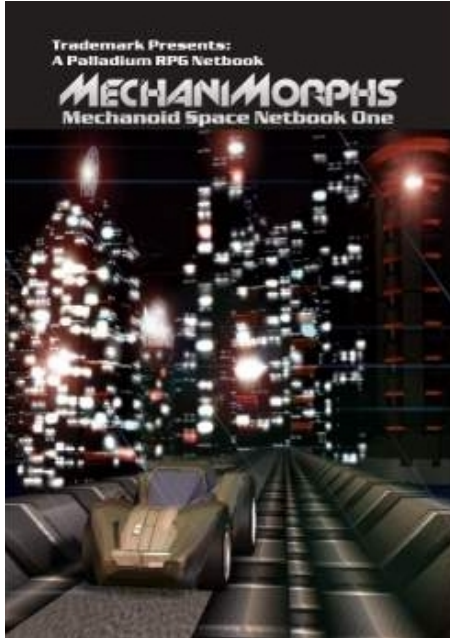

Palladium Sourcebook/Rifter™ Submission

Mechanoid Space®:

The MECHANIMORPHS



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Finished Submission on Tuesday, 8 August 2000

Written By:
Jamie Borg

Additional Text by
Kevin Siembieda
Erick Wujcik

Based on Concepts by:
Kevin Siembieda
Erick Wujcik

Play-tested by:

Dear Mr Siembieda, and the Palladium Crew,

This is a work of love and the aspiration to get published. I have sent you basically an entire Sourcebook manuscript, which I am hoping, is better than the tonnes of submissions you already have. But if you think this is not good enough for an entire publication I guess I'm signing over this manuscript as a Rifter Submission. While I'd love feedback if Palladium thought this had a chance in hell of becoming a Sourcebook; I realise my rights below and just hope you enjoy it enough to print some pages in Rifter so I can buy my Girlfriend a "*But honey all that time on the PC wasn't just for nothing!*" gift ☺.

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Submission Editor,
Palladium Books®, Inc.

Signature:

Jamie Borg a.k.a *Trademark*

Dated: Tuesday, 8 August 2000

Submitter/Author

ICQ: 34993499

AIM: RPG Trademark

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Introduction:

Welcome to **the Mechanimorphs**; a sourcebook for the Mechanoid Space™ setting and fully adaptable to the Phase World Megaverse™ or even Aliens Unlimited™! The following sections will describe the setting of an epic battle between a multitude of space-faring factions trapped on a planet-sized Mechanoid Mothership.

It has been five and a half centuries since a convoy of space vessels were forced to make an abandoned Mechanoid Planet-Killer their home. The Factional governments are beginning to stake a claim on the surface of the Mechanoid Planet-killer and are battling to get the best piece of the giant pie.

The Mechanimorph setting is designed to be completely customisable with an entire planet to explore and wage war on. If a particular faction does not suit your image of how the Mechanimorph setting should be; then just rip them out and either put in a faction of your own design or leave it without a replacement. I have tried to come up with so many facets of playing a campaign in this book that hopefully Game Masters will never be short of ideas.

The one aspect of this setting that I want to emphasise is that this Mechanoid Mothership is the size of a Planet! That is thousands upon thousands of square kilometres. Actually when you think about the levels and sub-layers of the metal planet, the resulting surface area to explore could equal two planets! Game Masters should be able to find a nice piece of this planet and build their campaign from there. There is so much for the players to do on the planet before the original owners decide to return...

I've tried to construct a method of creating these transformable machines that would create unlimited scope for players and game masters to design their pet mecha. Looking over this text I feel that I've succeeded in bringing a new element to the Palladium system that has embraced many of their games, such as Robotech, Rifts, the Mechanoids, After the Bomb and Heroes Unlimited and created a new world for the players and game masters to develop.

Well I've said enough, time to present a campaign of unlimited potential and heaps of excitement - **Mechanoid Space®: the MECHANIMORPHS**.

History:

As explained in the Rifts Sourcebook Two: The Mechanoids®, the Nigellian Confederacy discovered dead Mechanoid Motherships as well as their deserted home planet many centuries ago. The Mechanoid Mothership that will become the battleground of the Mechanimorph Factions was accidentally discovered almost a century before the mysterious Mechanoid disappearance.

Centuries Ago:

A huge convoy of fifty interstellar craft was forced to detour from established trade routes due to a sudden and unusual chain-flaring of stars within harmful range. It is unknown what could have caused such a phenomenon. Reports of a Mechanoid vessel in the area had been declared baseless since a fleet of warships swept the area days previously and found no such indication of a Mechanoid craft skirting hyperspace.

The enormous deviation forced the convoy to return to Normal-Space on the outskirts of an insignificant little solar system containing an orange, Class G Sun and four orbiting planets. The "Point" ship took a navigational reading and passed the new coordinates to the convoy. The convoy's voyage commander acknowledged the coordinates and the order was given to activate the hyperC-Drives, however none of the vessels could comply.

Every single ship was experiencing a problem with their hyperC-Coils and no Engineering or Maintenance crew could determine why. An eminent Astrophysicist aboard a passenger liner postulated that a form of radiation was interfering with the Hyper Light Speed Coils and that a simple trip, using standard drives, would take the convoy beyond the reach of the radiation. The most likely source of the radiation was the solar system's sun, the convoy headed into interstellar space at best speed.

An unfortunate by-product of the hyperC-Coils being off-line was the lack of hyperC Communications. Since the convoy was a non-military force, and intended to stick to traditional trading routes (also it was cheaper), the emergency beacons were only good for about three light-years. The convoy was on its own.

Maintenance crews disassembled and reassembled the hyperC-Drives repeatedly trying to discover why the drives would not work even though the convoy was three weeks into its escape from the radiation. Soon factors such as fresh food supplies would come into the equation. The scan data of the solar system the convoy was trying to escape was reanalysed for resources such as ice or even rudimentary life. The second planet in the system had strange readings consistent with a catastrophic asteroid collision. There was debris scattered around its orbit. Spectrographics indicated that the second planet's iron deposits were enormous and a slight atmosphere could even support life in the lowest regions of the surface. Compared to the frozen Methane Ball, a Gas Giant and the molten planetoid closest to the system's sun, the second planet would have to be the convoy's only hope for survival in the long term.

The decision to return caused an ugly argument between ship captains and passengers. Eleven vessels, including a passenger liner decided to make the trip back to the trading route and chance their detection. It was estimated that with the rogue liner's hydroponics section, and the rogue fuel tanker's cargo, the rebel ships could make the journey and with luck escape the effects cancelling the hyperC-Drives.

The convoy didn't see the eleven ships again.

The remaining vessels made the five-week trip back to the second planet with neither incident nor argument.

The Planet:

It was soon very apparent that the second planet, dubbed "Telminar," was not what the sensor scans had suggested. Once the desperate convoy passed the gas giant, the Nigellian word for "Salvation" seemed to be more and more inappropriate as each new reading was taken.

It wasn't until a few of the faster ships acting as scouts could get much closer that the convoy discovered what the second planet actually was.

To everyone's horror, Telminar was a Mechanoid Planet-Ship. The debris in orbit around the metallic planet was the remnants of the world that was stripped and consumed. The convoy's decision-makers were at a loss. The assemblage of vessels was on its last legs as they were sharing food and other supplies to get to this point. Everybody knew that the convoy wouldn't escape a horde of Mechanoid ships that would soon erupt out of the Planet-Ship.

The convoy went on battle alert anyway. Ship defence batteries were readied, a few armoured shuttles launched. However, the horde never came. The ship commanders were very puzzled but the level of hope continued to waver. Passengers and crew alike sunk into a level of despair and a spate of suicides rocked the convoy's compliment.

There was no Mechanoid activity after five full days of high orbit scans and enough active sensor sweeps to wake the most inert defence system. While the convoy maintained a relative distance from the Planet-ship, the decision was made to send an expedition to the surface.

The Settlement:

The Orange sunlight heated the metal surface of the Planet-ship to an average temperature of three hundred degrees Centigrade under direct sunshine. This heat was converted into light and energy using converters lined into the planet's outer shell. The night-side of the planet radiated a small amount of heat but still got to below zero degrees.

The Planet-Ship was not completely functional. A scouting expedition landed on a section of the equator and performed a thorough examination of the area. There was a thin atmosphere on the surface but a full Mechanoid-sustaining environment existed below the outer shell. Almost twenty square kilometres were scoured including four levels under the surface before a giant body of salt water was uncovered. There was evidence of battles and areas where Mechanoid bodies were in pieces everywhere. Reports of Mechanoid husks seemingly grappling each other until their demise gave the scouting party the impression that some sort of Mechanoid civil war had taken place.

Engineers and Biosphere specialists decided that the best place for a settlement would be the gigantic hanger bay for dozens of huge Mechanoid Battle cruisers. The hanger was a maintenance and "dry-dock" area with a diameter of ten miles (16 kilometres) and depth of almost four levels. The apart from the disturbing fact that the bay was empty of all Mechanoid Space craft, the available construction materials and apparatus provided the perfect means to get a community started. Almost half of the convoy was ordered into the dry dock facility. The remaining larger ships in orbit weren't structurally capable of surviving the gravitational forces of even a light atmosphere entry into the giant hanger. A psionic mechanic discovered the control room and interfaced with the enormous airlock mechanism on the surface of the planet. A giant iris closed over the dry dock to forever seal in the ships. From that point forward they were to become building materials and not interstellar vehicles. Technicians and Biosphere specialists worked frantically to find and modify the environmental controls for the hanger area to output the requirements for life. When a Menntas crewman discovered the brain pool that controlled atmospheric management, she interfaced with it to change the parameters of the repressurising and gas quantity controls. While suffering a case of cerebral overload in the process, the crewman began the slow task of introducing, into the gigantic hanger section, a class-M atmosphere. But this was only half the battle. The food supplies were almost gone. Scientists theorised that whatever sustenance kept the Mechanoids alive could be reprocessed into a food that could keep the majority of the populations alive. Fortunately this idea was not necessary. A reconnaissance team discovered the last thing they'd think to find; *a thriving ocean!* While stranded on an instrument of death and destruction, the marooned settlers' found the source of life in an ocean sized holding tank for fusion coolant. Only the hardy sea-life survived the horrible transfer process and fresh influx of alien seawater when another planet was stripped. Crewmen and volunteers quickly fashioned two submersibles with shuttlecraft and a large drag net. The colony survived the next year on sea animals and marine plant-life.

As the months went by and the eleven ships that broke from the group failed to return, many resigned themselves to making a home out of the kilometres of metallic catacombs. Engineers stripped down the Mechanoid machinery and converted telekinetic-controlled systems for humanoid use. Psionic controllers interfaced with the various Brain Pools scattered throughout the settlement and learned all they needed to adapt the surroundings to allow habitation by the colonists. Homes were built and communities developed within the caverns. Various disputes flared up concerning resources and who should take control of the new colony government. The mantle of "Leader" was handed to an unwilling, but capable, Tanker Ship commander who was a retired Navy Captain. Although the Confederated Planets were at peace, the communities were suffering from the melting pot of cultures and races that were stranded together. After a year, the settlers didn't consider their new home a Mechanoid Planet-Ship. A planet ship moved and strip-mined other planets. This one stayed in orbit around an orange sun and rotated at an even 22 hours per day.

The Robot Revolt:

Of course the Mechanoids did not leave the Planetship totally defenceless. A single Mechanoid Brain volunteered to be left behind as an independent overseer of planetary maintenance. When the brain awakened from a scheduled stasis period, it interfaced with the Core Consciousness to discover that the enemy was infesting the primary equatorial hanger bay, the brain relished the opportunity to cleanse his Planetship. As the Brain was situated on the other side of the Planetship, it began producing a large Robot army using the manufacturing plants nearby. It took nearly four months to quietly produce almost two thousand robots ranging from Thin Men to Skimmer types. The Brain then loaded them up into hover carriers and took to the surface for the five-day trip to the invasion. The settlement had finished *M-Typing* the entire hanger bay and incorporated transport cargo pods into the vast area to provide housing and the basis for more permanent construction. The colony was growing fast in the ten years since settlement. The huge cranes and maintenance machinery that was originally designed for the Mechanoid Battlecruisers and shuttlecraft had been extensively reprogrammed to build residential structures and colossal structural supports spanning the hanger bay.

At this stage a security force had been formed from the convoy's security officers and ex-military volunteers. They used available civilian vehicles and ex-armour and outfitted them with salvaged Mechanoid weaponry. At this stage the colonists had yet to discover how to use the Mechanoid power crystals so the weaponry only had a fraction of it's potential destructive capability. An orbiting starship discovered the incoming invasion force too late and managed to damage or destroy only five out of the thirty transports with it's defence lasers. The colony's security forces met the robot invasion on the surface of Telminar only to be eventually overwhelmed by sheer numbers. Eighteen transports reached the mammoth hangar airlock doors. The Mechanoid brain used the smaller shuttle airlocks to allow the transports into very top of the hanger bay but they would not get any further than that.

The Retired Navy Captain, Joe Velaxa, who had been assigned the mantle of "Colony Leader" ordered that the settlers seal all residential pods and remain in them. All personnel were ordered into some form of pressurised structure so as to protect them from an incredibly risky action. Captain Velaxa ordered some technicians into the Brain Pools controlling the atmosphere shielding and hangar airlock doors. Timing it for when all the transports entered the hangar section, the Captain gave the order to set the hangar for Battlecruiser reception. The result was the tunnelling of the atmosphere shields to allow a Battlecruiser's entrance from space and the opening of the Airlock doors for the first time since the settler's arrival. The massive evacuation of *tonnes* of atmospheric gasses sent the unprepared invading transports into space. The orbiting ships with enough manoeuvrability and weaponry finished off the helpless transports. It is assumed that the controlling brain was destroyed. The next few months involved structural repairs to the colony and mopping up efforts to exterminate the Mechanoid Robots still intent on destroying the colony.

This event instigated the formation of a formal military force and active development programs for new military equipment.

The Centuries:

After three centuries Telminar's settlement grew into seven distinct communities each distributed around the globe. The reasons, both political and religious, that formed the various factions and clans and communities had waned by this time and trading agreements were developed. One community had even settled upon one of the huge oceans that were teeming with marine life.

Scientists theorised that the oceans were actually giant holding tanks for the fusion reactors that would power the planet into motion if the mystery radiation hadn't rendered them inert.

Of course there were a few "brush wars" and skirmishes over the decades and a couple of blocs remained irate at the other settlements. But the Factions often stopped short of full-scale war and destruction. Their peace was a fragile one but managed to stay intact.

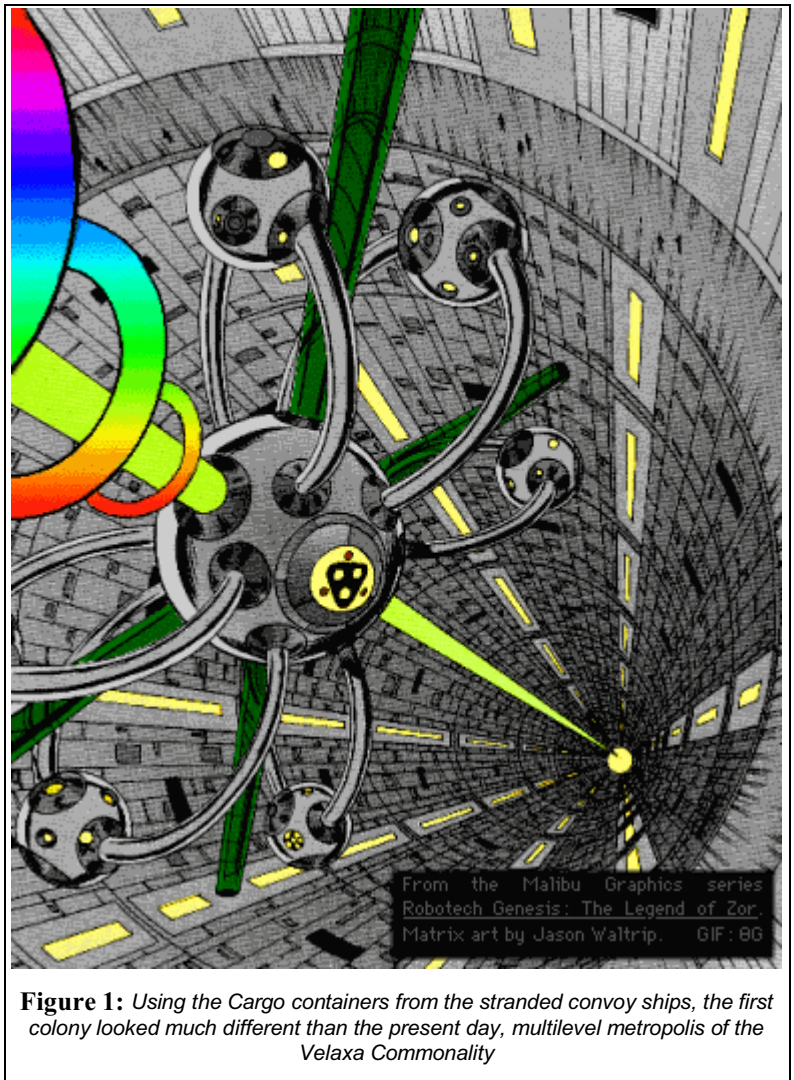


Figure 1: Using the Cargo containers from the stranded convoy ships, the first colony looked much different than the present day, multilevel metropolis of the Velaxa Commonality

The planet's population numbered in the millions. This was mainly due to large number of travellers originally on the twelve huge passenger liners that made up the stranded convoy centuries ago. All the settlements occupied the upper levels of the sub-surface beneath the outer shell as well as the coolant oceans.

The history of the settlement was and still is actively maintained by a school of historians who incorporate the use of the Planetship's Brain Pools and the core consciousness as their databanks. Unlike most civilisations, the last five hundred years is relatively free of "biased" historical recounting of events. The historian school remained free of factional influence and the information was freely available to any who wished it. In modern times, the Historical School underwent a change in philosophy and formed the Telminar News Service. For better or worse, the formerly loved scholars of history, changed into aggressive knowledge seekers and news reporters.

The Mechanimorphs:

On the four hundredth anniversary of settlement the first planetary war had been brought to a close. Lasting three horrible years, the war cost the lives of at least one million people from the attempts of two Factions to expand their resources, power base and borders.

Mechanoid Factories that had been retooled into weapons production facilities were again converted for peacetime operations. The surrender terms demanded that the defeated factions lose their rights to bare arms. The Deshlerr Clan and the Xinea Guild were disarmed and their mobile defensive and offensive weaponry melted down into scrap. The Deshlerrs and the Xineans didn't take this lightly however. Their scientists and engineers communicated between themselves and gradually developed the means to hide weaponry within newly designed modular vehicle frames. Their discharged soldiers and officers were drafted into transport jobs where the soldiers would be issued incredible new vehicles that hid an arsenal. Twenty years later the first **Mechanimorph Offensive** took place when standard civilian vehicles converted to war machines within the capitals of the major factions and destroyed government offices.

The other factions fought back with their standard weaponry and vehicles and even forced the militant factions' temporary withdrawal. It didn't help them though. More and more civilian/assault vehicles popped up in the midst of the opposing cities and created havoc with the unprepared defences. The opposing factions hurriedly developed their own versions of the Deshlerr and Xinea Mechanimorphs for revenge strikes and defensive emplacements.

There has been more than one documented case where squads of Mechanimorphs have turned a peaceful below-level highway into a battle zone. Many stories and factual reports exist of "Squadron Grudges" or even vendettas being played out amongst the Faction Mechanimorph Insertion teams. Defenders battled against Mechanimorph Insertion teams attempting to destabilise each other's power base and win people over to their side.

Eventually the first generation Mechanimorph's concealment factor gave way to their sheer adaptability and versatility. The other factions began developing their own type of Mechanimorph and soon the militaries of the Planet-ship "Telminar" were changed forever. Most factions developed a modular weapons platform that incorporated differing design and combat philosophies. Clan Deshlerr was the first to create a Transport and Humanoid Mode Mechanimorph. The firepower unleashed and the unprecedented manoeuvrability and combat edge the humanoid mode represented, forced the other factions to develop similar Mechanimorph designs.

The Present:

The Telminar calendar has been established since the time of settlement. It is 551 C.C (Colony Chronology) and a new age of combat is looming.

The five hundred and fifty-first anniversary of the planet's settlement marks the annual holiday with the typical celebrations and non-hostilities. The Factions stop to celebrate their lives and give thanks to the resourcefulness of their ancestors and plan for the next phase in the Planet-ship's development. Even though the past centuries had the settlers living in their underground cities and settlements, the battle for the surface will soon become the most heated topic of planetary politics.

The lingering atmosphere on the surface is insufficient for prolonged exposure even though the Mardozi Engineers implemented a continual nitrogen/oxygen seeding system one hundred and eighty years ago. Nitrogen from the huge dirt stores underground and oxygen from the oceans is being used to gradually bring a stable atmosphere to an artificial construction. It is an M-Forming (as in *Class-M Planet* such as the Earth) process that could take another twenty years and will eventually result in an atmosphere suitable for attempts at planting vegetation and even attempting to create a small sea on the surface. Scientists have ascertained that the fuserock shell would neither rust nor rot if subjected to the moisture-rich conditions an active atmosphere would produce.

At present, the Factions are ready to take a piece of the surface to claim in their name in the hopes to extend their society once again onto the surface of a planet. While the Askellan Clan was content with their underground jungles and animal sanctuaries, the Core Consciousness is concerned about the psychic vibrations consistent with the return of its creators. Unfortunately, only the Deshlerr Faction has embraced this news with any sense of conviction. Most of the other Factions are unaware of the evil that is looming towards Telminar that may yet bring them together in the hopes of conquering this new foe.

The Planetship Telminar

Imagine looking out of your window and not seeing the sky. Imagine that the horizon is nothing but a huge fuserock wall, the sky is a ceiling and your "Daylight" comes from huge interlacing heat conduction systems from the surface. Imagine that the only greenery is the purpose built lawns, parks and nature reserves. Pavements are concrete and non-slip metals, the road is a slippery, black magnetic metal that allows electromagnetic cars to skim silently down the street. Imagine that other factions and communities live the same way you do. You don't consider yourself to be living "underground." The light is clear, and apparently just as good as sunlight. If you stay out too long you can still get your epidermal layer burnt from the ultraviolet radiation emitted from the conduction systems. It is a normal day for you to take the level three expressway and show up for work in the Manufacturing Plant some three hundred metres below your apartment. Life is good, the stupid Askellans haven't attacked the city in their stupid BeastMechs and your daughter has been accepted into the Technical Institute of Learning. She will become a Cyberneticist. Jamar your son is worrying you though. He spends way too much time on the BioNet. His grades are getting lower. He won't qualify for the technical trades as it is. He will probably just be a soldier or a labourer then. Just like his Dad.

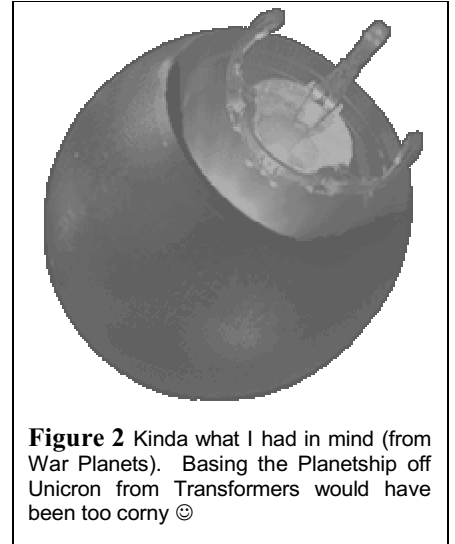


Figure 2 Kinda what I had in mind (from War Planets). Basing the Planetship off Unicron from Transformers would have been too corny ☺

The process of building a massive, planet-sized vessel is a complete mystery to anyone but a Mechanoid Engineer. Some had thought that the bulk of the planet was an asteroid that the Mechanoids merely built around and that the vessel is nearly solid rock with an outer shell housing all the machinery. Even this theory would require a level of engineering and skill that would take the Confederation decades to develop. This theory is partially correct.

A large asteroid or planetoid is used as the initial base of the Planet-ship, but this is merely a construction foundation. Soon the foundation is riddled with caverns and mazes of tunnels so Mechanoid bio-systems can be installed.

The telekinetic bio-systems are then connected to giant smelters and factories built into the foundation so the outer shell building can commence (this 'manufactured' rock has been dubbed fuserock and the small upper-level Mechanoid Facilities that manufacture this material has been discovered and put into use by the various factions).

Then existing Mechanoid Planet-ships deposit excess fusion fuel stores in orbit around the construction area. Giant fragments of ice are mined from either moons or asteroids and kept in orbit for their eventual use as oxygen seeders and coolant for the fusion reactor. Slowly, segments of fuserock shell some twenty metres thick are placed in orbit around the core. If one were to chance upon a Planet-ship's construction near the end of this stage they would see a core with orbiting shell sections looking like a spherical explosion that has been frozen in time. By this stage the organic bio-systems have 'grown' inside the inner core and will soon meld with the rest of the mechanical systems that will construct the intermediate levels containing the control circuitry and also the final levels where Mechanoids will inhabit. Mechanoid Engineers oversee the basics of the construction, and allow the Planet-ship's Master Brain to do most of the work. After all, this Planet-ship is going to be its home for the rest of its life. When the bio-systems have completed the intermediate levels containing an impenetrable mass of circuitry and machinery, the Mechanoid Engineers guide the final stages of development. Starting at the surface and for almost five kilometres under the outer shell are the Mechanoid support systems. Stadium-sized caverns hold tanks for the Mechanoid nutrient baths, Mechanoid Casing Manufacturing plants, huge holding sections for the fusion generator fuels and other support systems. Millions of Mechanoids would eventually be cloned aboard the Planet-ship once operational.

The last system to be installed before the fuserock shell plates begin to be laid is the Planet Stripping Core. It is a day of great celebration amongst the Mechanoid Engineers when the solid metal construction, the size of a large moon, exits a hyperC corridor to be placed into its Planet-ship housing. The Planet Stripping Core is created in a huge manufacturing plant the size of a gas giant. This manufacturing plant is the pinnacle of Mechanoid achievement and is kept hidden from the majority of the Mechanoid population lest an enemy somehow discovers its location.

It is not known how long it takes for a Mechanoid Planet-Ship to be built. The available equipment the convoy included a Geologist's mineral dating instrument, but the result was inconclusive. The outer shell was formed from an amalgamation of various materials from different asteroids and planets. This technique was brilliant in that needless use of refined metals use was kept to a minimum while the crusts of various planets and asteroids were fused into the "Plates" that make up the outer shell.

When orbiting the Planet-ship, an observer will not ever get the impression that the world below them was a natural object.

One pole of the Planet-ship has been hollowed out into a crater that would end close to the equatorial 'middle' of the vessel. Almost a half of the Northern Hemisphere has been 'chopped off' so another sphere could be inserted into the huge basin. This incredible assembly is the Planet Stripping Core.

Five giant "Claws" that extend out of a massive crater stay dormant like a massive crown. The claws are approximately two thousand kilometres long and a ten kilometres wide. A mammoth hinge unit connects the Claw to the base of the perfectly round crater hollowed out of the second sphere. The crater constantly glows with the light of a moon-sized fusion reactor on 'stand-by' mode. While currently, the fusion reactor is not at even ten-percent capacity, the heat generated even three thousand kilometres into the crater would cause problems for any craft that enters. It is thought that this Core Assembly is also the mechanism for driving the Planet-Ship into a hyperC corridor. Expeditions have attempted to access the assembly but have found that the heat is too unbearable

to continue much past the few thousand metres. Engineers believe that there must be control systems near the core of the Planet-ship amongst the impenetrable maze of bio-systems and circuitry some five kilometres below the surface.

There is a light shield system that creates a barrier for a light oxygen/nitrogen atmosphere. The shield, together with the atmosphere aids in the protection against meteor strikes and aides in absorbing the direct sunlight.

Gravity is kept at a constant 10.0m/s^2 within the crust, but the natural gravitational pull of the planet on the surface is a mere 2.8m/s^2 (or around two-fifths of Earths gravitational pull).

The Surface

At present the atmosphere of Telminar is undergoing a radical change from, a mixture of captured gases from various planets during a stripping operation, to a viable long-term, Class-M environment. This M-Forming was initiated by the Mardozi Faction and is nearing completion. The surface itself is a conglomeration of fuserock and Mechanoid structures. The Mechanoid structures have been dormant since they left the Planetship centuries ago. Explorers and engineers have discovered that a majority of the surface structures are filled with complex circuitry that enables most of the life support, heat and light conduction, and gravitational systems to function in the sub-surface. Other structures are simply hangar maintenance bays that have long since been stripped by colonists for use in settlement construction. The surface is riddled with technological canyons and also interconnecting mountain ranges. It one was to study the artificial formations from high orbit and had a background in electronics, the obvious conclusion would be that the canyons and mountain ranges were connected as a giant circuit board. What the colonists couldn't know was the Mechanoid Planetship was currently in low power mode and the huge formations were not permanent features. During various power modes, the mountains and valleys and huge flat plains of metal and fuserock actually reshape to connect into a completely different circuit diagram.

The Coolant Oceans

The huge holding tanks used to hold coolant for the fusion core of the Planetship is teeming with life. Originally filled with just enough melted ice from large asteroids to keep the huge generators running until its first planet stripping, the ocean-sized tanks are now almost filled to capacity. Mechanoid scientists determined that a light source should keep the conditions of the coolant similar to a natural planet and prevent the huge body of water to putrefy in with the organic matter rotting in still waters. Once the first planet has been identified with enough surface water to be suitable for stripping, the Planetship carefully relocates the oceans over a period of a few days. This first coolant acquisition is designated as a kind of "culture seed" where a majority of the sea life is transplanted along with the water. Of course only the stronger species survive this horrible experience which is also to the benefit of the Mechanoids. Their scientists have determined that this technique keeps the coolant tanks clean and much more suitable for use than the horrible black sludge that the first Planetships had succumbed to.

The coolant tanks are shaped like a bowl with a conical crater some one hundred miles across in the centre. There are two identical tanks on exact opposite sides of the Planetship and each is the approximate size of the Earth's Indian Ocean. There is an artificially produced tidal action to ensure that there is a consistent spread of sea life and also sediment along the coolant floor. There is a considerable amount of sand/sediment collected during a planet stripping both for ensuring a more natural habitat and also for use as a form of scouring agent for pipe cleaning.

The fusion coolant systems constantly recycle the water via huge pumps and intakes. A periodic heat exchanger flush takes place fifteen times a year. The enormous intakes on one side of the Planetship open fully to create a very nasty whirlpool that would destroy anything within a five hundred mile radius of the centre by sucking it into the filter grills and crushing it under the sheer weight of water. The ocean actually drops in level by a whole three feet. On the other side of the Planetship is an identical coolant tank with an equally thriving ecosystem. This coolant tank is on the receiving end of boiling water that displaces a near equal amount of seawater taken from the other tank. Seven times a year and eight every second year, a thirty foot hot tidal wave followed by a massive tidal swell hits each shore. There is disruption to the ecosystem but not bad enough to destroy it. The coolant tanks alternate between flushes to keep a balance to the tank levels.

Another phenomenon is a plasma backwash. If there is a spike in the reactor, commonly caused by gravitational fluctuations from Telminar's semi-stable orbit, the nearest plasma release valve is engaged to ease pressure in the plasma conduits. The plasma is released in a jet of heat, which shoots through the water from the bottom and reaches the coolant tank's ceiling within a minute. The friction in the air ionises to create a wave of surface lightning and a thunder-crack that can be heard forty miles away. A full-blown, plasma backwash, where lower sections of the water is turned into plasma and erupts like huge multiple geysers, only occurs once every ten years.

The Senarbi Union description has more notes on the environment of the Telminar Oceans.

