melee rounds per level of experience

I.S.P.: 10

Saving Throw: Standard

This is a form of telepathy geared to give the psychic an advantage in melee combat. To put this ability in place, the psychic must concentrate for one melee round (15 seconds), putting himself in a Zen-like state of awareness. For the next two melee rounds, the Intuitive Combat sense makes the character one with his body and weapon, reacting quickly and efficiently with amazing reflex action, balance and grace. **Note:** The psychic is unable to use any other psionic power, including Mind Block, while this power is in use. He can cancel it with a thought.

Bonuses:

+3 on initiative

+1 to strike

+1 to parry

+4 dodge

+4 to pull punch

+2 to roll with punch, fall or impact

+2 to disarm

Cannot be caught by surprise, even by attacks from behind or from long-range, which means he can try to parry or dodge *all* attacks levelled at him.

+10% to abilities (balance, etc.) provided by the acrobatics and/or gymnastic skills, as well as +10% to climb and swim skills.

Psionic Invisibility

Range: Line of sight or 100 foot (30.5 m) radius.

Duration: One minute per level of experience.

I.S.P.: 10

Saving Throw: Potential victims are -2 to save; area effect.

Psionic Invisibility is the ability to remain undetected when in plain sight. This is accomplished via a telepathic impulse that convinces bystanders that the psychic is not a threat and insignificant — beneath their notice. Those affected by the impulse are unable to see the character, and subconsciously avoid colliding with him; they don't see him on a conscious level. **Note:** This invisibility works only if the character is "passing through"

or hiding and honestly has no intention of attacking or hurting anybody in the area. The slightest ill intent or act toward perpetrating violence instantly cancels the psionic influence.

Individuals watching through video monitors and other sensory equipment can be similarly tricked into ignoring the psychic, but only if within his radius of influence. Those out of range will react appropriately, and once the psychic has been seen, the person is immune to his ability to seem invisible. Likewise, while a watch guard may not see or react to the psychic, he will be captured and recorded on film and by sensors. Video cameras, computers and similar devices are never fooled by this power; they are able to notice and record the character as normal (some may sound an alarm too).

Psychic Omni-Sight

Range: 500 foot (152 m) radius.

Duration: 5 minutes per level of experience.

I.S.P.: 15

An advanced form of extrasensory perception that allows the psychic to have a sort of controlled out of body experience. The psychic must spend one minute (four melee rounds) in meditation and enter into a trance state. While entranced, his spirit or essence seems to rise 10-20 feet above his physical body (this is not visible to anybody but other psychic sensitives who can see the invisible, auras or spirits).

From this vantage point, combined with heightened awareness, the psychic sees through his mind's eye, without having to use his normal vision or senses. Psychic Omni-Sight is incredible, enabling the psychic to see in all directions at once, to see radiation, thermal patterns, the invisible, and to literally see any movement, even of the wind! This power enables the psychic to guard or survey a campsite for signs of wayward group members or approaching dangers (maximum range 500 feet/152 m; this psionic vision *is* stopped/contained by walls and other obstacles). It can also be used to survey an area for things that might otherwise escape normal sight or take much longer to locate and identify.

Special Bonuses & Omni-Sense Abilities:

- Pinpoints the locations of electrical outlets, electronic "bugs" (spy and surveillance devices), electronic devices and other energy and heat sources, as well as bionic body parts and cybernetic implants close to the surface of the skin (not bio-systems or artificial internal organs). Such concealed or obscured items can be identified by their shape and heat pattern. **Success Ratio:** 40% +5% per level of experience.
- This ability can also help the psychic to locate secret compartments and trap doors. **Success Ratio:** 25% +5% per level of experience.
- See the infrared and ultraviolet spectrums of light.
- See heat signatures: can tell if an engine has been recently used or a weapon recently fired (within the last 15 minutes), follow recent footprints or vapor trails (within the last five minutes), see heat signature in darkness and so on.
- Hyper-sensitive to movement. The psychic can not be surprised by movement or attacks within the 500 foot (152 m) radius or confines of the area under psionic scrutiny (may be substantially smaller indoors; closed off by walls and doors).

Limitations: Although keenly aware and alert while using Psychic Omni-Sight, the psychic cannot take physical action,

not even to speak, nor use most psionic powers unless he cancels/ends the ability. He can awaken the instant the psi-ability ends and leap into action.

While entranced by Omni-Sight, the character can only use the following psionic powers: Empathy, telepathy, see aura, empathic transmission and telekinesis. The number of psionic attacks/actions per melee round are half those normally available when not entranced.

Radiate Horror Factor

Range: Self; affects all who come within 100 feet (305 m) of the psychic.

Duration: 5 minutes per level of experience.

I.S.P.: 8

Saving Throw: -1 to save vs Horror Factor.

The psychic can channel his psionic powers, alignment and emotions to radiate as an aura of power that is frightening. This aura is equal to a Horror Factor (the usual penalties apply) and perceived on a subconscious level. The level of horror varies as follows:

Horror Factor 10 if the character is of a *good or unprincipled* alignment.

Horror Factor 10 +1 per every three levels of experience if the character is *anarchist*.

Horror Factor 12 +1 per every three levels of experience if the character is of an *evil* alignment.

Add one H.F. point to any of the above if the character is also insane or enraged beyond reason.

Sense Dimensional Anomaly

Range: 100 foot (30.5 m) radius per level of experience.

Duration: 2 minutes per level of experience.

I.S.P.: 4

Saving Throw: None

This power will detect the presence of a dimensional anomaly like an open/active dimensional portal or Rift, the random opening and closing of a Rift, ley line storms, and dimensional triangles (The Devil's Sea/Bermuda Triangle), as well as any disturbances caused by teleportation, the use of temporal magic or other powers that disrupt the fabric of reality. The character knows when it is happening, when it ends/closes, the general direction, and whether it is far or near, but no exact knowledge of its location or what is happening because of it.

Sense Time

Range: Self

Duration: 15 minutes per level of experience.

I.S.P.: 2

The psychic is able to accurately measure the passage of time, down to within 1D4 seconds. This can be useful when in an environment where the passage of time can be lost, and especially when the character must meet with or do something at a precise moment in time, like gauging exactly when a bomb will detonate, when a switch must be turned on or off, and so on.

Other Monsters Known to Roam Canada

The Devil Unicorns, Dybbuk Demon Ghouls, Dimensional Ghouls, Dar'ota, Grigleapers, Mammoth Brontodon, Oborus-Slitherer, Ostrosorus, Psi-Ponies, Rhino-Buffalo, Thornhead, Witchlings, Tree Spiders, Tri-Tops, Tyrannosaurus Rex, and various other monsters and creatures described in **Rifts® New West™**, **Rifts® Coalition War Campaign™**, and **Rifts® Conversion Book One** may all be encountered in Rifts Canada. **Rifts® Coalition Navy™** presents a number of creatures found in and around the Great Lakes. Creatures such as the Peryton Demon Deer, Minotaur, Giants, Gromek, Melech, Spectres, and other creatures (taken mainly from *The Palladium Fantasy RPG®*) are likely to be rare and exotic creatures who will find the wilderness of Canada (and the eastern and western US) to be an attractive place to live.

The Typical Dinosaur

Dinosaurs or dinosaur-like creatures are found throughout the New West and Southwestern Canada (primarily B.C., Alberta and Saskatchewan), as well as Florida and other parts of the world. A few specific ones have been described in **Rifts® New West™**, including the T-Rex, Tri-Tops, and Tiger-Claw Raptor among others. However, there must be at least a dozen or two others, some obscure and seldom seen, others uncommon but visible enough to be an occasional problem or make a nice riding animal or food for a week. All are powerful, Mega-Damage creatures. The following is a basic outline one can use to design their own dinosaurs.

Small, human-sized dinosaur: M.D.C.: 3D6 M.D.C. for those smaller than a dog, 6D6+24 for those closer to man-size. Attacks per melee: Two for herbivores, three for carnivores. Damage: Herbivore: Bite 1D4 M.D., claws 4D6 to 1D6x10 S.D.C. or 1D4 M.D., tail strike 1D4x10 S.D.C. Carnivores: Bite 1D6 M.D., claws 1D4 to 1D6 M.D., tail strike 1D4x10 S.D.C. Speed: 6D6, +10 for predators.

Medium-sized, 10 to 20 feet (3 to 6.1 m): M.D.C.: 6D6+6 for smallish ones and 2D4x10+34 M.D.C. for large ones. Attacks per melee: Two if a herbivore, five (yes, 5) if a carnivore. Damage: Herbivore or comparatively small predator: Bite 1D6 or 2D4 M.D., claws 1D4 to 1D6 M.D. and tail swipe does 1D4 M.D. Large Predator: Bite does 2D6+2 M.D., claws do 2D6+3, and a tail swipe does 2D4 M.D. Speed: 1D6x10+8.

Large-sized/Giant Dinos, 30 to 50 feet (9.1 to 15.2 m): M.D.C.: 1D4x100 M.D.C. (main body), Attacks per melee: Three if a herbivore, four if a predator. Damage: Herbivore: Bite does 2D4 to 2D6 M.D., claw strike does 2D6 M.D., and a head butt, stomp or tail strike 2D6 M.D.; possibly a die higher for special defenses. Predator: Bite does 2D6 to 3D6 M.D., claw strike does 3D6 M.D., and a head butt, stomp or tail strike 2D6 M.D.; possibly a die higher for special attacks/natural weapons. Speed: 1D6x10.

Typical Natural Abilities common to most Dinosaurs: High physical endurance and strength, heightened sense of smell, can track by smell at 60% efficiency (+2D6% for predators), can smell the scent of blood up to four miles (6.4 km)

away, and bipedal dinosaurs can leap up to 10 feet (3 m) high and 20-30 feet (6-9 m) across. **P.P.E.:** 3D6 for small to medium, 5D6 for large.

Demons, Spirits, Shamans, & Magic



This section only touches on some of the Inuit and other Indian Spirits, demons and beliefs (a future sourcebook focusing the Inuit and other Native American lore common to Canada, *may* be done at some point in the far future). Meanwhile, Wayne Breaux has done a phenomenal job boiling down the fundamental ideas, beliefs, magic and spirits of Native Americans in **Rifts® World Book 15: Spirit West™**. Most everything presented in this book is both suitable and easily applied to Native Americans in Canada. From the Inuit to the Blackfoot of the Alberta and Saskatchewan prairies, to the Algonquin of the eastern forests, all believe in nature and animal spirits (and totems), practice Shamanism, and have similar O.C.C.s. The general beliefs (modern and traditional), practices, gods, spirits, and magic presented in **Spirit West™** are all suitable for Canada. Furthermore, many of the specific Native Americans noted in **Spirit West** also live and travel in Canada (they are nomads remember), particularly the lower half and eastern/Atlantic regions. The Inuit people inhabit the frozen arctic and tundra, nearly exclusively.

Native Americans of Canada

Divided by major language groups.

Algonquin: Abenak, Blackfoot, Cree, Delaware, Malecite, Micmac, Montagnais-Naskapi, Objibwa, and Potawatomi (mainly found in the east and southeast).

Athapaskan: Beaver, Carrier, Chilcotin, Chipewyan, Han, Dogrib, Hare, Kasha, Kutchin, Sarcee, Sekani, Save, Tagish, Tahitan, and Tuchone (mainly found in the northern half of Manitoba, Saskatchewan, Alberta and British Columbia, as well as all of the Yukon Territory, the southern half of the Northwest Territories and southeastern Alaska).

Eskimo-Aleut: Inuit/Inukituk people (mainly the tundra and farthest north lands, including Greenland).

Iroquoian: Cayuga, Mohawk, Oneida, Onondaga, Seneca, and Tuscarora (mainly around the Great Lakes, southeastern Ontario, and along the St. Lawrence River — and into Michigan, Pennsylvania and Upstate New York).

Salishan: Bella Coolia, Comox, Halkometem, Lilloet, Okanagan, Schelt, Shuswap, Squamish, Straita, and Thompson (mainly found in British Columbia and northern Washington, Idaho and Montana).

Siouan: Dakota (mainly the southern third of Saskatchewan as well as Montana, the Dakotas, Nebraska, and Wyoming).

Tlingit: (mainly the Yukon coast and southeastern Alaska).

Tsimishian: Tsimishian and Nass-Gitksan (mainly the northern coast of the Yukon).

Wakashan: Haista, Heiktsuk, Kwakiuti, and Nuu-chan-nulth/Nootka (mainly the northern coast of the Yukon and British Columbia).

Demons

Demon Bear
D'Sonoqua, The Cannibal Woman (Inuit)
Russian Demons
Sedna, The Sea Hag (Inuit)
Windigo (Algonkian)
Wishpoosh (Nez Perce)
Other Spirits of the North

About Demons in General

Demons, that is to say, supernatural beings from an alien dimension and which usually possess superhuman and/or innate magical abilities and a penchant for evil, are found throughout the world. So-called demons are attracted to men and magic. For reasons that are unknown to man, these supernatural beings are almost always inexplicably evil and drawn to torment, harass and kill humans and other mortal beings (i.e. D-Bees). The very nature of demons seems to be driven by the need to hunt, torture and kill those weaker than they. This makes them something of instinctive predatory monsters, but with often human-like intelligence and emotions. Unfortunately, most demons possess humankind's worst traits, making them vile, vindictive, petty, jealous, envious, greedy, cruel and murderous in the extreme. It is only the rare (Aberrant or, if one feels like gambling, Anarchist) demon who can be trusted. Many are consummate liars and tricksters, others, psychopaths and killers, some both, and all are aggressive and dangerous. Despite this, humans throughout history have sought to trick, command, and enslave these murderous monsters.

Since the Coming of the Rifts, demons have invaded our world in unprecedented numbers. Their chaotic and aggressive nature (warring and squabbling among their own kind) prevents them from actually forming a unified kingdom or invasion army. In fact, most demons operate alone or in small groups of 4-20 or a few demons and some mortal henchmen or worshippers. The Gargoyle Empire in Germany and the Brodkil forces in Poland, both numbering into the tens of thousands, are true rarities, and in both cases, these creatures are not true demons but lowly "sub-demons" who naturally gather in large flocks or clans. Gargoyles and Brodkil are also found in North America, but the largest horde reported have never exceeded more than a few hundred in a single group.

Demons must be touched upon when discussing Canada if for no other reason than the Calgary Rift. Throngs of demonic beings of all kinds have poured out from this dimensional portal. Presumably most scatter and go forth into the world but many stay in the area, making the Canadian Rockies and most of Alberta infested with these foul creatures. Thanks to the Calgary Rift, demons are also unusually numerous and a source of constant trouble in British Columbia, Saskatchewan (but to a much smaller degree), Washington, Idaho and Montana. Fortunately, encounters with demons at these places usually involve lone monsters and small groups of 2-8. Worse are the persistent rumors that a kingdom of true demons grows at the Calgary Rift under the iron-fisted leadership of some dark god or powerful demon lord. *Dimensional Ghouls*, *Grave Ghouls*, *Dar'ota/Incubus and Succubus*, *Dybbuks*, *Boschallas*, *Goquas*, *Hell Hounds*, *Malignous*, *Mindolars*, *Alu*, *Aquatics (mainly in B.C.)*, *Lasae*, *Shedim*, *Baal-Rogs*, *Gallu Bulls*, *Magots* and *Night Owls* have all been reported (see **Rifts® Conversion Book One** for descriptions of all of these and others), as well as the occasional *Russian Demon*, *Gargoyles*, *Gurgoyles* (the latter two mainly in the mountains), and *Brodkil* (mainly in the plains of B.C., Alberta and Montana, occasionally farther north, south or east. Brodkil are attracted to technology and reports of raids and even open warfare between the bands of Brodkil and the Ixion Cyber-Centaurs are starting to reach Saskatchewan and the New West).

Russian Demons (see *Rifts® Mystic Russia* for complete details) arrive in Canada via the Calgary Rift and by riding storms across the Bering Strait and into Alaska, and from there, Canada.

Demon Bear

This is an evil, killing-possessing entity that links itself to our realm of existence by possessing a bear. This phenomenon only occurs in Siberia, Alaska, the Canadian Arctic (upper Northwest Territories) and Greenland. The type of bear is typically a Polar Bear, Grizzly or Brown Bear (known as the "Lord of the Forest"), often with blood-stained fur on its claws and/or around its muzzle. The possessed animal becomes a supernatural, Mega-Damage monster that increases in size by 20-40%, has supernatural P.S. and P.E., does not fatigue, and inflicts M.D. with its claws and bite. The only way to rid oneself of the Demon Bear is to kill the animal or to subdue it and perform an exorcism, either of which sends this particular possessing entity back to whatever dimension it originated.