The Habitable Sections

The majority of the Planetship's lower levels are still not habitable by the settlers. The Mechanoid atmosphere is still generated by the life support systems in all of the non-populated sections of the artificial planet. If a new segment of the underground is to be settled by the colonists, a period of cleansing and preparation must begin with the life support systems for that section completely reprogrammed. The life support systems are then programmed to extract greater quantities of Nitrogen from the fusion stores and Oxygen from the coolant lakes. This taxes the life support systems incredibly for the first week until the engineers in charge of the conversion can perform tuning and modifications that allow the generators to perform within nominal levels. More than

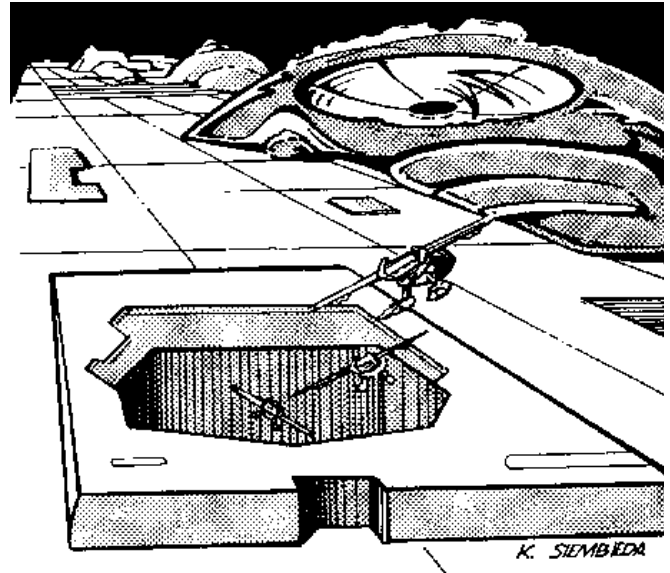
a few sections of the planet are now uninhabitable by both Settler and Mechanoid due to life support systems blowing out during an M-Class modification. The Askellan clan has attempted to introduce a moss and algae mix into these unwanted sections to slowly regain their use "naturally." In some sections these attempts are met with success but the ecosystem is too fragile to build any form of settlement in these areas. Only wildlife and tree plantations are allowed in these sections as decreed by the Askellan Clan.

The top kilometre of levels is the limit of the easily habitable sections of the Planet-ship. The next two kilometres are mainly utility conduits and systems caverns that would have to be structurally modified to make them comfortably habitable. Most cities are built in huge caverns that once housed thousands of Mechanoid units in storage. The cities developed normally until urban sprawl filled the finite cavern area and high-rises were built to capitalise on the floor space. Industries were built on the levels below the city for aesthetic and practical reasons. Soon the upper level cities were nothing more than high-rise apartments and business/trade centres. People then built communities in smaller spaces nearby by enclosing tunnels to create their homes. Soon the connecting tunnels were full of "suburbs" and further sprawl was needed. It was at this stage that many of the suburbs decided to form their own communities elsewhere on the Planetship.

M.D.C of Common Planetship components

This list shows that wayward shots in combat could make small punctures or gouges into the surrounding structures. Since many of these structures are many metres thick it would take a concentrated blast to fully burn/blow through the remaining metal and fuserock.

- Floor decking - 1D6x10 per square meter (3.28ft²)
- Section/Hull walls - 1D4x10 per square meter (3.28ft²)
- Level Support Struts - 2D4x10 per square meter (3.28ft²)
- Fuserock surface ceilings - 1D6x10 per square meter (3.28ft²)
- Coolant tank - 3D6x10 per square meter (3.28ft²)
- Communications Bio Node - 20 M.D.C each (Extremely common)
- Bio-Mass Communications circuit - 40 M.D.C each (Common)
- Bio-Mass Junction - 80 M.D.C each (Common)
- Small Brain Pools - 1D6x10 M.D.C each (Commonly interspaced within one hundred miles of the next)
- Medium Brain Pools - 2D6x10 M.D.C each (Only found near critical systems)
- Large Brain Pools and Small Brain Clusters - 3D6x10 M.D.C
- Surface Communications Sections - 500 M.D.C each
- Small Airlocks (Personal) - 200 M.D.C
- Medium Airlocks (Small Vehicles) - 400 M.D.C
- Large Airlocks (Large Vehicles) - 650 M.D.C
- Small Spacecraft Airlocks - 800 M.D.C
- Medium Spacecraft Airlocks - 1500 M.D.C
- Large Spacecraft Airlocks - 3200 M.D.C
- Battlecruiser Airlocks (3) - 12 000 M.D.C each.



The Living Core

While the majority of the planet is constructed of metals and fuserock, there is a large part of Telminar that is "alive." Psionic Sensitives have felt the presence of a mind all around them since the first settlers arrived. Clan Askella believes that the planet is alive despite the metal and communes to the consciousness through their psionic chief Druids. These Druids are the descendants of a religious order of Psionics that were on a pilgrimage to their Homeland. The Order taught the concept of "Oneness" and the higher levels of being capable by self-exploration.

The empathic vibrations emanating from the planet were very disturbing. When the settlers first landed, the very surroundings somehow shouted despair. The High Minister meditated for weeks until he could find the origins of this terrible pain and anger.

The records tell of a troop of these Monks that went deep into the planet searching for the so-called Planet Consciousness. The troop consisted of the High Minister and twelve of his highest clerics. Two crewmen had also accompanied them in their modified heavy lifter exoskeletons for protection.

Clan Askella swear, to this day, that the High Minister and clerics had found the core consciousness and entered into it. Their records describe sudden shifts in the planet's empathic transmissions and the astral projection of their High Minister visited them to declare that he was "One" not only with himself but also with the entire planet. Clan Askella have been preaching for a build-up of the planet's militaries for the last sixty years. They fear that the Mechanoid may yet return to this planet. Clan Askella, while meaning well use the Core Consciousness to their own advantages to prepare for the coming of the Mechanoids. While they do not have actual control over the biological "Nodes" that keep the planet functioning, they can exchange information through the network anywhere on the planet.

The Core Consciousness was suffering from a pretty basic emotion. "Loneliness." It had been nearly twenty years since the planet was caught in this solar system. The Mechanoids stationed on the Planet-Ship were fighting a massive campaign against an Aberrant strain, while not trying to resolve the problem of being marooned in this solar system. When the Mechanoids left the planet-ship stranded, the consciousness felt betrayed and helpless. With the influence of the High Minister who indeed became "One" with the core consciousness, the Planet-ship has settled back into its prime function of caretaker to the inhabitants.

The Core Consciousness Organism

The brain pools on a Mothership or are all linked to a *Core Consciousness*. This Master computer is also a living creature of flesh, circuits and psionics, but unlike the brain pools, is a sentient being with a will and personality of its own (its alignment is actually Principled). The organism is gigantic, typically filling a 500 square mile (800km) area. If this incredible entity is destroyed the Planetship is severely crippled, forcing secondary computer banks and brain pools to be used instead. Availability of weapons and computers/brain pools, the speed and accuracy of all systems and all operations are reduced to one-third normal. In many ways the master computer complex "is" the Mothership.

Individuals foolish enough to try linking with the Master Computer Brain are completely at the Core Consciousness's mercy. When the High Minister found and merged with the Core Consciousness, a profound change occurred. The Planetship's 'soul' was suddenly overjoyed at the opportunity to serve some inhabitants once more. The entrance to the Master Computer Brain is still one of the great secrets of Telminar. Of course most Mechanoids familiar with a Planetship could find the route quite easily. However, the High Minister's influence prevents even a Brain Pool immersing experience to reveal the method of travelling to the Master Computer Brain.

The computer can allow or not allow any sort of mind link at its discretion. The computer user must open his or her mind up to the Master just as they would the brain pools. The difference is that the Master Brain is in complete control of his data file and their brain. The Core Consciousness can scan everything the user knows, implant any data it desires (real or a creation of its imagination), implant ideas and suspicions, implant 1D4 + 2 different insanities (any) or compulsions (the latter is like the compulsion spell), adjust skill knowledge (enhance or decrease known skills by as much as 50%), mind wipe or change important data and memories, completely and permanently erase half a person's mind (erase 50% of the memories and knowledge) or mentally possess him. Absolutely NO information can be extracted from an uncooperative Core Consciousness!

Statistical data about the Telminar Mothership Core Consciousness

Life Form: Effectively an alien intelligence or something very similar to one.

Alignment: Scrupulous.

M.D.C.: 80,000 but regenerates at a rate of 1D6x10 per minute.

P.P.E.: 80,000 (this organism is huge!)

Horror Factor: 16, but only applicable when somebody realises exactly what they are up against.

Psionic Powers: 30,000 I.S.P and equal to a 20th level master psionic. Powers include all sensitive, physical and super abilities (does not include the powers of a Mind Bleeder).

Combat & Bonuses: In addition to the mind altering abilities described and listed previously, the creature is impervious to mind control and +10 to save vs all other forms of psionic attacks and mind afflicting magic (including illusions). The Core Consciousness is +6 to save vs all other forms of magic, impervious to S.D.C. weapons, heat, cold, poison and drugs.

Communicating on Telminar

(Sections excerpted and modified from Rifts Sourcebook 2: The Mechanoids)

The Mechanoids' technology is both more advanced and alien in nature when compared to that of most space-faring technologies. Their entire technology is based upon cybernetics, robotics and psionics and most of the original machinery does not have the display screens, buttons, switches, triggers and knobs humans expect. Instead, these things are commonly internal elements activated by psionic powers like telepathy and telekinesis. This makes it quite difficult for the average colonist to use most devices of Mechanoid design, unless they are psionic.

Likewise, the Mechanoids prefer to communicate by means of telepathy, but also send coded messages by means of radio and laser communication systems. The bio-nodes are the primary method of communicating on Telminar both now and when the Mechanoids were in control. The only difference with the colonist's use of the bio-nodes is the fact that no psionics are involved.

Engineers from the original settlement found a method of communication through the nodes and brain pools using a small neural current. Using the knowledge gained from a Cyberneticist's input, a communication grid was established based on the technology to transmit brain impulses to a cybernetic limb. The current is not harmful to the bio-systems and allows it to continue to function normally. Routers and other conventional communications nodes were adapted to convert the bio-signals from the neural transmission back into a digital transmission. The end result is a truly global communications system that is dependent on the location of primary organic nodes and Brain Pools.

Mechanoid Computers

Mechanoid computers or "Brain Pools" are living organisms that serve as computers. They have no personal identity or consciousness of being alive. The brain pool is a living brain-mass that contains, collates and uses information like a computer. There are millions on the Planetship, with many hundred clustered in areas such as engineering, life support, navigation research, science

labs, power networks, and similar.

Brain pools themselves can only be used by psionic beings. The psionic humanoid must enter the unit (usually measuring about 15 x 15 x 15 feet (4.6 m; although some are 8 times that size) and make physical contact (flesh touching flesh) with the warm fluids and soft, lumpy, membranes that cover the entire area of interior walls and ceiling. This will mean at least taking off protective helmets to use the computer - best results and immediate contact occur when the character is completely (well mostly) naked. The psionic must then open himself mentally/telepathically and emotionally to the computer. Meditation and focusing on one to four specific topics is the best means to establish the psionic union and to find the desired data. It typically takes about 1D4 minutes to make the proper connection; half the time if naked.

A Humanoid participant will experience a pleasant euphoria accompanied by a floating sensation and no sense of time passing. At this point, the character is oblivious to everything around him and only a telepathic or empathic message can reach somebody "plugged" into a brain pool.

The mental accessing of information, diagrams, maps and so forth, is instantaneous; accomplished with a thought. Any delay or confusion stems from the unfocused thoughts and emotion of the user and/or the user's inability to remember everything (total recall is extremely handy).

The psionic person should direct his/her inquiries as simply and directly as possible via telepathy and should try to gather small blocks of information. Requesting too much data can cause a mental and sensory overload that will daze the user and break the connection with the brain pool. For Example: If the layout of the Planetship is requested, the brain pool will respond by transmitting the schematics and floor plans of the entire ship results in overload. Likewise, requesting the Mechanoids' history will provide not only the linear data but also images and emotions resulting in sensory overload. Limiting the question as much as possible, like requesting the layout of a small, specific area such as "transport factory, Level 3" is safe and painless. A person may ask as many questions as he/she desires once contact with the computer is established.

Victims of sensory overload will have only one melee action or attack, all skills and combat bonuses are reduced by 75% speed is reduced by 90%, and the character becomes dazed and confused. He or she will have difficulty thinking, walking, talking and may not recognise friends and family. This dazed stag will last for 3D4 minutes. Furthermore, the character will suffer from a headache and a penalty of -1 on all combat bonuses and -10% on all skills for 1D4 days. Worst of all, the desired information was never properly received so there is no memory of it.

Tapping into a brain pool is painless, except for sensory over load and, once one becomes accustomed to the process, it takes only a few minutes (2D4) to learn just about anything. The danger is that brain pools are designed to be an information retrieval and *exchange*, which means before the living computer has provided its service, it automatically, probes the mind of the creature using it. It psionically probes and extracts ALL information, thoughts, memories, and knowledge and stores it in data tiles for future reference. It is available to anybody who can access it. Within six hours that information will be distributed throughout the entire network. The Mechanoids have few secrets between each other, but humanoids may have plans, memories, ideas and data that are best not shared with enemy invaders.

Only characters with the super psionic power of *mind block auto-defence* are impervious to the probes unless they concentrate on lowering their mental guard. Mind blocks will prevent or cause delays in accessing information from the information pool. The communication link will be broken every few minutes, requiring the user to start again from the beginning. After the brain pool has extracted all the data (takes about one minute) from the user, it completely opens itself to him. This means not only can the character extract information, but also if he has the power of mind wipe, he can erase specific blocks of information/ knowledge/memory extracted from him during the probe (and before it is shared with the network and added to the permanent data files).

Notes: Destroying the living organism destroys that particular unit, but a silent alarm alerts the Core Consciousness to trouble whenever a unit is hurt or killed. The brain pool has no defences.

There is no way to make a hard copy of the data either on paper or disc because the information is psionically transmitted from one brain to another. Characters with total recall can remember and translate the information onto a system better suited for fellow humanoids; these can include audio and/or video recordings, computer input, handwriting, drawings, or telepathically passing the data onto others (but most humanoids forget details with the passage of time). Note that the Colonists could use a Psi-Technician's, telepathic, holographic imager to project and record information gathered from a brain pool.

The Bio-Net: A fringe technology that is gaining wider and wider popularity with the Planet-ship's youth is the next logical extension of the cybernetic bio-node technology. An incredible offshoot of Mechanimorph Neural Interpretation technology was developed into a cybernetic form of Astral Projection. The planet of Telminar has its own Astral Local Area Network! The Bio-Net has all the properties of the Astral Realms but with is localised to the Planet-ship itself. There is, however a great barrier that seems to be protected by subconscious manifestations of the Core Consciousness. Nobody knows whether this barrier is the virtual doorway to the actual Core Consciousness, or in fact, the doorway to the great Astral Realms of the universe. Nobody who has successfully bypassed the barrier has come back to tell the tale. Astral-Hacker youths have attempted to crack the great barrier since it was fashionable to try. Successful Hackers are then found unconscious in their rooms. The Hacker remains in a coma or awakes in a vegetative state. This has happened only twelve times in the seven years since an active Bio-net culture evolved.

For the physics and descriptions of the Astral Plane, see the various other Palladium books that deal with Astral Space such as *Nightbane*, *Beyond the Supernatural 2nd Edition* and *Rifts: Psyscape*.

Another aspect of Astral Space is the localised barrier preventing psionic astral travellers from entering the Astral Realms. A psionic with the Astral Projection power can turn astral and use every aspect of the ability as described in the various Palladium books, yet not break the intense blue barrier that would allow them to enter the Astral Realms. Some Menntas believe that the barrier is some

sort of protection unconsciously generated by the Core Consciousness. Others believe that the same radiation that led to the settlers colonising the Planetship and possibly turned the Mechanoids against each other also prevents them from reaching other realms. Psionics can interact with the Cybernetic Bio-Net Surfers if they interface with the bio-nodes.

Planetship Profile

Mass (kg): 6.04×10^{22}

Diameter (km): 6500 (Slightly Smaller than the planet Mars)

Mean density (kg/m³): 4000

Escape velocity (m/sec): 5000

Average distance from Sun (AU): 1.15 Astronomical Units

Rotation period (length of day in Earth days): 0.916 (22 hours)

Revolution period (length of year in Earth days): 422

Obliquity (tilt of axis in degrees): 19

Orbit inclination (degrees): 1.96

Orbit eccentricity (deviation from circular): 0.002

Maximum surface temperature: 300 Kelvin

Minimum surface temperature: 140 Kelvin

Highest point on surface (km): 2000 - Planet-Killer Mandibles (5)

Atmospheric components: 55% carbon dioxide, 30% nitrogen, 1.6% argon, 13.2% oxygen, .2% other.

Surface materials: Fuserock and mixed refined metals

Gravity: Surface (unmodified) 3.0m/s^2 , Habitable Levels (artificially maintained) 10.0m/s^2

The Solar System

When the first settlers had finished constructing the rudimentary first colony, a few scholars scoured the Navigation charts of all the surviving ships hoping to find additional data on the system from even a robotic survey mission. They finally found the reference to the system. The assigned navigational star-chart name was *FPX-G-1D4-OD-4*.

A quick vote from all the scientists gave the system the Telminar name of "Altanine" after the *Hurrst* language phonetics for "Orange Prison." *Hurrst* was a common scientific language spoken by many different scholars from various races and cultures (similarly on Earth, Latin was/is the universal science language). With scientific humour being what it is, the name stuck without the majority of the planet getting the joke.

The Sun Altanine-Prime: A standard G-Type star slightly older and larger than the Earth's sun. Orange in colour the ultra-violet radiation output is slightly higher than the Earth's yellow star. Solar Flare activity peaks every fifty-three years where electrical systems on the outer shell can be potentially damaged from the additional radiation.

Altanine One: A small planetoid that barely makes it into the category of 'Planet.' It is very similar to the planet Mercury in temperature and composition.

Altanine Two: The second planet in the Altanine system is not a natural formation. A Mechanoid Planet-ship had destroyed the Class L planet and occupied its orbit while having difficulties with its hyperC drives. Two thin, faint rings of frozen gasses, ice and dust particles have slowly formed around the planet-ship along its equatorial axis. The original robot probe scan reports showed that the second planet in FPX-G-1D4-OD-4 had a single moon. It has been suggested that the moon had either been shunted from its orbit, going 'rogue,' or consumed by the Planet-Ship.

The asteroid belt: Between Altanine Two and Three is a large asteroid belt. The location, sprouted conclusions that there was perhaps another planet in the belt's approximate orbit that broke up millions of years ago.

Altanine Three: This Gas giant is somewhere between Saturn and Jupiter's size with turbulent storms raging through its atmosphere. There are six moons orbiting Altanine Three; an ice orb, three inert rock spheres, a volcanically active rock sphere, and a curious mini-gas moon with a super dense atmosphere similar to Altanine Three.

Altanine Four: The frozen Methane Planet that orbits so far from the sun that it was nearly classified as a rogue planet. Altanine Four takes approximately 350 years to orbit Altanine-Prime.

Character Creation

The population of Telminar is mainly made up of the surviving races from the original interstellar convoy that was forced to settle on the Mechanoid Planetship. Descriptions for the Racial Character Classes can be found in this book.

The standard Palladium character creation rules are used when designing a new character. The following sections have small additions to the Rifts RPG rules.

Psionic Potential

The psionic potential of the Telminar population is strangely predominant amongst the population. Whether it is the smaller gene diversity amongst the races or the presence of the Mechanoid Core Consciousness, the percentage of psionics to non-psionics is roughly 50%. While only a small percentage of the population, who aren't natural psionics, possesses a psychic potential that would make them bursters or mind melters, the remaining population seems to have at least the potential for latent psionics. For every non-psionic race the player can roll on the following table to determine what level of psionic ability the character has (if any).

Percentile Roll Psionic Ability

01 - 45	None; The character has the latent gene but does not possess any powers.
46 - 80	Minor Psionic; Three psionic abilities can be selected from any <u>one</u> psionic category except Super.
81 - 90	Minor Psionic; Two psionic abilities can be selected from any psionic category except Super.
91 - 00	Major Psionic; Seven psionic abilities can be selected from any psionic category except Super.



Minor Psionics discover their potential at around puberty and are usually coached in their use of abilities. They are typical citizens of Telminar and are not shunned nor treated differently from non-psionics.

I.S.P Determination: Add 2D6 to the character's M.E attribute to get the base I.S.P level. Add 1D6 I.S.P per level of experience.

Major Psionics are common enough for the Telminar population to be aware of their potential and to carefully train them in the diverse psionic abilities that they possess. As a result a Major Psionic may not get their full training in whatever occupation they wish to undertake. Halve the O.C.C skill bonuses and O.C.C Related Skill bonuses during character creation.

I.S.P Determination: Add 4D6 to the character's M.E attribute to get the base I.S.P level. Add 2D4 I.S.P per level of experience.

Skill Descriptions

Many skills found in the various Palladium Books are also applicable to the Mechanimorph setting. The Wilderness skills have been updated to reflect the very nature of Telminar: a metal and stone world landscaped to provide habitable areas for the population. Note that some of the following skills first appeared in Mutants in Orbit® and have been either adapted or reprinted for the reader's convenience.

Common Skills available to all Telminar Natives:

- Read/Write/Speak Native Faction Dialect: 98%
- Speak Telminar Basic: 25%+5%
- Basic Math: 50%

COMMUNICATIONS

Radio Basic: This skill is identical to the original with the added aptitude in interfacing with the original Mechanoid communications nodes. The nodes are spread throughout the planet in all but the most desolate areas. A trained radio operator is taught how to broadcast through the nodes in the first weeks of training. **Base Skill:** 35%+5%

COMPUTER

Cyberjacking: Some computers allow their users to go beyond the normal "interface" of a keyboard, joystick or mouse, and to communicate directly with the computer via a socket ("dataplug" or "headjack") implanted in the back of their necks. This means that the computer operator's mind effectively enters the computer, seeing its memory and processors as a kind of virtual reality. Once accessed, the cyberjack can alter data, add data, change files, and redesign the computer's programs, all with his mind. If the computer is linked to others in a network, the user can communicate with other cyberjacks within the network. If Cyberjacking is used in conjunction with a weapons system using a targeting computer, it will add +2 to strike. Cyberjacking is much more direct and up to ten times faster than normal computer programming. But it is not without its perils: software bombs, viruses and Trojan horses may lurk within the computer's memory; other cyberjackers can ambush you or design programs to trap your mind within

the computer; and if the computer itself is artificially intelligent then anything might happen. Characters must have the computer operator skill to take Cyberjacking. Any player character starting with this skill automatically has a dataplug implant. Others must pay for the dataplug and its implantation later. Cyberjacking and using the Bio-Net are two separate phenomena. Cyberjack linking to a Mechanimorph is only possible with the body armour sensor M.N.I system. While 'jacking can give weapon systems bonuses in either mode, it takes twice as long to modulate into Fusilier or Animal Configuration with all the interference the Cyberjacking causes to the M.N.I control systems. **Base Skill:** 50% + 3% per level of experience.

DOMESTIC

Recycle: Recycling covers everything, not just oxygen, but also waste matter, scrap metal and plastic. It is not like the jury-rig skill; a character with Recycle cannot make something out of odd components but, given some time and equipment, can reduce the components to their basic elements and may be able to build something new out of that. **Base Skill:** 30%+5% per level of experience.

ELECTRICAL

Mechanoid Electronics: The very foundations of the planet are built on Mechanoid Electrical systems. Yet the Factions had replaced most of the psionically activated systems throughout their settlements and cities and the skill of working on these systems now needs to be taught. Three centuries ago this skill would have been an integral part of an Electrical Engineer's training. **Base Skill:** 30%+5%

Mechanimorph Electronics: The electrical systems in a modular vehicle are a clever design of contacts and wiring that allow a constant flow of power to reach the entire Mechanimorph. Design, production and repairing these systems require special training. Non-trained electricians may wire the systems incorrectly and work at a penalty of -25%. **Base Skill:** 30%+5%

MECHANICAL

Bioware Mechanics: A character with this skill can identify, service and repair all items of bioware and cybernetic enhancement, from the simplest dataplug to the most sophisticated of the artificial eyes. It assisted by a medical doctor or cyber-doc, he or she can add, remove or transplant bioware fittings and cybernetic implants. They cannot build new bioware items nor change the function of an existing piece. **Base Skill:** 30% +5% per level of experience. -20% when working with bionic systems.

Mechanoid Mechanics: Although the original settlers stripped most of the surrounding Mechanoid machinery to alter it to their non-psychic needs, the entire planet is still a Mechanoid Ship. This skill teaches characters the necessary means of bypassing Mechanoid components and even repairing them. This skill also gives the character a -20% chance of repairing an actual Mechanoid's casing. **Base Skill:** 25%+5%

Mechanimorph Mechanics: The modular nature of all Mechanimorph vehicle types requires a special skill in their manufacturing and repair. Although a non-skilled mechanic can attempt to repair a damaged Mechanimorph's systems, their success rate is at -25%. Particular factions also gain an edge in one particular type of vehicle. Characters belonging to a particular faction get a one-time bonus of +10% while working on their type of Mechanimorph. *Type Alpha* Mechanimorphs from all Factions also gain a +10% bonus due to the relative simplicity of their modular designs. **Base Skill:** 25%+5%

Weapons Engineer: This skill is identical to the original with the inclusion of Mechanoid weaponry that was salvaged from the casings of the dead. Mechanoid weapon variants now exist after centuries of tinkering.

MEDICAL

Entomological Medicine: Insect biology and medicine are completely different from the normal medical skills of doctors, and require a separate specialisation. A character with First Aid skill can help a wounded Stur'Jin, but anything more complex than that will require assistance from a medic with this skill, who will be able to cure most Stur'Jin complaints, from diseases to broken chitin. **Base Skill:** 40% + 5% per level of experience.

MILITARY

Defence Systems: Since the climate of space is somewhat hostile, every large base (including all orbital stations, the moon bases, asteroid outposts and even some large ships) is equipped with systems designed to detect and, if necessary, destroy incoming ships or attacks. A character with the defence systems skill will have a full understanding of the defences of their home settlement or station. They will know how it works, how to arm, aim and fire the weapons, and how to repair the system in case of damage. They will also have a rough knowledge of the systems used by the other stations, which may help them evade detection or destruction, or even to work out how to destroy the enemy's defences in a raid; +1 to strike bonus when using cannons and their likes. **Base Skill:** 30% +5% per level of experience.

PHYSICAL SKILLS

Hand to Hand- Basic: This skill is identical to standard the standard Rifts RPG Hand to Hand, with the slight addition of more hand to hand, defensive and offensive, moves. *The combat section has the descriptions of the hand to hand skills and abilities.*

Hand to Hand- Expert: This skill is identical to standard the standard Rifts RPG Hand to Hand form, with the slight addition of more hand to hand, defensive and offensive, moves. *The combat section has the descriptions of the hand to hand skills and abilities.*

Hand to Hand- Martial Arts: This skill is identical to standard the standard Rifts RPG Hand to Hand form. This skill represents the basics of a Martial Art form. *The combat section has the descriptions of the hand to hand skills and abilities.*

Hand to Hand- Assassin: This skill is identical to standard the standard Rifts RPG Hand to Hand form, with the slight addition of more hand to hand, defensive and offensive, moves. *The combat section has the descriptions of the hand to hand skills and abilities.*

Hand to Hand- Psibo'k: A martial art developed by Askellan Druids who use their psionic abilities to enhance their fighting style. Any psionic with sensitive abilities can learn this martial art if an instructor can be found. *The combat section has the descriptions of the form's cost, hand to hand skills, abilities and requirements.*

Hand to Hand- Danzig Ki: Evolving out of necessity rather than choice, this martial art form was the culmination of twelve, distinct, martial art forms originating with the settlers. A powerful defensive and offensive system was created that also incorporates a certain measure of 'mysticism' into the form if it is studied hard enough. *This Martial Art Skill costs six secondary skills or two additional skills if Martial Arts Combat is already part of the O.C.C.* Also note that the **Boxing Skill** cannot be taken with this form.

Hand to Hand- Rhozian Boxing: A nasty, no-rules form of combat where the object is to get the opponent on the ground quickly. While Rhozians are humanoid with large bone protrusions on their knees and elbows, their national combat form grew in popularity with other races. This form isn't very spiritual, just physical. *This Martial Art Skill costs six secondary skills or two additional skills if Martial Arts Combat is already part of the O.C.C.* Also note that the **Boxing Skill** cannot be taken with this form.

Using other Palladium Martial Arts

Of course the forty-eight martial-art forms available in **Ninjas and SuperSpies™** are Game Master approved options for characters. There are also the **Mystic China™** and **Rifts: Japan™** books that can be used for more forms of combat. However, the Game Master must decide which forms should be included and whether Martial Art Forms are allowed to be chosen. For simplicity, the Ninjas and SuperSpies option that Martial Art powers can be exchanged for skill programs will not be applicable in this campaign setting.

The following tweaking options are listed to fit the forms into this setting:

- Rename the Martial Arts into something that would fit the space setting. Try spelling it backwards?
- Using Martial Art Powers is an Option if the Game Master wishes to inject a bit of Manga or Anime-style mysticism into the campaign.
- Using the Chi system or P.P.E system is also another game mechanic to make a decision on.
- Ninjas and SuperSpies Martial arts cost 6 secondary skills or 2 additional skills if Martial Arts hand to hand skill is part of the O.C.C. *Exclusive Forms* cost an additional two (2) skills from the O.C.C Related section. This represents the sacrifices involved in training for an Exclusive form.
- One recommended method of incorporating another martial art, and only paying one extra skill above the Martial Arts Hand to Hand form, is to limit the character to just the NaSS martial art form's combat skills. Do not include any Martial Art Powers or additional skills that come with the form.
- To prevent players from choosing Martial Art forms solely on their attack amounts, the skill costs for combat forms with more than three attacks per melee is increased by two. This means that Forms such as Tae Kwon Do would cost characters *eight* skills or four additional skills if the basic Martial Art hand to hand is taken!
- The Rifts: Japan World Book (#8) has already simplified the Ninjas and SuperSpies Martial Art forms into Rifts standards. This book is recommended for the Game Master who doesn't wish to do the conversion work but still wants the diverse Martial Art aspect of the game.

PILOT SKILLS

Amalgamator Combat: This is a sub-set of the Mechanimorph Combat skill which allows the character to use the Amalgamator option provided their Mechanimorph is fitted with one. The Mechanimorph Combat skill is a prerequisite before taking this combat option. A separate Amalgamator Combat skill is NOT needed for every type of Mechanimorph. *Not available as a Secondary Skill.*

Animal Robot Combat: An option for Robot animal pilots is to use the unit in combat by mimicking the offensive and defensive moves of the animal the robot has been modelled on. See the Mechanimorph Combat section for pilot bonuses when engaging in combat. The Animal Robot Combat and Mechanimorph Combat bonuses are not culmulative.

ArmourMech Combat: The cousin to the Mechanimorph is the smaller, modular powered armour that reshape to protect the pilot in combat. These lightly armoured vehicles are more commonly used in scouting missions and within the city limits as civil control units. Of course ArmourMechs are prized possessions of gang members and bikers. This skill gives an ArmourMech pilot the ability to use them effectively in combat and provides the bonuses described in the Mechanimorph combat section. This skill doesn't give the pilot proficiency in actually piloting the vehicle mode. A separate skill (eg Motorcycle, Hovercycle, even pilot Jet) must be selected to actually pilot the ArmourMech in vehicle configuration. *Not available as a Secondary Skill.*

Construction Vehicle Operation (NEW): While a tank driver could theoretically learn the controls of a tracked excavator and pilot it proficiently, the skill needed to perform construction work along with a basic understanding of structural engineering will not be automatic. There are many different principles to excavation, soil carting, dumping, drilling, compaction, bridge building, girder laying, crane operation, etc, to warrant the training needed to be proficient in this skill. A construction vehicle operator can pilot and use any construction vehicle from a tiny "Bobcat" loader, to a huge open-cut mining truck at a **Base Skill** of 50% +5%. Likewise a construction vehicle operator could probably learn to pilot a tank but firing a weapon, manoeuvring in battle conditions and reloading is not automatic. *If either of these two professions attempt to intermix without buying the appropriate pilot tank or*

construction vehicle operation skills, then they may operate the respective vehicles at a minus 30% penalty.