A Demon Bear is a wanton murderer and destroyer that kills for pleasure. Its favorite prey is humans, followed by D-Bees and large animals. The monster is also malicious and is known to drive wildlife from a region (usually by going on killing sprees and attacking everything it encounters until they move to another area). Demon Bears are also known to butcher or free penned livestock, slaughter sled dogs and pets, and steal vital supplies and either tear them apart or put them at some desolate and difficult place to find or reach. They will sometimes steal live women and children, dragging them into the wilderness and daring loved ones or warriors to come try to rescue them. This usually ends in an epic battle. When a community is discovered, the monster will usually take its time picking off one to a few villagers every couple of days, leaving only after it loses interest or the entire village is wiped out!

Driven to kill, when no humanoid prey is available to hunt and torment, Demon Bears will slaughter dozens, sometimes entire herds, of caribou, deer, seals, and livestock. The monster will dare to attack other bears, wolf packs, bull walruses, and even a lone Rhino-Buffalo. They do not know fear and love battles to the death.

It is easy to tell when a Demon Bear is on the loose by the size of its footprints and the bloody trail of death it leaves in its wake. Most are solitary hunters, but sometimes join forces with 1-3 other Demon Bears, a Windigo, Sedna, greater demon, or evil Shifter, Witch or Necromancer (the latter is relatively uncommon in the northlands). They love the frozen north and may come a bit south, down from the Arctic, in the winter. Thankfully, Demon Bears are relatively uncommon (Inuit seldom see signs of more than 1-6 in any given season) and tend to appear in the Winter months, seldom during the Spring or Summer and then only in the most northern parts of the continent. No Demon Bear has ever been reported east of Hudson Bay and never any farther south than the northern tip of Manitoba.

Demon Bear NPC Monster

Race: Lesser Demon.

Alignment: Diabolic! Diabolic! Diabolic!

Attributes: I.Q.: 1D4+6, M.E.: 1D6+6, M.A.: 1D6, P.S.: 2D6+40, P.P.: 1D6+14, P.E.: 1D6+14, P.B.: 1D6+6, Spd: 3D6+40. All attributes are supernatural.



Size: 10-15 feet (3 to 4.6 m) tall standing erect.

Weight: 1000+ pounds (450 kg).

M.D.C.: P.E.x8 (On S.D.C. worlds, P.E. x5 for Hit Points and P.E. +1D6x10 for S.D.C.; Natural A.R. 12).

Horror Factor: 14, radiates power and evil.

Average Life Span: The entity is immortal and elusive, immediately disappearing the instant the possessed animal is slain. The "Demon Bear" can live for decades, but most are hunted down and killed quickly.

P.P.E.: 1D6x10+40.

R.C.C. Skills: The equivalent of land navigation, wilderness survival, track animals, track humanoids, and swim, all at 80% (+10% if following a blood scent/trail), plus climb 60%/40% and prowl 50%.

Natural Abilities: Nightvision 1000 feet (305 m), keen eyesight, hearing and heightened sense of smell (track by smell alone 65% and recognize a specific scent 50%), can hold breath underwater for one minute per each P.E. point (15 minutes minimum) and survive depths up to 1000 feet (305 m)! The Demon Bear is also impervious to poison, disease, and normal (non-magical) cold, impervious to possession (by others), never tires, and bio-regenerates 4D6 M.D.C. per melee round! In addition, it can regenerate lost limbs in 24 hours. The entire body will regenerate in 48 hours unless the head is decapitated and the head or body is burned or thrown into the sea. Can magically understand all Indian languages but does not speak any tongue.

Psionics: None.

Magic: Turn Invisible (self), Chameleon, Fingers of the Wind, Fear, Repel Animals, See the Invisible, and Sense Magic. P.P.E.: 1D6x10+40.

Vulnerabilities: Magic! -4 to save vs magic of all kinds. Magic weapons inflict full damage (including magical cold-based attacks), and rune weapons and weapons made from the Millennium Tree do double damage. The Psi-Sword and most types of psionics also do normal damage.

Most conventional Mega-Damage weapons, including particle beams and explosives do half damage, however, S.D.C. weapons made from stone (any type) inflict the equivalent in M.D. (i.e. a spearhead or dagger made from stone that normally does 1D6 S.D.C. will inflict 1D6 M.D. to the Demon Bear, as will a sling stone or a thrown rock at least the size of a baseball).

Killing the animal instantly sends the Killer-Possessing Animal Entity back to its alien dimension, where it will take hundreds of years for it to find its way back to Earth.

Combat: Five physical attacks per melee round or two by spell magic. Bite does 4D6 M.D., claws 3D6+ normal damage from Supernatural P.S.

Damage: As per Supernatural P.S.

Bonuses: All are in addition to attribute bonuses: +3 on initiative, +4 to strike, +1 to parry and dodge (+2 to dodge underwater), +2 to roll with impact, +2 to pull punch, and +10 to save vs Horror Factor.

Equipment & Valuables: None. Has no need for money or material goods.

Enemies: Hates all mortal beings from humans to animals, but considers practitioners of magic to be their natural enemies.

Allies: Other Demon Bears, Windigo, Sedna the Sea Hag, greater demons, and the occasional evil Shifter, Witch or Necromancer.

Habitat: The Arctic/tundra, including Alaska, the Yukon, Northwest Territory, and Nunavut, but in the winter months may travel a bit farther south into the northern portions of British Columbia, Alberta, Saskatchewan and Manitoba. Occasionally (like every decade or two), one will follow the Rockies down into Washington, Idaho, or Montana.

D'Sonoqua, the Cannibal Woman

D'Sonoqua are demonic cannibal women who appear as pale skinned hags with scraggly white hair, long finger nails, gnarled teeth and piercing green eyes. The D'Sonoqua lure children into the woods and kidnap them. They use them as both slaves and food stock like cattle. The D'Sonoqua are loners who usually live like hermits in seclusion. They never associate with others of their kind, but *may* have a human or lesser demon or two as their servants and assistants. These sidekicks are always Miscreant or Diabolic evil beings who enjoy torturing and killing. Although most famed and feared for kidnapping and eating children, D'Sonoqua will all lure unsuspecting travelers to their doom and feed upon them. The easiest targets are people who are lost, confused, sick or injured. The monster frequently pretends to be a kindly, helpless old woman, only to tear out a throat or waylay a helpful stranger at the first opportunity.

Ironically, the D'Sonoqua possesses a number of healing powers and medical and domestic skills that she also uses to lure

her victims. The creature is a good actress and can pretend to be a kindly, grandmother-type who only wants to help — “Don’t worry, leave your friend with me where he’ll be safe. I’ll take care of him until you come back.” Only when the character’s friends return, they are told, “My medicine (or magic) worked well and he soon felt well enough to travel. I tried to stop him, but he insisted on searching for you. Oh, dear, I hope nothing bad has befallen him.”

The D'Sonoqua are usually well versed in healing herbs (and poison) which they use to help people to gain their confidence, as well as to drug and poison them. Any young slaves (male and female children, human and D-Bees, from ages 5-17) will be ushered away when “visitors” arrive at the hag’s home. Most will be too frightened of the demonic hag to either warn or make an appeal for help (most are good kids who won’t want to see innocent people hurt trying to help them). If one should try to warn a visitor or passerby, the hag will insist the child is “addled” (not in his or her right mind) or playing a cruel prank and lock him/her in a room or closet. After the visitor has left, the child will be beaten and quite possibly killed and eaten (01-50% chance). The D'Sonoqua will have 1D4+2 children as slaves (she’ll claim they are orphans in her care) and 1D4 imprisoned in cages waiting to be eaten. Any adults will be beaten, chained and caged, and probably drugged into a stupor, while awaiting to be eaten within 72 hours of being captured. “Little Ones” or “Little Dears,” as the Hag likes to call children, are much fresher and can be kept in captivity much longer (years) without losing flavor. Consequently, adults are seen as being less tasty



and spoiling (even if alive) unless eaten quickly. In the winter, there may be 1D6 frozen corpses buried in the snow around her house. **Note:** All “Little Dears” are caged when the D’Sonoqua sleeps (only 4 hours a day, usually in the afternoon) and when she leaves her lair in search of new victims. Prisoners and cages are typically kept in a cellar or separate part of the house.

D’Sonoqua Demon & NPC Monster

Race: Lesser Demon who was once an ordinary human. The woman becomes a D’Sonoqua demon by making a *pact* like a witch, and being transformed into the murderous hag to extract vengeance and live a life dedicated to inflicting pain, suffering and death, or simply because the individual is a murdering psychopath who enjoys hurting and killing others. The skills, abilities and magic described as follows are all the things this vile person is rewarded with in exchange for her pact of either Life-Long Servitude or Selling Body and Soul to a dark god or Alien Intelligence. She is instantly transformed into a hag, but lives for centuries (or until discovered and slain). Rare.

Alignment: Miscreant or Diabolic evil.

Attributes: I.Q.: 1D6+7, M.E.: 1D6+7, M.A.: 1D6+7, P.S.: 1D6+17, P.P.: 1D6+17, P.E.: 1D6+17, P.B.: 1D6+3, Spd: 1D6+17. All attributes are supernatural.

Size: 5-6 feet (1.5 to 1.8 m) tall.

Weight: 100-150 pounds (45 to 68 kg).

M.D.C.: 2D4x10+P.E. attribute number (On S.D.C. worlds, P.E.+1D6x10 for Hit Points, and +1D4x10+17 for S.D.C.; Natural A.R. 9).

Horror Factor: 11, but only when she reveals her true, demonic or cannibalistic nature.

Average Life Span: 317 years.

P.P.E.: 60 +P.E. attribute number.

R.C.C. Skills: All domestic skills at 90%, plus first aid and holistic medicine, brewing, animal lore, land navigation, wilderness survival, track humanoids, prowl and palming at 75%.

Natural Abilities: Nightvision 300 feet (91.5 m), impervious to poison, disease, normal (non-magical) cold, and impervious to possession (by others), tires at one tenth the rate of humans, and bio-regenerates 1D6 M.D. per minute. In addition, any lost limbs can be replaced by sewing the arm of a freshly slain corpse in its place. The limb magically becomes part of the demon within 24 hours; good as new.

Psionics: None.

Magic: Sense Evil, Chameleon, Tongues, Negate Poison, Healing Touch, Greater Healing, Cure Illness, Purification (food/water), Calling, Befuddle, Fear, Magic Net, Blind, Mute, Agony, Spoil, and Sickness. P.P.E.: 60 +P.E. attribute number.

Vulnerabilities: D’Sonoqua cannot swim and will drown if thrown into the sea or held underwater for more than five minutes.

Magic and magic weapons do full damage, but conventional Mega-Damage weapons, including particle beams and explosives, do half damage, and S.D.C. weapons do no damage.

Combat: Five physical attacks per melee round or two by spell magic. Bite does 1D6 M.D., claws 1D6 M.D. + normal damage from Supernatural P.S.

Damage: As per Supernatural P.S. and above.

Bonuses: All are in addition to attribute bonuses: +1 on initiative, +2 to strike, +1 to parry and dodge, +1 to roll with impact, +5 to pull punch, and +7 to save vs Horror Factor.

Equipment & Valuables: Has no need for money or material goods, but will keep the possessions of those she slays in her house and/or at a secret lair, typically a cellar or a nearby cave (sometimes the bottom of a pit or pond). This means the demonic creature may have a collection of M.D. weapons, armor and valuables (vehicles and bots are abandoned away from her home or sold by a henchman), but she never uses Mega-Damage weapons or armor other than a Vibro-Blade or magic item — they love magic items.

Enemies: Hates humans and all intelligent life forms, especially those who are good. Tends to avoid practitioners of magic and Shamans for fear of being discovered. If discovered, she will try to escape, abandoning her current lair (and even her henchmen and slaves) and move to a new place where people don’t know her.

Allies: One or two henchmen, and on occasion, other powerful evil beings. D’Sonoqua are loners, so although they may admire the evildoings of others, they keep to themselves.

Habitat: Siberia, Alaska, and Canada. This demonic hag can be found anywhere in Canada, but most often in cold and remote regions. Rarely found in the US.

Russian Demons

Russian Demons are a strange, archaic race of supernatural beings who have plagued Russia and, to a lesser degree, the Arctic for eons. They arrive in Canada via the Calgary Rift and by riding storms across the Bering Strait and into Alaska, and from there, Canada. Most of these unique and deadly demons keep to the north (The Yukon, Northwest Territories, Nunavut and islands of the Arctic) but have also been encountered as far east as Baffin Island and as far south as the northern halves of B.C., Alberta, Saskatchewan, and occasionally, Manitoba. Once in a while one to four are encountered in the southern part of these Provinces and a handful of adventurers and homesteaders in Idaho, Montana and the Dakotas occasionally run afoul of 1-4, but such encounters that far south are exceedingly rare.

Design Note: Russian demons are different from most of Palladium’s more traditional and well known demons and are a fun change of pace to encounter.

The most likely to be found in Canada are the *Kaluga Hag*, *Nalet, Il’ya (Storm Riders)*, *The Unclean*, *Khitaka Abductors*, *Nightfeeders* and *Morozko Frost Demons*. Surprisingly, Whirlwinds, Man-Wolves and other Russian Demons and elemental “spirits” rarely leave Mother Russia. See **Rifts® Mystic Russia** for complete details on these creatures.

Also note that Witches, who associate with demons, may also be found in Alaska and Northern Canada; the more traditional Pact Witch is common in Calgary and may be encountered in lower Canada and the USA, while the *Night Witch* (with her Spoiling magic) and *Hidden Witch* are most likely to be encountered in the north. Both of these Russian imports are a rarity anywhere in North America. Necromancers (also detailed in **Mystic Russia™**) are not common at all in Canada, with the exception of the Calgary, Alberta area. Traditional Russian (and

Chinese) O.C.C.s such as Gypsies, Demon Slayers, Born Mystics, Mystic Kuznya, Fire Sorcerers, and others are *NOT* likely to be found anywhere in North America.



Sedna, the Sea Hag

Sedna is the Inuit mistress of the sea. She is a fickle, cantankerous, anarchist spirit who can be spiteful and cruel. She lives under the sea and considers the Arctic Ocean and the neighboring waters along the northern coast of Siberia, Alaska and Canada all the way to Greenland as her domain. If she becomes unhappy or angry she will send animals away — and can control all animals of the sea, including fish, whales, seals, walrus, penguins, sea birds, and the polar bear (who often hunts in the sea).

Despite her foul and spiteful nature, Sedna can be convinced to be helpful and, on rare occasion, offers kindness without manipulation or reward. The former case is the most common incident and usually involves a Shaman or group of people (typically hunters or fishermen/sailors) performing a special ceremony in which their words could be heard. During this ceremony the participants sing the praises of this god-like spirit, speaking of her strength, unchallenged power and wisdom. At the end, a promise to fear and respect her is made along with a small sacrifice, such as throwing the heart or bladder of animals they had killed back into the sea. If the volatile spirit is in a generous mood, she would return the favor by granting one of the following requests: calm seas, good hunting or fishing (catch

1D4x10% more than usual, and quickly and easily), or cause an approaching storm to change direction or pass overhead without causing damage or trouble.

However, if Sedna is in a bad mood or finds the people asking for her favor to be annoying or undeserving, she will either ignore their plea (which is often) or respond by doing the exact opposite, i.e. send animals away, make the waters choppy and dangerous or send a frightful or damaging storm.

Only the Angakoq (Inuit Shaman) can speak directly to Sedna for advice, omens/warnings, and the gifts of healing, finding those lost at sea, and the resurrection of those who died at sea. But even Shamans fear the Sea Hag because of her sudden mood swings, dark emotions (which often cause sudden storms and rough seas) and terrible wrath. All Angakoq know they must show Sedna absolute respect, never contradict or criticize her no matter what, and always be submissive or suffer her wrath. Those who enrage or challenge the mighty sea spirit will be struck down where they stand, and while the most powerful of Shamans or practitioners of magic may put up a fight, none can win.

Sedna can also assume the human form (as depicted in the illustration) of a tall, skinny old hag, with sagging skin, long claw-like fingers, long jet black hair that goes down to her ankles, and unusually dark blue eyes. Her skin is white with a pale blue tint, her lips purple, half her teeth are missing (the ones that remain are rotted), and her voice is raspy like the rush of the waves. She also carries with her the salty scent of the ocean. When she appears in this form she rarely wears any clothing regardless of how cold it may be and walks on top of the snow without leaving any tracks. Even in this visage, Sedna has a Horror Factor of 15.