Mechanimorph Combat: The ability to use their Unit as a fighting machine and an extension of themselves. Combat manoeuvres and weapons systems are second nature to the pilot with this skill. The pilot must first be able to operate the Vehicle Mode with applicable skills (Pilot Jet, Pilot Automobile etc) before taking the Mechanimorph Combat skill. Mechanimorph combat is broken up into the categories of - **Skirmisher, Legionnaire, Zenith, Champion** and **Construction**. This can be quite costly in skills if a pilot was to master all these categories, however other types can be piloted at a *BASIC* level. See the Weapons systems skill for Type Alpha Mechanimorph combat. The *Mechanimorph Combat* section describes combat bonuses for skilled combat pilots and the M.N.I systems in use. Also unlike other Palladium Mecha/Robot combat skills a skill percentage is included to allow pilot rolls for operating the Mechanimorph in certain situations (see Modular combat rules section). **Base Skill:** 50% + 5%.

Pilot Animal Robot: Many robotic animals have a cockpit and passenger space like typical vehicles. The difference of course is that the pilot must be able to handle the running gait of an animal's movement and also manoeuvre it accordingly. If a Robot animal pilot wishes to enter combat in this configuration then the Animal Robot Combat skill should be chosen to take advantage of the animal's "natural" abilities. **Base Skill:** 50%+2%.

Pilot G.E.V: The Ground Effect Vehicle (G.E.V) is the mainstay of transportation in the Telminar communities. This skill is exactly the same as Pilot Automobile. Instead of saying "Car" Telminarans say "Gev." A G.E.V can be a wheeled vehicle or a magnetically propelled transport popular on some worlds. In any case, the G.E.V skill enables the character to pilot typical civilian G.E.Vs but not the all-terrain Hover Vehicles, which requires the separate skill. **Base Skill:** 60%+2%. *This skill is analogous to Pilot Automobile.*

Pilot Spacecraft: A character with this skill can pilot most of the types of spacecraft found in orbit with a fair degree of proficiency. **Base Skill:** 50% +4% per level of experience.

Ride Exotic Animals: While almost every Telminaran outside the huge cities uses a Gev or Hovercraft for everyday transport, and farming machinery take care of the crops, this skill is still an important one. The skill includes the basic principles of riding, charging, and jumping an animal usually not used as a mount (such as a horse-type animal). This skill is used mainly by the Askellans who ride their beast Mechanimorphs or ArmourMechs into battle. The percentile number is used whenever the character tries performing special jumps or manoeuvres or when riding a new exotic animal for the first time. **Base Skill:** 40%+4% per level of experience.

Special Bonuses: The rider has the advantage of height, leverage, and velocity when attacking on an animal. This provides the following bonuses when charging while riding an Exotic animal: + 1 to parry and dodge, +4 damage. Note that a rider can not shoot a projectile weapon of any kind (bow and arrow or gun) with any degree of accuracy. An aimed shot is impossible on a moving animal! Bursts are possible if the horse is moving quickly, but not at a full gallop. At full gallop (sprint), the shooter can fire only wild shots.

Robot Animal Combat: The closest to a traditional robot combat skill. This skill allows robot animal pilots to use the controls at their disposal to enter into combat. No special body armour or neural interface is needed as this skill enables the pilot to achieve animal-like movements in a combat situation. See the Robot Animal Combat bonus description for more details.

Ship-to-Ship Combat: This is the specific skill of flying a spacecraft in combat. While the Pilot Spacecraft: Advanced skill lets a character fly in these situations, this skill allows the pilot to use a ship's weapons and defence systems at the same time. The character also understands the theory and tactics of spatial dog fighting, rather than relying on good instinct. If, during combat, a character with this skill is only operating a ship's weapons systems, then they receive a + 5% modifier to all ship combat moves and +1 to strike and dodge. **Base Skill:** 25% +5% per level of experience

PILOT RELATED

Weapons Systems: The complete understanding of weapons systems and units incorporated into military vehicles, ArmourMechs and Mechanimorphs. This skill is needed for a pilot to operate the modular weaponry of a Type Alpha Mechanimorph. With the weapons systems skill and the relevant pilot skill, any person could operate and enter combat with a *Type Alpha*. Proficiency in weapons systems gives the pilot a special bonus of +1 to strike when using these types of weapons. This bonus is not added to a Fusilier or Animal mode hand to hand combat roll. **Base Skill:** 25% +5% per level of experience

SCIENCE

Structural Engineering (NEW): This skill is based on physics and basic chemistry and requires both these skills to be taken. Structural Engineers can discern where the best place to put buildings, bridges or roads and the types of construction vehicles needed to perform the task. **Base Skill:** 45% +5% per level of experience

Oxygen Systems: This skill allows a character to understand all the different ways of obtaining and recycling oxygen, and to build and repair the machinery and equipment necessary for both. All settlements and ships have some kind of oxygen recycling system. Large colonies will have a hydroponics plant, which they depend on for both food and aiding in recycling oxygen, while smaller ships or settlements will have a basic recycling unit. Both will have some kind of equipment for converting water into oxygen and hydrogen. This is not a very exciting skill, but a necessary one. **Base Skill:** 58% +4% per level of experience.

TECHNICAL

Farming (NEW): The art of farming has evolved into this learned profession over the centuries. The art of hydroponics, dirt salvage, irrigation, drainage, compost fertilisation, crop rotation, fallowing, planting, seeding, etc have all been adapted to the subterranean conditions of Telminar. A failure on this roll could result in not recognising conditions for root-rot, or opening the flow of the

water to wash away the topsoil. **Base Skill:** 38%+7%

Language: All the inhabitants of Telminar can speak the blended language of their ancestors. After five centuries and dozens of cultural influences a native of the Nigellian Confederacy would barely understand the language at a six-year-old's level. The Basic tongue was then fractured into dialects of the Factions. These dialects are automatic skills according to the Clan that the character belongs to. Speaking another dialect fluently requires a skill selection. A few scholars can even speak an original language from the settlers. **Base Skill:** 50%+5%. *Inhabitants from other factions can understand each other at a -25% penalty if they do not possess the skill.*

Literacy: Nearly eighty-five percent of the population is literate at least to eighth grade level of Telminar Basic. Only the most dispersed of the population fail to get proper schooling from the standard electronic scholastic programs. While the Faction Dialects sound different, the alphabet remains very similar. However without the language skill reading another dialect would be akin to being literate in English trying to read German words. **Base Skill:** 40%+5%. *Inhabitants from other factions can read at a -25% penalty if they don't have the skill.*

Lore – History: The history of Settlement and the subsequent achievements spans almost six hundred and fifty years. A Telminar historian can recall famous events and locations and may even be able to vaguely recall some of the histories of various races before the settlement. A character with this skill knows all about how the Factions split from the whole and also of the existence of the legendary Eighth Faction that disappeared before the start of the first planetary war. **Base Skill:** 35%+5%

Teaching (NEW): This skill enables the character to use effective methods to teach another person or a class of peoples a subject or skill that the Teacher knows. In game terms, a teacher can instruct another and halve the normal skill learning duration. Rolling under the base skill means that the teacher is effectively demonstrating or lecturing the students to allow them to learn quickly. **Base Skill:** 34%+6%

WILDERNESS – Telminar

Boat Building: Remains unchanged from the original skill. Only the components used to make the boats will be different. Plastics, light metals and ceramics would be more plentiful than wood.

Carpentry: Is still applicable in some areas of the Planet.

Hunting: There is life other than humanoid on Telminar. Pets from the original settlers as well as cloned species of animals found in the huge dirt deposits meant that various small ecosystems sprouted around the planet. Centuries ago, the community developed elaborate modifications to the levels above certain dirt deposits to provide sunlight to plant seeds still germinating in the reclaimed soils. Now alien forests from the countless worlds the Planet-ship destroyed prosper in a photosynthetic heaven. Animals were introduced into these habitats providing game for those that want or need to hunt.

Identify Plants and Fruits: This is a daunting task if one tried to catalogue every type of species on the Metal Planet. But still the basic rules of edibility and medicinal value seem to apply to most of the species.

Jury-rig: Jury-rigging is an essential part of life Telminar. When something breaks down it must be repaired quickly and with anything that comes to hand. A character with this skill can repair almost anything, or even build something out of scrap components. There is no guarantee that the jury-rigging will hold for very long (4D6 hours or 2D4 days, whichever is most appropriate), or even work in the way intended (roll again, a failed roll means the system is only 50% functional). However it may well save a character's life until they can get to a base or settlement and buy something more permanent. **Base Skill:** 25% +5% per level of experience.

Level Navigation: The endless corridors and caverns that make up the monster ship that is Telminar requires a blend of spelunking and navigation skills. There is no complete map of the planet. Only the areas surrounding settlements, the established trading routes and of course exploration expeditions have been mapped thoroughly. A non-Telminar native would get lost very easily in the ever-changing landscape with no stars to guide them. The deepest recorded expedition reached twelve kilometres before encountering dense masses of conduits and machinery that blocked any avenue through. **Base Skill:** 35%+5%

Mining: Mining is an important part of Telminar life because it is the main source for new supplies of the oxygen, water, ores and rare metals that the space stations need to survive. The skill covers prospecting, identifying minerals and frozen gases, as well as operating mining equipment, explosives and refining gear. A character with the skill can also tell the quality of a refined product, and will know about many of the current mining operations in the solar system. **Base Skill:** 35% +5% per level of experience (includes both demolition skills).

Preserve Food: Remains unchanged. Although modern technologies pretty much makes this skill redundant.

Salvage: This skill allows characters to find, identify, pick up, strip down, evaluate and possibly sell, any debris, Mechanoid wrecks and junk that they can locate. They can also strip a piece of wrecked machinery for spare parts and may even be able to make something work again, given time and enough parts. Many characters make a living out of salvage work. **Base Skill:** 35% +5% per level of experience.

Skin and Prepare Animals: Also a very rare skill due to the modern fabrics available.

Track Animals: Basically unchanged. Tracking animals down metal corridors can be difficult but not impossible.

Combat and other Palladium Rules

These descriptions are merely expanded versions of the Hand to Hand combat used in Rifts. The level advancement tables below are the versions from Ninjas and SuperSpies (REVISED). These forms are included to give more depth to the standard Palladium hand to hand combat and to emulate the martial arts action commonly seen in Japanese anime.

Basic Hand To Hand

Attribute Requirements: None

Alignment / Doctrine Restrictions: None

Skill Cost: 1

Additional Attacks per Melee: 2

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Dodge, Parry, and Automatic Parry

Hand Attacks: Strike (Punch)

Foot Attacks: Kick Attack (1D6)

Special Attacks: Body Block / Tackle, Body Flip / Throw (does 1D6 Damage and victim loses initiative, 1 action), Crush / Squeeze, Pin / Incapacitate

Weapon Katas: None

Modifiers to Attacks: Pull Punch, K.O, and Critical Strike

Multiple Attackers: 1 Maximum

Preferred Range: Grappling

Simultaneous Attacks: Attacking without Defence

LEVEL ADVANCEMENT BONUSES

Level 1. + 2 to pull / roll with punch or fall

Level 2. + 2 to Parry / Dodge

Level 3. + 1 Attack per Melee

Level 4. + 1 to Strike

Level 5. + 2 to Damage

Level 6. Kick Attack does 2D4 Damage

Level 7. + 1 Attack per Melee

Level 8. Critical Strike or Knockout from Behind

Level 9. Knockout / Stun on natural 19 or 20

Level 10. + 2 to Parry / Dodge

Level 11. + 1 Attack per Melee

Level 12. Critical Strike on Natural 19 or 20

Level 13. + 2 Pull / Roll with Punch or Fall

Level 14. + 2 to Damage

Level 15. + 1 to Strike

Expert Hand To Hand

Attribute Requirements: None

Alignment / Doctrine Restrictions: None

Skill Cost: 2

Additional Attacks per Melee: 2

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Dodge, Parry, and Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand

Foot Attacks: Kick Attack (1D6 Damage), Tripping / Leg Hooks

Special Attacks: Body Block / Tackle, Body Flip / Throw, Choke

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knockout / Stun, Critical Strike, Critical Strike From Rear, Death Blow

LEVEL ADVANCEMENT BONUSES

Level 1. + 2 to pull / roll with punch or fall

Level 2. + 1 attacks per Melee

Level 3. + 2 to Parry / Dodge

Level 4. + 2 to Strike

Level 5. Kick Attack does 2D4 Damage

Level 6. + 3 to Damage

Level 7. + 1 Attack per Melee

Level 8. Knock-Out / stun on natural 19 or 20

Level 9. Critical Strike or Knockout from Behind

Level 10. + 1 Attack per Melee

Level 11. + 2 to Damage

Level 12. Critical Strike on Natural 19 or 20

- Level 13. +1 to Parry / Dodge
 Level 14. +1 to Strike
 Level 15. Death Blow on roll of Natural Twenty

Assassin Hand To Hand

Attribute Requirements: None

Alignment / Doctrine Restrictions: Evil Alignment

Skill Cost: 2

Additional Attacks per Melee: 2

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Dodge, Parry, and Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Fingertip Attack

Foot Attacks: Kick Attack (1D6 Damage), Tripping / Leg Hooks

Special Attacks: Body Block / Tackle, Choke

Holds / Locks: Arm Hold, Body Hold, Neck Hold

Weapon Katas: W-P- Dagger (also includes knives, etc.), Throw

Modifiers to Attacks: Pull Punch, Knock-Out / stun, Critical Strike, Critical Strike From Rear, Death Blow

LEVEL ADVANCEMENT BONUSES

- Level 1. +2 to Strike
 Level 2. +1 Attack per Melee
 Level 3. +3 Pull / Roll with Punch or Fall
 Level 4. +4 to Damage
 Level 5. +1 Attack per Melee
 Level 6. +3 to Parry / Dodge
 Level 7. Knock-out / stun on natural 18, 19 or 20
 Level 8. +1 Attack per Melee
 Level 9. Kick Attack does 1D6 Damage
 Level 10. Critical Strike on Natural 19 or 20
 Level 11. +2 to Strike
 Level 12. Death Blow on a roll of natural 20
 Level 13. +1 Attack per Melee
 Level 14. +2 to Damage
 Level 15. +2 to Strike

Martial Arts Hand To Hand

Attribute Requirements: None

Alignment / Doctrine Restrictions: None

Skill Cost: 3

Additional Attacks per Melee: 2

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Dodge, Parry, and Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Drop Kick (Combination Fall / Dodge / Kick)

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack, Body Block / Tackle, Body Flip / Throw

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out / stun, Critical Strike, Critical Strike From Rear

LEVEL ADVANCEMENT BONUSES

- Level 1. +2 to Parry / Dodge
 Level 2. +1 Attack per Melee
 Level 3. +4 to pull / roll with punch or fall
 Level 4. Kick Attack does 1D8+2 Damage
 Level 5. +2 to Strike
 Level 6. +1 Attack per Melee
 Level 7. Knock-out / stun on natural 20
 Level 8. Judo-style Body Throw / Flip; Does 1D6 Damage and victim loses initiative and next attack in that melee
 Level 9. +1 Attack per Melee
 Level 10. Critical Strike on Natural 19 or 20
 Level 11. +4 to Damage

- Level 12. + 2 to Parry / Dodge
- Level 13. + 1 Attack per Melee
- Level 14. Death Blow on a roll of natural 20
- Level 15. + 2 to Damage

Psibo'k Psionic Hand to Hand

Attribute Requirements: Must be either a physical, sensitive or super psionic.

Character Bonuses:

Add 10 to I.S.P

Add 1 to P.E

Alignment / Doctrine Restrictions: None

Psibo'k is a form of martial arts that embraces the psionic potential of the fighter and uses those powers to fight more effectively. This form does not enable the psionic to stand back and attack at range (of course this is possible, just not a part of the combat form) but allows the combatant to utilise their abilities to enhance combat effectiveness. The beauty of the Psibo'k form is that the instructor teaches how to incorporate the psionic abilities the student actually possesses into the best variation of the basic form. There are no restrictions on the amount or power of the psionic abilities possessed by a student. The premise of Psibo'k is that any form of psionic theoretically is a bonus over a non-powered opponent and should be used as an extension of the body rather than a tool of the mind. Psibo'k was developed by another psionic race but adopted quickly by the Menntas. The unique aspect of this martial art is the ability for the Masters to teach the students actual psionic techniques. Since psionic powers are just manifestations of a similar psychic energy, the Masters have developed a method of teaching their students the Psionic Katas, which ingrains the ability of using a psionic power in combat effortlessly and naturally.

Bursters and other similar psionics (such as Zappers) can also use their natural abilities at half their I.S.P costs *only* while engaging in hand to hand combat against one opponent. The focusing aspect of the martial art allows this.

Skill Cost: 4 secondary skills or 1 additional skill if the O.C.C. has Martial Arts as standard.

Additional Attacks per Melee: 2

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Dodge, Disarm, Parry, and Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Elbow

Basic Foot Attacks: Kick Attack, Snap Kick, Backward Sweep and Roundhouse Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack

Modifiers to Attacks: Pull Punch, Knock-Out / stun, Critical Strike, Critical Strike From Rear

Psionic Katas: If a psionic chooses to use these Katas, they must sacrifice psionic powers according to the power cost value in the descriptions below. I.S.P costs for using these Kata abilities outside of hand to hand combat is double the standard I.S.P cost of the psionic ability in parenthesis! All the standard saving throws apply to the psionic abilities as shown in the power descriptions. Level advancement can also gain the character Psionic Kata abilities! This can only be accomplished through training and guiding by a high level Psibo'k Master. If one is not available or the character chooses not to then a bonus of +1 to initiative is gained instead. A minor psionic could not use these extra abilities outside hand to hand combat.

Mind Force Kata (Telekinesis): The psionic is taught to utilise the psionic power as an extension of their attack and defence technique. In game terms, the character can perform one psionic defensive action and one psionic offensive action above their combined hand to hand attacks.

Power Cost: Two psionics or one Super Psionic

I.S.P Cost: 3 per combat action; Standard cost for offensive moves using other objects such as tables.

Special Defensive Moves: Telekinetic Parry, Telekinetic Disarm

Special Attack Moves: Telekinetic Punch 1D8, +3 to strike.

Ecto-Kata (Ectoplasm): A concentrated form of ectoplasm is produced to create an extra defensive technique for the character. An additional ectoplasmic arm allows the character to parry an opponent even if the character is entangled or pinned. In game terms, the character can perform one psionic defensive action above their combined hand to hand attacks.

Power Cost: Ectoplasm Physical Psionic

I.S.P Cost: 3 per combat action

Special Defensive Moves: Telekinetic Parry, Telekinetic Disarm

Ectoplasm Combat: +1 to Parry, 60 S.D.C + 10 S.D.C per level, Maximum Range is the character's arm length.

Strength Kata (Summon Inner Strength): The combatant summons inner strength to gain the following bonuses while in hand to hand combat.

Power Cost: Two psionics or one Super Psionic

I.S.P Cost: 4 for the duration of combat and two minutes beyond

Special Bonuses: +50 S.D.C, +5 to Damage, +2 save vs Pain, +5% save vs Coma/Death, Double P.E exertion rates.

Inner Eye Kata (Clairvoyance): Impressive ability to concentrate during the beginning of combat for one melee round before gaining an insight into the opponent's future. The character can only perform defensive moves for one melee before the Clairvoyance psionic kicks in. At this time the character is +5 to Strike, Parry and Dodge for the next thirty seconds (2 melee rounds) or able to

engage multiple attackers without penalty for that duration. After this the clairvoyant must begin concentrating again for another melee round.

Power Cost: Two psionics or one Super Psionic

I.S.P Cost: 4 per initial melee. During the course of combat the cost doubles for every attempt.

Special Bonuses: Multiple Attackers dodge, parry and strike while in Clairvoyant "Zone". +5 to Strike, Parry and Dodge if fighting a single opponent for 30 seconds. Automatic Initiative during Clairvoyant attacks.

Electro Kata (Electrokinesis): The psionic is taught to utilise the psionic power as an extension of their attack and defence technique. In game terms, the character can use the abilities described in the Super Psionic power as a natural extension of combat and at half the I.S.P cost.

Power Cost: one Super Psionic Power

I.S.P Cost: Half the costs stated in the Psionic Power description.

Special Attack Moves: Shock Punch +1D6 to damage, Costs no I.S.P.

Flame Kata (Pyrokinesis): The psionic is taught to utilise the psionic power as an extension of their attack and defence technique. In game terms, the character can use the abilities described in the Super Psionic power as a natural extension of combat and at half the I.S.P cost.

Power Cost: one Super Psionic Power

I.S.P Cost: Half the costs stated in the Psionic Power description.

Special Attack Moves: Flame Punch +1D6 to damage, Costs no I.S.P.

Evil Eye Kata (Bio-Manipulation): The psionic is taught to utilise the psionic power as an extension of their attack and defence technique. In game terms, the character can perform any of the Bio-Manipulation attacks during combat as an extension of a punch or disarm. The I.S.P costs are halved but the range is limited to touch.

Power Cost: one Super Psionic power or three other psionic abilities

I.S.P Cost: Half the costs stated in the Psionic Power description.

Special Defensive Moves: Stun Disarm - if a successful disarm move is performed the effects of a stun attack are felt by the attacker.

Special Attack Moves: Stun Punch, Blind Punch, Pain Punch, and Paralysis Punch.

Special Bonuses: The opponent is -2 to save due to the difficulty concentrating after successfully being punched.

Mind Bond Kata (Mind Bond): If the psionic is outmatched in one-on-one combat, the character can attempt to mind bond with the opponent to gain all the martial art and skill bonuses known by the attacker. A successful mind bond during hand to hand combat means that the psionic can attempt to perform a move known by the opponent at the same level of proficiency. The mind bond also gains the psionic a +3 bonus to initiative.

Power Cost: one Super Psionic Power or two other psionic abilities

I.S.P Cost: Half the costs stated in the Psionic Power description.

Special Bonuses: +3 to initiative on a successful mind bond.

Sword Kata (Psi-Sword): An adaptation of the psionic power that allows even first level psionics to form a psi-blade. The sword is not as strong as the full-fledged super psionic ability but is still a formidable weapon.

Power Cost: one Super Psionic Power or three other psionic abilities.

I.S.P Cost: 10 per minute (4 melees)

Damage: 1D6 M.D per level of the psionic.

LEVEL ADVANCEMENT BONUSES

Level 1. + 2 to Parry / Dodge

Level 2. + 1 Attack per Melee

Level 3. + 4 to pull / roll with punch or fall

Level 4. Choose one additional psionic kata

Level 5. + 2 to Strike

Level 6. + 1 Attack per Melee

Level 7. Knock-out / stun on natural 20

Level 8. Judo-style Body Throw / Flip; Does 1D6 Damage and victim loses initiative and next attack in that melee

Level 9. + 1 Attack per Melee

Level 10. Choose one additional psionic kata

Level 11. + 4 to Damage

Level 12. + 2 to Parry / Dodge

Level 13. + 1 Attack per Melee

Level 14. Death Blow on a roll of natural 20

Level 15. + 2 to Damage

Danzig-Ki Hand to Hand

The Danzig form is a graceful, aerobic combat art that combines many jump moves and parries into a deadly flurry of feet and hand movements. The philosophy of this form is to prevent the opponent from hurting them by removing the opponent quickly of

their consciousness. To do this the Danzig Martial Artist concentrates mainly on the opponent's head. The form's specialty is sweeping the opponent and planting a powerful kick to the head in one action while the opponent is still in the air. This form is also the most adaptable to low and zero gravity conditions.

Developed by combining four separate combat forms by three aging masters, who were taking a holiday on one of the passenger liners, the combat form developed nicely with the similar combat philosophies contained in the original art forms. Danzig-Ki is a general form similar to Karate that can be learned by anyone and a basic form is available to the public (considered the Martial Arts Hand to Hand form). However with a bit of specialisation and hard work, this form has some considerable power and effectiveness.

Attribute Requirements: None

Character Bonuses: Add 10 to S.D.C, Add 2 to P.E, Add 1 to P.P.

Alignment / Doctrine Restrictions: None

Skill Cost: 6 secondary skills or 2 additional skills if the O.C.C. has Martial Arts as standard..

Additional Attacks per Melee: 3

Escape Moves: Roll

Defensive Moves: Dodge, (Auto) Parry, Automatic Roll, Multiple Dodge and Break-fall.

Attack Moves: Punch, Backhand, Double-knuckle Strike, Power Punch, Kick, Snap Kick, Crescent Kick, Axe Kick, Roundhouse Kick, Backward Sweep, Jump Kick, Flying Jump Kick,

Special Attacks: Death Blow, Body Flip/Throw, Combination Grab/Kick, Combination Sweep/Head Kick (Critical Strike on a Natural 19-20 with this attack), Leap Attack (Critical Strike)

Martial Art Techniques and Skills: Choose one of the following.

Basic Zero Gravity Movement: Characters must roll under their P.P attribute x5 +4% per experience level while performing difficult non-combat skills. If the character already has the skill, then a one-time bonus of +10% is applied. The character suffers no penalties while combating in Zero or Micro-gravity environments.

Exo-body: The ultimate body hardening exercise equivalent to the Japanese Stone Ox. **Bonuses:** +2 to P.S, +1 to P.E, +4D4x10 S.D.C in addition to any O.C.C and skill bonuses. The character fatigues at half the normal rate and can lift and carry 50 times the normal weight capacity.

Kick Practice: Repeated kicks at all heights. The character develops the flexibility to do the hold their legs at 180°, to kick straight up over the head and to jump up, kick directly overhead and return to a standing position. **Bonuses:** add +2D6 to the damage of any kick.

LEVEL ADVANCEMENT BONUSES

Level 1. +3 to roll with punch/fall/impact, +3 to pull punch

Level 2. +2 to parry and dodge, +1 to strike.

Level 3. +1 to body flip/throw, +1 to disarm, Flying Reverse Turning kick move.

Level 4. Add one additional attack per melee, kick attack inflicts 2D6 damage, learns automatic flip/throw.

Level 5. +1 to strike, parry, and dodge

Level 6. Critical flip/throw on natural 19 or 20.

Level 7. +2 to damage, Critical Sweep/Head Kick on natural 18,19 or 20

Level 8. +1 to roll with punch/fall/impact.

Level 9. Add one additional attack per melee.

Level 10. +1 to break fall, +1 to disarm.

Level 11. +2 on initiative, +1 to parry, and dodge.

Level 12. Critical strike on natural 18 to 20.

Level 13. +2 to damage, knock-out/stun on natural 19 or 20.

Level 14. Add one additional attack per melee.

Level 15. +1 to body flip/throw, +1 to body block/tackle.

Rhozian Boxing Hand to Hand

Attribute Requirements: M.E 12, Spd 12

Character Bonuses:

Add 1 to P.S.

Add 2 to P.P.

Add 2 to P.E.

Add 3 to Spd.

Add 15 to S.D.C.

Alignment / Doctrine Restrictions: None

Rhozian Boxing is a proud but brutal combat form that employs the elements of traditional boxing and a Judo-style throwing form. Kicking is allowed but usually frowned upon. The race that developed the Rhozian combat form was not physically disposed to develop an offensive kicking technique (*reverse articulated legs, like an ostrich*). Through a sense of tradition and the fact that the combat form was truly aggressive enough without the kicking aspect, the form remained remarkably pure to its origins. The current Telminar Rhozian Prize Fight champion is a Groyle who incorporates his wings into his fighting style. This is perfectly legal in the

traditional Rhozian rules, as the wings are part of the upper body. In Rhozian Boxing, any part of the body from the lower torso, upward is considered a fair target and a fair weapon. The Champ's chief contender is a lanky human who boasts he has developed the perfect, legal technique to combat the Groyle.

Rhozian boxing is all about moving quickly into the combat area like a Kendo-swordsman. There is a specific, musical, beat developed by the Boxer's mind that provides a "Shape Up", "Set", "Attack" and "Away" routine. In championship fights, if a Boxer fails to abide by the set beat/drum routine, a point is lost. A downed boxer must get back up within one whole beat routine, take the point-loss and be ready for the next cycle. If they fail, then the result is a Technical knockout.

Of course in a non-organised, street-fight, the Rhozian Boxer is taught to "Shape Up" the opponent and find the rhythm of the combat. If the opponent is dancing from side to side, the Boxer will shape up to the rhythmical sway of the combatant and attack in flurries. The Rhozian Boxer is taught that there is rhythm in everything. Even if an opponent is standing still, they are still breathing to a pattern. If their breathing is hidden behind body armour, then they must look closely for the flexing and movement of muscles. And, although it may take some time and some cunning to survive, fighting Artificial Intelligences is also possible. There is a logic pattern that the Rhozian will eventually discover and aim to defeat. Rhozian Boxers also make great musicians. In fact part of a dedicated Boxer's training is learning a musical instrument. Music helps the Boxer find the *Beat* or *Rhythm* or *Routine* of their surroundings.

Skill Cost: 6 secondary skills or 2 additional skills if the O.C.C. has Martial Arts as standard.

Additional Attacks per Melee: 3

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Disarm, Backflip, Dodge, Parry, and Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Power Punch, Backhand, Duo Fist Strike, Elbow, Palm Strike.

Foot Attacks: Kick Attack

Special Attacks: Death Blow, Leap Attack, Body Flip / Throw, Power Block, Combination Grab/Smash

Modifiers to Attacks: Pull Punch, Knock-Out / stun, Critical Strike, Critical Strike From Rear

Special Skills: Play Musical Instrument (Pick One) 45%+5%. Add a one-time bonus of +20% if the character already has the skill (considered a professional quality player).

Special Katas:

Find Rhythm: The character must remain at "Shape Up" position for a solid fifteen seconds (1 Melee) taking in the style and stance of the opponent. If the character successfully finds the opponent's Rhythm, then the character gets one free bonus attack and +2 to Parry, Strike and Dodge for the duration of the fight. If the opponent does not wait for one melee then the Rhozian Boxer must maintain the defensive for 2 whole melees (30 seconds) before finding the opponent's fighting rhythm. **Base Roll:** 50%+5%.

This ability can be used in many circumstances to find the "Beat" or "Rhythm" or "Music" to a particular event. **Bonuses:** +15% if character has the Cryptography skill. A Rhozian Boxer is also able to use this ability if piloting a humanoid Mechanimorph controlled by a cybernetic MNI Implant or Telemechanic connection.