It is in this form that the Sea Hag sometimes walks upon dry land and may be seen sunning herself on an ice flow, inspecting the kill of a hunter(s), walking along a frozen shore, or even among a village. All adult Inuit and most Traditionalist Indians will instantly recognize her and give her both a wide berth and the respect she commands. Those who show her respect are left unharmed and are often given the gift of a rainbow (appearing that evening or the next dawn) and/or good weather and hunting for the next week. Those who dare to look at her often succumb to fear (roll for Horror Factor) or revulsion (roll on H.F. again, but this time only to see if the character curls a lip, gags, turns away, crinkles his or her nose or brow, or other sign of disgust or revulsion). Those who are repulsed anger her, but individuals who are not are always appreciated and often win her favor for themselves or their village. If somebody is not repulsed and shows her *genuine kindness* (offers her food, drink, flowers, a blanket, etc.), especially if it is a child or beautiful girl or young woman (and who is not likely to know who or what she really is), Sedna will accept the kindness/gift, thank her, and gently stroke her cheek or hair and may even kiss her on the forehead (all actions that have been known to make the parents faint). Those closest to her should notice a single tear roll down one of the Hag's cheeks as she thanks the child again, turns and leaves. Such innocent and/or kind individuals remind Sedna of her own happy youth, beauty and innocence and touch her soul. There will be calm waters, good hunting and no bad storms for a month thereafter. More spectacularly, the Sea Hag will never forget that individual no matter how many years pass or how

that person may change, and no harm shall befall that individual on the waters that Sedna calls her domain, even if the Hag has to personally rescue that person from drowning in the sea or freezing on the shore. Such is the power and strange nature of Sedna the Sea Hag.

Sedna, The Sea Hag (Inuit) NPC Spirit

Also known as “Nuligajuk,” “Nulijajuk,” “Adlirqpat,” “Sea Mother,” and other names.

Race: Considered a god-like spirit of the sea.

Alignment: Anarchist with a mean-streak and cruel nature.

Attributes: I.Q. 19, M.E. 8, M.A. 3, P.S. 40, P.P. 22, P.E. 22, P.B. 2 (see Horror Factor & Visage), Spd 132 (approx. 90 mph/148 km). **Note:** All attributes are supernatural, but all *physical* attributes, including M.D.C., available P.P.E. and combat bonuses are half when in human form (full if she should transform into her true, horrifying appearance, which can be done any time).

M.D.C.: 3,900 (on S.D.C. worlds Sedna has 5,000 Hit Points and 2,500 S.D.C.; Natural A.R. 10 on dry land, 15 in or under water).

Horror Factor: 19 in her true, monstrous spirit form, 15 in human form.

Size: 20 feet in her true form, 6 feet (1.8 m) tall as a human.

Weight: Five tons in true form, 120 pounds (54 kg) as a human.

Average Life Span: Immortal spirit of the Arctic Ocean.

P.P.E.: 4,200

Natural Abilities: Excellent speed running and swimming, and can swim or fight without pause or exhaustion indefinitely. Swim 98%, does not breathe air, can survive water pressure at any depth, nightvision is one mile (1.6 km), see the invisible, dimensional teleport 40% (+20% at a ley line nexus), and bio-regenerate 6D6 M.D. per melee round (half on dry land).

Knows all Languages: Magically understands and speaks all languages 90%, but cannot read.

Water Link & Powers (special):

- Recognize/identify any mineral on sight at 50%.
- Recognize/identify all aquatic life forms at 98%.
- Knows the time and direction by scanning the heavens and tides at 98%.
- Sense the direction and speed of winds, water currents and tides, changes in the currents and tides, and underwater disturbances at 98%.
- Sense the approach of tidal waves, rainstorms, hurricanes and atmospheric disturbances involving water at 98%.
- Sense impurities, chemicals, poisons, and particles in the water at 90%.
- Can see through fog and mist without any impairment of vision.
- Dowsing; same as the spell, only triple the range.
- **Visage of Misery & Horror (special):** Sedna is angry, vindictive and cruel because she can not forget her tragic past or her current hideous state, and suffers constantly. She started life as a beautiful young girl, but misfortune, betrayal by her own father and misery have turned her into a hideous hag and ruler of “Adlivum,” the Land of the Dead at the bottom of the sea. According to legend, her natural form is said to be so

horrific and terrifying that only the “Angakoq” (Inuit Shaman) can bear to look at her without being made to weep or flee in abject horror. Most are driven insane!

Except for the Angakoq (Inuit Shaman), who is impervious to Sedna’s horrible appearance, most anybody who dares to look upon Sedna has a 01-80% likelihood of succumbing to insanity and developing a powerful phobia (terror) of the northern waters — deathly afraid of any northern ocean or seas and absolutely refuses to swim, boat or even come near them, as well as being nervous and afraid of swimming or boating on any ocean or seas. Other Shamans and Druids not of Inuit heritage have only a slightly better chance of looking into the face of misery that is Sedna, with a 01-65% chance of the intense phobia for the sea. Meanwhile, lesser and even many greater supernatural beings are not driven mad, but fear her and either flee or obey her every command (Sedna dislikes demons and rarely uses them). Only Demon Lords, gods and the most powerful of spirits can look upon the Sea Hag without becoming awash in fear or horror.

Note: Young children and maidens under the age of 21 are +2 to save vs Horror Factor and while they may run away, there is only a 01-45% chance of being permanently scarred by the event and succumbing to insanity. Youngsters hold a special place in Sedna’s heart.

Limited Metamorphosis (special): As described previously, Sedna can take the form of an ugly human woman. This is actually a sort of physical avatar/extension of herself, with the rest of her sleeping safely at the bottom of the sea. In this physical form, her physical attributes, M.D.C., and P.P.E. are halved. If by some miracle she is slain in human form, her (injured) spirit essence awakens, her physical body vanishes and in its place is a flopping fish gasping for air. If the fish is killed, eaten (it tastes terrible), or left to die, Sedna will send a terrible storm and/or dangerous animal (sometime even a Demon Bear or pack of Windigo) to plague and punish (if not kill) those who fought and defied her. If the fish is tossed into a body of water (river, lake, sea, etc.), Sedna will forsake her vengeance and move on.

Limited Invulnerability (special): The Water Spirit is impervious to ocean depths, drowning, tidal waves, lightning, cold, magical cold and ice, disease, hurricane and tornado winds, storms, and toxins, as well as ordinary S.D.C. attacks and weapons. However, an S.D.C. weapon made from the bone or teeth of a sea animal (whale, walrus, etc., including the polar bear) inflicts the equivalent in M.D. (i.e. a spearhead or dagger made from bone or teeth that normally does 1D6 S.D.C. will inflict 1D6 M.D. to the demon).

Suffers half damage from falls and all kinetic attacks such as punches, kicks, sword strikes, bullets, rail guns, explosions, rock slides and falls.

Man-made Mega-Damage weapons, magic weapons, spells and psionics inflict their normal damage.

Note: If her spirit form is slain, the Sea Hag vanishes but she is reborn with the return of the next Spring. While she will not actively seek out those who slew her, she will never forget them, and wreak upon them a terrible vengeance should their paths ever cross (ending in another battle if necessary). Any Angakoq who even associated with this individual or group who battled her can never call upon Sedna lest she appear and drag him to the sea and drown him.

Also see Magic.

R.C.C. Skills: The equivalent of astronomy, navigation, land navigation, basic mathematics, boat building, pilot sail and row boats (including canoes), and lore: demons and monsters, all at 98%. Also see Natural Abilities, above, and Magic.

R.C.C. Combat: Attacks Per Melee: Five

Damage: Head-butt, punch or kick does M.D. equal to the creature's Supernatural P.S., or by weapon or magic.

R.C.C. Bonuses: +4 on initiative, +3 to strike, +2 to parry, +3 to dodge (+6 underwater), +4 to pull punch, +2 to roll with impact or fall, +1 to save vs magic, +5 to save vs Horror Factor, and impervious to possession. R.C.C. bonuses are all in addition to any possible attribute bonuses.

Magic: All water, ice and cold spells, including all Water Warlock spells, plus Rainbow (Air Warlock), Fingers of the Wind, Float in Air, Escape, Globe of Daylight, Globe of Silence, Energy Bolt, Call Lightning, Electrical Arc, Lightning Arc, Desiccate the Supernatural, Turn Dead (20x as many as normal), Animate and Control the Dead (ten times as many as normal), Sheltering Force, Summon Fog, Summon Rain, Summon Storm, Calm Storm, Summon & Control Sea Serpents, Second Sight, Oracle, Cleanse, Sustain, Negate Poison, Healing Touch, Greater Healing, Restore Limb, Restore Life, and Remove Curse. **Note:** Water Warlock spells are described in *Rifts® Conversion Book One*, starting on page 78); other spells not described in the *Rifts® RPG*, including available cold, ice and water spells, are found in *Rifts® Federation of Magic™*.

Spell potency is equal to an 8th level sorcerer.

Psionics: None.

Enemies: Any being — mortal, supernatural or immortal — who bothers, crosses or challenges her. Otherwise, Sedna dislikes most intelligent life forms, especially demons and destroyers.

Allies: She tends to rely on herself, but commands sea creatures, including polar bears, and sometimes works with or calls upon Inuit Shamans and those who have won her favor. Tends to be a loner and never gets involved in the plots of other gods, spirits or demons. Demon Bears and Windigo fear and obey her, and are often sent out as the instruments of her vengeance.

Value: None.

Habitat: The Arctic Ocean and the waters around it, from Siberia to Greenland. Occasionally encountered in the northernmost areas of Siberia, Alaska, The Yukon, Northwest Territories, Nunavut, and the northern islands and ice flows.

Fun Fact: In our real world, the Inuit have a myth about the Dog Father and the Sea Mother (a much less tortured and monstrous version of Sedna) to explain the creation of humans. To make a long story short, Sea Mother is tricked into wedding a dog. When she gives birth to a litter, half are canines and the other half human, but half of the humans are “kablunat,” a word meaning “whites.” This indicates that the Inuit people were familiar with white men, long before the Europeans arrived in the New World! Most scholars believe this indicates contact with Vikings during the days of Erik the Red, who is known to have invaded Greenland and may have sailed the Arctic Ocean. Another possibility is early Russians, although most doubt this.

Story Idea? In the fantasy world of *Rifts®*, there are rumors that a lost clan of True Atlanteans escaped the holocaust that caused Atlantis to vanish for thousands of years and came to Alaska. Those familiar with Atlantis and Atlanteans will remember that while many sought refuge in other dimensions, an unknown number spread across the world to make a new life elsewhere. The question remains, *if* it was indeed True Atlanteans who the Inuit encountered (and ancient Inuit myth sometimes refers to the “kablunat” as being “spirits,” suggesting they may have wielded magic), do any traces of these ancient Atlanteans exist in the arctic? Is it possible that an ancient race of True Atlanteans actually exists concealed somewhere in the northlands? And whether they do or do not, is there something or someplace the True Atlanteans were looking for in the Arctic Circle? Does it still exist? What does Sedna know about any of this?

Windigo Demon

Windigo is the Algonkian name for a man-eating demon, but the monster was also known to the Ojibwa, Cree, Inuit and others. The creature is a huge, frightening giant who towers 12-16 feet (3.6 to 5 m), although the Windigo often walks hunched over with knuckles dragging in the snow, and runs on all fours. The beast stands on two legs like a man, but has a cadaverous body, covered in long, reddish-brown fur (mangy looking) and has a hairless, white skeletal face with large canine fangs, pointed teeth, and glaring red eyes that glow from sunken eye sockets. Its feet have only four toes and are wide and flat. The body is gaunt, yet muscular. Its long, gnarled fingers are tipped with dagger-like claws that can cut through M.D.C. armor and rip a man limb from limb. The horrid creature rarely wears clothing or jewelry unless it is a string of humanoid skulls worn as a belt or necklace. The Windigo also like to play “catch” with humanoid skulls.

The Windigo may be a solitary hunter or gather in packs of 2D4+1, with 4-8 being average. The packs function very much like those of wolves, with the same basic hierarchy and social behavior, except they have no fear of man, kill for pleasure, and are incredibly cruel, savage and murderous. Unlike the Demon Bear, while a Windigo may kill livestock and animals for fun, food, or to strike fear into the humanoids they enjoy terrorizing, they hunt and feed upon humans and other humanoids as their main prey (they are man-eaters, but will eat animals when humanoids are not available). If more people are slain than the monster can eat at one sitting, the beast will usually drag or carry 1-3 bodies away to be eaten over the next few weeks (the slain will stay fresh during the winter months). On occasion, a Windigo will take a live hostage with it, usually as a plaything to torture and abuse before killing and eating him 1D6+1 days later. A single Windigo will usually eat one adult humanoid approximately every three days, although they can go for as long as three weeks without food, with no adverse affect on the creature (no penalties from hunger). If the monster gorges itself on 2-4 humanoids or a large animal like a buffalo, moose, or walrus, it may not need to eat again for 7-10 days. A starving Windigo (a rarity) will have its combat bonuses reduced by half and is -1 melee attack, but being a demon, the horrid creature cannot die from lack of food, only suffer from it.



The Windigo are demons from some hell-spawned dimension that have visited Canada for thousands of years. Until the Coming of the Rifts, the monster was exceedingly rare and packs of the fiends were even rarer. However, in Rifts Canada the Windigo is the self-proclaimed lord of the northern forests and even the Demon Bear will bow to this demon's will and ferocity (there is a 50/50 chance that a Demon Bear will be a member of a Windigo "pack"). The Windigo is most common in the forests and tundra across northern Canada, including Alaska, the Yukon Territory, Northwest Territories, Nunavut and the forest around the Hudson Bay. They are much rarer in the east, but are sometimes encountered in Manitoba, Ontario, Quebec, and Newfoundland. Occasionally, a solitary hunter or small pack (3-6) may be found as far south as the Northern United States, typically in dense forest or in or along mountains, but only in the winter.

Note: Little is known about the Windigo, except that they are vile lesser demons who live to kill and devour mortal humanoids. They are said to serve a mysterious Alien Intelligence that no man has set eyes upon (perhaps the same one responsible for the creation of the D'Sonoqua). According to Native Americans and Northern Rogue Scholars, the Windigo can be either a supernatural demon spawned in some alien dimension, or a human being (or D-Bee) who has given himself to absolute evil (Diabolic alignment) and a taste for blood. A mortal may become a Windigo if he or she loves to torture, kill and becomes consumed with bloodletting. Some legends tell of evil men who willingly give themselves to the Alien Intelligence to escape starvation by becoming a Windigo and devouring their compan-

ions as their first kill. Such a wicked individual may pray to the Windigo God, ideally at a place of magic (i.e. ley line nexus) and pledge his/her essence to it. Upon the first full moon thereafter, that individual will transform, forever, into a savage, man-eating Windigo. Once transformed, the character forgets his past human life (and all skills, abilities, knowledge, etc.) to become the animalistic demon. The process is irreversible.

Although comparatively uncommon (a little less common than an ordinary wolf pack) and generally relegated to woodlands and mountain regions in the north, the Windigo does not hesitate at attacking travelers, large groups and, sometimes, will even raid towns for humanoid prey.

Windigo NPC Monster

Also Known as "Wendigo," "Witiko" (Ojibwa), "Weeketow" (Cree), "Demon Sasquatch" and other names. Sometimes mistaken for a True Sasquatch, Spirit Sasquatch or Werewolf/Loup-Garou.

Alignment: Always Diabolic evil!

Attributes: I.Q.: 1D6+2 (but a cunning and instinctive predator), M.E.: 1D6+6, M.A.: 1D6+6, P.S.: 2D6+32, P.P.: 1D6+16, P.E.: 1D6+16, P.B.: 1D6, Spd: 2D6+12 when walking upright, +40 when running on all fours (approx. 38 mph/61 km on average). All attributes are supernatural.

Size: 12-16 feet (3.6 to 5 m).

Weight: 1000+ pounds (450 kg).

M.D.C.: 4D4x10 +P.E. attribute number (On S.D.C. worlds, P.E. x5 for Hit Points and P.E. +1D4x10+20 for S.D.C.; Natural A.R. 12).

Horror Factor: 13 for an individual, 15 for a pack.

Average Life Span: Effectively immortal, only a violent death and smashing its skull can kill the Windigo.

P.P.E.: 1D4x10+30.

R.C.C. Skills/Instincts: The equivalent of land navigation, wilderness survival, track animals, track humanoids, and swim, all at 90% (+5% if following a blood scent/trail), plus detect ambush 60%, climb 70%/60% and prowl 55%.

Natural Abilities: Nightvision 2000 feet (610 m), can see the invisible, and keen eyesight, hearing and heightened sense of smell; can track by smell alone at 75% (+15% if following a blood scent and can smell blood up to two miles/3.2 km away), and can recognize a specific scent 65%. The demon never tires and bio-regenerates 2D6 M.D.C. per melee round! In addition, it can regenerate lost limbs in 72 hours. The entire body will regenerate during the next full moon unless the skull is smashed!

Understands Some Languages (special): Windigo can understand all spoken languages, but can only speak English/American, French and all Native American languages at 55% (speaks in short, broken sentences, phrases and single words spoken in a deep, guttural voice — “Now you die,” “enjoy to kill you,” “die,” “suffer,” “I will find you,” and so on). It cannot read any language.