LEVEL ADVANCEMENT BONUSES

Level 1.	+3 to dodge, +2 roll with punch, +1 to strike, +2 to parry
Level 2.	+1 to initiative, +3 to maintain balance, +1 to disarm
Level 3.	+2 to strike, parry, and dodge
Level 4.	+1 attack per melee, +1 to leap dodge
Level 5.	Knockout on natural 18, 19, or 20, +2 to disarm
Level 6.	+2 to pull punch, +1 to leap dodge
Level 7.	+1 to initiative, Tripping/leg hook
Level 8.	+1 attack per melee, +1D4 to PP and PS,
Level 9.	+2 to disarm, +1 on all back flips, +2 to parry
Level 10.	+1 to dodge and parry, +1 maintain balance
Level 11.	+1 attack per melee
Level 12.	Automatic dodge, death blow on natural 19 or 20
Level 13.	+1 to leap dodge, +1 to disarm, +2 to maintain balance
Level 14.	+1 to pull punch, +2 to dodge, +1 to strike
Level 15.	+1 attack per melee, +2D6 to strike, parry, and dodge

Hand to Hand Combat Damage:

This damage chart shows the S.D.C damage non-enhanced characters would do with the addition of any P.S bonuses (*excerpted from the Ninjas and SuperSpies Revised RPG Page 128*)

Hand Strikes:	S.D.C
Human Fist (Punch)	1D4
Knife Hand	1D6
Fore-Knuckle Fist	1D6
Double-Knuckle Fist	1D8
Power Punch	1D10

Backhand	1D4
Fingertip Attack	1
Point Damage Claw Hand	1D6
Palm Strike	1D6
Double-Fist Punch	2D4

Foot Strikes:	S.D.C
Kick Attack	1D8
Snap Kick	1D6
Roundhouse Kick	2D6
Wheel Kick	1D10
Crescent Kick	1D10
Axe Kick	1D10
Jump Kick	1D8, Critical Strike
Flying Jump Kick	1D10, Critical Strike
Flying Reverse Turning Kick	2D6, Critical Strike

Other Strikes:	S.D.C
Knee	1D6
Forearm	1D4
Elbow	1D4
Power Kick (Two attacks & doubles damage of the kick attack)	
Backward Sweep- No damage, Victim loses one attack and Initiative	
Tripping Leg Hook- No damage, Victim loses one attack and Initiative	

Attacks Per Melee: All characters start out with 2 attacks per melee plus any gained from hand to hand and physical skills.

Backflip: A form of evasion or attack that takes one action to perform but results in attacking/evading opponents that would not normally be within reach. Backflip can be used as a strike or dodge manoeuvre. Failing the roll means landing awkwardly and requiring an action to get back up.

Combination Strikes: If a combatant is skilled in the use of Combination moves, they forgo any Automatic moves that attack to perform a double action. This can be very effective if someone has a Combination Dodge/Attack move in his or her martial art form.

Disarm: Can be used as a defensive move or used a strike while choking or holding. Offensively the Disarm costs one attack per melee, however, if the Disarm move can be substituted defensively instead of an Automatic Parry. The Disarm knocks the weapon out of reach for both combatants. Only a martial artist with Disarm listed in their defensive attacks can perform this move.

Grab/Choke: Attempting to grab either an object within combat range or a combatant's throat/arm takes an attack. This move can be used by anybody. Grabbing and then choking requires both hands and inflicts 1D6 directly to hit points.

Power Block: A Parry that uses an attack but also inflicts 1D6 damage on the attacker. Only useful against hand to hand attacks. Doesn't apply to parrying weapons or armour.

Pull Punch: A declared pull punch is successful on a roll of 11+. Failed rolls inflict full damage.

Perception Rolls

(Reprinted from the Nightbane RPG)

This type of roll uses the same mechanics as combat, horror factor and saving throws. Perception rolls are used to simulate the character's five senses (sight, hearing, smell, taste and touch) in situations where noticing something might be important or relevant.

Searching a room, standing watch, listening through a door, peering into night-shrouded underbrush to see what might be lurking there; these are all situations where a perception roll might be called for.

To determine whether the character's perception finds something, the player must roll a 20-sided die. Add I.Q. bonuses (see the Attribute bonus table), and any O.C.C and R.C.C bonuses. Also, all characters get a +1 to perception at levels three, nine and fifteen. The Game Master then compares the roll to the table below.

Situation	Perception Roll
Easy: Hearing a loud noise, finding a bright-coloured object against a white background.	4 or better
Moderate: Looking for somebody in a well-lit area; hearing a slight noise.	8 or better
Challenging: Looking for something in a poor light; hearing something over a noisy background.	14 or better
Difficult: Finding something in the dark; hearing a snake sliding over a carpet.	17 or better

Combining Perception rolls with skills: A number of skills, among them prowl, detect ambush, concealment and detect concealment, may impact on perception rolls. When a perception roll is attempted against a skill roll, treat it as a combat roll; both characters (the person using the skill and the one rolling a perception roll) roll a D20, and the higher roll wins. To quickly convert a skill percentage, divide the skill total by 15.

Example: Agent Gardener had been on the trail of this particular cell of ArmourMech smugglers for the last three months. She had tracked the patriot Xineans to their distributions centre. Now all she had to do was get past the guard standing at his post staring into the night and checking his portable sensors. Gardener's Prowl roll is 70%; the guard is very alert so his perception has a bonus of +5. Gardener's prowl skill is converted to a bonus of +4 ($70 \div 15 = 4$, rounded down). Two twenty-sided dice are rolled. Gardener's roll of 13 does not beat the alert guard's roll of 15. Agent Gardener hurled herself to cover as the guard opened up with automatic fire.

Low Gravity Environment Modifiers

The Mechanoid Planetship dubbed Telminar is approximately the size of the planet Mars in the Sol System. As such the 'natural' gravitational pull on the surface of the metal planet is 9.84ft/s^2 (3ms^{-2}) or around a third of the Earth's gravity. This means that a person walking on the surface of Telminar would feel lighter than when walking in the 'Standard' gravity of 32.8ft/s^2 (10ms^{-2}) which is slightly "heavier" than the Earth's average gravity (*Physics buffs can cringe all they want, I'm trying to describe this plainly* ©). This Standard Gravity is the gravitational constant employed on most multi-racial starships, with gravity generators, hence the term "Standard." This enables persons from any race to be prepared for the experience of space flight.

However, while a standard gravity field envelopes the sub-surface of Telminar, the surface is not so influenced. The battle for the surface of the Planetship shall be a new experience for the sub-surface Factions who will have to adjust for the lighter gravity. Aerial battles will be different to those fought on planets like Earth and diving for cover on the surface could be a fatal experience if not performed correctly.

The following guidelines and rules should be used for combat on the open surface of Telminar:

For the first few surface battles the Xineans and the Mardozi shall have an additional bonus of one extra attack, +2 to strike, +2 to dodge, and +2 to initiative. This bonus is negated as soon as the game master decides that the sub surface dwellers have had enough experience fighting in the lighter gravity.

Diving for Cover is a hazardous move if the defender miscalculates their jump. If, out of pure reflex, the diver leaps as they would in standard gravity, they would float in the air almost three times longer. To an attacker this would be like shooting a slow moving balloon! Any leaping, leap dodging, leap attacks, or diving for cover must roll over 8 (with any combat and P.P bonuses) otherwise they will spend half a melee in the air.

Running and driving speeds are halved unless gravity compensators are used. Other hover, jet, magneto repulsion, and air vehicles actually get a 25% boost on range and an extra 10% to the maximum speed. Shuffle running (akin to the athletic Walking event) will actually gain the character +2 to the speed attribute. Again, when the game master decides that the characters have had enough experience, they can start using the Telminar gravity to their favour.

Bullets and thrown objects get a 25% bonus to their range.

Climbing Skills get a bonus of +15%.

Mechanimorph Combat Rules

The Mechanimorph is commonly a fast or useful vehicle that transfigures into a humanoid form for greater combat manoeuvrability and diversity in options. A Mechanimorph in humanoid form has been dubbed the **Fusilier Mode** after the rifle-carrying soldier (*Author's Note: Yeah I know the word is French, but I think of it as the closest alien translation*). When the Mechanimorph is transformed in its non-humanoid mode, it is most commonly called the **Transport Mode**. There are variations on this premise. Some of the Askellans have developed Mechanimorphs that modulate from a Transport Mode into a **Creature Mode**, while others have Mechanimorphs that modulate from an Animal Mode into a Fusilier Mode. Clan Deshlerr's insane cybernetic Mechanimorph creations have been known to use incorporate more than one vehicle mode for incredibly versatile combat platforms.

The following rules are used when playing characters that operate ArmourMech or Mechanimorphs such as the Mechanimorphs. Those of you who are familiar with Palladium's other *mega-damage* games will find these rules to be identical - you're ready to play.

The use of giant war machines requires some special considerations and clarification. Generally, giant, Mechanimorph-like constructions and armoured battle suits respond to the pilot's every movement as if the construction was an extension of the pilot's own body. Weapon systems, such as rail guns, beam cannons and missile launchers, are built directly into the machine, providing the pilot with more firepower than a division of 20th century tanks.

Resolving Combat

The basic steps for resolving combat are essentially the same as Palladium's S.D.C. hand to hand combat system. Players must still determine initiative, roll to strike, the defender may parry or dodge, damage is determined, and defender may attempt to roll with the punch or impact. These are always the basic combat actions.

Mega-Damage, S.D.C. and M.D.C

It is important that players clearly understand the concept of Mega-Damage and Mega-Damage Capacity (M.D.C.). Basically, M.D.C. indicates a structure or armour so tough that normal weaponry will not damage it. To damage a Mega-Damage Capacity (M.D.C.) structure you must use something that inflicts Mega-Damage (M.D.).

Consider this example with a contemporary M.D.C. structure we all recognise, a tank. There you are, sitting inside a tank; a powerful, heavily armoured (M.D.C.) weapon. A kid walks up to your tank and begins to bounce a hard rubber ball against the hull of the tank. He can do this all day long without damaging the tank in the tiniest way. The kid picks up a rock and throws it against the tank. Again, no damage is done other than a tiny nick in the paint. Now, pounding against the hull with a baseball bat, the kid is scuffing the daylight out of the paint job, but still does no damage to the tank. Yet, all of these items could hurt or damage a human being or most normal Structural Damage Capacity (S.D.C.) items.

You're still sitting in your tank when somebody waltzes up and shoots a .357 Magnum at point-blank range. The bullets bounce off the tank's armoured hull, leaving only large gouges in the paint and scratches in the armour. No damage is done. His two buddies whip out an Uzi sub-machinegun and an M-16 assault rifle, and spray the tank with a hail of bullets. The combined attack must number into the hundreds of S.D.C. damage. But the tank's hull is undamaged because it is super tough... M.D.C.! Normal weapons, even when combined, can not damage a mega-structure. Only a weapon that inflicts mega-damage (M.D.) can harm the tank.

A car screeches to a halt 60 feet (18.3m) away. Two men with a heavy-duty bazooka take cover behind their compact car. Now the tank is in trouble! Why? It is because the bazooka is a mega-damage weapon. You think: "Who are all these lunatics cited in this example and why are they beating on my tank?!?" **COMBAT:** The player of the tank pilot rolls a twenty-sided die (1D20), the player of the bazooka team does likewise, to determine initiative. The high roll goes to the bazooka team; they have initiative, which means they strike **first**. The attacker rolls another 1D20, this time to strike. A seven is rolled. Since the tank is too large and too slow to dodge, the bazooka team shoots and successfully strikes, inflicting mega-damage. If the tank is lucky, it will take minimal damage (a low damage roll). If unlucky, the shell will inflict severe damage (a high roll of damage).

The tank is damaged, but can still operate because the total M.D.C. of its main body has not been depleted. As the bazooka team gets ready to fire another shell, it's the tank's turn to strike/counterattack. It aims its cannon and fires at the compact car the two men are hiding behind. The car has a Structural Damage Capacity (S.D.C.) of 300 and an Armour Rating (A.R.) of 6. However, the tank's cannon inflicts mega-damage, so the Armour Rating does not apply. A successful roll to strike is quickly followed by a damage roll. The roll is low. A measly 4 M.D. points. The car is a burning mass of twisted metal. Why? Because four mega-damage points are equal to 400 S.D.C.! The car is destroyed!!

Quick Mega-Damage and M.D.C. Reference Chart

1. One M.D. Point equals approximately 100 S.D.C. points. One M.D. Point equals 100 Hit Points.
2. Armour Ratings do not apply when up against a weapon that inflicts mega-damage. This is always true, with rare exceptions.
3. Normal weapons do absolutely no damage to mega-structures (M.D.C.), even if the combined total damage is over 100 S.D.C.
4. Only weapons that do M.D. can damage M.D.C.
5. *Also See Mega-Damage and M.D.C. explanation in the beginning of the book.*

Armour Rating do not apply to the fighters, spaceships, ArmourMechs or Mechanimorphs, "hard" spacesuits and other items indicated as mega-damage structures. Either you strike and do damage, or you miss. Armour Ratings apply only to conventional S.D.C. combat and items. Armour ratings do not apply when struck/attacked by a weapon that inflicts mega-damage. Of course, one can always attempt to dodge or roll with an attack to avoid or minimise damage.

What is Armour Rating (A.R.)? The A.R. indicates what an attacker must roll in order to do damage to the character behind the protective armour. Any roll of 5, or better, will strike a character with no body armour. Rolls falling under the artificial armour's A.R. can, successfully impact on characters with conventional artificial body armour, metal armour, bulletproof vests, etc. If the strike roll is less than the A.R. number, S.D.C. damage is inflicted only to the body or armour. By rolling a strike above the armour's A.R., damage is inflicted to the character himself (his personal S.D.C. and/or hit points), but no damage to the armour. Example: A defender is wearing body armour with an A.R. of 10. If the attacker rolls 11 or better, then damage is done directly to the defender. A roll of 5, 6, 7, 8, 9 or 10 would only hurt the body armour, not the wearer. A roll of 1, 2, 3, or 4, would totally miss.

Determining the Number of Attacks Per Melee and Combat Bonuses

All ArmourMechs and Mechanimorphs possess a design element, which creates a symbiotic link between the pilot and the machine. The Mechanimorph Neural Interpreter enables the machine to respond to human reflexes, agility, dexterity, and mobility with amazing accuracy. The pilot's physical abilities to strike, parry, dodge, roll and attack are combined with the bonuses of the machines. This system potentially doubles the hand to hand combat abilities of the pilot.

This is how it works. Players will find two *skills* that exclusively determine the pilot's number of attacks when piloting a high-tech Mechanimorph or ArmourMech: 1) The pilot's normal, hand to hand combat/fighting skills, and 2) The pilot's Mechanimorph Combat skill. Simply combine the number of attacks gained from each skill (and level of experience). The total number indicates the total attacks per melee possible. Most first level pilots, with both skills, will have a total of FOUR attacks per

melee.

The same is done to determine the pilot's combat bonuses to strike, parry, dodge, etc. This means, if the pilot has a + 2 bonus to dodge in normal Hand to Hand Combat and a + 1 bonus to dodge in Mechanimorph Combat, the two are added together for a total of + 3 to dodge when piloting the Mechanimorph. Note: The character's natural agility found as his P.P. attribute, may also provide applicable bonuses to be added to the total bonus to strike, parry or dodge.

The combining of the number of attacks and combat bonuses applies ONLY when piloting Mechanimorphs and ArmourMechs! When outside of the massive battle armour, the pilot must rely exclusively on his or her normal fighting skills and not the combined abilities of the two skills. Why? Because the Pilot Mechanimorph Combat skill is not physical training, but a mechanical proficiency which relies on eye/hand coordination, reflexes and dexterity as they relate directly to the machine. The Pilot Mechanimorph Combat skill does not build physical strength, endurance or combat techniques.

The operation of a Mechanimorph war machine or ArmourMech requires special training. Without that training, it is impossible to operate any Mechanimorphs. Other piloting skills are not applicable. Just because you can drive a car, doesn't mean you can operate a tank or fly an aeroplane. The same is true of Mechanimorphs and ArmourMechs. Characters must have the appropriate Mechanimorph Combat skill to operate Mechanimorphs of various size levels.

Characters who have the *Mechanimorph combat skill* can operate most Mechanimorphs of a particular design or manufacture. However, lack of formal instruction in the operation of other Mechanimorph types means a pilot's aptitude is on only the most fundamental level. Restrictions are as follows:

If the pilot only has the basic hand to hand combat skill, those are the exact abilities that apply to the Mechanimorph in combat. Then NO additional bonuses are added. A first level character will usually have two attacks per melee. If the pilot does not have any kind of Mechanimorph hand to hand combat training, but does know how to pilot Mechanimorphs, he or she is limited to one attack per melee has absolutely no Mechanimorph combat bonuses, and the Mechanimorph's maximum speed/manoeuvrability is reduced by 30%.

Weapon Selection: The Mechanimorph pilot usually has several modes of attack available to him. These may include energy weapons, rail guns, grenade launchers, missiles, and hand to hand combat. Weapons or modes of attack can be used in any combination. And rate of fire restrictions limits the pilot.

Volleys & Bursts: One volley or one burst counts as one attack, even if a dozen (yes 12), rounds or missiles are fired. How? Because it require; only one attack/action to fire several simultaneous rounds at one specific target. Roll to strike and dodge as usual.

Disadvantages of the volley

1. The entire volley or burst must be directed at ONE specific target. The character cannot divide a volley or burst between several targets. To attack more than one target the pilot must take time to aim and fire at each, which means each is a separate attack that melee round. For Example: A Mechanimorph fighter with four attacks per melee is up against four Zentran battle pods. The pilot decides to launch four missiles at one battle pod. That's one attack, leaving three melee actions/attacks that combat round. He can not fire the four missiles simultaneously at all four of the enemy. To strike all four, the pilot must fire at each, individual target separately. However, this will take up all four of the pilot's attacks that melee round (15 seconds).
2. Must roll to strike for the entire volley or burst as if it were one unit. This means that the entire volley or burst either strikes and does multiple damage (roll damage for each missile in the volley) or the entire volley misses, doing no damage at all. Do NOT roll to strike for each individual missile or round. Also see Missiles for related combat data.
3. Continuous fire of bursts can often be maintained for the entire melee. While the full melee burst counts as one attack and does significant damage, that particular weapon cannot be used against any other targets for that entire melee round.
4. Payload: Volleys and bursts usually deplete a limited number of missiles or rounds quickly. Once the payload is expended, the weapon is useless until it can be reloaded.

Note: Unless limited by volleys, bursts, or other listed restrictions, the same weapon can be fired repeatedly in the same melee or in tandem with others.

How to Strike: The procedure for ascertaining a strike is unchanged. The attacker rolls a 20-sided die (1D20). A roll of 1, 2, 3, or 4, is an automatic miss. A roll of 5 or higher is a strike/hit. The only way an M.D.C. target can avoid being struck is by dodging out of the way or parrying the attack, if possible. Remember, Armour Ratings (A.R.) do not apply to M.D.C. structures, or when up against weapons that inflict mega-damage (M. D.). **Strike Bonuses** can be gained by skills, such as hand to hand combat and/or Mechanimorph combat and from a high Physical Prowess (P.P.) attribute. All bonuses are accumulative. Remember that bonuses from Mechanimorph combat apply only when the Mechanimorph is involved in combat. **A Critical Strike** occurs when a player with hand to hand combat skill makes an extremely high die roll to strike without the aid of bonus modifiers. An unmodified, "natural" 20 is always a critical hit, regardless of hand to hand training. Critical strikes do double damage. Optional damage tables may be provided for additional side effects from critical strikes. Their inclusion in the game is up to the GM and/or players.

Close Proximity Strike Bonuses: Technological advances have made war a long-range affair, with soldiers firing missiles at opponents who appear as tiny blips on a radar screen miles away. However, the creation of ArmourMech and Mechanimorphs has restored the strength of the infantry, making close range combat possible. Thus, if opponents are within close proximity of one another (within 500 ft/152m), they gain a bonus of + 1 to strike. This bonus applies to all combatants, skilled and unskilled, using weaponry or their fists. It does not apply to normal hand to hand combat among humanoids.

Called Shots: A character may attempt to shoot a specific target or area. This is done by clearly stating what the exact target is before the roll to strike is made. Once the shot is "called," the player rolls the usual 1D20 to strike. A successful roll, above a 12, hits

exactly whatever the intended target was, unless the opponent dodges or parries. Called shots can be an important strategy, enabling characters to disable Mechanimorphs and military vehicles rather than destroy the whole thing. A character can destroy specific targets on Mechanimorphs and vehicles, such as radar antennas, weapon barrels, sensors, mechanical legs, arms, etc., by making an aimed, called shot. Note: Any shot, which is not called, will strike what is identified as the main body of the Mechanimorph or vehicle. The main body is the largest, bulkiest part of the target and therefore, the most likely to be hit. If a player calls his shot, but misses by rolling 12 or less, but above 4, he/she still strikes, but hits the main body instead of the specific, "called" target. Some targets may have a penalty to strike because of their size or location.

To Roll with a Punch, Fall, or Impact is a saving throw of sorts, or a second dodge, to minimize damage. Players of Heroes Unlimited and Rifts will already be familiar with this hand to hand combat rule. In this case, if the player fails his dodge roll and is about to be hit by a missile(s), he has a sort of second dodge or saving throw, where the character tries not to resist the explosive impact and rolls with it. A successful roll with impact works similar to a dodge. The player must roll 1D20 and match or better the roll to strike. A success means the character suffers only half damage. A failed roll means a direct hit and full damage. A character can roll with the impact from explosive missiles, punches, body blocks, falls, and similar impact damage. You can not roll with the impact of attacks from auto cannons, rail guns, machineguns, energy weapons, or plasma/napalm missiles.

The Dodge for Mechanimorphs is identical to its human hand to hand counterpart. The defender must roll a twenty-sided die (1D20), and match or better his attacker's roll to strike. A successful roll means he has moved out of the way and takes no damage. A failed roll means the dodge was not a success and the character is hit, taking full damage. The action of dodging typically uses up one melee action/attack. An automatic dodge or leap dodge is available to some Mechanimorphs. This means the Mechanimorph is so quick and agile that it can leap or move out of the way without losing one melee action/attack.

Strikes with Guided Missiles do NOT enjoy the pilot's combined bonuses to strike, because they are all self-guided missiles. Rolls to strike are made on the usual, twenty-sided die. Missiles can be launched one at a time (roll to strike for each), or in volleys of two or more (roll once to determine whether the entire volley strikes its target). ALL the missiles used by the Telminar forces, are self-guided missiles. Generally, most are pre-programmed to respond to specific images (video cameras or sensors concealed in the nose of the warhead), or to follow and strike at a specific heat or radiation signature that clearly identifies the enemy. Smart Bombs that can identify the enemy and chase it down will keep going until they find a target, or are destroyed. They can actually dodge attacks directed at them, and turn around to attempt to hit a target if it misses, or if the target dodges the first attack. Note: All missiles always strike the main body. Conventional Guided Missiles: +3 to strike, and includes mini-missiles and most other types of missiles. Smart Missiles: +5 to strike, +4 to dodge, and have two attacks per melee (until it hits or runs out of gas). Long range, reflex, and multiple warheads are usually "smart bombs."

Damage from Missile direct hits does full damage. A volley of missiles inflicts full damage from each and every missile in the volley! Near misses do half damage. The way to be damaged by a near miss is by getting caught within the blast radius of the target struck by a direct hit. For example: Your companion standing 10 feet (3m) away, is hit by a high explosive missile with a 30 foot (9m) blast area. He takes full damage from the direct hit, but your character is also caught in the blast because he was standing so close. Fortunately, the second character takes half damage since he was not the target that took the full brunt of the attack. As he was caught in the backlash of the impact Damage can be reduced by half again if the player makes successful saving throw to "roll with punch, fall or impact." Characters who are the target of an attack can reduce damage by half by "rolling with the punch, fall or impact." In this case, the player fails his dodge roll and is hit by a missile; However, he tries not to resist the explosion and rolls with the impact. A successful roll means the character suffers half damage. A failed roll means a direct hit does full damage.

Dodging Guided Missiles is possible with volleys of one, two, or even three missiles. However, it is impossible to dodge a volley of four or more missile The character has two options to avoid or minimize the damage of a massive missile volley; try to roll with the impact, take half the normal damage; or shoot the missiles down before the strike.

Shooting at Missiles and depleting their M.D.C. can detonate and destroy it. However, there are restrictions:

1. The character must have an attacks) available to him/b that melee to assail the missile. If all the attacks for the melee have already been used up, the character can not shoot at the missile(s).
2. The character can only shoot at one missile, within the volley, at a time. A volley of six missiles would require six attacks, which is impossible at the speed a missile travels. This means the player has only one or two attacks (GM discretion) to shoot at one or two missiles within the volley. However, if one missile is detonated, there is a 45% chance (1-45%) that its explosion will detonate all the other missiles in the entire volley.
3. The player can also use his own missiles, if available, shoot down a missile volley. Under this circumstance, there is a 75% (1-75%) likelihood of detonating the entire volley of missiles before they hit.
4. If the M.D.C. of the missile is not completely depleted, it is damaged, but does not detonate and will still strike the target, inflicting full damage.
5. Attacks on a missile or missile volley count as a normal attack.
6. **Special Missile Defence Tactic:** If a missile can not be dodged, the pilot can sacrifice the Mechanimorph's arms by covering its main body with them, thus allowing the arms to take the damage instead of the body. The disadvantage of this tactic is that the arms are likely to be blown to smithereens

Mechanimorph Neural Feedback

If the pilot is connected physically to a Mechanimorph control system via a cybernetic MNI or a telemechanic connection the possibility exists for an overload of the Mechanimorph electronic and electrical systems. If the Mechanimorph takes sufficient

damage, the operator feels pain from the hit. The damage to the pilot depends on the type of Neural Interpreter used. See the descriptions below.

Saving Throw: Electrical current running through the body inflicts the damage. If the pilot survives, the recovery is swift. Complete recovery of any lost S.D.C within an hour and hit points are recovered twice as quickly as normal. The problem is that all those shocks could disrupt the heart, brain and other internal organs. Once the pilot's Hit Points have reached zero (0), every time the pilot takes another hit it will require a Saving Throw against Electricity (11 or better on Twenty-Sided, with any P.E. bonus added in). Making the save means the character suffers pain, but no real damage. Failing to save means the character's heart stops and the character is must do the usual save versus Coma/Death with P.E bonuses (if any).

Telemechanic Pilots: Can insulate against Neural Feedback but the cockpit design takes up valuable module space.

ArmourMech Powerarmour Combat

The ArmourMech is clever innovation based on the Mechanimorph but is actually a small vehicle that can remodulate into a Powerarmour around the pilot! The ArmourMech's powerarmour form is dubbed the **Vanguard Mode**. ArmourMechs respond to and magnify the natural physical attributes of the pilot most commonly wearing the Body-Sensor Armour. The pilot can also opt to have a M.N.I cyber-interface (in which the Cyber-M.N.I combat description would be used) but still must wear a form of body armour that is compatible with the Vanguard configuration. For the smallest types of ArmourMech, the pilot usually must wear combat armour specially design to connect to the Vanguard form. In most cases the ArmourMech's vehicle mode assembles itself around the armour to enhance it with hidden weapon systems.

Type: Body Armour internal sensor package.

M.N.I Range: Only when connected to the Vanguard mode systems.

Cybernetic Type: None

Neural Feedback Possibility: None

- 2 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 to strike.
- +2 to parry
- +2 to dodge if a ground effect vehicle mode.
- +4 to dodge if a flying vehicle mode.
- +1 to dodge if a powered water vehicle mode.
- Critical strike same as pilot's hand-to-hand.

Body -Sensor Armour M.N.I Combat

The only Feedback-safe control system for a Mechanimorph is the use of special body armour with sensors strategically placed throughout. The sensors interpret muscle reactions rather than the direct neural signals coming from the brain. This system is the safest and most non-invasive method of Mechanimorph control for non-psionic pilots. However the very nature of the sensor system means that the responsiveness and control of the Alternate Mode (whether it be Fusilier or Creature) is diminished compared to the invasive cybernetic M.N.I. This is the system that cadet pilots from any Faction or Clan are trained on. The Mechanimorph can be optimised for the pilot's bio-readings resulting in a slightly higher performance but limiting the unit's operation to that pilot. Civil Defence and armed forces Mechanimorphs use a standard synchronisation setting as a trade-off for use by many different pilots. Only certified aces and officers can personalise their military Mechanimorphs for optimal performance.

Type: Body Armour internal sensor package.

M.N.I Range: Cockpit assembly only.

Cybernetic Type: None

Neural Feedback Possibility: None

- 2 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, five, nine, and fifteen.
- +1 to strike, +2 to strike when Optimised
- +2 to strike with weapons systems
- +1 to parry, +2 to parry when Optimised
- +1 to dodge in Fusilier mode, +2 to dodge when Optimised
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge in basic setting; possible when Optimised
- No leap kick in basic setting; possible when Optimised
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram. Body flip possible when Optimised

Cyber-System M.N.I Combat

Some pilots favour the cybernetic Mechanimorph Neural Interpreter implants. The cybernetic implants throughout the pilot's nervous system enable a near synchronous merging of the Mechanimorph's gyro and weapons systems to the pilot. The pilot must clamp down into the cockpit seat and attach a flexible probe into the cybernetic port at the back of the pilot's neck. The downside to this method is the possibility of Neural Feedback through the Mechanimorph's electrical systems.

Type: Cybernetic implant

M.N.I Range: Cockpit assembly only.

Cybernetic Type: Cerebral cortex interpreter housed in the abdominal cavity with neural sensors running through the spine into target muscles and inner ear. MNI probe assembly protrudes at the rear of the neck.

Neural Feedback Possibility: 1D6 damage for every 40 M.DC inflicted on the Mechanimorph.

- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +1 on initiative.
- +2 to strike in Hand to Hand Combat
- +2 to strike with weapons systems
- +3 to parry
- +2 to dodge in Fusilier mode
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

Telemechanic Control Combat

A pilot with the psionic ability of Telemechanics can operate the vehicle with all the bonuses of a natural connection to the machine. The downside to this method is the possibility of Neural Feedback through the Mechanimorph's electrical systems. Also the psionic pilot is limited to the duration of the Telemechanic ability. Many units have fail-safes built into them that modulate the Fusilier mode back into the vehicle mode once a Telemechanic link is broken. There is Psi-Technicians on Telminar who can extend the duration of a psychic connection with the Mechanimorph if the pilot is psionic. There are also unscrupulous Psi-Technicians hocking off Telemechanic helmets to non-psionics at the cost of their mental endurance. The result of these illegal machines is a pilot who cannot concentrate on orders or mission parameters while engaging in combat or even patrolling in Fusilier mode (*see the Psi-Technician P.C.C for details*).

Type: Use of the Telemechanics Psionic Power

Telemechanic Range: Touch or 1.5m away. Askellan Beast riders can control the unit by touch in any mode, if they have this ability.

Cybernetic Type: None.

Neural Feedback Possibility: 1D6 damage for every 40 M.DC inflicted on the Mechanimorph.

- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, five, eight, eleven, and fifteen.
- +2 on initiative.
- +2 to strike in Hand to Hand Combat
- +2 to strike with weapons systems
- +3 to parry
- +3 to dodge in Fusilier mode
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

Cyber-Integration M.N.I Combat

Clan Deshlerr existence is based on a horrible premise. They believe the Mechanoids were on the right track. To be powerful and long-lived, they must forgo their mortal bodies and have their brains and nervous systems wired into machines. At first the movement was merely part cult/part supremacist organisation worshipping the Mechanoids. It wasn't until a Deshlerr cult member found their Holy Grail that the cult became a full-grown Clan in their own right. The Holy Grail was the Mechanoid cloning and casing integration facility. Clan Deshlerr first started creating full conversion cyborgs but with the advent of Mechanimorph revolution, the cultists soon developed methods on incorporating themselves into Mechanimorph bodies. The Cyber-Integration system is the interface system used when a cultist's brain and nervous system is placed into a Mechanimorph unit fitted with a modified Mechanoid environmental containment chamber. The union is a complete integration into the Mechanimorph's systems. The Mechanimorph's destruction means the brain's death. The Hand to Hand Combat moves are taught to the Cultist to make the most of their metal bodies in Fusilier Mode.

Type: Cybernetic integration into environmental containment chamber.

M.N.I Range: environmental containment chamber only.

Cybernetic Type: Life support systems keeping the brain matter and nervous system alive and functional.

Neural Feedback Possibility: Roll to save vs Electricity when 50% and 75% M.DC damage is inflicted on the Mechanimorph.

- Do NOT add any pilot P.P bonuses to the following bonuses. The cultist's attributes are now I.Q, M.E, and M.A.
- 7 attacks total with the integrated Deshlerr cultist.
- Add one additional action/attack at levels three, five, eight, eleven, and fifteen.
- +3 on initiative.
- +8 to strike in Hand to Hand Combat
- +6 to strike with weapons systems
- +9 to parry
- +9 to dodge in Fusilier mode
- +5 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge, which causes no loss of attacks per melee. The integration results in a Mechanimorph so manoeuvrable that the unit can dodge an attack while moving to counterattack an enemy.

Fusilier Mode Hand to Hand Combat (see Mechanimorph construction for upgrades)

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Dodge, Parry, and Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Power Punch

Basic Foot Attacks: Kick Attack, Roundhouse Kick, Drop Kick (Combination Fall / Dodge / Kick)

Jumping Foot Attacks: Jump Kick

Special Attacks: Leap Attack, Body Block / Tackle, Body Flip / Throw

Robot Animal Combat

This skill is necessary for pilots of Type Alpha Mechanimorphs, which have been designed to emulate animals. This skill is also handy to pilot standard Mechanimorphs with a robot animal transport mode. This combat training allows a pilot to mimic animal movements fluidly without the use of any Neural Interpreter equipment. The robot animal can run, jump, swim, dive and claw depending on the type of beast the robot is emulating and the modules installed.

Type: Body Armour internal sensor package.

M.N.I Range: Only when connected to the Vanguard mode systems.

Cybernetic Type: None

Neural Feedback Possibility: None

- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, five, nine, and fifteen.
- +1 to strike.
- +2 to parry
- +2 to dodge if a ground animal.
- +4 to dodge if a flying animal.
- +1 to dodge if an aquatic animal.
- Critical strike same as pilot's hand-to-hand.

Animal Mode Combat (see Mechanimorph construction for upgrades)

Escape Moves: Roll with punch, fall or impact.

Defensive Moves: Dodge

Hand Attacks: Claw, Swat (Restrained Punch), Power Swat (Punch)

Basic Foot Attacks: Kick Attack (Rear Legs)

Special Attacks: Leap Attack, Body Block / Tackle, Bite

BASIC MECHANIMORPH COMBAT

This is the level of combat available to Mechanimorph pilots who did not specialise in the Mechanimorph type they are currently piloting. The various sizes and shapes of Mechanimorphs require the individual purchasing of skills to avoid the Basic level. This is also the level of combat pilots can achieve when piloting on Manual Override and not using the proper Interfacing system.

- 1 attack per melee (plus those of the pilot).
 - +1 to strike.
 - +2 to parry
 - +2 to dodge
- Escape Moves:** Roll with punch, fall or impact.
- Defensive Moves:** Dodge
- Hand Attacks:** Strike
- Basic Foot Attacks:** None

Special Attacks: Body Block / Tackle

Modular Combat Rules

The additional flexibility of Mechanimorphs and ArmourMechs as well as the deceptive transport mode changing into a combat mode nearly instantly has also created various combat moves learned by many pilots. The following Gev, Aquatic and Air/Space combat rules are reprinted for convenience and the fact that they have not yet appeared in the Rifts RPG series. The Modular Combat rules are new additions that can be used for any transformable vehicle in the Palladium Megaverse™.

Note: **Vehicle** = the transport mode, **Combat** = the alternate form.

Modular Leap Attack: This is an exciting attack move but also very dangerous and only available to pilots with a hand to hand combat type that allows leap attacks. This move combines a vehicle mid air ram with a modulating tackle and then a quick transform back to the vehicle mode. The result is an impressive attack that combines the damage gained from ramming and a leap attack. The vehicle is aimed at a target and then brought up to ramming speed. Through the use of either booster jets or ramp style inclines, the vehicle takes to the air at speed and transforms into the combat mode. The combat mode then makes the attack onto the target using leap kicks or punches before again quick modulating back to vehicle mode in order to speed off. The damage is impressive with the ram damage added to the strike damage and then doubled for the critical strike! Also targets are at a further -10% to maintain balance after the strike. Control Roll Penalty -50%. This penalty includes the quick transform penalty and the modulating tackle.

Mid Air Vehicle Transform: This is actually more dangerous than has normally been portrayed in popular entertainment. Depending on the distance from the ground/water, the momentary pilot disorientation while changing modes can be fatal. Changing from the combat to vehicle mode also changes the aerodynamics of the modular vehicle and the pilot must control the effects of this change else the vehicle's nose may impact with the ground before a change has taken place. Note that this doesn't really affect minor transforming vehicles (such as single mode units with modular weaponry). Control Roll Penalty -15%

Modulating Tackle: By approaching a target in transport mode using the additional speed inherent in that configuration, the pilot can opt to alter modes and tackle the target in combat configuration. The damage is still the standard ramming damage shown in the vehicle combat section, however the combat mode may also make a disarm, punch, tackle, kick or grab while slamming into the target. Note that if the transformation time is more than one action per melee then the target gains initiative and can act before the character makes the tackle. Control Roll Penalty -20%. This move takes two attacks (or more if a slower transforming vehicle) and requires the first strike roll for ramming the target and the second strike roll for any disarm or kick or punch move in the alternate form.

Non-Standard Environment Transform: Surface vehicles modulating into the combat form and vice versa while submerged, falling from the air or while in orbit can be slightly difficult to get used to. The same can apply for air vehicles at rest on the ground or beached aquatic vehicles. Failing the Control Roll means that the transformation takes twice as long and the pilot loses half their attacks and any initiative they might have had. Control Roll Penalty -20%. This applies to any transforming vehicle while in an environment it was not designed for.

Quick Transform: This method is very dangerous but can be a "life or death" saviour in combat. All transforming vehicles could transform just that little bit faster however built in safety controls prevents the possibility of catastrophic stresses, failures or misalignments that could occur at faster speeds. If a pilot wanted to perform an emergency transformation that cuts the time taken in half (round down) then the Control Roll determines the success rate. Failure to make the roll requires that the vehicle roll on the systems failure table in the M.D.C section. Control Roll Penalty -20%. The pilot can perform a quick transform as well as any other modular combat move with all penalties being cumulative.

Recovery Transform: In the event of a vehicle was in the middle of tipping over, losing control, an uncontrolled dive or similar occurrences, the pilot quickly needs to recover to prevent serious damage. The pilot may wish to use the option of modulating into the alternate form where legs, arms or different propulsion method could stabilise the craft quickly compared to the vehicle mode option. Since the pilot loses all attacks and initiative while regaining control the Recovery Transform is an option that could provide for a better response to any attack or situation once recovered. Control Roll Penalty -15%

Running Transform: When a humanoid or creature styled combat form wishes to make a running transformation into its vehicle configuration there is a small control roll penalty of -10%. Failing this roll results in losing control, initiative and an attack to re-roll a piloting control roll (depending on the situation) and regain control. Note that standing or running transforming into a aircraft mode increases the penalty to an aircraft stunt roll (see below)

Vehicle Combat Rules

Gev Combat Rules

Gev to Gev combat is not all that different from other kinds of combat. That is, the game master should work at keeping things clean, quick and simple. The only two differences are in rolls to Dodge and rolls to Strike.

Dodge: In spite of their advanced Speed, gevs have absolutely *no bonus to dodge against firearms*. Why? Well, first off, a vehicle just isn't as manoeuvrable as a person, it generally goes in a straight line, and, even on curves, the faster the thing is going the smoother the curve. The other thing to bear in mind is the gev's size.

However, drivers *can* dodge attacks from other vehicles. When someone is attempting to cut-off, ram or sideswipe the vehicle, a Dodge roll is possible. A vehicle making a Dodge can't do anything else in that Melee Round.

Strike: Rolls to Strike in Vehicle-to-Vehicle combat are exactly like ordinary rolls to strike. The only difference is that vehicles are several targets in one package. *Every strike on a vehicle must be "called."* The attacker has to specify which target is being attacked: *the crew compartment (driver), a turret, or the vehicle itself* (main body). "*Ramming*", or striking one vehicle with another, always attacks the vehicle itself. *Area affect weapons*, like explosives and fire, can attack the vehicle, the turret and the occupant(s). *See vehicle combat tactics.*

Melee Rounds: The melee round system hasn't really changed. The idea is still to get the combatants in close quarters and let 'em slug it out 'til somebody goes down.

AUTOMOBILE CONTROL ROLLS

Drivers are in constant danger of losing control of their vehicle. To avoid losing control, the characters must roll against their Pilot skill. *Control Rolls must be made for each of the following situations:*

Exceeding Cruising Speed: Any time a driver exceeds the Cruising Speed for the vehicle, there's the danger of losing control. Every melee round of excessive speed requires a Control Roll. See Road/ Speed Table for penalties.

Exceeding Road Speeds: Going too fast on back roads or trails is dangerous, no matter how well built the vehicle is. Any travel over 75mph on a back road, or over 45mph on a trail, requires a Control Roll. This is not the case with Highways. A vehicle can travel all the way up to Cruising Speed on a Highway without rolling for Control. See Road Speed Table for penalties.

Exceeding Manoeuvre Speed: Every *turn, swerve or lane change* made while exceeding Cruise Speed *or* Road Speed *requires another Control Roll with a - 12% penalty.*

Driving in Reverse: Attempting to drive in reverse at any speed over 25mph. Roll a Control Roll with a - 30% penalty.

Poor Road Conditions: Requires a Control Roll. This can include anything from rain to steep inclines. -30% or optional. See Road Quality and Obstacle Table for specific penalties.

Avoiding Obstacle: Swerving around any object requires a Control Roll -no penalty. If the swerve or dodge involves leaving the road surface, then the penalty is -40%.

Vehicle Combat Tactics, Manoeuvres & Techniques

Ramming is a vehicle-to-vehicle attack where one vehicle attempts to bash into the rear of another. The speed of the ramming/attacking vehicle must exceed 10mph of the vehicle it is attacking. Speeds greater than 10mph above the defending vehicle's constitutes a crash; use the Crash and Damage rules to determine the damage to both vehicles. Likewise, head-on collisions/rams, and ramming stationary objects at speeds over 10mph constitutes a normal crash, damaging all parties.

Ramming damage varies with the size of the attacking/ramming vehicle.

Damage to Target Vehicle	Inflicts
Motorcycle	4D6
Automobile, small truck, mini van	6D6
Full-Sized truck or van	6D8
½ ton truck or bus	6D10
10 or 16 wheeler/semi-truck	10D10

Note: The attacking vehicle also suffers damage, but only $\frac{1}{3}$ of that which it inflicts on its target. Only if the attacking vehicle has purpose built armour will the vehicle take no damage.

Control Rolls: Immediately after a successful ram, both vehicles must make control rolls. The attacker is -25% and the defender is -40%.

The Sideswipe: When gevs are neck-and-neck, they can attempt to shove each other off the road. Works exactly like the Ram except that damage is half those listed. **Control rolls** are the same as for Ramming.

The Cut-Off: The attacker pulls in front of the defender, cutting off the lane and forcing the defender to either hit/crash or swerve to avoid hitting. The attacker rolls to strike and must make a control roll. A failed strike means the manoeuvre is unsuccessful/incomplete and can be tried again. A failed control roll means a crash. If the attacker succeeds and the defender fails to dodge (either by missing the roll or by not rolling), then there is a collision. *Use the standard Crash and Damage Rules.* **Control Rolls:** the attacker at -30%, and defender at -25%.

The Block: Basically, this happens when the attacker wants to keep the defender in some position. A good example is where the gevs are neck-and-neck, the right-hand gev sees an oncoming truck in the left lane and decides to force his opponent to stay in that lane. This same technique can be used to keep an opponent from passing as well. If the attacker rolls a successful strike, and if the defender does not try to dodge or fails to dodge, then the defender is stuck in that lane until the next melee.

Neither a *Sudden Brake* nor a *Drag Race* is good against a Block. Executing a block may require high speeds and/or quick manoeuvring, like switching lanes, swerving, etc. Control rolls should be made for each block/strike manoeuvre and dodge/evasive action. **Standard Control Rolls apply.**

The Sudden Brake: When two gevs are side-by-side, preferably in different lanes, one of them can attempt to get behind the other by hitting the brakes. C Whether or not the braking gev actually pulls behind depends on a straight, twenty-sided die, initiative roll. Both gevs roll; high roll wins. However, the braking gev reduces speed by half for one melee. An unsuccessful Sudden Brake means the opposing gev is still side-by-side. **Control Rolls** must be made with a -15% penalty. **Warning!** Don't attempt to brake with anyone immediately behind you unless you want a collision.

The Bootleg Turn: This is a special manoeuvre that lets the vehicle completely change direction. Basically, the driver turns then slams on the brakes and "fishtails" the gev into the opposite direction. While in the Bootleg the vehicle has *no chance to Dodge*. A **Control Roll** must be made with a -50% penalty.

Drag Racing: When two gevs are neck-and-neck and trying to pull ahead of each other, that's a Drag Race. The same thing happens when one gev is behind another and both decide to speed up. A lot depends on the Speed Class of the vehicle, the higher the better. However, there's a lot more to drag racing than engine performance. The driver's skill and reflexes, as well as raw luck are just as important. **Rolls for Drag Racing are made on twenty-sided dice.** There are two modifiers. First, each driver can add in the Speed Class of his/her vehicle. Second, the driver's P.P. bonus can be added. If both gevs were neck-and-neck, then the winner will be way out in front. When one gev is trying to overtake another, then winning means catching up and losing means falling way behind. In case of a tie, the gevs maintain their current positions. A Natural twenty is perfect luck, either leaving a pursuer in the dust or coming up neck-and-neck with a fleeing prey.

There is a -5% penalty when driving any vehicle for the first time. Also, if a character just stole a gev and is trying to escape in it, he'll have a -5 penalty on the initiative rolls.

Vehicle Crash Damage

Motorcycle	1D6 per 10mph
Automobile, Small Truck, Mini Van	1D8 per 10mph
Full-Sized Trucks and Vans	1D8+1 per 10mph
112 Ton Trucks and Buses	1D10 per 10mph
10 or 16 Wheeler Semi-Trucks	2D6 per 10mph

Damage is based on relative speed. When something hits a stationary object, the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever does the most damage will determine the actual damage. Round up in all cases.

Road & Speed Table

Use the following table to determine how much ground is being eaten up in Vehicle-to-Vehicle combat and the pilot control modifiers for the vehicle:

Travel Speed	Distance/Melee	Highway	Back Road
1 to 15mph	$\frac{1}{32}$ mile	SAFE	SAFE
Over 15mph	$\frac{1}{16}$ mile	SAFE	SAFE
Over 30mph	$\frac{1}{8}$ mile	SAFE	SAFE
Over 45mph	$\frac{1}{6}$ mile	SAFE	SAFE
Over 60mph	$\frac{1}{4}$ mile	SAFE	SAFE
Over 75mph	$\frac{1}{3}$ mile	SAFE	- 5%
Over 90mph	$\frac{1}{2}$ mile	SAFE	- 10%
Over 120mph	1 mile	SAFE	- 10%
Over 240mph	2 miles	- 10%	- 15%
Over 360mph	3 miles	- 15%	- 20%
Over 480mph	4 miles	- 30%	- 40%
Over 600mph	5 miles	- 45%	- 70%
At 720mph	6 miles	- 60%	- 80%

Boat Combat Rules

AQUATIC VEHICLE CONTROL ROLLS

Just as land vehicles can go out of control, so can boats and ships. The big problem with watercraft is that they have no effective braking system. A ship heading in the wrong way can't do much more than kick in the drive system and try to veer or back up. And if wind and/or waves start a ship rolling on its side, there's not a whole lot of ways to keep it steady. Ship Pilots *must make control rolls for each of the following situations:*

Avoiding Collision: Swerving around a rock, ship or other obstacle requires a standard Control Roll - No Penalty.

Docking with Another Vessel: Any time two water vehicles come together, there's the chance of a crash. Control Roll with - 15% Penalty.

Exceeding Cruising Speed: As with land vehicles', moving at great speeds is a hazard. Control Roll with no Penalty.

Backing Up: Attempting to move a ship backwards is always tricky. Control Roll with -25% Penalty.

Heavy Chop: Moving in waters with heavy surf, or having a much larger vessel pass by. Control Roll with -5% Penalty.

Stormy Waters: On the Telminar oceans coolant backwash is a constant threat on the water. Control Roll Penalty changes according to how bad the massive waves and atmospheric disturbances get. A standard heat exchange and water surge is only -5%, but a full-blown fusion backwash where lower sections of the water is turned into plasma and erupts like huge geysers can be as much as -50%. In open water, make the roll every 20 minutes. If the boat is close to shore, or near some other object, then make the Control Roll every 5 minutes.

Cutting Away: A very sharp, powered turn, usually made in combat to get in position for an attack. Standard Control Roll.

AQUATIC LOSS OF CONTROL TABLE

When the pilot of a ship fails a Control Roll, it's up to the game master to determine the results. Roll percentile for each incident.

- 01-05 Roll-Over!** The vessel rolls over in the water, flips upside down, and becomes totally helpless. Righting small boats takes about ten minutes (although they will still be swamped). Larger vessels require a tug and professional help.
- 06-20 Swamped!** There's enough of a tilt for the ship or boat to take on a lot of water. Each chamber in the vessel has a 50% chance of being flooded. Water damage will be widespread, and loose objects may be swept overboard. So long as the vessel remains swamped, the Pilot must make all Control Rolls with an additional -20% Penalty. Pumping out, by hand or with a machine pump, usually takes at least an hour.
- 21-40 Severe Tilt!** The ship rocks over far enough for everyone and everything on board to fall over. Any loose objects (including characters) on the deck have a 30% chance of falling overboard. All loose objects and cargo will be knocked over and around.
- 41-60 Stall!** Either the engines flood and stall, or the sails become tangled and useless. The result is a total lack of power for 3D6 melee rounds. Pilot must continue making Control rolls every melee round until the Stall is corrected.
- 61-80 Impact!** The vessel runs into something. If totally out at sea, then it can run into a whale, a piece of floating debris, or a solid wave. Roll normal crash damage.
- 81-95 Rupture!** The strain of a manoeuvre causes a seam to split, or a patch to fail, somewhere in the vessel's hull. Water starts to flow into the ship. Both repairs and pumping will be needed for 1 D6 hours.
- 96-100 Sinking!** The ultimate disaster. The vessel points itself down towards the Coolant Intakes below and sinks. Characters must escape to avoid drowning.

Air to Air Combat

This system of combat rules describes the methods aircraft and spacecraft pilots can use in engagements. On Telminar the light atmosphere does allow for standard, winged flight while the Xinea Guild use space shuttles and Mechanimorph Fighter-craft in orbit.

Evasive Action: Flees or Dodges another aircraft, obstacle, or other attack by moving out of the way. Will lose any attackers who fail a Dog Tail Roll. Manoeuvre consumes one full melee. No Attacks possible while evading. Skill Penalty: -12%

Tilt Dodge: Last minute dodge that *allows* the continuation of attacks that melee. Cannot dodge multiple assaults. Failed roll means full damage and loss of attack. Skill Penalty: -35%. Strike Penalty if successful: -2

Stunts: Sudden, severe or highly difficult manoeuvres. Includes: Dives, Sharp Turns, Dead-Man's Drops, Tumbles and Somersaults. Manoeuvre consumes one full melee. No Attacks possible while performing a Stunt. Skill Penalty: -30%

Failed Roll Results

01 - 40: Engine Stall / Flameouts: (Restart -25% once per melee). All attacks are defensive only (-4)

40 - 70: Stunt manoeuvres botched, Speed & Altitude reduced by $\frac{1}{3}$

71 - 88: Engine difficulties: forced to make and emergency landing. Repairs take 4D6 hours

89 - 00: Engine shredded: Characters must parachute to safety or suicide crash (-20% Pilot)

Emergency Landing: Executed when vehicle or pilot damaged/injured and flight cannot be maintained. Manoeuvre consumes one full melee. No Attacks possible while performing an Emergency Landing. Skill Penalty: -30%

Failed Roll Results in a Crash:

01 - 31: Pilot and/or passengers survive; Minor Injuries

35 - 57: Crash; pilot and passengers take 5D6 hit point damage

58 - 80: Pilot and passengers in critical condition/coma and require immediate, extensive medical treatment. Treat as Surviving Death/Coma

81 - 83: No Survivors!! Vehicle Exploded

84 - 00: Passengers survive with minor injury, pilot dead. Optional: Pilot can opt to Parachute rather than attempt a landing.

Shadowing: An aircraft pursues another vehicle without detection. Pursuer mimics the vehicle being chased in every way in an attempt to become a sensor shadow. If craft being shadowed performs stunts, then roll according to the stunt roll modifiers. No Attacks are possible while Shadowing. Skill Penalty: -20%

Dog Tail: Offensive manoeuvre in which pilot closely pursues an enemy air vehicle while locked in combat. Is the ONLY manoeuvre that can pursue a craft taking Evasive Action or performing Evasive Stunts. A failed Roll means. No Strike Penalty. Skill Penalty: -15%. A Failed roll means the target has momentarily slipped out of the striking range/area. Roll once every other melee to maintain dog tail position, *or* for every evasive or stunt action.

Aircraft Missile Evasion (NEW): This manoeuvre is executed when the aircraft is being fired upon by more than three missiles. This manoeuvre can only be used whilst airborne (this includes hovering).

- Prevents any other type of attack from being attempted on the Evader (*Evasive Flight is too erratic to lock energy weapons or rail guns or to tag with magic*).
- Must roll twice per melee to keep avoiding the missiles that melee. A failed roll means $\frac{1}{2}$ the missiles strike their target.
- Must constantly evade Conventional Guided Missiles for **one (1) whole melee**. **NOTE:** The melee starts as soon as the



missiles are fired at the aircraft. The Character should be considered *out* of the combat arena.

- Must constantly evade SMART Missiles for *two (2) whole melees*. **NOTE:** The melee starts as soon as the missiles are fired at the aircraft. The Character should be considered *out* of the combat arena.
- No Attacks possible while performing a MISSILE EVASION
- Automatically lose initiative the first available combat round the character can re-enter.
- **Skill Penalty:** -25% For Conventional Guided Missiles
- **Skill Penalty:** -30% For SMART Missiles

Space Environment Modifiers for Speed, Range, Missiles, Energy Beams, Etc.

Jet Propulsion: Without an atmosphere to slow them down, spacecraft, Mechanimorph fighters, missiles, and other jet propelled items can travel about 75% faster than they can in an atmosphere.

Running: The weightlessness of space makes it impossible for humans and humanoid Mechanimorphs to run. Some sort of propulsion system, even if it's as simple as a burst of air, is needed to push/move/fly with any degree of control and direction. Otherwise, the character drifts away out of control like a rudder-less boat on the ocean.

Leaping: Pushing off of a mass with one's legs, jet propelled leaps or bursts of movement will send the character leaping 10 times longer/farther/higher, but the leap is done in slow motion. This is applicable in zero and near zero gravity environments like the moon.

Thrown Objects fly in slow motion at about half their normal speed and distance. Characters are + 2 to dodge thrown items.

Explosions & Shock waves will travel ten times farther, sending those not tethered to a larger, stable object flying the distance of the shock wave. Damage from the extended shock wave radius is only one-tenth the damage at the epicentre of the blast.

Lasers, amplified light energy, will have their normal "effective" range doubled! Thus 4000 foot (1200m) range is increased to 8000 feet (2400m) effective range. Beyond the 8000 feet up to about another 4000 feet (1200m) the laser does half damage and is - 2 to strike. Beyond that, the laser no longer inflicts damage and is only a beam of light. The light continues to fly through space until it hits something. The farther the beam goes the weaker and fainter it becomes.

Energy Beams of other kinds also enjoy a doubled effective range in space, but beyond their effective range the beam inflicts no damage and quickly dissipates.

Radio waves can travel 10 times the normal range in space. Thus a radio with a 500 mile (804km) range will have 5000 mile (8040km) range for crystal clear transmission. The radio waves actually continue to travel at the speed of light for hundreds of thousands of miles. However, they become more spread out and fainter the farther they travel and will require a very powerful radio receiver to receive the transmission, and even then it may be garbled or incomplete. Sunspots, solar flares/solar storms, particle clouds, comet trails, asteroid belts, and close proximity to planets will reduce, garble or completely block or destroy radio transmissions.

Typical O.C.Cs

The Occupations and Racial types that appear around the planet have evolved slightly from their origins as impromptu settlers. It was quite amazing that the settlers survived considering that half of them were high-society Star Liner Passengers that had either not done an hours hard work in their lives or were well into their retirement. Still the mix of skills and occupations provided a means for their survival. Retired professors and a private school excursion provided teachers and resources for limited learning. Religious figures (analogous to a Bishop or priest) provided spiritual guidance and the starship crews new how to work with their metal surroundings. Oh course more than a few of the travelling politicians decided to make their marks in the settlements. A quasi-democratic society was raised and people of all the races adapted to their surroundings. The following O.C.Cs are merely some of the possible occupations found on Telminar. These character classes focus on the conflicts flaring around the planet and the soldiers, engineers, pilots and medics fighting in them. Many O.C.Cs from Rifts or Phase World could be suitable for this setting. Keep in mind that the vehicles and robots of Rifts Earth and Phase World are NOT available in any capacity and that equipment is limited to the types available on Telminar.

Using other Palladium O.C.Cs:

A simple guide to using the O.C.Cs (not necessarily the R.C.Cs) from another Palladium book is to reason that the profession would be found on the Planet-ship. Over six hundred years of settlement can create entirely new professions. Note that it is entirely up to the Game Master to allow the use of Magic. See the "*Magic on Telminar?*" section for more details on this option.

Dual O.C.Cs

Characters that wish to learn a new O.C.C must first advance at least one level in their current O.C.C./R.C.C. At second level (or wherever desired), they may opt for training in the new O.C.C as SOON as they reach that new level (it cannot be done after they have advanced in their new experience level).

When the character begins their new training, they are zero-level in the new O.C.C The character must earn experience points equal to the new O.C.C's second level (if Men of arms or adventurers) or third level (if magical or psychic). When that amount of

experience points is acquired, the character has passed their apprenticeship and is now at first level in his new O.C.C

Once characters change over to their new O.C.C., they retain their old skills (but frozen at the levels they achieved before the change) but all new P.P.E, S.D.C., and other increases will be based upon their new O.C.C. ALL new experience points are awarded to the new O.C.C.

New O.C.Cs and R.C.Cs:

Mechanimorph Pilot or Rider O.C.C

To these characters, piloting a Mechanimorph isn't a job, but a way of life. To pilot a machine or vehicle capable of converting into different forms with a thought or push of a control is the greatest wish of any young aspiring soldier. This pilot will most likely be representing a faction or clan and as such, will be piloting a particular style of Mechanimorph. A pilot can use any of the modular vehicle's forms with equal skill and deadliness. As such the skill choices represented below allow specialisation with a single Mechanimorph type. To make it as a Mechanimorph Pilot means that they must be able to "Tune" into the Receptor Helmets that control the Unit. It is for this reason that Mechanimorph Riders are usually Martial Artists who are taught the principles of the mind and body and have excellent motor-control. The Pilot Mechanimorph Vehicle skill as shown in the O.C.C skill section below is the vehicle of choice that the Mechanimorph's Vehicle Mode will take.

Each Faction's Mechanimorph Pilot has a specific Military Occupation Skill package that is unique to that clan. See the faction descriptions to use their particular M.O.S.

O.C.C. Skills:

- Read Sensory Instruments (+20%)
- Pilot Mechanimorph Vehicle: *Pick One Type* (+25%)
- Mechanimorph Combat: *Pick three types including ArmourMech Combat*
- Navigation
- Weapons Systems

Faction M.O.S Package: See Clan or Faction description for Mechanimorph M.O.S packages.

O.C.C. Related Skills: pick 7 skills, plus two more each at levels three, five, eight and twelve.

- Communications: Any (+5%)
- Computer: Operation only (+5%)
- Domestic: Any
- Electrical: Basic only (+5%)
- Espionage: Wilderness Survival only (+5%)
- Mechanical: Basic only (+5%)
- Medical: First Aid or Holistic only (+15%)
- Military: Any (+5%)
- Pilot: Any (+20%)
- Pilot Related: Any (+15%)
- Physical: Any except Acrobatics
- Rogue: Any
- Technical: Any (+5%)
- W.P: Any
- Wilderness: Any (+5%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: See the Mechanimorph M.O.S description for each faction.

Weapons: See the Mechanimorph M.O.S description for each faction.

Money: See the Mechanimorph M.O.S description for each faction.

Cybernetics: See the Mechanimorph M.O.S description for each faction.

Telminar Military O.C.C

This O.C.C is the basic skill package available to military personnel who then, after basic training, go on to specialise in specific branches of the military. The Military Occupation Specialty packages below are the specific military branches the character can belong to. Select five skills from the available M.O.S selections below:

M.O.S Skills

Communications	Select from Communications and Computer skills (+15%)
Engineering	Select from Mechanical, Electrical or Science skills (+15%)
Field Construction	Gets Construction Vehicle Operation, Mechanimorph Combat-Construction, Advanced Maths, and two science skills (+15%)
Military	Select from Military and Wilderness (+15%)
Space Specialist	Select from Space related Physical, Pilot and Pilot Related (+15%)
Technical	Select from Technical and Science (+15%)
Weapons	Select from Military and W.P. (+15%)
Pilot	Select from Pilot and Pilot Related (+15%)

O.C.C. Skills

Radio: Basic (+5%)

Military Etiquette: 30%+5%

First Aid

Running

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand Basic. Can increase to Hand to Hand Expert as the cost of one other skill or Martial Arts with the cost of two other skills.

O.C.C. Related Skills: Select five other skills. Add two additional at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level on proficiency.

Communications: Any

Domestic: Any

Electrical: Basic Electronics, others *only available if a M.O.S is selected*

Espionage: *only available if a M.O.S is selected*

Mechanical: Basic Mechanics, others *only available if a M.O.S is selected*

Medical: None

Military: Any (+15%)

Physical: any except wrestling and acrobatics

Pilot: Any

Pilot Related: Any (+5%)

Rogue: *only available if a M.O.S is selected*

Science: *only available if a M.O.S is selected*

Technical: Any

W.P: Any

Wilderness: none

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: Militia body armour, energy rifle and energy sidearm of choice, four extra E-clips for each, 1D4 grenades, survival knife, distancing binoculars, robot medical kit, pocket computer, utility belt, rebreather, walkie-talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, powercycle, etc.) for daily use.

Equipment Available upon Assignment: Vehicles include conventional military vehicles, Mechanimorphs, jetpacks, tanks, APCs, and aircraft. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for weeks. Also has access to vehicle and equipment repair. The mission commander assigns all weapons and equipment.

Money: The soldier gets barracks apartment, food, clothing, and all other basics provided as part of military life, as well as access to military facilities. A monthly salary of †2000.00 is also paid along with 2D6x100 tokens extra if a specialist in some field.

Cybernetics: None to start with, however implantation is not restricted.

Telminar Operator O.C.C

The Mechanoid Planet-Ship is nearly as much organic technology as it is electrical and mechanical. This character was born with the necessary psionic abilities to become part of the worldly school of Operators. An Operator can be a part of a particular faction or roam the Planet-ship charging food, accommodation and tools for their services. At the twilight of their career, an Operator will usually settle into a community and either start a workshop somewhere or retire altogether. The Operator is part Doctor and part Mechanic. If trained early enough, the Operator can attune his psionic skills to meld with the Mechanoid bio-systems growing throughout the planet. Using these skills, the character can discern problems with the bio-node and work to repair them. Of course they are also excellent mechanical and electrical engineers, but these skills are seldom psionically enhanced with Telemechanics due the psionic development of the character. A young psionic with the necessary abilities usually has to choose between being a Doctor or an Operator.

Attribute Requirements: I.Q 12 or higher, a high M.E is handy but not required.

Special O.C.C Skills:

Bio-Node Specialist in Cybernetics: The same as the Medical Doctorate in Cybernetics skill only applicable to the Bio-Node Technologies. The character has no knowledge of anatomy or any other Medical Doctor skills, but is a master surgeon on the field of Mechanoid organic nodes. This, along with the Electrical Engineer skill enables an Operator to alter, repair, install and diagnose the communications nodes as well as 'native' Planet-ship technologies that pre-dated colonisation. **Base Skill:** 40/60%+5%. The first percentile is the Operator's ability to accurately diagnose and fix a non-biological problem or illness. The second percentile is the Operator's ability to perform the surgery that will explore problems or remove/install components within the bio-node.