Limited Invulnerability (special): The Windigo is impervious to poison, disease, normal cold (magic cold does only one third normal damage), and S.D.C. weapons. However, an S.D.C. weapon made from silver or the bone or teeth of a sea animal (whale, walrus, etc., even a polar bear) inflicts the equivalent in M.D. (i.e. a spearhead or dagger made from bone that normally does 1D6 S.D.C. will inflict 1D6 M.D. to the demon).

Man-made Mega-Damage weapons, explosives, magic weapons, spells and psionics inflict half their normal damage.

Paralyzing Scream (special): Windigo has a scream that paralyzes its victims. All who hear it must roll to save vs magical Horror Factor, 13 or higher. Those who fail their saving throw are frozen, unable to move or defend themselves for 1D4 melee rounds (even when being torn to pieces). Juicers, Crazies and partial to full conversion cyborgs are +2 to save. Those who successfully save lose initiative for one melee round, but are otherwise okay.

Also see Combat and Damage.

Psionics: None.

Magic: None, other than natural abilities noted above.

Vulnerabilities: Magic and magic weapons do full damage, except cold magic which does one third damage. Weapons made of silver or the bone of sea animals (any type) inflicts the equivalent in M.D. (i.e. a spearhead or dagger made from whale bone that normally does 1D6 S.D.C. will inflict 1D6 M.D. to the Windigo).

Combat: Six physical attacks per melee round!

Damage: As per Supernatural P.S. — bite does 3D6 M.D. and a full claw strike (slashing or stabbing) does 3D6 M.D. + Supernatural P.S. damage. Will often tear small trees from the ground or break off a large, heavy branch and use it as a giant club (1D6 M.D. + Supernatural P.S. damage).

Bonuses: All are in addition to attribute bonuses: +4 on initiative, +4 to strike, +2 to parry and dodge, +2 to roll with impact, +4 to pull punch, and +10 to save vs Horror Factor.

Equipment & Valuables: Have no use for the weapons and tools of man, preferring to fight and kill using their bare hands and teeth. Some may keep a small treasure trove at their lair, mainly skulls, gemstones, and jewelry (nothing worth more than 1D6x1000 credits).

Enemies: All humans, in general, are considered food/prey/victims to slaughter and eat, but Cyber-Knights, Shamans, Druids, practitioners of magic, and Psi-Stalkers are considered their mortal enemies. Likewise, they enjoy hunting all beings of good alignment, especially self-styled heroes.

Allies: Other Windigo, Demon Bears, and occasionally ally with other powerful dark forces, but never a mere mortal.

Habitat: 1-10 can be encountered anywhere in Canada, however, the Windigo is most commonly encountered in the northern forests and tundra, and prefers forest and mountain regions.

Wishpoosh

The Demon Beaver

A demonic beaver monster that has plagued the Nez Perce of the Northern Plains. According to legend, the Wishpoosh was preventing the Nez Perce from fishing. Fearing they would starve, the people managed to convince Coyote (the Trickster) to help them. Coyote attacked Wishpoosh by leaping on his back and stabbing him with a huge spear, but the monster still lived and swam away with Coyote still on his back. Ever the cunning Trickster, Coyote transformed himself into a fir branch, which Wishpoosh swallowed. Inside his enemy's belly, Coyote changed into human form and gutted the beast from the inside, killing it. This fanciful tale suggests that there might only have been one Wishpoosh, for the Demon Beaver is not mentioned again, but this is not the case. Since the Coming of the Rifts, the Wishpoosh have returned.

The Wishpoosh are thankfully scarce, evil, woodland spirits occasionally found in the American northwest and southern Canada; they seem especially fond of Oregon, Washington, Minnesota, Wisconsin, Lower Michigan, Ontario, Quebec, British Columbia, and Manitoba, all of which are in cool regions, have many waterways and much forest.

The wicked beast is something of a mischievous trickster itself, and enjoys causing trouble and grief for humans and D-Bees. Nowhere near as imaginative or cunning as Coyote, Wishpoosh uses cruel tricks, intimidation, surprise attacks and the same stunts repeatedly. They like to cause trouble by chasing away fish, capsizing boats, poking or biting a hole in a canoe or small boat to watch it slowly sink (enjoying the spectacle of the people inside panicking and rushing to shore), pulling swimmers underwater to drown, as well as biting fishing lines, hooking sunken logs or junk to fishing lines, snapping/biting anchors loose from their mooring, rocking vessels, knocking on the hull to frighten the crew and, if the vessel is small (weighing less than 8 tons), grabbing the anchor and pulling the boat in a zig-zag pattern all over the river or lake before finally letting it loose or tipping it over. The Demon Beaver also likes to create traps involving falling trees (on land and along waterways) as well as blocking waterways with logs and debris — a Wishpoosh can topple a full-sized tree by gnawing through it in 1D4 minutes and tear saplings and young trees out by the roots.

However, the Wishpoosh's favorite two tricks are causing floods and changing the direction/shape of waterways. This is done by creating dams (or sabotaging man-made ones) to redirect the water. Masterful damn builders themselves, Demon Beavers can also control and direct ordinary beavers to do their bidding. By redirecting the flow of water, the monsters can flood roads and crops, wash out bridges, flood towns, or cut off the flow of water to dry up a river, small lake, pond, fishing hole, marsh, etc., as well as reduce the water level to send large or deep vessels aground. They think all of this is an absolute hoot, and of course, don't care who they may hurt or kill in the process. In fact, it wouldn't be much fun if somebody didn't get hurt. The long term result of drying up part of a river or lake can be starvation of those living around it, forcing people from their homes, and changing the very land (forests or fields growing in dried up lake beds, rivers or lakes appearing where there were none before, etc.), and then, one day after people adapt and re-settle, change it all back or make it different.

Wishpoosh are arrogant and overconfident demons who think of themselves as bold and cunning. This means they often underestimate humans and other life forms and are easily bluffed, tricked, and cheated. However, if the monster discovers it has been fooled by a lesser being, its vengeance will be terrible, and if the person(s) responsible can not be found, it will take out its rage on whoever it encounters.

Wishpoosh, The Demon Beaver NPC Monster

Race: Lesser Demon.

Alignment: Miscreant.

Attributes: I.Q.: 1D4+6, M.E.: 1D6+2, M.A.: 1D4, P.S.: 2D6+30 (double when in water), P.P.: 1D6+10 (double in water), P.E.: 1D6+20, P.B.: 1D6+2, Spd: 2D6+20 (triple swimming). All attributes are supernatural.

Size: 15 feet (4.6 m) from snout to rump, plus another eight feet (2.4 m) for its tail.

Weight: 2000+ pounds (900 kg).

M.D.C.: 1D6x10+120 (On S.D.C. worlds, 3D4x10 for Hit Points and 70 for S.D.C.; Natural A.R. 10).

Horror Factor: 10.

Average Life Span: Uncertain, 1000+ years; probably immortal.

P.P.E.: 2D4x10 +P.E. attribute number.

R.C.C. Skills: The equivalent of wilderness survival, fishing, and swim, all at 95%; land navigation, carpentry and boat building at 80%, and prowl 40% (+20% when in water).

Natural Abilities: Nightvision 2000 feet (610 m), can see clearly underwater even in dark, murky or muddy waters, but has poor day vision (300 feet/91.5 m) in bright light (which is why it prefers dense, shadowy forests and comes out on overcast days, evening and nighttime). Can hold breath underwater for 30 minutes per each P.E. point (seven and a half hours minimum) and survive depths up to two miles (3.2 km)! It never tires and bio-regenerates 1D6 M.D.C. per melee round!

Knows all Languages: Magically understands and speaks all languages 90%, but cannot read.

Ride the Waves (special): The demon can ride the waves of a river, lake, sea or ocean, including tidal waves, without injury. This power also gives them the ability to walk and run on the surface of water at their normal speed.

Limited Invulnerability (special): The Demon Beaver is impervious to disease and drowning, and is resistant to normal cold, possession, and magic. Impervious to normal S.D.C. weapons unless they are made of the wood of the Maple Tree, in which case, the weapon inflicts the equivalent S.D.C. damage as M.D. (i.e. a wooden staff that inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon if made of Maple).

Man-made Mega-Damage weapons inflict their normal damage, as do most types of magic weapons, spells and psionics. Magical fire does 50% greater damage, while lightning and electrical attacks do half damage. Although they prefer murky or polluted waters, overcast skies and darkness, they are not negatively affected by the light of day other than squinting and being unable to see beyond 300 feet (91.5 m). Also see R.C.C. skills and magic.

Bite through Trees (special): A Wishpoosh can topple a full-sized tree by gnawing through it in 1D4 minutes, bite through a young tree in 1D4 melee rounds and a sapling in one melee action. It can also uproot saplings and young trees using its Supernatural P.S. and weight; counts as one melee action. Sometimes uses a small tree as a club or javelin. Such weapons add 1D6 M.D.C. to its normal punch damage.

Build Dam (special): A Wishpoosh can build a 20 square foot (1.8 sq. m) section of dam per hour, and are expert engineers when it comes to dams.

Make Waves (special): A magical attack that uses up all melee actions per round that it is used. By slapping its tail in the water, the Wishpoosh can double the size of existing waves (especially dangerous during rough weather) or, if the waters are calm, create waves up to six feet (1.8 m) high (that's pretty big for most lakes and rivers). These sudden or enlarged waves are used to startle boaters, create confusion, capsize vessels, wash swimmers away and pound the shore. The waves will last for as long as the demon slaps its tail and uses this power (no other attacks are possible, not even magic) and last one minute after the monster stops for every minute that the beast was using its wave making magic. This ability can be performed without drawing on the P.P.E. reserve once every 24 hours, otherwise it costs 50 P.P.E. to perform more often.

Psionics: None.

Magic: Summon & Control Animals (but limited to beavers and frogs only), Repel Animals, Seal, Sense Magic, Mystic Fulcrum, Mend the Broken, and Create Water (the latter three are described in **Rifts® Federation of Magic™**). P.P.E.: 2D4x10 +P.E. attribute number.

Vulnerabilities: Weapons made from the wood of the Maple, which grows throughout eastern Canada and the northern USA and includes the Sycamore, Vine Maple, Red Maple, Oregon Maple, and Sugar Maple. Such normal S.D.C. weapons (arrows, spears, clubs) inflict the equivalent S.D.C. damage as M.D. (i.e. a wooden staff that inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon if made of Maple). Millennium Tree weapons do double damage. Also, the Wishpoosh can not eat the seeds from the Maple (kids often call them twirly-birds, helicopters or propellers because of their shape) or swallow acorns and chokes on them.

Most magic weapons inflict full damage, however cold and water-based magic does only half damage. The

Psi-Sword and most types of psionics also do normal damage.

Most conventional Mega-Damage weapons, including particle beams and explosives, do half damage, and explosives underwater do no damage.

Combat: Four physical attacks per melee round or one by spell magic.

Damage: Bite does 6D6 M.D., claw strike 2D6+ damage from Supernatural P.S., tail or punch attack per Supernatural P.S.

Bonuses: All are in addition to attribute bonuses: +1 on initiative (+3 underwater), +2 to strike (+4 underwater), +1 to parry and dodge (+3 underwater), and +6 to save vs Horror Factor.

Equipment & Valuables: None. Relies on natural abilities.

Enemies: Hates all mortal beings, especially Native Americans whom it considers to be its adversary throughout the ages.

Allies: As a rule, none. Tends to operate alone, but may occasionally join forces with another Wishpoosh or greater demon or evil spirit.

Habitat: Cool regions with many lakes, rivers and forests, including New Brunswick, Quebec, Ontario, Manitoba, British Columbia, Washington, the Dakotas, Minnesota, Wisconsin, Michigan, Pennsylvania, Vermont and Maine.

Other Notable Spirits of the North

The Bear

The bear, particularly the Polar Bear, is regarded as the strongest of animals, a great hunter and is linked with life and death. It is from the Polar Bear spirits that the Angakoq (Inuit Shaman) derives his powers.

The Dog

Although canines are not worshipped or revered, they hold a special place among the Inuit people and their myths. A dog is frequently the vessel by which a god/spirit sends help (the bringer of knowledge or power, or serving as a messenger or protector).

The Eagle

The eagle is another animal that has great significance to the Inuit and Native American people. The Inuit regard it as a masterful hunter which because it soars in the heavens, has the favor of the gods. According to myth, it was the eagle who introduced music, drums, song and dance/festival into the world, and Shamans can call upon its spirit to help guide them in hunting.

Sila, the Air Spirit (Inuit)

A goddess of weather and intelligence credited for the “breath-souls” (life and personality) possessed by animals. She also controls animals, storms, rain, snow, and wind, and can influence the sea from a domain high above the earth. She has no physical form, because she *is* the wind. Greater spirit/goddess with 3,700 M.D.C. Unprincipled alignment.

Tarqeq, the Moon Man (Inuit)

According to myth, Tarqeq the Moon Spirit, also known as the Moon Indweller, “Tatqim Inua,” “Kilaq,” “Jajak,” or simply as “Taqik” (the moon), is a mighty hunter who lives in the sky

and watches human life and behavior. He has some control over animals and is often linked with the spirits of the dead and the Afterlife (the dead follow moonbeams to live in his realm). It is Tarqeq who sheds light on the world at night with the moon and stars, which also give people some small means of guidance in the darkness. However, unlike some of the other gods/spirits, he never takes a direct hand in the affairs of men. A secondary spirit/god with 3,300 M.D.C. Anarchist alignment.

Tornarssuk, the Polar Bear Spirit

According to Inuit myth, it is from the compassionate and helpful Polar Bear Spirit, *Tornarssuk*, that the Shaman derives his spirit helper (typically a bear or dog). He is said to be a powerful deity and the “grand teacher and source of power to the Shamans.” Occasionally appears to humans in the form of a Bear. The Inuit and Native Americans are his favored people.

Tornarssuk commands the bear spirits, or “Tungbak,” the most powerful of the animal spirits, and all lesser spirits must obey both the Tungbak and Tornarssuk. Even lesser demons will obey or flee from him and Sedna is known to cooperate with Tornarssuk, although he cannot make her do his bidding. He is said to inhabit a cave in a mythical black mountain called “Torngait” (meaning the “Spirit Mountain”). A great spirit/god also known as Torngarsoak, Tungarsuq, and the Great Torngak. He has 7,000 M.D.C. and is of Principled alignment.

Tulungusaq, the Raven (Inuit)

Credited for creating dry land, animals, plants and the Inuit people (at least in Alaska). Disguised as a human, Tulungusaq walked among the Inuit forefathers and taught them how to make fire, build shelters, make the kayak, care for children and how to hunt and use animals. Since the Great Cataclysm, it is said that Tulungusaq returned to teach his people through the first few new Shamans, how to fight demons and deal with other dangers of the transformed world. It is said that he continues to watch over the Inuit people and gives courage and insight to the Shamans. He is a great god with 11,000 M.D.C. and Scrupulous alignment.

Glooskap, Warrior God (Micmac & Others)

A creator and warrior god of the Northeast Atlantic Indians, he is on the side of good, the perfect brave, and can change shape into any animal. He has helped humans many times in the past, but feels humans, including Native Americans, are ungrateful of his past deeds which include helping humankind emerge as a people and bringing them civilization, so he watches but stays away. It is said he will return when “the people” need him most.

He hates demons and likes to trick as well as battle supernatural evil. Glooskap is Scrupulous good, smart and cunning; greater spirit/god with 9,000 M.D.C.

Masks and amulets made by Shamans using his name and made of animal teeth, heads and claws will fend off evil spirits and supernatural trouble.

The Inuit Shaman

The Tundra and the Arctic are the homelands of the Inuit. The Territory of Nunavut represents one fifth of Canada and includes the eastern portion of what was once the Northwest Territories, and includes what was once all the islands above Arctic Circle (Victoria, Baffin, Queen Elizabeth, and Ellesmere included). The word *Nunavut* means “Our Land” and *Inuit*, short for *Inuktitut*, means, “The People.” The People were once known as “Eskimos,” an Indian word meaning, “eaters of raw meat.” Although the Inuit do indeed eat raw meat (mainly fish, whale and seal), they felt the name derogatory because it was given them by an enemy and adopted by the White Man. They wanted their own word to describe themselves, and so Inuit was introduced in the 20th Century and Nunavut came into being as a Territory managed by the native Inuit people in the year 1999.

Inuit (and Siberian people) have always believed there are many “layers” to the universe with one world (or dimension) stacked on top of another. They see the blending of these worlds via the dimensional Rifts as unnatural and dangerous, for each world should remain separate, with only “spirits” able to transcend the universe and walk on other worlds. They generally believe that “good spirits” live in the upper worlds and “evil spirits” live in the lower ones — with the Earth being somewhere in the middle. These arctic people also share a legend about a magical tree that can bridge the gap between the worlds (the Millennium Tree, perhaps?).

Most Inuit are hunters and fishermen who live in the northernmost parts of Canada, Alaska and Greenland (as well as the eastern tip of Siberia). They prefer this simple life and sense of being close to nature, thus most (80%) Inuit in Rifts Canada are Traditionalists who follow the old ways and live as they had lived for hundreds of years before the Coming of the Rifts. Only around 20% are “Renegades” who acknowledge their native heritage but who embrace the ways and technology of the White Man. It is the Renegades who ride snowmobiles or hovercycles and hunt with bolt-action rifles and carry energy weapons, language translators and other trappings of civilization. Both general types of Native Americans can be created as NPCs and player characters using rules in Wayne Breaux’s epic **Rifts@ Spirit West™**. In the alternative, players can use the Trapper-Woodsman for Traditionalists (minus tech gear) and the Wilderness Scout, Trapper-Woodsman and even the Headhunter for the Renegade.

There is one O.C.C. that shouts for special attention, and that’s the Inuit Shaman, known as the Angakoq.

Angakoq O.C.C. The Inuit Shaman

Disclaimer: The Angakoq Occupational Character Class is inspired by Inuit myth and traditions, but is *not* intended to be an accurate portrayal. Nor is it our intent to mock or diminish the beliefs and traditions of these proud people.

Angakoq is the name for the Inuit Shaman. The Angakoq is said to be blessed by the spirit of the Polar Bear and possesses knowledge of spirits and animals. More than that, the Shaman can recognize the supernatural and communicate with spirits for

advice, wisdom and omens. Likewise, they can communicate with demons and most supernatural beings. The Angakoq also wields magic and can draw upon animal spirits through amulets and talismans. However, they are most valued for their knowledge and healing abilities.

To become an Inuit Shaman one must be at least 50% Inuit (typically 100%), follow the old traditions, believe in the old gods and spirits and not be afraid of them. In fact, all Angakoq feel as comfortable talking to spirits as they do with people. One can not practice or train to become a Shaman, because ultimately it is the spirits who choose him as their medium. An Angakoq will be an ordinary Inuit one day and a Shaman the next. The potential Angakoq is first approached in a prophetic dream that tests the individual’s closeness and lack of fear toward spirits as well as his compassion. If the character performs well in his dream, a helper animal (rarely a bear) will approach him. If he welcomes the animal the individual awakens as a Shaman. His powers will become self-evident within the first 24 hours and he will just know about his special abilities and magical powers. Using them is second nature. Within 72 hours he will be joined by the Spirit Bear (Tornaq) who will accompany and help him for the rest of his life. An Inuit Shaman can be male or female, but 70% are male. Likewise, they can be young or old, but most are chosen between the ages of 15-30.

Special O.C.C. Abilities of the Angakoq:

1. Angakoq Method to Commune with Spirits. To locate and speak to spirits or any supernatural being, the Angakoq goes into a trance to unleash his “spirit essence” or Astral Form. While in the Astral Form all lesser and most (not all) greater demons, spirits and supernatural beings can see and speak to the Angakoq. They will not attack the Angakoq unless he attacks them first. In this form, the Shaman can understand all supernatural beings and they he, but they are not compelled to answer, tell the truth or cooperate in any way.

2. Recognize Supernatural Shapechangers, particularly werebeasts, vampires, Faerie Folk and those who inhabit the Russian forests. Part of this ability draws on the character’s expansive knowledge and understanding of animals and their behavior, which enables him to recognize when an animal is acting out of character and is probably a shapechanger. His knowledge of the forest, animals, Faerie Folk, monsters and demons also helps him to identify the likely racial nature/true identity of the shapechanger. For reasons not understood even by the Angakoq, he has an innate sense about werebeasts and can recognize them in both human and animal form. As a kindred woodland spirit, the werebeast does not automatically regard the Angakoq as an enemy, and will often speak frankly and honestly to him. **Base Skill:** 30%+5% per level of experience.

3. Psionic Powers of the Angakoq: When an individual becomes a Shaman, he or she automatically develops the following psychic powers whether the character ever had psionic power before or not. If the individual was psychic to begin with, four of his original powers are lost and replaced by these:

Exorcism, Increase Healing, Psychic Diagnosis, Psychic Surgery, Clairvoyance, See Aura, See the Invisible and Mind Block.

4. Ley Line Healing/Rejuvenation: The Angakoq can absorb or channel ley line energy to double the rate of natural

healing. This is done by resting at a ley line for several days of recovery. Once every 48 hours, the character can also do an instant healing. This is accomplished by meditating while sitting on a ley line. After 15+1D6 minutes, 2D6 Hit Points and 2D6 S.D.C. are restored.

5. Cast Magic Spells: Globe of Daylight, Tongues, See the Invisible, Sense Evil, Sense Magic, Second Sight, Chameleon, Repel Animals, Cure Minor Disorders, Heal Wounds, Purification (food/water), Spoil (food/water), and Sickness. Plus the knowledge and ability to create Inuit amulets and Talismans. **P.P.E.:** P.E. attribute number +2D6 per level of experience.

Additional P.P.E. and magic is available through the Tornaq, the Spirit Bear, that becomes the Angakoq's familiar and companion.

6. The Tornaq — The Spirit Bear and Its Magic: It said that the mighty Bear God, *Tornarssuk*, sends one of his children, a bear, imbued with magical powers that the Shaman can draw upon in times of need. It is unfair and inadequate to call this animal a "familiar," because it is the embodiment of nature and a spirit guardian known as a **Tornaq**. This spirit guardian takes the form of a bear, usually a Polar Bear. The Tornaq assists the Shaman by finding food, tracking and finding animals (usually for fellow Inuit to hunt), and defending the Angakoq.

Through the Spirit Bear, the Angakoq can draw upon extra P.P.E. (up to half) and perform great acts of healing, control (to some small degree) the weather, and keep Sedna the Sea Hag calm or at bay. The Sea Hag will not harm an Angakoq and will usually listen to what he has to say and take his advice.

If the Tornaq dies, the Shaman loses these abilities and all the spells available through the animal. Once lost, the Tornaq and the magic it provides can never be regained, leaving the Shaman in disgrace and dramatically reduced in power. The Angakoq is disgraced, for he or she has the power to *make* the Tornaq disappear to prevent serious harm from coming to it! The Shaman is supposed to protect the Tornaq just as the Spirit Bear protects him. Unless commanded otherwise or magically made to disappear, the Tornaq will fight to the death to protect its Angakoq partner or to fulfill a command even if it means injury or death. To make the Tornaq disappear, the creature must be in a genuine life threatening situation, and the Angakoq must will it away for its own protection/good. In combat, this is typically when the Tornaq's total M.D.C. is down to 20-25% of its M.D.C. The animal returns when the Angakoq is out of immediate danger and alone or among friends. Presumably, when the Tornaq vanishes, it momentarily returns to the Spirit Realm. **Note:** 1. The Bear can not be made to vanish at will or to hide, only when its life is in real danger. 2. The Tornaq will never fight in self-defense, only to protect the Shaman or to fulfill a command, and is the vehicle by which all of the Angakoq can "summon" magic. Without the bear, the Shaman has only his natural skills, psychic abilities and limited magic.

Tornaq Attributes and Abilities: Same as the normal bear, typically Polar Bear.

M.D.C.: The Spirit Bear is a Mega-Damage creature with one point of M.D.C. for every point of P.P.E. possessed by the Angakoq +100. Regenerates M.D.C. at a rate of 6D6 per hour.



P.P.E. Reserve: 1D4x100 +150; only its Shaman companion can draw upon its P.P.E. to cast his own spells, those known by the Spirit Bear or to create magical amulets or talismans.

Tornaq Spells: The magic spells the Angakoq can draw from the Tornaq said to represent both the strength and abilities of the Polar Bear and the Spirit World. The spells contained in the Tornaq can be cast only by the Shaman (not the Bear), by him mentally tapping into the animal's vast P.P.E. reserve and channeling it to weave magic. However, the same spell can not be cast more than twice per 24 hour period. The following spells are possessed by the Tornaq:

Energy Disruption, Superhuman Strength, Swim as a Fish (superior), Impervious to Cold, Eyes of the Bear (same as Eyes of the "Wolf"), Armor of Ithan, Turn Dead, Commune with Spirits, Exorcism, Constrain Being, Banishment, Control/Enslave Entity, Blind, Mute, Minor Curse, Remove Curse, Negate Magic, Dispel Magic Barrier, Stone to Flesh, Restoration, Anti-Magic Cloud, Amulet, Talisman, Summon and Control Animals, Summon Fog, and Calm Storms. Plus the following from *Rifts® Federation of Magic*: Aura of Power, Mystic Fulcrum, Fist of Fury, Frostblade, Tame Beast and Restore Life.

7. Special O.C.C. Bonuses:

- +5D6 to S.D.C.
- +3 on initiative but only when fighting the supernatural.
- +1 to save vs magic at level 1, 3, 5, 7, 9, 11 and 13.
- +2 to save vs poison and disease.
- +3 to save vs cold and pain.
- +4 to save vs possession.
- +1 to save vs Horror Factor at levels 1, 3, 4, 5, 7, 8, 10, 12 and 14.

Angakoq, the Inuit Shaman O.C.C.

Also known as Angekkok and Spirit Walker.

Alignment: Any good, selfish or Aberrant evil.

Racial Restrictions: Inuit only.

Attribute Requirements: Traditional Inuit beliefs and lifestyle, a desire to help others and a sense of closeness to the spiritual. Not anyone can become a Shaman and according to myth, the individual is chosen by the god *Tornarssuk the Bear* or *Tulungusaq the Raven*. A good I.Q. and P.E. are helpful (9 or higher), but not required.

O.C.C. Skills:

- Basic Math (+10%)
- Speaks Inuit at 98%
- Speaks one other language of choice (+15%)
- Lore: Demons & Monsters (+25%)
- Lore: One of Choice (+15%)
- Animal Husbandry (+20%)
- Skin & Prepare Animal Hides (+20%)
- Identify Plants & Fruits (+15%)
- Land Navigation (+15%)
- Wilderness Survival (+20%)
- Holistic Medicine (+25%)
- Brewing (+15%)
- Cook (+20%)
- Pilot: Boat (rowboat/canoe/kayak; +15%)
- Pilot: Dog Sled (Base Skill: 25% +5% per level of experience; the Shaman is +20%)
- Swim (+15%)

Climb (+15%)

Whittling (+10%)

W.P. Two Ancient of choice (any).

Hand to Hand: Basic (no others are available).

O.C.C. Related Skills: Choose four other skills at level one and one additional at levels 3, 7 and 11.

Communications: None

Domestic: Any (+10%)

Electrical: None

Espionage: None

Mechanical: None

Medical: None other than O.C.C. skills.

Military: None

Physical: Any, except Boxing and Acrobatics.

Pilot Skills: Sail Boat and Horsemanship only.

Pilot Related Skills: Navigation only

Rogue Skills: None

Science: Any (+5%), excluding chemistry.

Technical: Any (+5%)

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character also gets to select two Secondary Skills from the previous list at level one and one additional at levels 4, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All Secondary Skills start at the base skill level. Also, skills are limited as previously indicated.

Standard Equipment: A bow and a variety of arrows, spear or staff with the tip made of animal bone or stone, winter clothing and possibly a light suit of M.D.C. body armor made from Mega-Damage creatures, a hunting knife, skinning knives, whittling knife, pocket knife, hand axe, pick axe, flashlight or lantern, lighter, flint and tinder box, cooking utensils, 1D6 small sacks, 1D4 medium-sized sacks, two large sacks, backpack, bedroll, two canteens or water skins, belt, boots, traveling clothes, heavy fur coat with hood, scarf, gloves, mittens, snowshoes, 10 feet (3 m) of rope, and a handful of personal items.

Additional weapons, special items and magic items may be acquired over time (and through role-playing).

Inuit Amulets & Talismans: Select two amulets and two talismans to start. Others can be created as the player desires and the G.M. allows. As a very general rule of thumb, one additional amulet can be made every three levels of experience (3, 6, 9, 12 and 15) and a talisman at every other level (2, 4, 6, 8, 10, 12 and 14). Remember that the creation of each magic item permanently uses up a certain amount of the Tornaq's P.P.E. so the Shaman may refrain from making many of these items.

Vehicle: None. May acquire a dog sled or kayak, but that's about it.

Secret Resources: Highly respected by all Inuit people, and most Native Americans in general, as well as Mastadonoids and Tundra Rangers. Angakoq are healers and mages of great repute.

Money: Has little need for credits and even trade goods are minimal. Starts with 2D4x100 credits worth of herbs, furs, horns, bone, nuggets of silver or gold and other tradeable goods. Enchanted Inuit amulets and such are generally considered priceless (worth at least a half million if not several



times more to those who can use them). Those who recognize and appreciate the Inuit Shaman usually welcome them in their homes, share their food and provide the Angakoq with all his basic needs as well as special gifts for his services, advice and kindness.

Cybernetics: None and avoids them as unnatural. The only cybernetics that they might consider are bio-systems.

Inuit Amulets & Talismans

Inuit Amulets and Talismans are a bit different from the common Wizard spells, although the Angakoq can make them too by channeling the power of his Tornaq. The high P.P.E. cost of making an Inuit Shamanistic Amulet or Talisman always requires the P.P.E. of the Spirit Bear or a ley line nexus at a time of power. Using the Spirit Bear, the creation of an Amulet will permanently drain it of 10 P.P.E. and a Talisman (or Special Magic Item) of 20 P.P.E. When the Tornaq is permanently drained of half its original P.P.E., all its powers, abilities and M.D.C. are reduced by half. Consequently, these magic items are not made and given away casually.

Limitations: Only the Angakoq or the person to whom he bestows an amulet or talisman can use it. To anybody else, even another Shaman, it is a useless trinket. Typically, such valuable items are only lent to an individual for a short period of time (a few days). Being given such an item as a gift is a tremendous honor.

No more than one Inuit talisman and one amulet (total of two Shaman items) can be worn and used at one time.

When the Shaman who made it, or the person the item was given to, dies, the magic leaves the item and returns to the spirit realm. The enchantment is broken.

Most amulets and talismans have 60 M.D.C. and can be destroyed, but the attack must be aimed directly at the item and with the intent of destroying it, usually after it is taken off the wearer (-6 to strike while worn).

Amulets always invoke some sort of protection or ability that helps to protect one from the elements or the supernatural.

Talismans always give the wearer some particular power or ability.

One can not replace one talisman or amulet over and over again to get different powers and abilities. Once a particular amulet or talisman is worn and then removed, another can not be worn and its magic drawn upon for 24 hours. Consequently, many Angakoq will remove an amulet or talisman when he does not need it and keep it and others in a medicine bag (a pouch or sack in which only enchanted items such as these are kept). This is done out of respect for the spirits he calls upon when the amulet or talisman is worn and to keep his body clean of their magical influence. This way he can select the exact one(s) he needs most in a given situation without having to wait 24 hours for them to work. If no amulet or talisman has been used in the last 24 hours (or longer) the moment one is placed around the neck it becomes activated.

Inuit Amulets

Amulet made from the fur and horn of the Bison/Buffalo: Said to give the user/wearer control over the animal's spirit and makes him resistant to magic; +2 to save vs all types of magic.

Amulet Creation Cost: 275 P.P.E. and takes 1D6+6 hours to make.

Amulet made from the skin and feathers of the Eagle: Said to give the user/wearer control over the eagle's spirit and enables him to see and speak to spirits, entities and the invisible. Note that eagles are considered the messengers of the gods.

Amulet Creation Cost: 295 P.P.E. and takes 1D6+6 hours to make.

Amulet made from the bones and feathers of the Raven: Said to give the user/wearer control over the raven's spirit and makes him impervious to possession and +1 to save vs illusions.

Amulet Creation Cost: 290 P.P.E. and takes 1D6+6 hours to make.

Amulet made from the skin of the Seal: Said to give the user/wearer control over the seal's spirit and enables him to walk among seals without frightening them. This can be done anytime without limit. Once every seven days the wearer can walk among the seals, select and kill one without resistance and without scaring the others. However, trying to kill more than one will cause all to flee and cause sea animals hunted by the Inuit to leave the area for 2D6 days. The amulet also allows the user to walk in the Arctic without feeling the full harsh effect of the cold (impervious to frostbite and hypothermia, but feels a bit chilled).

Amulet Creation Cost: 225 P.P.E. and takes 1D6+10 hours to make.

Amulet made from the skin or skull of the Snake: Said to give the user/wearer control over the animal's spirit and makes him impervious to snake bites/snake poison, +4 to save vs all poisons and +2 to save vs drugs and disease.

Amulet Creation Cost: 250 P.P.E. and takes 1D6+4 hours to make.