O.C.C. Skills:

Electrical Engineer (+20%)
 Mechanical Engineer (+20%)
 Bioware Mechanics
 Pilot *Pick One Type* (+15%)
 Computer Repair (+15%)
 Radio: Basic (+20%)
 Read Sensory Equipment (+15%)
 Navigation
 WP Blunt
 Hand to Hand: Basic

O.C.C. Related Skills: pick 14 skills, plus one more each at levels three, five, eight and twelve.

Communications: Any (+10%)
 Domestic: Any
 Electrical: Any (+10%)
 Espionage: None
 Mechanical: Any (+10%)
 Medical: First Aid, Paramedic or Holistic only (+5%)
 Military: Any (+5%)
 Physical: Any except Acrobatics, Gymnastics or Wrestling
 Pilot: Any (+5%)
 Pilot Related: Any (+10%)
 Rogue: Lock picking only
 Science: Any
 Technical: Any (+5%)
 W.P: Any
 Wilderness: Any (+5%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: Portable tool kit, laser torch for welding, laser scalpel, electrical tape, pen flashlight, 20 metres of nylon rope, 2 knives, notebook, protective goggles, work gloves, box of thin medical gloves, knapsack, tent and bed roll. Infrared binoculars with digital distancing readout, a pair of passive night-vision goggles, three sets of wilderness style clothes and hiking boots or shoes, two sets of work-clothes, Armour is usually light to allow maximum movement.

Weapons: Can include energy weapons and guns. Select one type of weapon with 1D4 clips of ammunition, and an ancient style weapon.

Vehicle: Operators usually use trucks, jeeps and other off-road vehicles.

Money: Wilderness operators will have 4D6x100 in Tokens and 3D4x1000 in black market saleable items.

Cybernetics: None to start. Most operators avoid augmentation through bionics, but may agree to the use of cybernetic sensors and optic systems.

Psionic Ability (Special): The Telminar Operator possesses some form of psionic ability in order to be trained.

I.S.P: Roll 3D6+6 to determine the base I.S.P. Add 1D4 I.S.P per level of experience.

Psionic Powers: The character can have the Super Psionic power of Psychic Surgery or select three from the choices below:

Object Read
 Total Recall
 Mind Block
 Telepathy
 Empathy
 Telekinesis (counts as two selections)

Telminar Tech Pirate O.C.C

The Tech Pirates are usually the outlaws exiled from the factions who have joined together into their own roving

communities. These volatile mixes of law-breakers only survive in these Pirate bands if they acknowledge the leader of the group. These Pirate Warlords have to lead either by example, superior personality or both. Tech Pirates usually construct or steal *Type Alpha* Mechanimorphs for their offensive forces. The Type Alpha normally has more passenger room for the highly transient, pirate population. A typical Tech Pirate is a worldly criminal that was either ejected from the Faction Communities or chose to leave before the law found them. The Tech Pirate is usually a trades-person first and a Mechanimorph pilot second. For the pirate band to survive, the Tech Pirate must be able to perform duties other than simple combat. In a perfect world, combat would be avoided anyway. The option is available to pilot transformable Faction Mechanimorphs but this is rare due to inherent costs of maintenance and rarity of operational Mechanimorphs.

Attribute Requirements: A high M.E is preferred but not mandatory.

Alignment: Almost always selfish, but can be any.

O.C.C. Skills:

Radio: Basic (+10%)

Pilot: G.E.V (+15%)

Streetwise (+15%)

Literacy: *Two of choice* (+10%)

Languages: *Three of choice* (+15%)

Computer: Operation (+15%)

Computer: Programming (+10%)

Computer: Hacking (+15%)

W.P. Energy pistol

W.P. Ancient: *One of choice*

Hand to Hand: Basic

Hand to Hand: Basic can be change to Hand to Hand: Expert at the cost of one "other" skill or to martial arts (or assassin if an evil alignment) at the cost of two "other" skills.

O.C.C. Related Skills: Select 13 other skills. At least three must selected from Rogue. Two more skills may be selected at levels three, five, eight, eleven and fourteen. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any

Electrical: Any

Espionage: Any (+10%)

Medical: First Aid or Paramedic only

Military: Any

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any (+15%)

Science: Any

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select eight secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: Jump suit and small transportable wardrobe. The Tech Pirate also starts with a Flashlight, Backpack or brief case, Tinted Goggles, Small two way Radio, Air Filter, Gas Mask, and Lock Pick Tools (where appropriate), and a portable computer work station.

Weapons: Survival Knife, Energy Pistol of choice with four extra clips, plus two other weapons of choice. The Tech Pirate will start with a set of light or medium armour.

Money: Starts with 3D6x1000 Tokens cash, and an additional in 5D6x1000 credits worth of black market saleable items.

Cybernetics: Character may have 1D4 cybernetic implants of choice. If the player does not want cybernetics add another 2D6x1000 Tokens to the available money.

Telminar Espionage Agent O.C.C

The Planetship Telminar is on an unofficial Cold War footing since the race for the surface has begun. While factions and clans trade relatively freely and the non-aligned settlements continue to stay out of the factionalised politics, there is a tension building akin to the East vs West Space race of the 1960s on Earth. Slowly but surely the faction-run media are goading the population towards a mindset of "We the Faction must be the first to the surface!" Of course the Mardozi Faction is of the opinion that they were on the surface first and should protect their rights to keep it that way. This environment has allowed the Espionage industry to bloom even more than the first Mechanimorph War did. Opposing clans and factions need to know how far along their others have progressed with prefabricated structures, gas collection for atmosphere enhancers, defence plans for new construction and many other aspects of the impending push for the surface.

Espionage agents on Telminar use the Bio-Net both as a place of intelligence gathering and shadow battles against other espionage agents. Using cybernetic nodes to intercept transmissions is relatively simple, however avoiding detection isn't. Espionage agents employed to monitor the Bio-Net for transmission interceptions often employ their astral selves to physically intercept the agent in the astral space. An agent could employ standard non-invasive data acquisition techniques but the accumulated data would take weeks to disseminate such is the efficiency of the various forms of encryption employed by the factions. Rumours fly around the astral-net about the Jemoien mathematician who devised the encryption procedures for each faction hoping that this would ensure that no government had an advantage. A Stur'Jin assistant to the mathematician swears that the original proof had a form of master key algorithm to shatter the encryption of all the factions. The Jemoien died almost one hundred and seventy years ago along with the algorithm. This Algorithm is the Holy Grail of the Telminar Espionage Agent. Since the Jemoien race was known for their natural psionic affinity with the Astral Plane, it was thought that the mathematician had spent his time in some small astral domain of his own creation to construct the algorithms. Telminar Agents search for this domain in their spare time.

Telminar Agents also get their hands dirty with the standard physical forms of espionage. Informants, disguises, assassinations, observations and all the traditional spy fare is common in the world of an impending "Surface Race."

Attribute Requirements: M.E. 10, M.A. 12.

O.C.C. Skills:

Mathematics: Advanced (+10%)
 Language: *Select two dialects* (+15%)
 Literacy: *in the chosen dialects* (+15%)
 Computer Operation (+5%)
 Computer Programming (+5%)
 Computer Hacking (+10%)
 Cyberjacking (+15%)
 Disguise (+10%)
 Escape Artist (+10%)
 W.P Three of choice

Hand to Hand: Martial Arts. Agents are most likely to choose a Specific Martial Art.

O.C.C. Related Skills: Select eight other skills, but at least three of these skills must be from the espionage category. Plus select an additional skill at levels three, six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)
 Domestic: Any
 Electrical: Basic Electronics only
 Espionage: Any (+10%)
 Mechanical: Basic and automotive mechanics only
 Medical: First Aid only.
 Military: Any (+10%)
 Physical: Any (+10% where applicable)
 Pilot: Any
 Pilot Related: Any (+5%)
 Rogue: Any (+10%)
 Science: Any
 Technical: Any
 W.P: Any
 Wilderness: Any (+5%)

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Four sets street clothes, one set dress clothes, one heavy SDC/light MDC trench coat, one set of MDC armour (usually light), gas mask and air filter, passive nightvision goggles, medical kit, infrared distancing binoculars, portable language translator, grappling hook, utility belt. An undercover operative also has a small to medium sized apartment and a medium to large and very well concealed lair or hide-out located outside the settlement or in a run down area of town. Vehicles can include practically any fast vehicle, up to and including ArmourMechs and Mechanimorphs for respected operatives. Weapons can include almost anything, but usually stick to the character's WPs.

Money: 4D6x1000 Tokens. The faction, depending on the mission, may provide more money. The faction takes care of all living expenses.

Cybernetics: May select 1D4 bioware or cybernetic enhancements.

Telminar Level Rat O.C.C

The Level Rats, as they have been called, are the so-called dregs of society who roam the levels without contributing to the settlement in any way. Level Rats are normally criminal gangs who dropped out of school and turned to a shallow life, cruising the streets on Powercycles or modified gevs. They typically traffic drugs and work for the crime organisations. But ask a Level Rat about

why they do what they do and they would tell you a story of how the system failed them somehow.

Either way, the Level Rats are usually city-based gangs of motorcycle thugs who war over territories and equipment. Some gangs are honourable vigilantes who attempt to keep the peace by protecting the people who can afford to at least provide food or parts to them. Mostly though, Level Rats are punks who are close to graduating into full-time criminals. Gang colours, emblems and feuds are a part of a Level Rat's life. The drug trafficking and other stuff is just a means to keep their ride functioning and the Ethanol flowing.

The gangs congregate in the lower levels around the factories and warehouses. They also prey upon the lower classed workers who cannot afford high-level apartments. City officials attempt to send law enforcement officers to clean the areas up but soon they realised that they were sending good people and equipment to fight a menace that nobody cared about. As long as the Level Rats did not bother the upper levels or disrupt the factories, then the unmarked boundary that divides Law Enforcement and Level Rat territory is upheld. However, the city does like to flex its muscles occasionally and send in Militia troops with ArmourMechs and even Skirmisher Mechanimorphs to make a few mass arrests. The city considers this a population control exercise rather than a legitimate attempt at reducing crime.

The crime families like employing Level Rats as couriers and muscle and so leaders often get gifts like a powercycle ArmourMech or an old Type Alpha Mechanimorph. This is the crowning achievement for a gang leader as often the gang doubles in size overnight so Rats can work under someone with real power. Level Rats who specialise in Cyberjacking also are in big demand from the crime organisations.

Note: If the GM wanted to run an **Akira**-type anime/cyberpunk campaign the possibilities are endless. Corrupt city officials, gang wars, family troubles, Romeo and Juliet love affairs are all great ways to start a campaign.

Attribute Requirements: None.

O.C.C. Skills:

Streetwise (+20%)

Pilot (pick one +15%)

W.P Knife

W.P Blunt

Running

Hand to Hand: Basic (may be changed to expert or martial arts with the sacrifice of two other skills)

O.C.C. Related Skills: Select 15 other skills, but at least three from Rogue and two from Physical. Plus, select two additional skills at level three, six, and one at level nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10% to Basic: Radio and Surveillance Systems)

Domestic: Any (+5%)

Electrical: Basic only (+5%)

Espionage: None

Mechanical: Basic and Automotive Mechanics only (+10%)

Medical: First Aid only (+10%)

Military: Any

Physical: Any (+5% where applicable)

Pilot: *G.E.V or Hover vehicles only. Type Alpha and ArmourMech Combat costs two skill selections each.* (+10%)

Pilot Related: *Navigation and Read Sensory Equipment only*

Rogue: Any (+10%)

Science: Any

Technical: Any (+10%)

W.P: Any

Wilderness: None

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Starting Equipment: The Level Rat is typically supplied with nearly nothing. What little they are equipped with is commonly stolen. An average Level Rat will possess a canteen (water optional), a vibro-knife, an E-pistol with two extra E-clips. Anything else they steal from others. A badge of worth is the vehicle they ride on. The nicer the vehicle, the more prestige they get.

Equipment Available upon Assignment: None. They are expected to equip themselves. Crime Bosses will occasionally lend them items.

Money: 3D4x100 in Tokens.

Cybernetics: Can start with 1D4 minor cybernetic implants (usually built-in microphones or transmitters).

Psi-Technician P.C.C

(Optional character type. Should be reserved for evil NPCs)

A Psi-Technician into business by offering their services to people who needs help with their machinery or who need a unique mechanical solution to a problem. A Psi-Technician will have a mechanical solution ready within weeks from start to finish, while conventional means would take months of planning, testing and finally construction. While the Psi-Technician is present, the new machinery will work absolutely perfectly and first time. However if someone were not appointed as an overseer of the

miraculous machine, it would eventually break down into a jumble of components. Not even an experienced operator would be able to repair it. Of course the original Psi-Mechanic would have to be called in to repair the machine and again it would work perfectly. The community or owner of the new machine must then agree to attune themselves to the machine to keep it working in perfect order. If there is no psionic available or willing to attune to the machine, a non-psionic may be chosen. To attune to a Psi-Technician's machine means absolutely worry-free operation *while the attuned character is within 250 feet!* It is for this reason that convicted felons are usually sentenced to "Attenuation" for the rest of their natural lives rather than a life-term jail sentence or death penalty. Non-psionics who allow themselves to be attuned to a machine suffer visibly from absent mindedness and concentration problems.

A Psi-Technician knows exactly what happens when someone is attuned to a machine of his or her own creation. It is for this reason that most of the Psi-Technician guild is of selfish or evil alignment. Any Psi-Technician who leaves the Guild only buys themselves enough time to delude themselves that they are safe before an assassin gets to them. The Guild is quite serious in its belief of Unity in numbers and philosophy.

Of course there are rumours of a splinter group of Psi-Technicians who have formed a military intended to fight the Guild and to show the Telminar people exactly what the Guild stands for. Game Masters can treat this Psi-Technician sub-class as Telminaran Cyber-Knights with their P.C.C abilities replacing the Psi-Sword and other psionic abilities. They have the same code of honour and will not attune anybody to a machine without fully informing the individual of the hazards. These crusaders do their darnedest to create machines, for victims, based on Mechanoid Power Crystals, which are horribly expensive but able to be used as an attenuation proxy. This technique effectively removes the need for someone to be present around the machine at all times.

Psi-Technician P.C.C. Abilities and Bonuses

1. **Mechanical Manipulation:** The character has a natural affinity for machines. This is useful in three ways.

First, the character is a natural fix-it person. Instead of studying Engineering or Mechanics, the character just senses what is wrong with machines. This skill allows the character to diagnose and fix any device with 98% reliability!

Second, it's possible to use Mechanical Manipulation to design and build new weapons, vehicles, and devices. The character must have the skills (for example, Automotive Engineering to build a Gev) necessary in order to design new machine or device (52%). Copying another device requires no special effort, so the character can imitate existing machinery easily (98%). Building new machinery always takes time, from a full day to build a can opener, to several weeks for a new gev.

Lastly, all machinery located within 6 feet of the character will tend to work without malfunctions. In other words, a character with Mechanical Manipulation never has a breakdown while riding in a vehicle, never has a gun jam, and never has a device fail to function while he is using it.

If the Psi-Technician attunes the device to another psionic person, the vehicle operates perfectly but at the cost of 5 I.S.P per day! As long as the psionic consciously expends 5 I.S.P into the machine, there is no chance that the machine will break down. If the Psi-Technician attunes the device to a non-psionic there are much more serious problems. To make the attenuation work, the psi-technician fits the machine with a psionic extractor. The extractor drains the I.S.P out of a non-psionic. In game turns the character attuned to the machine will lose 5 M.E attribute points for the duration they are in possession! So long as the character stays with a machine it will continue to work perfectly. The character while attuned to a machine suffers a -2 to save vs psionics and any M.E bonuses to save are also negated.

There is one other tiny problem with the Mechanical Manipulation ability. The "attuned" machine only works as long as the character or Psi-Technician stays within 250ft (76.2m) of the device. As soon as the character leaves, there's only a 10% chance that the thing will keep working. Of course the original Psi-Technician is the only person able to repair the machine and usually at great cost. This situation creates problems both physical and psychological to the character how knows that to leave the machine means having only a 10% chance of it being functional when they return.

Anything that has been "repaired" more than twice will become completely dependent on the character's mutant power. Without him, it will disintegrate into a pile of rubble. Machines originally designed and constructed by Mechanical Manipulation will also have no chance of surviving when the character is not within range.

A Psi-Technician can attune a machine that they did not build personally but the Psi-Technician or the attuned character must repair any subsequent damage done to the machine.

Range: Touch

Duration: As long as the psionic is within 250ft (76.2m) of the machine when activated.

I.S.P: 120 per machine activation. Add 60 I.S.P to attune the machine to a psionic and 80 I.S.P to attune to a non-psionic.

Bonuses gained through Attuning Mechanimorphs or ArmourMechs:

- Gains a telemechanic control over the unit within the standard telemechanic range. This is of course only effective on the attenuated unit.
- Never Breaks down as long as I.S.P cost is paid every day and the owner is within 250ft (76.2m)
- +30% bonus to save verses systems failure.
- Can still operate the Mechanimorph until damage has reached the negative P.E attribute (being held together by sheer willpower). There is NO chance of restoring a Mechanimorph once the M.D.C reaches zero. The Mechanimorph will not take further I.S.P from the pilot and it will break down within the next 4D6 hours.

Bonuses gained through attuning hand held weaponry:

- Never Breaks down as long as I.S.P cost is paid every day and the owner is within 250ft (76.2m)
- Additional +2 to strike to all rolls except wild firing.

Bonuses gained through attuning tools/vehicles:

- Never Breaks down as long as I.S.P cost is paid every day and the owner is within 250ft (76.2m)
- Add +15% to skills being aided by the tool or piloting rolls.

Penalties occurred through attuning to any machine:

- After a month there is a 50% chance of suffering an obsession regarding the machine (eg Hates it with a passion but cannot stop using it). Roll on the obsession insanity table.
- After six months of using/operating/piloting a Psi-Technician's machine roll for a random insanity.
- While still possessing the machine there is no chance of curing the insanities.

2. **Psionic Powers:** All Psi-Technicians can select two from the following abilities: Alter Aura, See Aura, Sixth Sense, Mind Block, Telepathy, Telekinesis, Telemechanics, Empathy, Total Recall And Object Read.
3. **Sense another Psi-Technician or latent Psi-Technician:** For some reason; probably the unique Mechanical Manipulation ability, Psi-Technicians can sense their own. It is unusual for a Psi-Technician to be born outside of the Guild. Range: 36m area, Duration: Automatic, I.S.P: 3
4. **I.S.P:** 2D6x10 plus M.E. attribute. Add 10 I.S.P. per additional level of experience.

Alignment: Any, but the guild know all about the cost of attuning machines and still do it. Mostly Selfish or Evil alignments.

Attribute Requirements: I.Q. 12 or higher, a high M.E. is helpful but not mandatory

O.C.C. Skills:

Computer Operation (+20%)
 Three mechanical, electrical or technical skills of choice (+15%)
 Two Science or Domestic Skills of choice (+15%)
 Advanced Math (+20%)
 Radio: Basic (+10%)
 Read Sensory Equipment (+20%)

O.C.C. Related Skills: Select ten other skills, but at least four must be selected from Science. Select two additional skills at level three, level six, nine, and twelve. All new skills selected start at level one proficiency.

Communications: Any (+10%)
 Domestic: Any (+5%)
 Electrical: Any (+10%)
 Espionage: None
 Mechanical: Any (+10%)
 Medical: First aid or Paramedic
 Military: Demolitions or Demolitions Disposal only
 Physical: Any, excluding wrestling and acrobatics
 Pilot: Any (+5%)
 Pilot Related: Any (+10%)
 Rogue: Any
 Science: Any (+20%)
 Technical: Any (+15%)
 W.P: Any
 Wilderness: Any (+10%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: The character will own a pocket computer, pen flashlight, pocket tool kit, full tool kit, a large duffle bag (to carry "stuff" in), a backpack, a modest field wardrobe and an expensive ground effect vehicle (gev). The character probably owns an expensive apartment in a capital city as well as a few other houses in other settlements. Other equipment will vary with the character's interests and background.

Weapons: Pistol and two Clips.

Money: 2D4x1000 in Tokens.

Cybernetics: Can start with 1D4 minor Bioware implants.

Telminar News Service Field Reporter O.C.C

A field reporter's main vice is the truth. Like a drug, they crave the story almost to the point of physical harm. Even selfish or evil characters still crave the 'story' and the truth, however their methods of researching and acquiring the news will range from the dishonest to the downright illegal. While a Field Reporter is aligned with the T.N.S and will defend its ideals, principles and any news outlets from physical attacks, they are fiercely independent and competitive against each other for a news story. Honourable characters will drop a story if it was determined that another T.N.S Reporter got the scoop first, but a selfish or evil character will follow the story anyway and hope to beat the others to the editors.

Reporters can specialise in many fields such as science, agriculture, environmental, politics, entertainment, domestic, inter-factional, planetary, and war correspondence. Some reporters go deep undercover to get the scoop and risk it all for the 'truth.'

Attribute Requirements: I.Q 12, M.A 14.

O.C.C. Bonuses: +1D4 to MA

O.C.C. Skills:

Cryptography (+10%)

Radio: Basic (+30%)

TV/Video (+20%)

Espionage *Pick any two* (+10%)

First aid (+5%)

Pilot Skill *Pick any two* (+15%)

Rogue Skills *Pick any two* (+20%)

Streetwise (+25%)

Language: *Pick any three* (+30%)

Writing (+20%)

Hand to Hand: Expert. Can be upgraded to Martial Arts at the cost of one "other" skill.

O.C.C. Related Skills: Select 8, and an additional two at levels three, five, eight and twelve..

Communications: Any (+20%)

Domestic: Any

Electrical: Any

Espionage: Any (+5%)

Mechanical: Any

Medical: First Aid only

Military: None

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any (+10%)

Science: Any

Technical: Any (+15%)

W.P: Any except Heavy and Heavy Energy

Wilderness: Land Navigation only

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: Portable recorder/player and headphones, electronic notebook, backpack, suit of light body armour and a personal vehicle of choice. Also has a basic apartment and lots of memorabilia from past stories. Many Reporters have a wardrobe with clothes for basic disguises. If available, a Mechanimorph may also be issued but only for war correspondence missions and only to those able to pilot them.

Weapons: Pistol and two clips.

Money: 2D4x1000 in Tokens. TNS expense account worth up to 10,000 Tokens that must be cleared with the News Agency first.

Cybernetics: Can start with 1D4 minor cybernetic implants (usually built-in microphones or transmitters).

Telminar Civilian O.C.C

At present, the planet-ship of Telminar is not a war-ravaged planet any more than the Earth is today. There are frequent factional disagreements and also a great movement by the Askellans to goad the other Factions into arming the world for some future great battle. But for the population involved in border skirmishes, in-faction disagreements, politically motivated violence and religious fervour; ten times that number are typical civilians just working and providing for their families. Civilians have the option of joining the various military reserve forces and will get sufficient military training to be useful in a combat environment. But on the whole, this O.C.C represents the common labourer, banker, teacher and tradesman.

Attribute Requirements: I.Q 12, M.A 14.

O.C.C. Bonuses (NOT including Cybernetics): +2 to Initiative, +1D4 to MA

O.C.C. Skills:

Pilot G.E.V

Cook (+5%)

O.C.C. Related Skills: Select 4, and an additional two at levels three, five, eight and twelve. **Note:** If the Game Master wishes to incorporate a Militia Reserve M.O.S for civilian O.C.Cs, then the Telminar Military O.C.C Skills would become the Reservist M.O.S. This option is only available at third, fifth, eighth and twelfth levels at the cost of the additional O.C.C skill selections.

Communications: Any (+20%)

Domestic: Any

Electrical: Any

Espionage: Any (+5%)

Mechanical: Any

Medical: First Aid only
 Military: None
 Physical: Any
 Pilot: Any *except Mechanimorph* (+5%).
 Pilot Related: Any
 Rogue: Any (+10%)
 Science: Any
 Technical: Any (+15%)
 W.P: Any except Heavy and Heavy Energy
 Wilderness: Any

Secondary Skills: The character also gets to select twelve secondary skills from the previous list. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parenthesis. All secondary skills start at level one proficiency.

Standard Equipment: An automobile, jeep, or motorcycle. The character would also have an apartment with all the standard kitchen appliances, entertainment units (depending on their wages and professions), wardrobe, bedding and personal effects. Weapons are generally limited to S.D.C. types and only if the character is licensed.

Monthly Wages: Pay will vary dramatically. Skilled professions are likely to pay 300 to 600 Tokens a week. Manual labour and unskilled work are likely to pay 75 to 200 Tokens a week depending on the job and the employer. Some of the lowest paying jobs will include so-called "perks" such as one or two inexpensive meals a day and basic housing, typically an apartment. Personal Savings: 2D4x10 Tokens.

Cybernetics: Can start with 1D4 minor cybernetic implants (usually built-in microphones or transmitters).

Common Telminar Races

While there were dozens of different races on the planet when the colony was settled, only a few had the genetic diversity to continue on as a viable species. All but the Calpacians are original settler races. The Calpacian race is a genetic aberration cloned from the results of a last ditch experiment by a Calpac scientist hoping to keep his race going beyond his death. While the medical technology is available to clone replacement body parts and even whole new bodies, the genetic splicing to produce a viable species was deemed "unnatural" and against the wishes of the settlers. Only the Calpac scientist whom produced the Calpacian race ignored that wish.

Menntas R.C.C

The Menntas are a race of humanoids whose members founded the "Galactic Order of Unity." Their race developed a highly psionic way of life due to their following the Order. While physically weaker compared to a human, the Menntas are just as intelligent and have a much higher psionic control than most races. The Menntas look very similar to a Cro-Magnon Human with the longer arms and prominent forehead. They are at home in nature and use their natural psionic abilities to blend in with the surroundings.

The Menntas are not a naturally technologically orientated people. Their home planet is a lush tropical place with their natural surroundings blending in with their civilisation. The Galactic Order of Unity is a druidic order that seeks to protect all life. Many of the Menntas have developed a keen empathic sense towards certain species of animals and even the occasional semi-intelligent plant. Through this empathic relationship with their surroundings, the feeling of total involvement with the natural order of things became their belief system. Druidic Monks took to the space-lanes after joining the rest of the space-faring civilisations. Their purpose was to teach the philosophy of "One" to the people that took themselves out of nature by destroying it to reach the stars. While the Menntas Monks don't edify the mind-set of *go back to your homeworlds and back to nature*, they do encourage self-exploration until the person can find their *place* in the natural universe. Menntas are natural gardeners and holistic medical practitioners.

They are also natural psionics. While they don't have a huge number of personal psionic abilities, the Menntas usually possess a huge amount of inner strength when it comes to psionic manipulation. Their utter confidence in themselves as a being makes mind control a pointless effort. Menntas, of course, don't feel pity or superior to non-psionic or non-Menntas. Instead their challenge is to enable non-Menntas to find their peace with the surroundings.

When the contingent of Menntas Monks from the Order of Unity descended onto the Planet-ship for the first time, their empathic senses assailed them immediately with a feeling of great sorrow. Although the planet around them was a horrible construction created from the death of entire planets, the Menntas knew that their mission on this planet was to ease the pain of whatever the great consciousness around them was feeling. As the Menntas of the Askellan Clan tell everybody who listens, the High Minister whom went deep underground to find the Core Consciousness had not only found it but also merged with it. Menntas can hear the Core Consciousness whenever they wish to psionically listen. More than a few suffered sensory overload when completely opening themselves to the Core Consciousness. Since then the Menntas have taught themselves to *touch* the Core rather than fully telepathically interface with it. If a planetary menace were to endanger the well being of the Core, every single Menntas on the planet would know about it instantly.

The Menntas formed the Askellan Clan in preparation for the defence of the planet seventy years after the convoy's settlement. The community at large did not ridicule the idea that after seventy years, the Mechanoids may yet return to reclaim their Planet-ship. In fact the settlers pooled most of the non-housing construction resources into modifying existing Mechanoid weaponry

for use by their militia. But after a full century of colonisation, the threat seemed to be a non-event and the following generations didn't acknowledge the possibility that the Mechanoids would risk the mysterious radiation that trapped the Planetship in the Altanine System.

The majority of the Menntas followed the empathic and telepathic suggestions of their spiritual High Minister coupled with the Core Consciousness. The majority of the Order of Unity, Menntas are in preparation for a great invasion that will approach the Planet-ship both from above and below.

Alignment: Any.

Attributes: I.Q. 3D6, M.E. 4D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd: 2D6

As usual, a roll of 16, 17, or 18 provides a bonus roll of 1D6 and bonuses on abilities. Likewise, a roll of 11 or 12 on 2D6 also gets a bonus roll of 1D6.

Hit Points: P.E.+2D6 at level one, plus 1D6 for each additional level

S.D.C.: 60+2D6

Natural Armour rating: None

Horror Factor: None

P.P.E.: 2D6 but can also become a magic user.

Attacks: Standard.

Bonuses: None

Psionics: All Menntas are minor psionics with an I.S.P equal to their M.E +1D6 per level. If the Menntas becomes a psionic O.C.C then they get a one-time bonus of their M.E attribute to their I.S.P.

Magic: If taught, has the same magical potential as any other race.

Life Span: 130 years with current medical technologies.

Natural Abilities: Select two psionic abilities from Sensitive, Healing or Physical psionics.

Telminar O.C.Cs: Any

Skills of Note: Gardening, Holistic Medicine.

Habitat: Prefer the cold when they are there but are comfortable in most places on Telminar.

Enemies: Have no Racial Enemies except the Mechanoids. Respect that the Deshlerr clan think they have found their "place" but abhor their methods in which to find it.

Allies: Although the Menntas can seem a little "snobby" sometimes, they get along well with the Dorthan communities close to the Askellan Clan's reserves.

Physical Appearance: A walking, talking, and usually very craggy, statue.

Height: Same range as a Human

Weight: Same range as a Human

Common Curse Word: Menntas don't swear.

Dorthan R.C.C

Dorthans are a race of short humanoids common to many space faring worlds. They are genetically related to humans with the main difference being the race's average height (about four feet tall). There is considerable genetic diversity amongst the Dorthans resulting in quite a few natural characteristics that could be dominant in one genealogy and dormant in another.

In many of the settlements they inhabit, Dorthans keep to themselves, rarely intrusive in the associations of the other races. These diminutive people are content to live simple lives as farmers and miners, often surviving and prospering while other Races struggle with political or religious issues. The Dorthans are generally sociable, hospitable, security-loving people with great reverence for laws and principles. If the simple life doesn't appeal to a Dorthan then they tend to be impish, sly rogues. Regardless of their status, most do not consciously seek adventure or power, accepting their fate and fortunes.

A typical Dorthan community will be segregated from the other population purely by their own choice. Shy isn't really a word to describe the people, as they are quite friendly in a one-on-one situation. The Dorthans are quite boisterous in their own community and have many festivals corresponding to their home planet's holidays.

They are not a lazy people and work hard for their pay. Their place of work is an extension of their "community" philosophy and results in coworkers being treated as a fellow Dorthan would be as long as the consideration is paid back in kind. Dorthans would only be found in the military if their local laws ordered mandatory service or homes were in immediate danger. Even then, they would only be found in defensive positions.

One rule is known by all the population of Telminar, "*Never, ever attack a Dorthan in their home or home community!*" A Dorthan blood feud can and has sent males or females into a revenge path that could take weeks, months and even years to conclude. One famous urban myth is the tale of the Dorthan father who travelled across the *Manelvium* Trade Routes looking for his son's killer. Three years later, when the father found out that the killer had married and borne a son to a wealthy husband, the child was found murdered in its cot with the same weapon used to kill the Dorthan's son, laying beside the corpse.

Many of the non-aligned settlements are solely Dorthan.

Alignment: Any. But will become Miscreant Evil towards their target if under the influence of a Blood Feud.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 2D6, P.P. 3D6, P.E. 2D6, P.B. 3D6, Spd: 3D6

As usual, a roll of 16, 17, or 18 provides a bonus roll of 1D6 and bonuses on abilities. Likewise, a roll of 11 or 12 on 2D6 also gets a bonus roll of 1D6.

Hit Points: P.E.+1D6 at level one, plus 1D6 for each additional level

S.D.C.: 20+1D6

Natural Armour rating: None

Horror Factor: None

P.P.E.: 2D6 but can also become a magic user if taught.

Attacks: Standard.

Bonuses: +1 to dodge/evade human sized opponents and +2 to dodge even taller people. +15% to Prowl Skill.

Psionics: Same psionic potential as Humans (roll the Psionic Character option during character creation if desired).

Magic: If taught, has the same magical potential as any other race, but this isn't a likely occurrence in any case.

Life Span: 90 years with current medical technologies.

Natural Abilities: None except for any bonuses gained from mutations below.

Telminar O.C.Cs: Any except Operators and Scholars. Mostly stick to Farming, or other labouring endeavours. Some have become excellent Espionage agents and defence militia soldiers when protecting their settlement.

Skills of Note: 90% can still speak their original Dorthan tongue at 60% +5%

Habitat: Love the wide-open spaces for their farms and communities.

Enemies: Woe to the individual and their family if they are on the receiving end of a Dorthan Blood Feud. Have no Racial Enemies except the Mechanoids.

Allies: No real allies on Telminar

Physical Appearance: Humanoid with various genetic differences amongst the race. Roll on the random mutation table below or choose one mutation:

01-15 **Striped:** The skin/hair has a striped pattern, like a zebra, tiger, or any other sort of creature. Choose for one main colour, plus any number (player's choice) of colours and styles for the stripes.

16-30 **Retractable Claws:** Do 2D4 damage per claw strike and add a +10% bonus to climb.

31-46 **Small Horns:** Two 1D4 inch long horns protrude from the forehead, giving a slightly devilish look. Add +2 to damage from a head butt.

47-55 **Biting Teeth:** Vampiric-looking extended canine teeth that do 2D6 damage, and add +2 to Horror Factor when bared.

56-70 **Broad/husky build:** Add 50lbs to weight, +1D4 to P.S., and +4D4 S.D.C Add +1 to Horror Factor.

71-85 **Slender/skinny build:** Subtract 20lbs from weight, +2 to P.P, +1D4 to Spd, and add +1 to parry and dodge.

86-00 **Long Fingers:** -1 penalty to the P.B. attribute, but gets the character a +5% bonus to skills such as computer operation, electronics, demolitions, surgery, and other delicate work. The fingers are all three to five inches long.

Height: three feet plus 5D6 inches

Weight: 3D4x10+30lbs

Common Curse Word: "k'Saminaq!" Means roughly "Don't get me into this!" in the original Dorthan.

Human R.C.C

Humans make up a sizeable percentage of the Telminar population as well as the rest of the known galaxy. The origin of humans is unknown. Some legends claim that they came from another dimension. Others insist that humans evolved on a mythical planet called *Earth*. Their primary tongue is Galactic Trade Tongue Four, which is amazingly similar to English/American (characters with either language automatically know Galactic Trade Tongue Four at 50% plus any I.Q. bonuses, and can improve it normally). It is also interesting to note that, in the Galactic Four language, a standard day is 24 hours, and a standard year is 365 days with an extra day added every four years!

It is commonly believed that these humans originated from a planet called "Earth", probably an Earth that spawned an empire thousands of years ago and which now lies lifeless and forgotten in some abandoned corner of space. Others think that human colonisers came from another dimension, and that their planet of origin is nowhere to be found in this universe.

Humans are important members of all the major galactic civilisations, including the Nigellian Confederation. Their aptitude for technology, ingenuity and flexibility are well known throughout the galaxies. Many races resent humankind's success and dislike them intensely.

Alignment: Any.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd: 3D6

As usual, a roll of 16, 17, or 18 provides a bonus roll of 1D6 and bonuses on abilities.

Hit Points: P.E.+1D6 at level one, plus 1D6 for each additional level

S.D.C.: 20+2D6

Natural Armour rating: None

Horror Factor: None

P.P.E.: 2D6 but can also become a magic user if taught.

Attacks: Standard.

Bonuses: None

Psionics: Roll the Psionic Character option during character creation if desired.

Magic: If taught, has the same magical potential as any other race.

Life Span: 140 years with current medical technologies.

Natural Abilities: None

Telminar O.C.Cs: Any

Skills of Note: None

Habitat: Humans can be found *anywhere*

Enemies: Humans have no Racial Enemies except the Mechanoids.

Allies: Humans. You either love 'em or hate 'em.

Physical Appearance: Bipedal, light disbursement of hair, two eyes, nose, mouth, five fingers on each hand.

Height: Five feet plus 3D6 inches

Weight: 1D100 (Percentile Roll) plus 100lbs

Common Curse Word: "Grek!" Don't know what it means, it is just a popular curse word.

Stur'Jin R.C.C

This race of intelligent insects is an incredibly old race of beings that has a remarkable ability of maintaining a race memory from their direct lineage. Reminiscent of a race of bipedal bees but without the hive mentality, the Stur'Jin are master builders like their bee ancestors and were instrumental in setting up the settlement during the initial colonisation stages. Stur'Jin behaviour can only be loosely associated with typical insect traits. Stur'Jin live an extraordinary lifespan and mate for life as well. The Telminar resident Stur'Jin are the offspring of the crew from three Passenger Cruise ships. While the Stur'Jin are not master ship builders they are renowned for their architectural achievements inside the hull. Stur'Jin engineers waste absolutely no space and when it comes to luxury they even find functional ways to present that as well. Stur'Jin are a form of Insect Marsupial where the female keeps the larvae in a sub-exoskeletal segment and feeds it a royal jelly that the female formulates internally. As a final stage in the larvae's development, they form a hardened shell within the mother to begin a metamorphosis stage. After eighteen months in the sub-exoskeletal segment, the toddler Stur'Jin (equivalent to a 6 year old Human) is removed from the female in a 'birthing' ceremony.

Stur'Jin hate the way other races compare them to Star Hives and smaller animal insects. Swatting a fly or wasp or even a honeybee does not enrage them. It would be like trying to enrage a human by killing pest mammals such as vermin *hyks* (basically a big rat).

Also, a Stur'Jin has an incredible race memory. A toddler Stur'Jin is the size of a three year old human but has the education level of a 7th grader. During development the toddler must sort through and comprehend the massive amount of information passed on through the combined lineage of the two parents. By the developed age of four (equivalent to 12 year old human), the Stur'Jin youngster makes up his or her mind on whether they wish to follow the race memories and become the occupation of their forbearers or opt to strike out on their own. Stur'Jin can be taught new skills just like any other intelligent creature and they all have individual personalities and quirks. It is amusing to a non-Stur'Jin to have the offspring of one of their Stur'Jin workmates come up and say "Hey Franke, how's Jayne her back still giving her trouble?" The youngsters are merely reacting on the instinctive memories of their parents and direct lineage. Of course there must be a limit to the amount of information stored in the race memory. Stur'Jin's themselves think that the strong memories only reach back as far as four generations. But considering that they live for 240 years, which is nearly a millennium's worth of knowledge wrapped up in their cerebral cortex, the amount of information stored is incredible!

Alignment: Any. It was a Stur'Jin Dictator who ordered the original Mechanimorph construction program.

Attributes: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 2D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd: 2D6

As usual, a roll of 16, 17, or 18 on a 3D6 attribute provides a bonus roll of 1D6 and bonuses on abilities. Likewise, a roll of 11 or 12 on 2D6 also gets a bonus roll of 1D6.

Hit Points: P.E.+1D6 at level one, plus 1D6 for each additional level

S.D.C.: 40+2D6

Natural Armour rating: 9

Horror Factor: None

P.P.E.: 2D6 but can also become a magic user if taught.

Attacks: Standard.

Bonuses when flying (including hovering): +2 to strike, +2 to parry and +4 to dodge.

Psionics: No psionic potential except their natural mating call with seems to be quasi-psionic in nature.

Magic: If taught, has the same Magical potential as any other race.

Life Span: 240 years with current medical technologies.

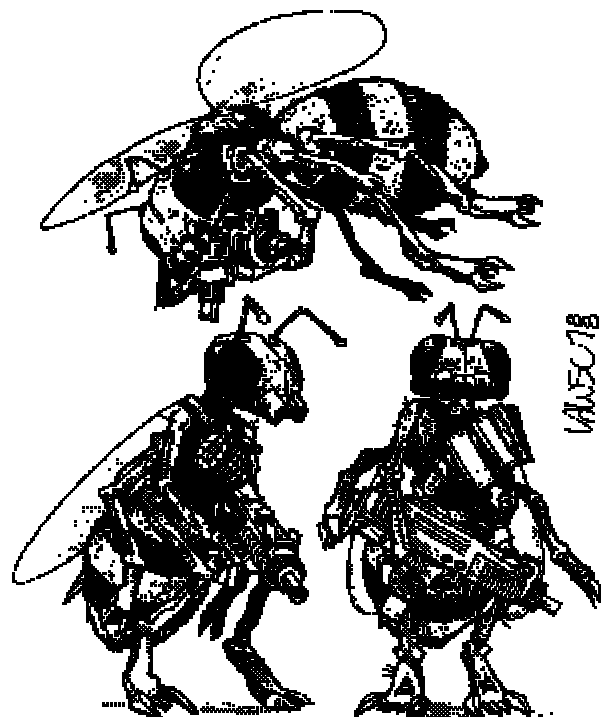


Figure 3 Basically what I'm after for the Stur'Jin, without the Uzi 9mm ☺

Natural Abilities:

- **Inner ear communication.** This is a one-way transmission similar to speech but is actually psionically vibrating the inner ear of a receiver and fools the brain into interpreting the vibration as sound. The Stir'Jin discovered that their natural mating call can be heard by the majority of races in the galaxy even though there is no actual sound produced. All space faring Stir'Jin has mastered communicating through this natural psionic technique of vibrations. Because this is a physical manipulation, the brain can still discern and calculate effects such as direction and distance from the input of both inner ears. Technological Microphones cannot hear them speak however, forcing many Stir'Jin to use cybernetic voice boxes in those situations. **Range:** Same as standard human voice. A Inner ear shout is not painful but can be alarming (Horror Factor of 6)
- **Wings** allow the Stur'Jin to fly and hover. Maximum flight speed is 56mph (90 kph). As the Stur'Jin don't wear clothing, the wings are always available. Can lift their P.S carry weight in pounds when flying. Wing S.D.C is 2D6 plus 1D6 per experience level.
- **An additional two attacks** per melee in hand to hand combat (not vehicle combat) only when using all their available hands. A mandible bite has an incredible hold if a natural roll of 14 or higher is made. The bite does 3D6 damage with the hold doing 1D6 damage per action until the hold is broken.
- **Race Memory (optional).** This can be a handy tool for the character or Game Master. The character (or G.M) nominates the twenty-six previous O.C.Cs of the Stur'Jin's past four genetic generations. There is a 15% chance that the Stur'Jin can remember a memory, plan, thought, or skill from previous generations. If it is a skill attempting to be recalled then the Stur'Jin can attempt to perform that skill at 15% ability (including normal situation skill penalties). This can only be attempted once by the character for any given situation (such as flying a shuttle or remembering a route taken by his father).

Telminar O.C.Cs: Any except O.C.Cs involving psionics. Doctors automatically receive the Entomological Medicine skill. If the Stur'Jin takes up an O.C.C that a parent or grandparent had become, then there is a one-time bonus of +5% to all O.C.C Skills.

Skills of Note: None

Habitat: Prefer mild climates between 15 to 25 degrees centigrade. Found mostly in the large sub-surface Commonalities and settlements.

Enemies: Their only racial enemy does not exist on the Planetship. However a breed of wild animals nurtured by the Askellans to preserve the wildlife have developed a taste for Stur'Jin.

Allies: The Stur'Jin are a friendly race and have many allies. They seem to get on with Humans very well.

Physical Appearance: A bipedal insect looking decidedly like an earth bee. The lower legs have developed into strong walking limbs while the upper four arms are primarily used for carrying and tool use. The upper arms have three fingers and an opposable thumb, while the middle limbs have three opposable fingers. Their body striping differs between individual although Stur'Jin tell each other apart unconsciously with pheromones.

Height: 5 feet plus 2D6 inches

Weight: 100lb plus 1D6x10lbs (Between 45.5 and 73kg)

Wingspan: Their height when fully stretched. The wings drop to the back and sit there. A ruffled Stur'Jin unconsciously flutters their wings.

Common Curse Word: "Drone!"

Calpacian R.C.C

The Calpacian race is genetically modified, bipedal, lizard-people. The original Calpac scientist used illegal gene splicing methods to create a viable sub-race in a vain attempt to keep his race "alive." Using segments of his own DNA spliced with similar non-intelligent animals the Calpac Geneticist was able to clone sixty-two genetic offshoots of his original DNA. This was enough to produce a viable mixing of genetic stock and resulted in the Calpacian Race. If there were any sort of racial intolerance on Telminar, it would be directed towards the Calpacians. The lizard race has only been on the Planetship for the last century. Calpac's live for almost four hundred years and the Geneticist was the last of his kind in the settlement. Despite the Calpacian Race's short existence, they have multiplied exponentially. The crazed Geneticist kept some traits from a species of amphibian that allows the Calpacians to produce incredible numbers of eggs. There is no male or female Calpacian until spawning time. Then through some form of natural selection, the lizard people grow sexual organs depending on some unknown genetic formula (scientist speculate that pheromones are involved). Spawning occurs in large, still bodies of water where the Calpacians mate. Spawning can produce thousands of Calpacian "tadpoles." Although this sounds like the mating habits of an amphibian animal, the Calpacians are actually quite intelligent. They are generally not proud of their heritage and even abhor their own mating habits. However their race's natural drive and metamorphosis into either a male or female prevents them from ever having a choice.

Calpacians do not live very long. There has been a total of seven generations consisting of nearly ten million Calpacians! They mature very quickly, metamorphosing from tadpole to quadruped lizard to adult Calpacian in two years. When the Calpacian takes its first bipedal steps it is very inquisitive and a whole schooling curriculum has been constructed for them. Calpacians are extremely driven to better themselves and to become part of the community. Sadly however, with a lifespan of only twenty-five years from conception to death, they know that the Telminar perception of the Calpacians as a "sub-race" will be a hard thing to overcome.

Generally the Calpacians are adventurous for their learning years until they have decided to carve themselves a nice little niche and settle down to do some hard work.

Alignment: Any.

Attributes: I.Q. 3D6+3, M.E. 2D6, M.A. 4D6, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd: 4D6

As usual, a roll of 16, 17, or 18 on a 3D6 attribute provides a bonus roll of 1D6 and bonuses on abilities. Likewise, a roll of 11 or 12 on 2D6 also gets a bonus roll of 1D6. Calpacians get a special bonus roll of 1D6 if a 23 or 24 are scored on a 4D6 attribute.

Hit Points: P.E.+1D6 at level one, plus 1D6 for each additional level

S.D.C.: 90+2D6

Natural Armour rating: 10 (Scaly hide)

Horror Factor: None

P.P.E.: 1D6 cannot be taught magic.

Attacks: Standard.

Bonuses: Bonuses +1 to strike, parry, and dodge if the ambient temperature is above 30 degrees Centigrade.

Psionics: Only a 10% chance of gaining Minor Psionics (choose which version)

Magic: Possibly because of their cloned origins, the Calpacians have no magical potential.

Life Span: 25 years with current medical technologies. Calpacians are mature adults at the age of five.

Natural Abilities: Natural Swimmers and can hold breath for their P.E attribute in minutes. Regenerate damage at 1D6 hit points or S.D.C per minute but is quite hungry afterwards. Have complete Total Recall and learn skills quickly.

Telminar O.C.Cs: Any except Magic, and avoid Scholar-type occupations such as Doctors and Scientists.

Skills of Note: Swimming 98%, Land and Sea Navigation 58%

Habitat: Like working in factories with a considerable heat output. Like the heat. Will keep their home air conditioning at 28-30 degrees Centigrade. Also love the water. Calpacians can often be found in the lower paid jobs and performing manual labour on the plantations. They are also great sailors and there are many in the Senarbi Union on the coolant oceans.

Enemies: The Deshlerr and Askellans generally find the Calpacians as "aberrations" that should be killed off over the next few spawning seasons. The Askellans could not find their peace with the artificially constructed race.

Allies: The Velaxa Commonality, the Vanerm Faction, the Xinea Guild and the Senarbi Faction have declared the Calpacians as a race as equal as any on the planet. Even though they have supposed equal standing in the "free" societies, the Calpacians are mostly pitied much to their chagrin. Many of the Tech Pirates and other outlaws have a large Calpacian contingent.

Physical Appearance: Bipedal Lizard humanoids with a gecko-shaped head.

Height: Between 5ft and 6ft (1.5 and 1.8m)

Weight: Between 120lb and 180lb (56 and 81kg)

Common Curse Word: "Spawn!"

Groyle R.C.C

The Groyle Race is mammalian species of humanoids. Their beaks and leathery wings along with their tough grey skin give them an uncanny resemblance to a demonic gargoyle from ancient human folklore. But to watch a loving family of Groyles in the park playing flying games and having a Groyle wingman in battle will nullify all comparisons to the demonic race. The Groyles are a deeply spiritual people whom believe in the extended family and the "roost." Xenobiologists discovered that the Groyle ancestor was a form of large tree-bat that adapted to large rocky outcroppings after a planetary disaster of some sort. The Groyle race grew into the intelligent people they are today with their wondrous "Roost-Cities" a considered modern marvel in the Galaxy. Their family structure is Matriarchal with the family "Elder-Mother" making the important bonding choices for the family. While the Groyle society was once very strict in the matters of the Elder-Mother, their society has waned somewhat giving the Elder-Mother much less control over the entire family and often relegated to a loved figurehead position. Even now though, the Elder-Mother can veto a mate pairing of a family member under Groyle law. This isn't common, but still known to happen.

Although Groyles range greatly in size and appearance, just like humans, they have many common features. Most Groyles are either Gray (45%) or Black (55%) skinned. Although they have adapted to life on the surface, their giant bat-like wings are still strong enough for gliding. Their skin is much the same texture as an elephant only without the huge fat deposits underneath. The Groyles are not hairless but the hair is still developing from their fur origins. A light covering of fur/hair doesn't cover the skin underneath, and oddly contrasts with their skin colour (eg white/brown fur on black skin). The Groyle beak is shaped like an eagle's and can be dangerous in a hand to hand combat scuffle.

Groyle behaviour is naturally disposed towards making friends. If their friendship is repaid in kind, then a life-long relationship would develop. However, the Groyles are also very unforgiving if their attempts at friendship are dismissed. The Groyles don't prejudice against race, but the individual. If a human scorned their attempts at friendship then the Groyle does not hate all humans. However if a Faction troop hit a brood member, then that entire squad (not the faction just the troops wearing the same insignia) would be hated.

The Groyle race is not war-like but they are very protective of their homes and their loved ones. If their city were under threat, the able-bodied Groyles would come to defend it. Many Groyles have settled in the Xinea Guild's orbiting starships and the Mardozi Faction's surface cities. They are natural space-farers and like the communal Starship life. When the settlement on Telminar began, the Groyles quickly developed their roosts and formed family units as a natural survival instinct.

Alignment: Any.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd: 2D6

As usual, a roll of 16, 17, or 18 provides a bonus roll of 1D6 and bonuses on abilities. Likewise, a roll of 11 or 12 on 2D6 also gets a bonus roll of 1D6.

Hit Points: P.E.+2D6 at level one, plus 1D6 for each additional level

S.D.C.: 60+2D6

Natural Armour rating: 8

Horror Factor: 9 when enraged.

P.P.E.: 2D6 but can also become a magic user if taught.

Attacks: Standard.

Bonuses: Bonuses when gliding: +2 to strike, +2 to parry, +2 to dodge.

Psionics: Same psionic potential as Humans (roll the Psionic Character option during character creation if desired).

Magic: If taught, has the same magical potential as any other race.

Life Span: 130 years with current medical technologies.

Natural Abilities: Winged gliding allows the Groyle to ride air currents. Maximum gliding speed outdoors, with a strong wind or from a great height (jumping out of an aircraft or skyscraper's rooftop, is 120mph (192 kph). However, a typical speed is more likely to be 40 to 50mph (64 to 80km/h). Gliding indoors is more difficult, with a maximum speed of 40mph (64kph) and an average speed of 15mph (24kph). Telminar's controlled climate applies to the latter range of speeds. Of course in the atmosphere, a breathing-masked Groyle can glide for kilometres.

Telminar O.C.Cs: Any

Skills of Note: None

Habitat: Anywhere on Telminar as long as there is a roost family close by. The highest Groyle population is in the Xinea Guild orbital cities.

Enemies: No natural or political enemies on Telminar. Don't particularly like the Pargyns from Tolsar IV but the last Pargyn colonist died almost three centuries ago. Have no Racial Enemies except the Mechanoids.

Allies: Groyles as a race are friendly to anybody who shows them the same respect the Groyle gives.

Physical Appearance: A simple description would be a mammalian gargoyle with a light hair covering and leathery skin. The Groyle wings are separate from the arms and are only good for gliding. Their beak is shaped much like an eagle's but longer, and the males grow stumpy horns as they grow older (Add +2 to damage from a head butt).

Height: Same range as a Human

Wingspan: Double their Height when fully stretched. The wings fold naturally to the Groyle's back and sides.

Weight: Same range as a Human

Common Curse Word: "Krek!" It means 'Hated' in the original Groyle tongue.

The Factions

The civilisation developed on the Mechanoid Planetship has blossomed into its own unique culture. While there is obvious diversification of ideals and beliefs, which culminated in the formation of the Factions, the population largely accepts that this world is their home and they must make the best of their situation. The melting pot of different races and societies, beliefs and religions, biological differences and cultural tangents has surprisingly flowered into a viable society with six main races surviving the limits of a viable gene pool.

Most of the primary settlements merely differ on some particular view, which required a large group of people to relocate in the attempt to achieve a certain goal for their future. Over the last one hundred and fifty years, the settlements began to drift apart further and further after the last Planetary War over resources. The development of the Mechanimorph systems only triggered a kind of cold war that was experienced by the Governments of Earth after their Second World War. The difference was not the threat of nuclear war, but the advancement of modular vehicles that could hide amongst the population and strike at a moment's notice.

Of course propaganda machines worked the news and political views of their respective populations much to the dismay of the Telminar News Service who attempted to broadcast the truth whenever possible. Even Realm Elysium catered to the popular anti-faction views of all the major governments by producing entertainment packages with a noticeable political message. Most Faction Governments wished to preserve their way of life and better it if possible. But the reality was that every Faction had the nearly exclusive control of a particular resource that others relied upon. Therefore if Settlements were to grow in diversity and eventually become self sufficient, they would have to control resources that other factions currently have the monopoly on.

The Cold War between Telminar's Factions has been prevented from flaring due to the fact that eventually each would whither and die without their trading agreements.

The Vanerm Faction grows and processes almost 55% of the Planetship's foodstuffs and depends on their resources to trade for raw materials and luxury items. Velaxa is dependent on the Vanerm Faction and the Senarbi Union for their food imports and export machinery as well as other vehicles and equipment. The Maradozi Faction traded heavily with the other factions to gain the resources needed to build their surface cities. Their debts are still being paid off to this day. The Xinean Guild need medium amounts of all these things while providing the Planetship settlements with raw materials and ice, mined from the asteroid belt. The Senarbi union is the most neutral of the lot with only the Askellans wishing to disrupt the seafaring society by attempting to amalgamate it with their own.

Tourism is a strong industry on Telminar. Although the Faction governments only want what is best for their people with respect to defence and growth, a lot of the population wishes to travel to other locations and cultures around the Planetship. The press has unveiled many a story of military and political defections and spy discoveries. Popular entertainment also has its fair share of

inter-factional war and espionage fiction. A recent development, the Bio-Net is the great equaliser. The youth of Telminar are only recently discovering and creating a new Bio-Net culture. The Bio-Net has enabled the youth of Telminar to meet and befriend their peers from other Factions. It is possible that the next few decades could see a shift in the political views of the populace. However the next stage of development on Telminar may negate that view. The war for the surface may bring a brand new age of distrust that could send the entire Planetship's population into a bloody and horrible war.

The Battle for the Surface

When the Mardozi faction decided to reject the comfortable sub-surface cities to build a life on the surface of Telminar, nobody predicted how quickly they would achieve a comfortable existence. A company of five engineers from a SturJin family recognised the *M-Forming* potential of Telminar after performing dozens of simulations and physical tests. Although they didn't expect it to remain a secret for long, the Mardozi Council commissioned the engineers to build six atmosphere converters on the surface and begin a gradual alteration to the surface oxygen levels. The main problem with this plan was the massive loan of resources that the Mardozi could only pay back with a constant supply of luxury items and manufactured weaponry. In order to survive on the surface the Mardozi were forced to create or retool their factories and create weaponry. The Mardozi attempted to use this to their advantage and ensured that all weaponry and weapons designs were sent to all the Factions. The surface settlers hoped that the underground factions would destroy themselves before long and leave them in peace.

Of course the seeding of Telminar's atmosphere did not stay secret for long. Many factions scoffed at the attempt and although they casually monitored the M-Forming progress, there were only vague contingency plans drawn up in case the process was to succeed. However, One hundred and seventy years later, a secret deal with the Xinean Guild to provide a massive shipment of ice and asteroid ores to the surface of Telminar was discovered via espionage. The Faction governments quickly convened scientists and generals to brief them fully on the ramifications of a Mardozi M-Forming process near completion. In each faction, both parties agreed that with the Mardozi in control of the Planetship's surface, they would no longer require to import any materials from the other Factions and would be self sufficient within ten to fifteen years. The military was also concerned that their weapons and munitions supply was in jeopardy after having over a century of steady supplies coming in from the Mardozi. If the Mardozi then went on a campaign of advertising, there would be a massive loss in population as prospects of new jobs and new lives on the surface of Telminar would draw the people away from their homes.

Many factions believe that now is the time to establish their borders even though the atmosphere of the surface cannot sustain life for another twenty years or so. Their plan is to construct massive amounts of prefabricated buildings and also inhabit the Mechanoid structures already on the surface.

Each underground Faction acted similarly but within their political or religious philosophies so as not to alienate their people.

The Velaxans declared that it was time to build on the surface above their great city so as to be able to one day open the sealed Airlock doors and gaze into the sun. Politically, they feel that since the Mardozi initiated the M-Forming with loaned materials from all the factions, the Mardozi should allow them all to prosper on the surface if they wished.

The Senarbi Union has gotten potential settlers and engineers into a frenzy by announcing that it will be the first to attempt the transferral of ocean waters onto the surface. Although it will be relatively shallow, the potential for aquaculture and development on the surface is a dream come true.

The Xinean Guild will continue to supply ores and ice and dream of a time where they can overcome the radiation, which trapped the original colonists, and return to their ancestral home. Actually the Xinean Guild Chiefs have long since made a peace pact with the Mardozi faction. The details of the pact will not be made apparent or public until the battle for the surface begins.

The Askellan Clan has incorporated the M-Forming as merely an extension of their rightful role to protect the remnants of nature on Telminar and allow it to flourish on the surface. This simple addition to their religious charter will make the Askellan clan single minded in their quest to obtain as much of the surface as possible, for the expansion of nature.

The Mardozi believe that they did all the hard work and paid their dues with luxury items and weapons. The lifestyle of the Mardozi was always a spartan one and compared to other Telminar inhabitants, they were very poor. But the Mardozi population is made up of pioneers who hope to make a beautiful home on the surface for their offspring and don't want any other Faction government to take the fruits of their hard labour away from them. As soon as any faction attempts a surface incursion with any genuine attempt to maintain a settlement, the weapons and luxury item trade will instantly cease and the Mardozi Faction will place itself on a war footing.

The Non-Aligned settlements have largely taken a "wait and see" attitude. They do realise that if a surface war should spring up that the factions will require their goods and that is excellent for business and their survival.

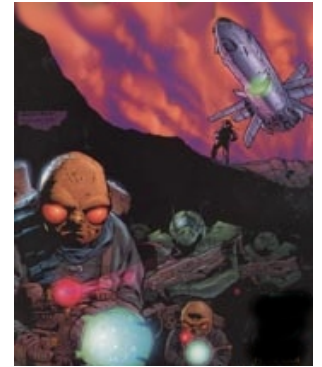


Figure 4 Dorthan troops ready to stake a claim on the surface for the Vanerm Faction

Velaxa Commonality

Description:

The original colony settlement site is now the Capital City of the huge Velaxa Commonality. What little remains of the diverse cultures and races from the original settlement is now integrated into the open Velaxan communities. During the initial splintering of the community, a vote was taken to name the (then) city "Velaxa" after the famed first settlement leader Joe Velaxa, a

former stellar navy Captain in his early retirement. One hundred years after Joe Velaxa's death, the new Common Council, officially renamed the settlement and government agencies the Velaxa Commonality.

The Commonality sprawls out from the equatorial landing site, stretching to a radius of almost fifty kilometres. Like a typical Earth city, the central hub is a collection of multi-story "Shell-Scrapers." As the first settlement was developed in the huge section that was formerly the Mechanoid launch and maintenance bays, there was ample space to spread the community out and initially prevent crowding. However, as the settlement grew and the trade economy was established, the traditional centres of business formed in the "hub" to create a multistorey Central Business District (CBD). The Commonality grew upwards and outwards as the population boomed. Huge quantities of soil, dirt and rock were transported from the fusion fuel stores discovered nearly one thousand kilometres away. Landscape artists had great pleasure converting the bare metal and fuserock surface into gardens of splendour. Tree roots, tubers, and seeds were used from the available stores on the convoy and also from whatever survived the planet-stripping process and still lay dormant in the dirt stores. The resulting gardens have evolved into a beautiful botanical museum of sorts growing the vegetation from the very planets that the planet-killer destroyed. As the community spread out from the CBD, the landscaping business proved to be a very profitable one. Water was even pumped into a flooded tunnel system from the oceans below

However, long-term forecasts predicted that the rate of population growth would not be sustainable with the current food production. Scouting patrols were ordered to find either a tract of open caverns or a series of tunnels large enough to support a huge soil transportation and hydroponics. A site was discovered, settled, and conditioned to provide the communities a reliable food source. Without the inconvenience of weather patterns, and in most parts; disease, the plantations flourished. After time, however, a rift wedged between the "City-dwellers" and the "Farmers." The Plantation workers and the support infrastructure behind the plantations considered themselves the most valuable resource on the Planet-ship. Without them, the City-dwellers would starve. Yet they never got the recognition they felt they deserved and knew that the City-dwellers considered them as merely food producers that lived thousands of kilometres away. The rift turned ugly eighty years after the plantation was created. The plantation workers tried to raise food prices for the first time in its eighty-year history. The operators wished to expand into other areas apart from food production and needed some capital to buy the necessary machinery from the city. The city community replied by sending militia and police vehicles to take command of the plantations. A tense stand off ensued where crops were purposefully neglected by the plantation workers to underscore their dedication to their cause. They would rather starve the city dwellers than succumb to the militia's demands. A hasty treaty was signed once it was apparent that the food supplies would not be sustainable. The Unified Plantation Front was allowed completely separate from the colony and become its own governed community. The result was the formation of the Vanerm Faction and the resumption of trade with the city dwellers. The crops did not die from neglect. The condition of the crops was a carefully constructed ruse and a complete bluff against the city dwellers. To this day a trade pact exists with the Velaxa Commonality and the Vanerm Faction based on that bluff.