Amulet made from the skin of the Walrus: Said to give the user/wearer control over the animal's spirit and enables him to swim in the icy sea (with or without clothes) or walk in snow without feeling the cold.

Amulet Creation Cost: 250 P.P.E. and takes 1D6+6 hours to make.

Inuit Talismans

Bear Claw Talisman: Said to give the user/wearer a tiny part of the animal's spirit and strength, enabling him to run at a speed of 30 mph (48 km), gain a supernatural P.S. of 24 (damage from punches and kicks is 2D6 M.D., double from a power punch but counts as two attacks), and gives him Mega-Damage skin with 100 M.D.C.! If the magical M.D.C. is used up, the amulet breaks and becomes useless. Furthermore, no armor can be worn or the M.D.C. is negated. Assuming the M.D.C. is not used up, it will regenerate after the rise of each moon (Midnight of every day).

Talisman Creation Cost: 590 P.P.E. and takes 1D4x10 hours to make.

Bear Tooth Talisman: Said to give the user/wearer a tiny part of the animal's spirit and strength, enabling him to recognize and follow the tracks of the prey of the Polar Bear at 88% proficiency. When the prey is found, the first strike will hit without error and does triple damage, usually downing the animal in one blow. Any weapon can be used, including modern ones, although Angakoq will only use a traditional or magical weapon.

Talisman Creation Cost: 500 P.P.E. and takes 1D6x10 hours to make.

Caribou Antler Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to sense where caribou can be found. Furthermore, the wearer is regarded as a brother and can ride a wild caribou like a horse and lead the entire herd!

Talisman Creation Cost: 550 P.P.E. and takes 1D4x10 hours to make, plus the Antler must be carved with designs and symbols.

Eagle Feather Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to see and speak to spirits, entities and the invisible. Note that eagles are considered the messengers of the gods. Constantly in effect.

Talisman Creation Cost: 580 P.P.E. and takes 1D4x10 hours to make.

Eagle Claw Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to shoot a bow and send the arrow double the usual distance, +2 to strike, and it does double damage. These arrows fired under the guidance of the Eagle Spirit will inflict the equivalent of their normal damage (typically 2D6 S.D.C.) as (2D6) M.D.C. to supernatural beings, demons, entities and ghostly spirits.

Talisman Creation Cost: 600 P.P.E. and takes 1D6x10 hours to make.

Raven Claw Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to battle the supernatural (spirits, demons, entities, vampires) and tear apart animated dead with his bare hands! Punches and kicks inflict the equivalent S.D.C. damage as M.D. against these beings, and a power punch does triple damage but counts as two melee actions. Furthermore, the talisman functions as a holy symbol and will hold at bay creatures affected by such symbols, vampires included.

Talisman Creation Cost: 700 P.P.E. and takes 2D4x10 hours to make.

Turtle Shell Talisman: Said to give the user/wearer a part of the animal's spirit and gives him a protective aura (or force field) that provides 40 M.D.C. +6 per level of the Shaman. If the magical M.D.C. is used up, the amulet breaks and becomes useless. Furthermore, no armor with more than 50 M.D.C. can be worn or the magic M.D.C. is negated. Assuming the M.D.C. is not used up, it will regenerate after each new tide.

Talisman Creation Cost: 500 P.P.E. and takes 1D6x10 hours to make.

Walrus Bone or Tusk Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to swim with the grace and power of a Walrus. He can dive 300 feet (91 m), survive depths of up to 600 feet (183 m), swim at a speed of 30 mph (48 km), see clearly in murky water, and hold his breath for up to six minutes. Moreover, he is impervious to the cold. The character can also float effortlessly on the waves. Duration is indefinite and can be used at will.

Talisman Creation Cost: 595 P.P.E. and takes 1D4x10 hours to make, plus the bone or tusk must be carved and engraved.

Whale Bone Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to swim with the grace and power of a whale. He can dive 1000 feet (305 m), survive depths of up to two miles (3.2 km), swim at a speed of 40 mph

(64 km), see clearly in murky and dark water, and hold his breath for up to ten minutes. Moreover, he is impervious to the cold and has a supernatural P.S. of 40, but only when in the sea/ocean (no, standing in a pool of sea water does not count). The character can also float effortlessly on the waves. Duration is indefinite and can be used at will.

Talisman Creation Cost: 660 P.P.E. and takes 1D6x10 hours to make, plus the bone must be carved and engraved.

Wolf Bone Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to transform into a Timber Wolf! Has all the animal's abilities but retains the mind of a man (and can't speak!), and the talisman remains hanging around the wolf's neck. There is no time limit to the transformation, and the wearer can transform into human form at will. However, the transformation can only be performed once per 24 hours.

Talisman Creation Cost: 650 P.P.E. and takes 1D6x10 hours to make, plus the bone must be carved and engraved.

Wolf Teeth or Skull Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to track the wolf's prey by sight and smell equal to the animal's normal ability.

Talisman Creation Cost: 500 P.P.E. and takes 1D4x10 hours to make, plus the bone must be carved and engraved.

Special Inuit Magic Items

The Bear's Coat: A full-sized bearskin of a Brown or Grizzly Bear. It is enchanted and said to give the user/wearer a part of the animal's spirit. Thus, when it is put on it transforms the wearer into a huge Brown or Grizzly Bear! In this form he has all the abilities of an M.D.C. mutant bear but retains the mind of a man and can't speak. To cancel the magic, the Shaman simply removes the bear skin as he would a coat! However, the transformation can only be performed twice per 24 hours.

Creation Cost: 900 P.P.E. and takes 2D4x10 hours to make. Very rare and usually requires the P.P.E. of the Shaman, his Tornaq and an additional source such as a ley line nexus during a moment of increased power.

Note: Only an Angakoq can make and use this fabulous coat.

Demon Mask: A mask made to look like a monstrous face. It is made from wood or the skull of a large animal, painted and decorated with the teeth of the Bear or Wolf, the tusk of the Walrus, and the feathers of the Raven or Eagle. This draws on a combination of spirit forces that will conceal the wearer's true mortal nature and make demons see him as one of their own kind!

A variation of this mask with antlers fends off evil spirits and supernatural trouble — frightens and chases lesser demons away without incident. When worn and used in a ceremonial dance that takes a half hour to perform, all lesser demons and entities in a 1D6 mile radius, +1 mile (1.6 km) per level of the Shaman will leave the area and not return for 1D6 days +1 day per level of the Shaman's experience. Those who stay away for more than nine days are likely to move on and not return.

Creation Cost: 660 P.P.E. and takes 2D4x10+60 hours to make.

Spirit Catcher: An elaborate carving with two heads of an eagle or raven attached to a cord. During a ceremony it is swung in a circle over the Shaman's head. +30% to a successful exorcism without risk of the Shaman or other participants being pos-

essed because the possessing spirit is caught in the motion of the swirling Spirit Catcher and is flung into the wind and carried away.

This enchanted device can also be used in a similar fashion to snatch up any *poltergeists*, *haunting entities* and similar lesser entities within a 100 foot (30.5 m) radius. They are automatically caught inside the device and contained, until the Shaman releases them by swirling the Spirit Catcher in the opposite direction. They are usually released at some remote place or over the sea or from a cliff where they are disoriented and usually fly away to their native dimension/spirit realm. Two spirits can be contained in the Spirit Catcher for every level of the Angakoq's experience. Those not contained are revealed to the Shaman.

Creation Cost: 700 P.P.E. and takes 4D4x10 hours to make.

Notable Equipment

Tundra Ranger Weapons, Gear & Vehicles

Legion Tundra Body Armor

A light, high-tech, body armor worn by most Tundra Rangers. It can be worn as part of a full environmental system (the usual EBA features, although heat resistance is about 30% less than normal), or as a non-environmental system. The Thermal-Armor Body Suit is worn under it with the Legion armor on top. Legion armor is padded armor with chest, shoulder and plates, heavily padded forearm protection and elbow pads (with small ceramic plates inserted at strategic locations). The thighs and lower legs are also protected by plates and padding. In place of a full combat helmet (50 M.D.C.), the Rangers often wear a thermal hood or cap (8 M.D.C.), scarf and air filter with a pair of light-sensitive tinted goggles, or a multi-optic system.

- M.D.C.: 60 total (40 from the Legion armor and 20 for the Thermal-Armor)
- Weight: 10 pounds (4.5 kg)
- Excellent mobility, ideal for riding horses or hover vehicles. Penalty of -5% applies to the skills prowl, swim, acrobatics, and gymnastics.
- Cost: Only the Tundra Rangers have it and they aren't selling (Would cost at least 35,000 credits on the open market).

Thermal-Armor Body Suit

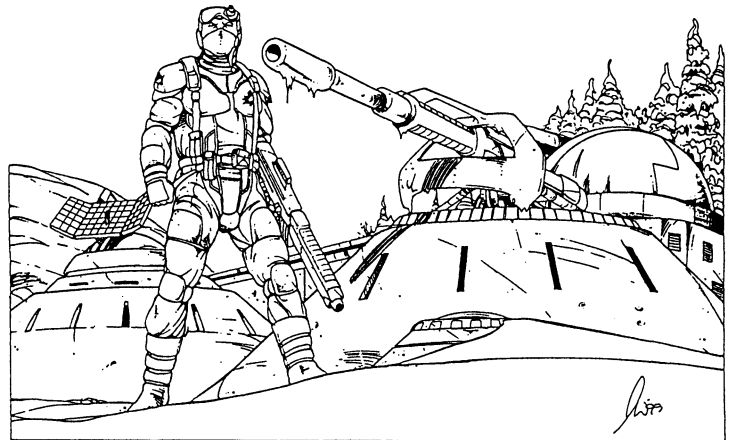
Thermal-armor is basically an insulated flight suit made of a special M.D.C. fabric that resembles a heavy cloth. For extra protection, select areas are thinly padded. It is worn under the Legion Tundra Body Armor and also can be worn underneath power armor, or alone like a flight suit. Only the Tundra Rangers have this particular advanced, pre-Rifts M.D.C. fabric in Canada. A specific helmet can be attached to make the Thermal-Armor Body Suit into a super-lightweight environmental armor.

- 20 M.D.C. for the suit; light helmet 30 M.D.C.
- Weight: 8-10 pounds (3.6 to 4.5 kg).
- Superior mobility! No penalties.
- Cost: Only the Tundra Rangers have it and they aren't selling.

Tundra Ranger Energy Weapons

The original weapon arsenal of the CS Dead Boys were all based on pre-Rifts designs and technology, sometimes slightly modified. Conse-

quently, the Tundra Rangers manufacture variations or equivalents of the Coalition's early armaments! These include all the weapons found on pages 203-205 of the **Rifts® RPG**, excluding Fusion Blocks and the Neural Mace.



TR-500 Tundra Ranger Heavy Laser Turret

The TR-500 Heavy Laser Turret is a pre-Rifts weapon that is typically built into a low profile, M.D.C. bunker. The bunker or pillbox is manned by 2-4 soldiers who monitor the weapon, sensors, and communications systems. The weapon itself can be set for ADR/Automated Defense Response (attacking any target the computer recognizes as a designated enemy), auto-fire (shooting anything that moves) or manual (operated by one of the soldiers inside the bunker; one is always a trained gunner). These pillbox-style weapon bunkers are designed as both a lookout post and base defense. They originate at the secret headquarters and main base of the Tundra Rangers in the Northwest Territories near Fort Smith where there are two dozen of these units. However, the large Regina base has ten and all smaller outposts have four.

ADR Heavy Laser Turret: All turrets are capable of 360 degree rotation and a 90 degree angle of fire, up and down. Mounted behind the main gun is a domed mini-missile launcher (100 M.D.C.). Note that one of these defense "blocks" is composed of a Laser Turret with mini-missile launcher and a second smaller bunker with the radar and sensor systems. As many as eight soldiers can fit reasonably comfortably in the laser bunker, and five in the sensor bunker. These bunkers all have narrow slits to look out of, and a shield that can slide to cover the M.D.C. glass (8 M.D.C.). The glass partition can also slide away to allow those inside to fire out, however, this compromises the environmental fail-safes and protective measures.

Primary Purpose: Defense

M.D.C. By Location:

- Main Cannon/Laser (1) — 180
- Main Cannon Bunker Housing (1) — 350
- Reinforced Inner Cockpit — 100
- Mini-Missile Launcher (1) — 100
- Sensor Array & Radar Unit (1; next to laser) — 100
- Hatch (2) — 100 each

Mega-Damage: Laser: 1D6x10 M.D. per single blast.

Mini-Missiles: 5D6 M.D. (Fragmentation) or 1D4x10 (Armor Piercing), or smoke.

Rate of Fire: Eight via ADR System or equal to the number of hand to hand attacks of the gunner (usually 4-6).

Range: Laser: 4000 feet (1200 m)! Mini-Missiles: One mile (1.6 km).

Payload: Laser: Effectively unlimited when linked to the base generators, but also has an auxiliary battery good for 80 blasts.

Mini-Missiles: 48 total missiles.

Legion-90 Sky Pack

Body Armor Accessory

This is an all-purpose jet pack used by the Tundra Rangers. It has electromagnetic anchors that affix to mountings in the back of all Legion body armor, as well as secondary holding straps. It cannot be used underwater.

- Maximum Speed: 90 mph (144 km)
- Maximum Range: 700 miles (1120 km) for gas or electric units; indefinitely with nuclear powered systems (10 year life; typically reserved for Special Forces).
- Weight: 30 lbs (13.6 kg)
- Size: 2.5 feet (0.76 m) tall, 1.5 feet (0.46 m) wide and one foot (0.3 m) thick.
- Weapons: None.
- M.D.C.: 22
- Engine Type and Cost: 30,000 credits Gasoline, 50,000 credits electric, or 400,000 nuclear with a 10 year life. Note that range is effectively unlimited if nuclear powered, although the pack may overheat if used continuously for more than six hours (01-40%). Overheating will burn out the internal systems destroying the machine; should be allowed to cool for one hour after 4-6 hours of continuous use. Although the Tundra Rangers do not sell their jet packs or any of their equipment, there are equivalent types on the market (the CS-500 "Sky Pack" is a more advanced version of it).

Legion 2/20 Snowmobile

A low, sleek, two seat snowmobile usually fitted with a turbine engine that takes liquid fuel. It can operate over a fair range of terrain, but is limited somewhat by very rugged landscapes and mountainous regions (needs a trail or path). The snowmobile is propelled by vector jets with a computer control system patched into the steering control. Forward braking jets in the underbelly and nose are used for quick stops. Anybody who can pilot hovercycles or hover vehicles can pilot the Legion 2/20.

Crew: One

Capacity: One human-sized driver and one human-sized passenger up to 7.6 feet (2.3 m) and a total of 600 pounds (270 kg); suitable for Headhunters and light 'Borgs, but big, bulky, full conversion cyborgs are usually too large and/or heavy to use this vehicle effectively (reduce speed by 50% and there is a -15% to the piloting skill).

Cargo: Minimal; space for a rifle, survival kit, and backpack. An additional 200 pounds (90 kg) can be strapped to the outside of the Snowmobile and it can pull up to an additional 200 pounds (90 kg), but speed is reduced by 20% and control (pilot skill) is -10%.

Height: 2.5 feet (0.76 m)

Width: 3 feet (0.9 m)

Length: 6 feet (1.8 m)

Weight: 800 pounds (360 kg)

Power Source: Liquid fuel turbine engine or nuclear.

Range: 250 miles (400 km) for the liquid fuel engine, effectively unlimited when nuclear powered.

Speed: Top speed is 100 mph (160 km), but cruising speed is usually 30-40 mph (48-64 km). Doing more than 60 mph (96 km) better be reserved for flat-out open spaces like the tundra! Traveling through woodlands or rugged terrain will reduce maximum speed by 50-70%; to go faster is suicide (will crash into something).

Leaps: Capable of thruster assisted leaps 15 feet (4.6 m) high and 50 feet (15.2 m) across.

M.D.C. by Location:

Rear Turbojets (2) — 20 each

* Small Braking/Maneuvering Jets (4) — 6 each

* Snow Skis (2) — 25 each

* Headlights (2) — 3 each

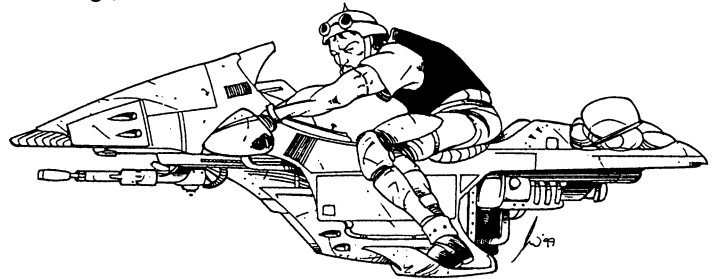
Reinforced Windshield — 10

** Main Body — 85

* Locations marked with a single asterisk are small and/or difficult targets to hit. Thus, they can only be hit when a character makes a *called shot* and even then, the attacker is -3 to strike.

** Depleting the M.D.C. of the entire main body will destroy the vehicle.

Cost: The Tundra Rangers sometimes sell and trade this vehicle, and Northern Gun and others offer similar snowmobiles at prices ranging from 45,000 to 60,000 credits (cost may be higher in remote regions) for the standard alcohol or gasoline mixed, turbine engine with a range of 250 miles (400 km); excellent availability. One million credits for the nuclear powered version with a 10 year life and effectively unlimited range; rare.



Legion 50/50 Arctic Hovercycle

This was one of the newest designs in the Canadian Military for an all-purpose, heavy-duty, and very reliable hovercycle. It was designed with winter and arctic conditions in mind. Most traditional hovercycles have a tendency to stall, freeze (won't go until unfrozen) and cause avalanches. A special heat circulation and air-cycling system keeps the engine and hover jets of the 50/50 from freezing. Heated locks keep them from freezing and an excellent defrost system keeps the glass of the windshield and rear view mirrors from freezing. The 50/50 can perform in sub-zero conditions up to 130 degrees Fahrenheit below zero (-90 C), and has performed with minimal stalling and freezing problems at temperatures down to 200 degrees below zero (-129 C). A muffled "soft-flow" hover jet system causes minimal noise and disturbance of the snow to help prevent avalanches and similar snow and ice slides.

If this excellent vehicle has a downside, it is its slow speed compared to conventional hovercycles, but faster speeds dramatically increase the chance of causing avalanches, snow slides and blowing and drifting. **Note:** The Novyet Arctic Hoverbike is a modified and slightly more advanced version of this pre-Rifts design.

Crew: One; a passenger can squeeze on, but may slide off during quick maneuvers.

Capacity: One human-sized passenger and 500 pounds (225 kg); suitable for Headhunters and light cyborgs, but heavy full conversion cyborgs may be too large and/or heavy to use this vehicle. If the weight allowance is exceeded by more than 50 pounds (22.6 kg) there is a -10% piloting skill penalty and speed is also reduced by 10%.

Cargo: Minimal; space for a rifle, survival kit, backpack, and a couple of small items or packages. An additional 200 pounds (90 kg) can be strapped to the outside of the Hoverbike and it can pull up to an additional 300 pounds (136 kg).

Height: 4 feet (1.2 m) body; landing gear is three retractable skis, two in the rear on the sides of the vehicle, and one centered under the front section.

Width: 3.6 feet (1.1 m); tapers to a foot (0.3 m) toward the front.

Length: 8 feet (2.4 m).

Weight: 1,200 pounds (540 kg).

Power Source: Internal combustion engine (alcohol and/or gasoline mix) or nuclear.

Range: Liquid fuel: 300 miles (480 km); nuclear: unlimited.

Speed: Hover stationary to 100 mph (160 km), but cruising speed is typically around 40-50 mph (64-80 km).

Leaps: Capable of thruster assisted leaps 25 feet (7.6 m) high and 80 feet (24.4 m) across.

Flight Ceiling: 50 feet (15.2 m); VTOL capable.

M.D.C.by Location:

* Small Hoverjets (5; undercarriage) — 18 each

Main Jet Thrusters (2; rear) — 30 each

* Landing Skis (3) — 15 each

* Headlight (1; large) — 8

* Forward Laser (1) — 35

Reinforced Windshield — 10

** Main Body — 120

* Locations marked with a single asterisk are small and/or difficult targets to hit. Thus, they can only be hit when a character makes a *called shot* and even then, the attacker is -3 to strike.

** Depleting the M.D.C. of the entire main body will destroy the vehicle.

Cost: Not sold by the Tundra Rangers, but the Novyet version (slightly faster and more powerful) sells for 90,000 to 120,000 credits (cost is higher in remote regions of Siberia) for the standard alcohol or gasoline mixed, internal combustion engine with a range of 300 miles (480 km); good availability. 1.1 million credits for the nuclear powered bike with a 10 year life and effectively unlimited range; poor availability. This Russian model does not come with a built-in weapon, and such a feature is 50,000-100,000 extra.

Weapon System: **Foward Laser.** A long-range, medium laser controlled by the driver. It can swivel side to side in a 180 degree arc and up and down 30 degrees.

Primary Purpose: Defense

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks of the pilot (usually 4-6).

Maximum Effective Range: 1,600 feet (487 m).

Payload: 60 shots; unlimited if tied to a nuclear power system.

Legion SOL Flying Arsenal

Inspired by Kent Burles

This devastating multi-weapon arsenal of destruction is very difficult, expensive and time consuming to make, so there are only two at each of the ten Tundra Ranger outpost bases, six at Regina and 24 at H.Q. Northern Gun, The Manistique Imperium and Bandito Arms would love to get one of these babies to study and build a knock-off. So far, only Bandito Arms has heard rumors about it, but has never seen one and relegates tales of this weapon platform as nothing more than a wild Canadian folk tale. However, once it is known to really exist, one can rest assured that all three will try to make their own versions.

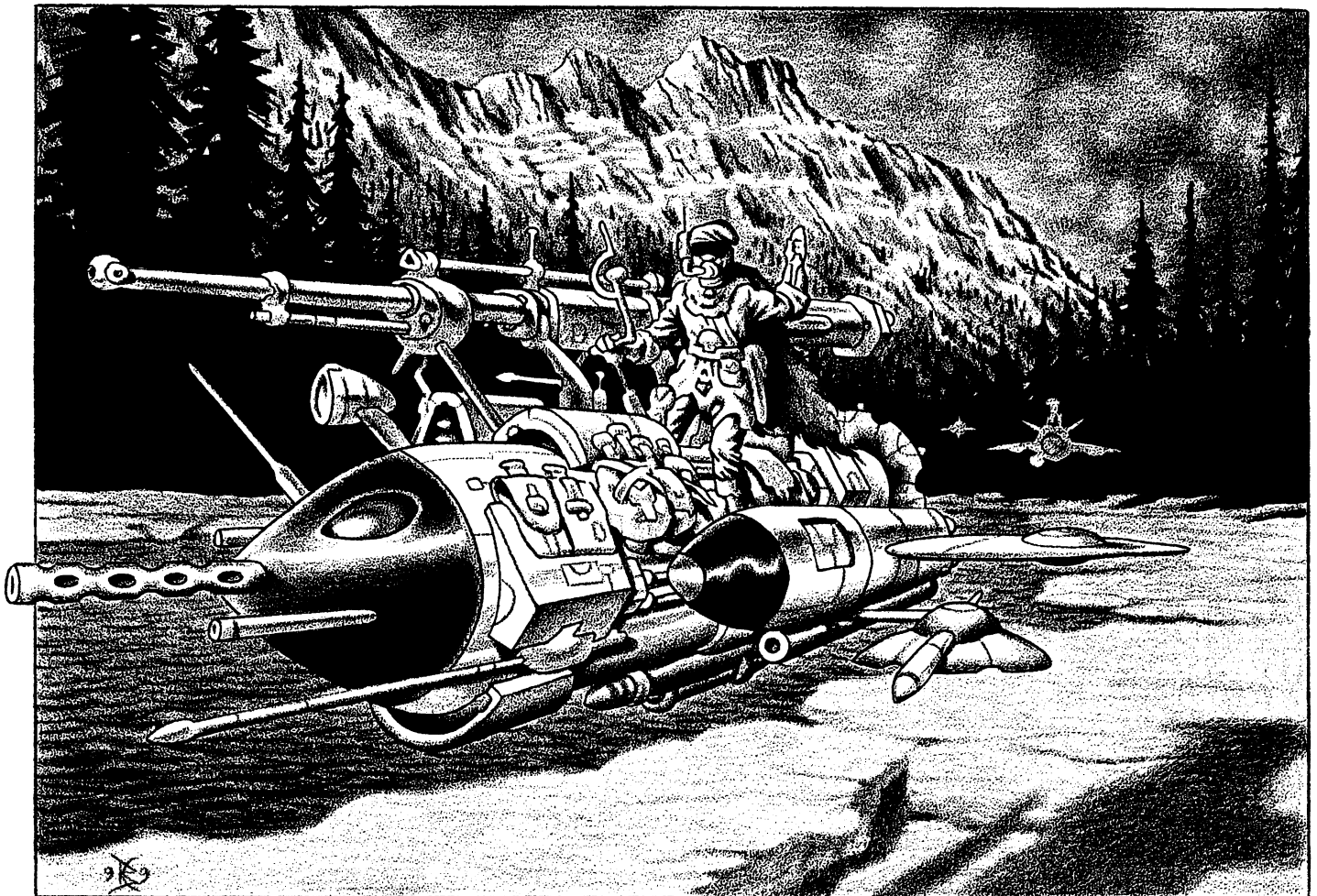
In a lot of ways, the SOL Flying Arsenal (SOL is said to stand for "Shit Outta Luck") is little more than a large, framework hovercycle designed to be a harness or saddle that is placed over a big missile and hooked to several other detachable weapon systems. Having the long-range laser cannon mounted on top (and a bit to the side of it) of the actual hovercycle makes the vehicle slower and less aerodynamic than most bikes, but then it is a mobile assault unit designed for silence, mobility, and most of all, firepower, not speed. As part of a hovercycle system, the weapon is long and sleek, able to maneuver down narrow streets, mountain passes and even light forest.

The SOL Hovercycle Weapon Platform

Crew: One, but 2-3 passengers can squeeze on, 8-10 when fully loaded and passengers can ride on top of the missiles.

Capacity: 1-4 human-sized occupants and 20 tons of weapons!

Cargo Space: Good, with space for 1-2 rifles, sidearm, survival kit, backpack, and a half dozen saddlebags or packages in addition to the weapon systems. Up to 1000 pounds (450 kg) can be strapped to the outside of the Flying Arsenal and it can pull up to an additional 300 pounds (136 kg).



Height: 6 feet (1.8 m) body; landing gear are two disk-shaped hover jets mounted on the sides (the short-range missile is mounted on this “leg” strut when fully loaded, with a mini-missile hooked into the actual disk-pads) and a third, retractable ski in the nose (folds up when fully loaded).

Width: 16 feet (4.9 m) fully loaded; 12 feet (3.6 m) as cycle alone.

Length: 9 feet (2.7 m) of the framework hovercycle alone, 20 feet (6 m) with top mounted laser cannon (standard), and 28 feet (8.5 m) fully loaded with medium-range missile.

Weight: 1,200 pounds (540 kg) for the framework hovercycle, two tons with the standard laser cannon mount, and 20 tons fully loaded!

Power Source: Internal combustion engine (alcohol and/or gasoline mix) or nuclear.

Range: Liquid fuel: 300 miles (480 km); nuclear: unlimited.

Speed: Hover stationary to 50 mph (80 km), but cruising speed is typically around 30 mph (48 km). Increase speed by 30% when all missiles have been jettisoned, and another 30% if the laser cannon is jettisoned.

Note: The framework hovercycle fits right over and clamps onto the Medium-Range Missile.

Leaps: Not possible.

Flight Ceiling: 50 feet (15.2 m); VTOL capable.

M.D.C. of Framework Hovercycle (only) by Location:

* Small Directional Jets (8) — 10 each

* Side Hover Pads (2) — 20 each

Main Jet Thrusters (3; rear) — 35 each

* Spotlight (1) — 10

* Forward Laser (1) — 35

** Main Body — 160

* Locations marked with a single asterisk are small and/or difficult targets to hit. Thus, they can only be hit when a character makes a *called shot* and even then, the attacker is -3 to strike.

** Depleting the M.D.C. of the entire main body will destroy the vehicle.

Weapon Systems M.D.C. by Location & Type:

* Rail Gun in Medium-Range Missile (1; nose) — 25

Massive Medium-Range Missile — 100

Short-Range Missiles (2; sides) — 35 each

Main Laser Cannon (1) — 120

* Silver Spears (2; one forward, one rear) — 20 each

* Mini-Missiles (Six; 2 on each hover pad, 4 undercarriage) — 10 each

Cost: Not sold by the Tundra Rangers, but would cost millions of credits fully loaded.

Weapon System: Forward Laser. A long-range, medium laser controlled by the driver. It can swivel side to side in a 180 degree arc and up and down 30 degrees.

Primary Purpose: Defense

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks of the pilot (usually 4-6).

Maximum Effective Range: 1,600 feet (487 m).

Payload: 60 shots; unlimited if tied to a nuclear power system.

Weapon Systems:

1. Rail Gun in the nose of the Medium-Range Missile: This is a light, cheap disposable unit that is, ideally, spent before the missile is launched. The rail gun is fixed in a forward position, so the entire Flying Arsenal must move to aim and point.

Primary Purpose: Anti-Personnel.

Mega-Damage: A burst is 30 rounds and inflicts 1D4x10 M.D. Only fires bursts.

Range: 4,000 feet (1220 m)

Payload: Internal belt-fed ammo drum with 2,400 rounds (80 bursts).

2. Massive Medium-Range Missile (1): What appears, at first glance, to be a rocket shaped body is actually a huge, medium-range missile. The framework hovercycle actually sits on top of the missile and clamps onto the sides to transport it.

Primary Purpose: Anti-Armor, Bunker & Monster.

Mega-Damage: Varies with missile type, but typically the Tundra Rangers can only make High Explosive missiles that do 4D6x10 M.D.!

Rate of Fire: One.

Maximum Effective Range: 40 miles (64 km).

Payload: One. When launched, the missile hovers for 30 seconds while its main rockets heat up, and the framework hovercycle can detach and move a safe distance to the side of it.

3. Short-Range Missiles (2; sides): One is located on both sides of the medium-range missile, mounted on the landing strut of the hovercycle.

Primary Purpose: Anti-Vehicle & Anti-Monster.

Mega-Damage: Varies with missile type, but typically High Explosive or Armor Piercing, both do 2D4x10 M.D. The Rangers don't have the capability of making other types of missiles.

Rate of Fire: One.

Maximum Effective Range: 3-5 miles (4.8 to 8 km) respectively.

Payload: Two

4. Mini-Missiles:

Primary Purpose: Assault and Defense.

Mega-Damage: Varies with missile type, but typically Fragmentation that does 5D6 M.D. or Armor Piercing 1D4x10 M.D.

Rate of Fire: One or two.

Maximum Effective Range: One mile (1.6 km).

Payload: Six; one on each hover pad (sides) and four on the undercarriage.

5. Main Laser Cannon: This is a variation on the cannon used in the base bunkers. It can move 30 degrees side to side and up and 45 degrees down.

Primary Purpose: Assault.

Mega-Damage: 1D6x10 M.D. per single blast.

Rate of Fire: Three on auto-targeting (ADR) or equal to the number of hand to hand attacks of the gunner (usually 4-6).

Range: 4000 feet (1200 m)!

Payload: Laser power pack is good for 80 blasts.

6. Silver Spears (2): Silver plated spears that are fired like a harpoon gun and designed to combat supernatural beings. One is located on the front, the other on the back. Although both can be fired as projectiles, they can also be used like a lance or spear to impale or slash monstrous opponents. Likewise, the spear can be manually detached and used as a hand-held melee weapon. There are also interchangeable spearheads made of bone and stone to combat tundra monsters who are vulnerable to those materials.

Primary Purpose: Assault.

Mega-Damage: 1D4 M.D. when fired as a projectile or as per damage suitable to creatures vulnerable to the spearhead (typically 2D6 H.P./M.D.C.).

Rate of Fire: One.

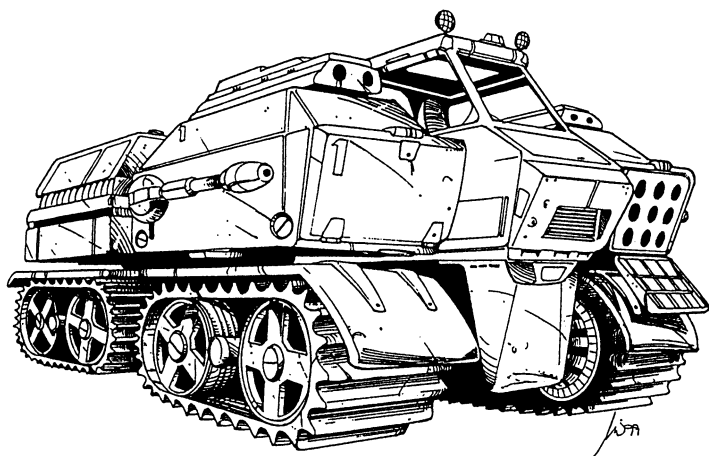
Range: 1000 feet (305 m).

Payload: Two ready to fire, four total, with two stowed on the undercarriage and changeable spearheads in a storage container.

Legion Armored Snow Lion A.P.C.

This is a big, heavy, All-Terrain Personnel Carrier designed for traveling through, over and across snow and ice. There is a small pilot's compartment with room for the driver and 2-3 passengers. Behind the pilot's compartment and on the right side of the pilot are enclosed environmental compartments used for transporting troops — 6 behind the pilot, 10-12 in the side compartment) or to haul cargo. Passengers in the side compartment are placed in (removable) reclining seats, plus there is a computer and communications stations and monitor, a large storage cabinet for stowing gear, a 20 gallon water cooler, and a small bathroom with sink and toilet (100 gallon flush tank). The back compartment is more austere with removable bench seating and no special features other than an intercom to the cab and other passenger section.

A detachable, M.D.C. “trailer” can hook to the rear of the vehicle to let it haul an additional 24 troops and 10 tons of equipment, or up to



100 tons of cargo. However, speed is reduced by 30% when a fully loaded cab is attached.

The Snow Lion can take on the toughest and coldest arctic conditions. It can drive through blizzards, ride atop deep snow, and even survive getting caught in an avalanche. A plow can be attached to the front to give the vehicle snowplow capabilities. The vehicle's track/tread system also makes it an all-terrain vehicle capable of navigating snow, ice and rocky trails, climbing over fallen trees and debris, and even riding through water no deeper than seven feet (2.1 m). It can also climb stairs and fairly steep hills and mountains, able to ascend inclines of up to 55° maximum (30° to 45° is optimum).

Crew: 2-4

Capacity: Can transport up to 18 passengers comfortably, 20 cramped, depending on the configuration and use of the rear and side cargo bay. It can carry 20 tons and pull an additional 100 tons (although max. speed is reduced by 30%).

Height: 12 feet (3.6 m)

Width: 14 feet (4.3 m)

Length: 20 feet (6 m); the additional trailer adds another 20 feet (6 m) for a total length of 40 feet (12.2 m).

Weight: 10 tons for the main vehicle, and another 6 tons, plus cargo, when the trailer is attached.

Power Source: Liquid fuel combustion engine and independent generator system with a range of 700 miles (1120 km), or nuclear (with unlimited range).

Speed: Top: 60 mph (96 km), with a typical cruising speed of 40 mph (64 km). Deep snow and treacherous terrain may reduce speed to under 20 mph (32 km) and hauling a trailer full of cargo will reduce speed by 30%.

Life Support: Air circulation and cleaning system with gas filtration and toxic warning system. The vehicle's cab/pilot's forward section and troop/cargo cabins can be sealed independently and have an air purification, purge and circulation system (with an 8 hour supply of oxygen) that can clean and recycle breathable air for approximately 14 days. Can withstand up to 400 Rads of radiation.

Sensors: The Snow Lion has a digital HUD with passive nightvision and auto-range-finding (1,500 feet/457 m each), and all standard, large vehicle sensors and features.

M.D.C. by Location:

Forward Windows (4 large; front cab) — 25 each

* Headlights (4) — 2 each

* Rear Lights (4) — 2 each

* Small Spotlights (2; top of cab) — 10 each

Cab Hatches (2; one on the side, one top rear) — 60 each

Large Bay Doors of Side Compartment (2; front & back) — 120 each.

* Large Hatch (1; rear of small passenger compartment) — 100

Tractor Treads (2) — 90 each

* Side Mounted Laser Turrets (2) — 100 each

* Top Mounted Grenade Launchers (2) — 100 each

Short-Range Missile Launcher (1; drivers side) — 150

Reinforced Pilot's Compartment — 50

** Main Body: Forward Cab Section — 150

Side Passenger Compartment — 220

** Main Body — 300

* Locations marked with a single asterisk are small and/or difficult targets to hit. Thus, they can only be hit when a character makes a *called shot* and even then, the attacker is -3 to strike.

** Depleting the M.D.C. of the entire main body will destroy the engine and drive system of the vehicle.

Market Cost: Not sold by the Tundra Rangers, but a comparable vehicle would cost about 600,000 Universal Credits for the basic cargo vehicle with a liquid fuel and generator system.

Add one million to the cost for a nuclear powered vehicle (+20 additional M.D.C.).

Add 100,000 for each grenade launcher

Add 250,000 for the short-range-missile launcher.

Add 300,000 for the laser turret.

Add 30,000 to turn the side cargo area into a fully outfitted living quarters for eight.

Add 100,000 for a laboratory and research cabin.

As many as four light weapon systems can be built into the vehicle at extra costs.

Standard Weapon Systems for the Snow Lion:

1. Side Laser Turrets (2). A long-range, medium laser controlled by the driver. It can rotate 360 degrees and has a side to side arc of 90 degrees.

Primary Purpose: Defense

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks of the pilot (usually 4-6).

Maximum Effective Range: 2,000 feet (610 m).

Payload: 60 shots each; unlimited if tied to a nuclear power system.

2. Top-Mounted Grenade Launchers (2): This weapon system is used for light assault and defense, mainly against ground troops, monsters and light vehicles.

Primary Purpose: Defense

Mega-Damage: 4D6 M.D. per grenade.

Rate of Fire: One or two per melee attack. Equal to the number of hand to hand attacks of the gunner (usually 4-6).

Maximum Effective Range: 1,600 feet (487 m).

Payload: 120; 60 each.

3. Short-Range Missile Launcher (1; left side):

Primary Purpose: Anti-Vehicle & Anti-Monster.

Secondary Purpose: Assault

Mega-Damage: Varies with missile type, but typically High Explosive or Armor Piercing, both do 2D4x10 M.D. The Rangers don't have the capability of making other types of missiles.

Rate of Fire: 1, 2, 4 or 6 missiles in a volley.

Maximum Effective Range: 3-5 miles (4.8 to 8 km) respectively.

Payload: Eighteen total.

Homemade M.D.C. Armor

Homemade or piecemeal armor (also referred to as "hodgepodge" armor) is typically composite armor made from M.D.C. animal hides and bone, and/or pieces salvaged and modified from modern armor, bots, or vehicles. Salvage pieces are typically M.D.C. ceramic or metal alloys used for vambraces, helmets, and arm, shoulder, leg and chest plates. Unfortunately, homemade armor usually looks it, and is *never* environmental armor. However, some customized homemade armor looks very nice and may have a more traditional or classical "knight" design and styling or a Juicer or Tech-Athletic or comic book superhero styling.

- M.D.C. Range: 30-40 for light armor; 50-65 for medium armor. Heavy armor is not possible.

- Weight: 25-35 pounds (11.2 to 15.7 kg).

- Fair mobility; a penalty of -10% applies to the skills prowl, climb, swim, trick riding, acrobatics, and gymnastics.
- Cost: 8,000-12,000 credits. Good availability even in wilderness regions.

Fury Beetle Armor

A type of primitive, homespun type of armor made out of the outer body plates and bone of the infamous Fury Beetle. This armor is comparatively inexpensive and extremely popular in central and eastern Canada. It is not an environmental armor and is more like the a variation on partial and full plate armor worn by the knights of old or the Gladiator Armor on page 209 of the **Rifts® RPG**.

Partial Fury Beetle Armor is the most popular because it protects the chest, shoulders and other key body areas while offering good mobility. A modern helmet (50 M.D.C.) with built-in radio communicator is worn to protect the head.

- M.D.C. Range: 40-50 for partial armor; 75-80 for full plate armor.
- Weight: 25-35 pounds (11.2 to 15.7 kg) for partial; double for full plate.

- Mobility: Fair to good for partial armor with a -10% penalty applied to the skills prowl, climb, trick riding, swim, acrobatics, and gymnastics. -30% for full plate armor.
- Cost: Partial 10,000-14,000 credits, 16,000-20,000 for full plate. Good availability even in wilderness regions.

Miscellaneous Goods

Radio: Communication Helmet: A common protective helmet used by people in all walks of life, from messengers and laborers to adventurers and warriors. Its visor has automatic polarizing optics that adjust to the sun, and it has a radio receiver and transmitter built into it (most environmental armor automatically comes with this means of communication). Miniature headphones pipe the message to both ears and a slide-out microphone allows for two-way communication. Range is typically 5-10 miles (8 to 16 km). M.D.C.: 40, to the head only. Cost: 5,500 credits.

Skis: Downhill/Cross-Country: Modern downhill skis are made of super-ceramics and possess superior turning, "shushing" ability. Cross-country skis are also of superior manufacture and designed for extended treks across rough terrain. Both types can be broken down into two pieces per ski for easier storage. Cost: Downhill: 500-750 credits, Cross-Country: 300-500 credits.

Experience Tables

Tundra Ranger, Headhunter Techno-Hound & Trapper-Woodsman

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

Anti-Robot Headhunter, Tundra Ranger Cavalry Ixion Cyber-Horsemen

1	0,000-2,150
2	2,151-4,300
3	4,301-8,600
4	8,601-18,600
5	18,601-26,600
6	26,601-36,600
7	36,601-54,600
8	54,601-75,600
9	75,601-99,600
10	99,601-135,600
11	135,601-185,600
12	185,601-240,600
13	240,601-290,600
14	290,601-343,600
15	343,601-423,600

Centaur R.C.C. & True Sasquatch R.C.C.

1	0,000-1,875
2	1,876-3,750
3	3,751-7,250
4	7,251-14,100
5	14,101-21,200
6	21,201-31,200
7	31,201-41,200
8	41,201-51,200
9	51,201-71,200
10	71,201-101,500
11	101,501-136,500
12	136,501-186,500
13	186,501-236,500
14	236,501-286,500
15	286,501-326,500

Worldly Sasquatch & Tundra Ranger Scout

1	0,000-1,925
2	1,926-3,850
3	3,851-7,450
4	7,451-15,000
5	15,001-21,500
6	21,501-31,500
7	31,501-41,500
8	41,501-54,000
9	54,001-75,000
10	75,001-105,000
11	105,001-140,000
12	140,001-190,000
13	190,001-240,000
14	240,001-300,000
15	300,001-350,000

HH Techno-Warrior

1	0,000-2,100
2	2,101-4,200
3	4,201-8,400
4	8,401-17,200
5	17,201-25,400
6	25,401-35,800
7	35,801-51,000
8	51,001-71,200
9	71,201-96,400
10	96,401-131,600
11	131,601-181,800
12	181,801-232,000
13	232,001-282,200
14	282,201-342,400
15	342,401-402,600

Inuit Shaman/Angakoq

1	0,000-2,140
2	2,141-4,280
3	4,281-8,560
4	8,561-17,520
5	17,521-25,520
6	25,521-35,520
7	35,521-50,520
8	50,521-71,000
9	71,001-96,100
10	96,101-131,200
11	131,201-181,300
12	181,301-231,400
13	231,401-281,500
14	281,501-341,600
15	341,601-401,700

Momano Headhunter

1	0,000-2,150
2	2,151-4,300
3	4,301-8,600
4	8,601-17,200
5	17,201-25,500
6	25,501-36,000
7	36,001-52,000
8	52,001-73,000
9	73,001-98,000
10	98,001-134,000
11	134,001-184,000
12	184,001-240,000
13	240,001-295,000
14	295,001-385,000
15	385,001-450,000

Headhunter Assassin

1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-27,800
6	27,801-37,900
7	37,901-55,100
8	55,101-75,200
9	75,201-100,300
10	100,301-145,500
11	145,501-190,600
12	190,601-245,700
13	245,701-295,800
14	295,801-345,900
15	345,901-415,100

Notes: D-Bee experience as per applicable O.C.C. The Faerie Bot, Loupgarou and Ogopogo use the Dragon E.P. tables.



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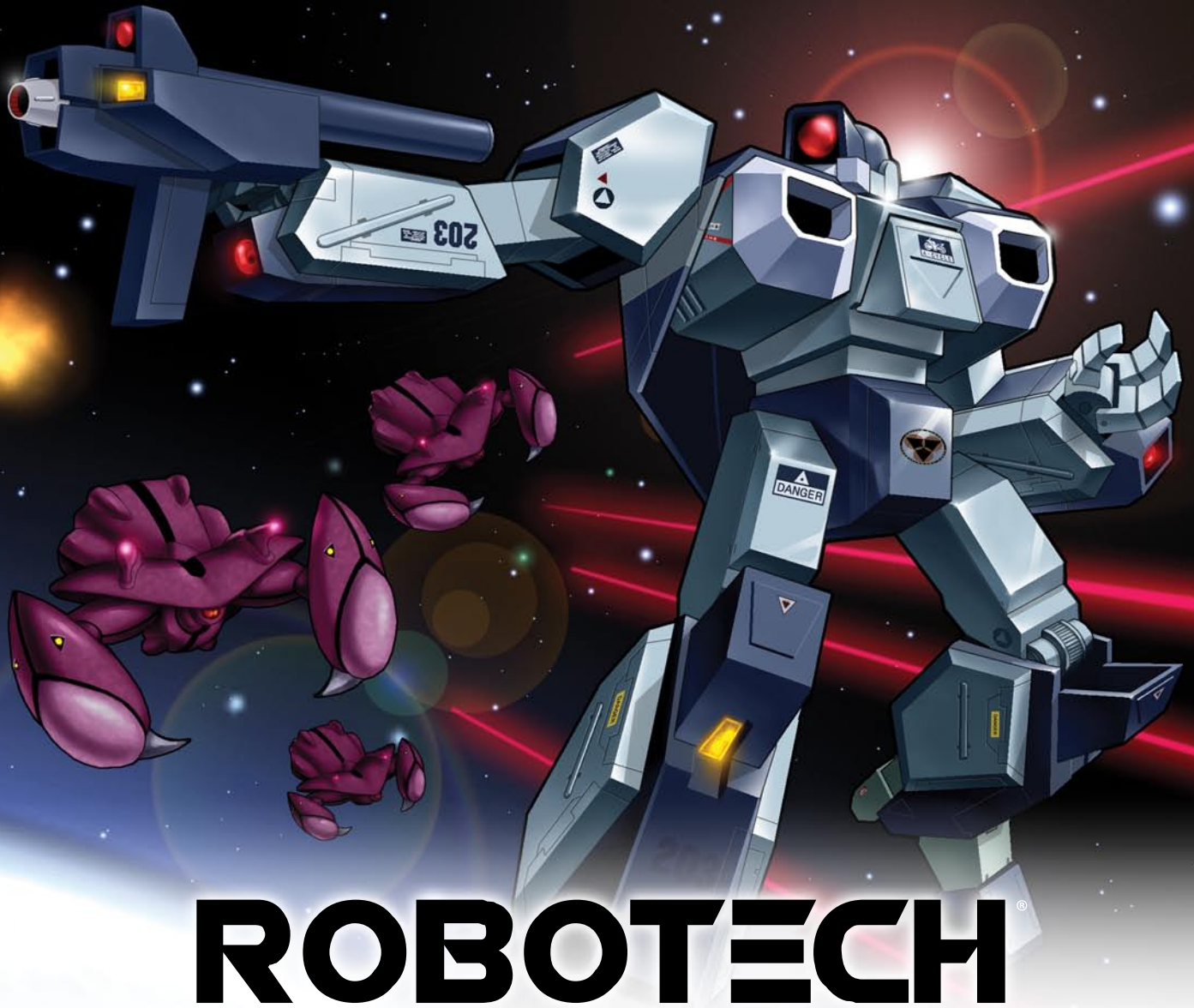
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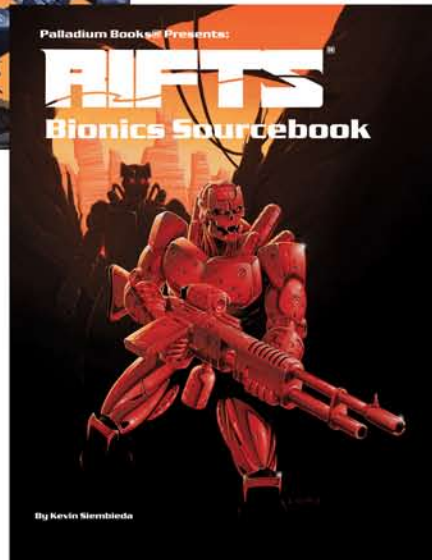
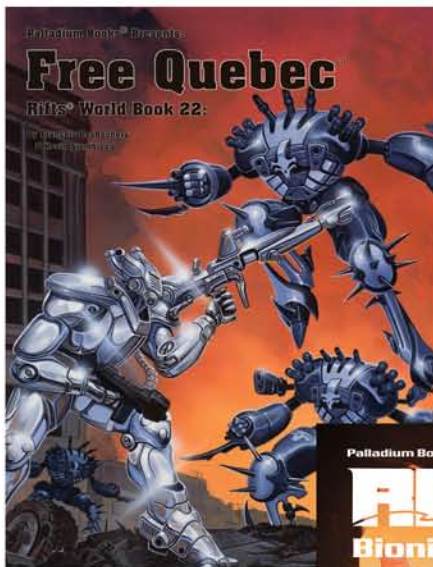
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