The very open nature of the Commonality enabled cultures to mix and segregate as they saw fit. A few of the original religions even took great pains to find a common root to their beliefs and generated an ecumenical religion that accommodated many of the population. This was a matter of necessity and survival of the spiritual belief system that many settlers practiced. Two major religious orders found the new ecumenical faith to be sacrilegious and they formed their own faction out of protest and self-conservation for their followers.

The entire Planet-ship trade economy developed from the original settlement.

The Velaxans were the last of the big factions to develop transformable Fusilier Mechanimorphs. Their fleet of Type Alpha, Mechanimorph vehicles was the largest on the planet until they sold most of their front line vehicles to the agricultural Vanerm Faction. The Velaxan input into the Mechanimorph development cycle was to create the Amalgamator Series of vehicles. Designed for city perimeter defences, the Amalgamator Series of Mechanimorph halted all offensive actions towards the Velaxan cities until better designs or the rival factions could develop better plans or better technology.

Terrain and Climate: The Cavernous Battlecruiser hanger has been all but filled with a huge multilevel metropolis teeming with citizens going about their business. The atmosphere is a very comfortable M-Type and temperatures range from 20 degrees to 30 degrees Centigrade depending on the season and the amount of heat and light generated by the conduction plates. There is no danger of Mechanoid atmosphere contamination.

Settlement Area: The Commonality fills the former equatorial Battlecruiser hanger that stretches a mile downwards. Offspring settlements stretch out amongst the multiple levels for a radius of ten miles.

Population:

Calpacian	10%
Dorthan	16%
Groyle	15%
Human	26%
Menntas	13%
Stur'Jin	19%
Others	1%

Bonus Skills: Advanced Maths, Pilot G.E.V.

Places of Note:

The Great Salvation Gardens: Beautiful landscaped gardens that were at first necessary for helping air filtration during the initial colony's settlement and now kept simply as a monument to the Telminar spirit of survival. The Gardens are a botanist's dream with incredible diversity in flora planted side by side. The gardens also enshrine the planets destroyed by the Mechanoid Planetship.

The dirt stores used for fusion fuels also hid seeds and roots of destroyed forests. Occupying the very first level to be constructed by the colonists, the gardens have been declared neutral territory by all factions (even the Deshlerr) and have developed as a centre for tourism and more importantly diplomatic functions. Every important peace treaty has been signed in these gardens.

The Shuttle Cathedral: Looking very "out-of-place" is a Nigellian cargo shuttle looking like it had crashed, nose first, into Level Gamma's deck. In fact the shuttle is also a relic of the original settlement. When the colony was simply a central garden sphere interconnecting various other cargo "housing" domes, some Priests asked if they could build a place of worship for the people. The result was a refitted shell of a cargo shuttle that was attached to the community via a converted docking membrane used for connecting starships in space. Eventually the settlement built around the shuttle refitted the disabled craft into a beautiful place of worship.

The Resort: About two hundred years ago, an entrepreneur ambitiously recovered furnishings that originated in some of the stranded Passenger Liners. The developer then proceeded to build a luxurious mock-up of the Liner inside one of the nearby caverns adjacent to the hanger. This resort rebuilds, level by level, the entertainment, cabin and dining facilities originally part of the Liner. Where the engines would be situated on the ship, a theme park has been built. Its motto is the "*Happiest place on Telminar™!*" which is fervently refuted by the Realm Elysium studio bosses as untrue.

Mechanimorph Types: Vehicle/Fusilier, Type Alpha Vehicles, and Amalgamator teams. The Velaxan Mechanimorphs are symbols of freedom and as such emulate the designs of knightly warriors and protectors.

Velaxa Mechanimorph Pilot M.O.S

The Velaxa Mechanimorph is noted for its noble humanoid form reminiscent of a technological Knight. As such the pilots take on the mantle of the protectors of the Commonality, the Mechanimorph Defenders.

The ranking system of the Velaxa Mechanimorph pilot is similar (but not identical) to Ye Olde England's nobility system:

Squire - 1st level trainee and *Type Alpha* Mechanimorph Pilot

Cavalier - 3rd level assigned a basic Velaxa-Type Mechanimorph

Knight - 5th level and has the option to take command of a heavy Mechanimorph

Commander - Knights of repute have the option to command a Velaxa Amalgamator squad

Lord - Assigned a heavy Mechanimorph by default. Rank given to Knights of skill and ability.

Noble - Rank given to Lords to command armies and campaigns.

Baron - The title given to the Commander in Chief.

M.O.S Skills

Pilot: *Pick One* (+20%)

WP Energy Pistol

WP Sword

Hand to Hand: Martial Arts

Automatically gets Amalgamator Combat at third level.

Standard Equipment: A suit of Field Armour, field rations (2 weeks), a fully equipped but modest apartment, 2 dress uniforms, field radio, 2 canteens, boot knife, coveralls, civilian clothing.

Weapons: Ceremonial Vibro-Sword - 1D6 M.D, Standard Laser Pistol, and three e-clips.

Money: 1D4x1000 Tokens. While active as a Mechanimorph Pilot, the character's Tokens are "No Good Here" when it comes to dining out or buying small items from shops. Larger items get a substantial discount.

Cybernetics: Cybernetic Mechanimorph Neural Interpreter if required. Avoids bionics and heavy enhancement.

Senarbi Union

Description: The huge coolant oceans have spawned their own ecosystems after forcefully taking the bodies of water from dozens of planets. These oceans of salt water were originally the only source of food for the colonists stranded on a planet of rock and metal. As the settlement grew, more and more of the colonists decided that they liked the great expanses of water, lit by conduction plating embedded into the outer crust layer a thousand feet up. The ocean goers decided that the Mechanoids found it desirable to keep alive whatever sea-life survived ocean transferral so the natural mechanics of the ecosystem prevented the coolant from stagnating. Also, crewmembers of starships found that the coolant ocean lifestyle was the closest to their shipboard past. Ironically, the traditions and skills that originated upon many a world's ocean had run full circle and ended up on an artificial ocean. The Union is a loose coalition of floating cities and shore-based settlements. The Senarbi Union formed and funded a militia group after repeated attempts by other Factions to muscle in on their territories. The Askellan Clan especially has tried to dominate the oceans while spouting their beliefs in the balance of nature, which must come under their sole protection. The Senarbi ridiculed the notion that the Union would eventually destroy their ocean home if the Askellans didn't take over its management. Skirmishes were fought and continue to be fought to this day between the advancing Askellans and the defensive Senarbi union.

The floating cities were developed because there are no serious weather conditions like storms or gales on the rims of the oceans. There are, however many dangers associated with deep coolant travel, which require experience and the right equipment to survive. A typical Senarbi citizen respects the "coolant" and the life under it. There are many undocumented life forms in the great expanse of water and also legends of an entire population of intelligent beings hidden near the Great Intake where nobody dares approach. The Senarbi are almost an amalgamation of all the different factions. The Union is made up of industrialised, agriculturists who defend their home territories and their environment with a passion. They manage the resources of both coolant tanks even though they are on opposite sides of the Planetship. They are only connected by the mysterious tube system that the Senarbi use for transit.

Terrain and Climate: A steady supply of conducted sunlight provides for brilliant days and, if the yearly algae count is high enough, beautifully lit nights. The floating cities range from half a mile to two miles in diameter with a large proportion of the living area underwater. Fishing fleets and farming craft constantly travel in and out of the docking perimeters. The settlements constructed on the edge of the coolant tanks resemble their floating counterparts except for modest agriculture growing slightly inland.

Settlement Area: The Senarbi congregate in large floating cities, underwater farming colonies and sea-side settlements. The huge population of Calpacians has enabled the Union to grow and prosper.

Population:

Calpacian	35%
Dorthan	09%
Groyle	05%
Human	16%
Menntas	16%
Stur'Jin	18%
Others	1%

Bonus Skills: Can automatically swim at a skill of 98%. May also pick one of these additional skills. Considered a secondary skill learned while growing up. Any other sea-related skill found in Rifts Underseas, Coalition Navy or Palladium Fantasy Adventure on the High Seas could be used while creating a character. These following skills were originally presented in Rifts World Book Seven: Underseas.

Submersible Vehicle Mechanics: Training in the diagnosis and repair of submersible vehicles, including submarines, underwater robots, probes and stations. **Base skill:** 25% +5% per level of experience. Note: Mechanical engineers can also effect repairs but at -15% and aircraft mechanics are at -40%.

Sea Holistic Medicine: Training in the recognition, preparation, and applications of natural medicines derived from aquatic plants/seaweed and animals, including ink, blood, poisons and other secretions and chemicals. This skill also includes the knowledge of where to find the necessary plants or animals, how to extract the necessary components and some knowledge of legends as they pertain to the healing properties of the sea and sea animals. Otherwise, the skill is fundamentally the same as the standard holistic medicine skill. Note: The standard skill does NOT include medicines derived from the oceans and seas, likewise, the sea holistic knowledge does NOT include most of the land herbs and plants (only a handful of the very most common and basic items). **Base Skill:** 20% +5% per level of experience. A failed roll means the treatment or concoction did not work. *Counts as two skill selections*

Undersea Farming: The knowledge of cultivating undersea plants, algae, and/or breeding aquatic animals/fish for harvesting and production. Undersea farming includes, but is not limited to, growing crops (either through hydroponics or on the ocean floor), lobster farms, oyster beds, and fish hatcheries. **Base skill:** 35% +5% per level of experience.

Advanced Fishing: The normal fishing skill has to do with the recreational sport of fishing with a hook, pole and line. *Advanced fishing* is the knowledge of commercial fishing techniques, including the use of nets, cages (for lobsters and crabs), trolling, explosives, harpoon guns and other methods and techniques used in commercial fishing of mass catches from the ocean. It also includes knowledge of baiting, as well as cleaning, preparing, storing and preserving catches for transport to market. **Base Skill:** 30% +5% per level of experience. Note: -15% when dealing with alien creatures and mutants.

Undersea & Sea Survival: Methods and information for surviving in an underwater environment or lost at sea (on the water's surface). Includes a basic knowledge of what sea animals and fish are edible and easiest to find and catch, how to make simple fishing hooks and lines, dangerous predators and D-bees to avoid, how to protect oneself from the sun, water and food rationing, and fundamental survival techniques. **Base skill:** 25% +5% per level of experience.

Underwater Navigation: This skill is the deep-sea version of land navigation. The character can identify his whereabouts, direction, travelling speed, and stay on course by means of observation. This method includes mentally marking and recognising *underwater* landmarks (mountain ranges, reefs, sunken wreckage, cities, animal habitats, etc.), as well as noting the direction of currents, tides, determining the time of day, recognising sounds, *surface* landmarks, the positions of the stars and sun, and other navigational tricks. The character should roll once for every ten miles (16km) travelled in order to stay on track. A failed roll means he is drifting off course by 1D6x100 yards/meters. Consecutive failed rolls means the individual does not realise that he's off course and continues in the wrong direction. His course can only be corrected when he makes a successful roll. **Base Skill:** 30% +4% per level of experience.

Places of Note:

The Underwater Farming Colony of Grelpia was established five times in twenty years before a suitable location away from Plasma venting and tidal damage. Now apart from occasional thermal variances akin to an underwater drought, the farming colony is a beautiful underwater settlement protected by a large clear dome. The settlement is only 150 feet below the surface and the crops grown are put to a variety of uses, from medicinal to industrial. A ring of artificially laid coral reefs surrounds the colony and the crops as an added protection against tidal surges and also to hide defence batteries from other intruders. Grelpia is a tourist destination and a thriving tourist industry is present.

The Tubes are a quite exhilarating method of trans-hemisphere travel. Discovered by accident, these tubes are directly connected to both tanks through the Planetship but bypassing the fusion core. It is thought that the tubes are used during Planet-stripping operations, as they have not been activated by automatic systems since their discovery. Senarbi and other paying customers to travel across the planet now use the Tubes. But the method of travel is pretty unique. The tubes are naturally closed off to the

ocean and all attempts to open and flood them have been unsuccessful with automatic pumping systems first barricading the tubes and removing the water back into the closest coolant tank. So the Senarbi took over the controls to the tube airlocks and built what can only be described as a gun mechanism. The passenger casings are little more than an air-conditioned bullet with a small inertia dampener from an original convoy space shuttle. The loading mechanism places the "travel-bullet" into position and the tube airlock is opened manually. The pressure of thousands of tons of water attempting to fill the tube is only held back by a small bullet filled with passengers or cargo. The result is a sixty-nine minute trip through the centre of the planet and into the opposite coolant tank.

The Floating Cities are accessible via surface craft, submersible or hover vehicles. The relatively low ceiling makes jet aircraft travel hazardous. These cities are powered by large hydrothermocline machines, which use temperature variances in seawater to generate power. Much like an iceberg, there is more to the city submerged than above water. The docking pylons that surround the cities are always busy with nautical traffic. Many Cities are actually floating factories that produce or process many of the Senarbi exports and domestic commodities. The constantly moving city of Marrian is the main military and Mechanimorph construction facility run by the Senarbi.

Mechanimorph Types: The Senarbi truly embraced the concept of natural camouflage when they started their own designs of Mechanimorph and ArmourMech. They even outmatch the Askellan Clan in ingenuity with vehicle mode types. While Askellans do possess life-sized animal Mechanimorphs that they use for espionage and guard purposes, there are not that many animals that could be feasibly modelled on that could fit a pilot's cockpit. The majority of Senarbi Mechanimorphs are life-sized aquatic mammals, fish, calamari, and crustaceans that hide a powerful fusilier mode. Senarbi pilots also mimic the camouflage techniques of the natural creatures and hide within the silt or create coral-like shells to blend in with. Even the ArmourMechs are extremely well suited to underwater hide and sneak tactics with pilots blending in just as much as the transport mode. The Senarbi still have more orthodox vehicle/fusilier Mechanimorph combinations such as sub-fighters and transports converting into combat fusiliers.

Senarbi Mechanimorph Pilot M.O.S

A Senarbi pilot is a nature lover first and a combat pilot second. They are trained to hone their already sizeable knowledge of the coolant tanks and then use it as an advantage for nautical combat. Factions attempting an incursion always know that they are playing on Senarbi turf and that they are the visitors.

The ranking system of the Senarbi Mechanimorph pilot is a standard nautical type:

Ensign: Commonly assigned an ArmourMech straight out of the academy.

2nd Lieutenant: Initially gets patrol duty in Type Alpha Mechanimorphs.

1st Lieutenant: Assigned a Mechanimorph and a squad.

Lieutenant Commander: Assigned to deep-water missions.

Commander: Force or mission commander.

Captain: Commands a Settlement's Mechanimorph assets.

Commodore: Commands local divisions. The last Mechanimorph pilot command rank before a desk job.

M.O.S Skills

Pilot: *Pick One* (+20%)

Pilot: Submarine (+15%)

Pick two (2) Sea Wilderness skills

WP Energy Pistol

WP Harpoon

Hand to Hand: Basic

Standard Equipment: A suit of SCUBA Armour, field rations (2 weeks), a fully equipped but modest apartment, 2 dress uniforms, field radio, 2 canteens, boot knife, coveralls, civilian clothing.

Weapons: Ceremonial Trident - 3D6 S.D.C, Standard Laser Pistol, two e-clips, and a harpoon rifle.

Money: 1D4x1000 Tokens. In the Senarbi Union, Mechanimorph pilots are just doing their job like everyone else in the Union. They pay the same as any other worker.

Cybernetics: Cybernetic Mechanimorph Neural Interpreter if required. Some pilots like the added protection of a cybernetic lung.

Xinea Guild

Description: The Xineans are a complicated people who ultimately wish to leave the solar system and return to their ancestor's homes. Since the whole of Telminar has accurate records of pre-colonist society (there wasn't much hearsay, just digital records and facts) and accurate star charts, the Xinean dream is to rejoin their star-faring brethren and be welcomed back to their original cultures. While many of the other Factions would also like the Xinea Guild to succeed, they do not find it very likely that they will. The radiation that stumped the Mechanoids and the original settlers was still present and the six long-range probes that have been sent out of the solar system, over the last three hundred years have failed to return or transmit any useful data. Many brave souls have volunteered to venture out on a long-term mission to find the limits of the hyperC-crippling effects. However, two fully equipped and sanctioned teams never returned also. Both teams had an original hyperC drive installed into their crafts, in which they would test the outer limits of the solar system and beyond. When both teams didn't come back the attempts were scrubbed simply because working hyperC drives were extremely limited in supply. Xinean scientists resigned themselves to finding a way to overcome the radiation and to this day have not been able to.

The Xineans once attempted to claim some Planetship resources during the last planetary war. With their defeat and forced

disarmament, the Guild secretly co-developed the original modular frames that would eventually become the Type Alpha Mechanimorph with the, then powerful, Deshlerr Clan. Then they staged a series of revenge attacks and resource raids with their new secret weapons that could hide amongst the populace and strike suddenly. This was to be called the First Mechanimorph Offensive. But the next decade brought newer advancements in Mechanimorph technology that again put the Guild on the back foot. The Guild voted to concentrate on building a resource base that wasn't solely dependent on the sub-surface and cease all resource seizure attempts for the time being.

Since then, the Xinea Guild mines ores and ice from the asteroid belt that is easily accessible with standard ion drives. A round trip takes a week at full burn but normal loads take up to three weeks return. The Guild also uses their unique position in orbit to manufacture materials in the micro-gravity environment. They only have a few planet-based settlements that control airlock systems to the sub-surface. The Guild is the smallest Faction and has much in common with the Mardozi. In fact the two governments have signed a non-aggression treaty and have even begun secret talks of the amalgamation of the two factions. If this were to happen the new Faction would be equal to the Velaxa Commonality in numbers and resources. At the moment though, the Xineans are content with supplying ores and other products to the sub-surface in exchange for their needs. Their strengths are their huge numbers of transatmospheric Mechanimorphs and a number of secret support and manufacturing bases built into asteroids far from prying Telminar eyes. The Xineans had shanghaied some Calpacian workers and created a hydro-paradise for them in the asteroid belt. The Calpacians are happy to labour for the Xineans and the factories run at full efficiency.

The average Xinean is hard working and their social organisation parallels the close-knit Senarbi Union. There are many orbiting stations with the oldest built out of the remains of the original colony ships that could not make planet-fall. All the stations are equipped with gravity generators so long-term skeletal and muscle problems are not an issue. Space is their home and the ancestral homeland their dream.

Also the orbit of the rogue moon formerly orbiting the original second Altanine planet will present another opportunity for the Xinean mining program. When the moon approaches the Xineans will establish a temporary base on the surface until the orbit takes it too far away from Telminar to be practical.

Terrain and Climate: The Xinean Guild operates primarily in space with only a tiny portion of the population manning the transport airlocks on the surface. Space Stations running artificial gravity as well as the secret asteroid belt installations is the natural habitat for the Xineans.

Settlement Area:

Hampden Station is the oldest and most populated station in the Guild. Originally constructed from a passenger liner "*Hampden Pride*" and the remnants of a few ore carriers, the station is the brightest object in the Planetship's sky (not that many would know that). As the Xinea Guild grew in population so did the station. Modules kept being added on until it spanned nearly two miles in diameter. Roughly ring shaped with the original passenger liner in the dead centre, the Hampden station is the launching point for any surface cargo.

Station-X is a pitch-black painted, orbiting station that has only been discovered by sub-surface dwellers three years ago. It is suspected that Station-X is some form of listening post or espionage training ground but no hard facts about the station has been uncovered. Station-X is the Xinea Guild's main weapon in the upcoming surface war. Unknown to all, it is an EMP generator and directional transmission-jamming platform. The Xineans haven't even told the Mardozi about this weapon. During a surface assault, the station will be manoeuvred over the battleground and either begin to knock out individual Mechanimorph radios or discharge an electro-magnetic pulse that would wipe out non-shielded electronics for a five mile radius. Station-X is exceeding well guarded with Mechanimorph and point defence batteries.

The Transorbit Centre is the major airlock installation on the surface of the Planetship. This is where cargo is distributed to and collected from the sub-surface Factions. It is a hive of activity and an air traffic controller's nightmare. The Transorbit Centre is also a magnet for criminals who wish to partake of the goods before the rightful owner takes possession. The Xinean Police force in the Centre is particularly brutal.

Population:

Calpacian	15%	Mostly concentrated in the secret asteroid bases.
Dorthan	10%	
Groyle	25%	
Human	25%	
Menntas	05%	
Stur'Jin	19%	
Others	1%	

Bonus Skills: May pick one of these additional skills. Considered a secondary skill learned while growing up. Any other space-related skill found in *Rifts Phase World™*, or *Mutants in Orbit™* could be used while creating a character. These following skills were originally presented in *Mutants in Orbit™*.

E.V.A: Short for Extra-Vehicular Activity. Involves working outside a spacecraft or station while wearing a vacuum suit. The skill covers suit operation, repair, damage control, manoeuvring and knowing what to do when things go wrong. A character should have Movement: Zero Gravity to take this skill. Note: The EVA skill is not necessary for walking on the surface of Telminar in a vacuum suit. **Base Skill:** 40% + 5% per level of experience.

Pilot Spacecraft- Advanced: This skill allows a player to pilot almost any ship in almost any situation, including interplanetary journeys, combat and chases. They can also pull fancy stunts, make landings various gravity wells and if necessary, can cut the

amount of fuel used on a journey by up to 50%. **Base Skill:** 40% +4% per level of experience.

Orbital Navigation: Characters with Orbital Navigation will be able to plot courses for travelling in the orbital planes of Telminar and any orbiting ships, and will know the positions of any major objects within this area, such as Xenia Guild space stations, rogue asteroids and "no-go" zones. **Base Skill:** 50% +5% per level of experience.

Movement: Zero Gravity: This skill simply allows a character to move with complete freedom in conditions of zero gravity. GMs may, at their discretion, make players roll against this skill rather than making a P.P check for difficult moves. Characters who do not have this skill while in zero gravity will have difficulty in performing normal tasks; -10% skill penalty, reduce speed and combat bonuses by half. **Base Skill:** P.P. multiplied by 5, +4% per level of experience.

Oxygen Conservation: Oxygen conservation is a physical skill, and allows a character to reduce the amount of oxygen that they need to survive. By concentrating on nothing else, a character with this skill can lower their heartbeat, metabolic rate and breathing to half their normal rate, and therefore, will consume half as much oxygen (lasts twice as long). It is often taught as a survival precaution. It also adds +1 to P.E. attribute. **Base Skill:** 30% +5% per level of experience. Must know basic math.

Vacuum Survival: Being exposed to hard vacuum without any protection is inevitably fatal. This skill simply changes the amount of time that a character can survive in vacuum by teaching them the right things to do; for example, not trying to hold their breath. For every point that a character has in this skill they can survive one second in hard vacuum. Characters without the skill can last as many seconds as they have P.E. points. Note: This skill applies only to exposure to vacuum. Running out of air in a ship or spacesuit is covered by the Oxygen Conservation skill. **Base Skill:** Automatic skill. **Time of survival:** Seconds equal to P.E +20 seconds, and +5 seconds per level of experience.

Combat: Zero Gravity, Basic and Combat: Zero Gravity, Advanced. These skills are similar to the normal Hand to Hand: Basic and Hand to Hand: Expert skills, and advance with level in the same way. Two characters, both with "Combat: Zero Gravity" skills, fighting in zero gravity, would resolve their combat as normal. However, a character with this skill fighting in any kind of gravity has a -3 modifier on all combat dice rolls, including damage rolls. In addition, if fighting in zero gravity against someone with no zero gravity movement/combat skills (see below), the character gets a +1 on all combat rolls, excluding damage, and also gets one additional attack per melee. In order to obtain these skills, the character must have spent at least six months in a weightless environment.

Places of Note:

The Asteroid Installations are the best-kept secret of the Xinean Guild. A colony of willing Calpacian workers thrive in an aquatic paradise carved inside a large metal asteroid. From there the workers operate the Mechanimorph construction facilities and mining installations. Other asteroids house disused mines converted into military barracks for training Mechanimorph pilots as well as research and development. As far as the general population of Telminar knows, the Xineans mine the asteroids for minerals and ice.

Mechanimorph Types: The Xinean Mechanimorph is actually a bit of a mystery to the other factions. With the orbiters not wanting any part of sub-surface resource acquisition since the last of the Mechanimorph Offensives, the Xinean military has remained largely out of prying eyes. Of course there are militia and civil defence units guarding the stations and the Transorbit Centre, but it represents a mere fraction of the forces based in huge military stations in the asteroid belt. This is where the Mechanimorph pilots get drilled on surface attacks and live weapons fire. These pilots fly a huge array of transatmospheric fighters, drop-ships, dual-role Beta Amalgamators and other vehicles with the primary role of defending Mardozi surface interests during open conflict.

Xinean Mechanimorph Pilot M.O.S

The Xinea Guild's Mechanimorph pilots represent the highest level of pilot training of all the Telminar Mechanimorph forces. The pilots wear very distinguishing and harshly cut military uniforms. They also get their every reasonable and semi-legal whim catered for. These Mechanimorph pilots don't get paid they get worshiped.

The ranking system is another military variation:

3rd Lieutenant: Assigned a Type Alpha fighter to begin their tour of duty.

2nd Lieutenant: Begins role specialisation (Bombing, Beta Mechanimorph roles etc)

1st Lieutenant: Assigned an appropriate personalised Mechanimorph.

Major: Flight Leader

Lieutenant Colonel: Wing Leader, Base Commander.

Colonel: Mission Leader

Brigadier General: Force Leader.

M.O.S Skills

Pilot: Spacecraft-Advanced (+25%)

Space Navigation (+15%)

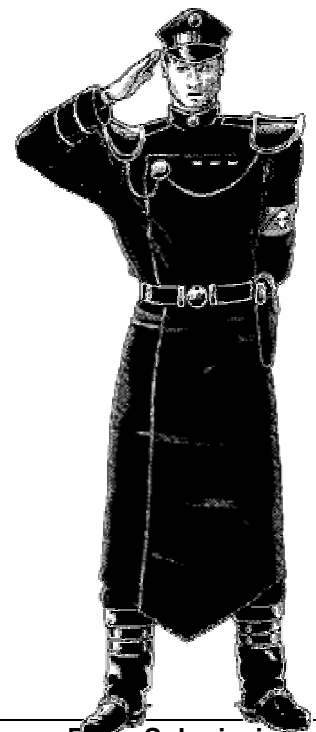
Radio: Laser Communications (+10%)

WP Energy Pistol

Hand to Hand: Expert

Standard Equipment: A suit of Combat Flight Armour, a palatial apartment on a Station, spartan barracks on the Asteroid bases, their own personal ArmourMech for station travel and personal use, 2 dress uniforms, 2 canteens, boot vibro-knife. They don't need much more; they *are* heroes after all.

Cybernetics: Cybernetic Mechanimorph Neural Interpreter is standard for all except psionic Xinean



pilots. ID4 Cybernetic or Bioware options may be selected also.

Vanerm Faction

Description: This Faction is the largest agricultural-based settlement on the Planetship after it split from the Velaxa Commonality four centuries previous. After a massive transport operation from the fusion fuel stores in the lower hemisphere to the great sections of expansive caverns, the farming community worked hard to build a viable plantation. The Vanerm brandish the fact that their exports feed most of the Planetship as a symbol of power and prestige. The Faction is worried about the upcoming surface war and especially the probability that the other factions will establish their own agricultural sections. The specialist skills of subterranean mass-agriculture would be nearly obsolete on the surface of a planet. The Vanerm are only interested in keeping their role as planetary provider intact by preparing to invade the surface to acquire large tracts of fuserock and establish their new plantations. Their Mechanimorphs are commonly disguised as agricultural equipment, which serves a dual purpose. Firstly the combat units double as productive vehicles to further the Vanerm monopoly on the agricultural market. Secondly, because they are disguised as farm machinery, attackers think twice before destroying them because the general aim is to annex the agricultural land and machinery in the name of the invading faction. Not many of these attempts had been successful however, so all but the occasional Askellan radical leave the Vanerm to what they do best. The Vanerm community has developed into a plantation-type government system where plantation leaders are responsible for the housing and payment workers as well as the development of new products and general maintenance. The result is massive townships that are surrounded by the agricultural plantations. The townships have most of the big city comforts but usually on a smaller scale. Their major source of inter-Planetship information is the Telminar News Service.

Slowly but surely, the Vanerm military is pooling their resources to mount an expedition to the surface. Refresher courses on environmental body armour use as well as military tactics are being conducted so the Mechanimorph pilots can survive a surface battle.

Terrain and Climate: The Vanerm farmers endeavoured to find large subterranean sections suitable for layering topsoil and setting up hydroponic systems. The greatest proportion of cavern area to sunlight conduction plating was also an important part of choosing a location. Typical Vanerm plantations are hot and humid with small enclosed environments where the summer months even accumulate to drop condensation onto the population. History teachers tell children of the natural 'rain' that once fell on the heads of their ancestors, back on their home planets.

Settlement Area: Most of the Vanerm plantations occupy a large portion of the equatorial regions between the Velaxan Commonality and the surface Mardozi.

Population:

Calpacian	13%
Dorthan	25%
Groyle	09%
Human	11%
Menntas	24%
Stur'Jin	17%
Others	1%

Bonus Skills: None

Places of Note:

The Grav-Cavern is the result of Vanerm ingenuity and the need to use every single millimetre of space. A giant hemispherical section, that runs ten lower levels deep and ten miles (16km) in diameter, had been cleared and fitted with gravity generators bought from the Velaxa Commonality. The Gravity Generators extend over the centre of the cavern on a spanning bridge jutting into the air. The bridge acts as a crossover between the natural internal gravity of Telminar and the artificially induced gravity that enables crops to be grown onto the ceiling of the Grav-Cavern. The bridge also sports the first successful rigging of the sunlight conduction plating by colonists. To an inhabitant of the Grav Cavern, the 'sunlight' is always directly above them in the centre of the sky. The triple redundant gravity generators have yet to fail in the two centuries since establishment and the final safeguard from systems failure is the reversal of the Planetship's gravity generators to negate the gravity of the whole cavern! This means that top and bottom levels are subjected to near - zero gravity, while rescue efforts can be made. The inhabitants of the Grav-Cavern have made a celebration of the Gravity fail-safe test that occurs every decade. Topside vehicles and housing are secured for accidents and the plantation population makes their way to the Centre Bridge spanning the cavern. Then the gravity is switched off to enable the testing of the emergency zero-gravity systems. Children and adults play in the zero gravity conditions for the duration of the hour-long test in a carnival atmosphere.

The Telminar Trade Show is a huge annual event that brings various industries from other factions and non-aligned communities together. The object of the trade show is to allow industries, produce buyers and growers to intermingle and discuss the future of agricultural developments as well as new farming techniques and new farm equipment. A recent development from an enterprising new startup company in one of the non-aligned settlements has begun the age of the AgriMech. AgriMechs are civilian versions of ArmourMechs. Instead of combat armour and weaponry, an AgriMech is equipped with tools and soil analysis sensors. Farmers enjoy the added benefits of powered exoskeletons in their everyday work. The trade show is just over a kilometre long (.6miles) and goes for two weeks. Seminars, machine displays, competitions, and a sideshow for the kids allow the communities from

all walks of life to mingle.

Mechanimorph Types: Vanerm is not a prolific developer of Mechanimorphs. The Plantation Council bought the majority of the Velaxan Commonality's Type Alpha fleet after the Commonality upgraded their Mechanimorph forces to Fusilier types. The Vanerm Mechanimorph has been stripped down, upgraded and maintained since being purchased from surplus Velaxan stocks. They do have the occasional fusilier or animal Mechanimorph, but these one-offs are battle salvage that is the property of the pilot. Vanerm plantation managers have been known to boost their Mechanimorph forces during times of strife with mercenary groups.

Vanerm Mechanimorph Pilot M.O.S

A typical Vanerm Mechanimorph pilot is a farmer or worker first and a military pilot second. The Vanerm military is really just an informal armed force with ceremonial uniforms and the occasional joint exercise planned. After some basic training the Mechanimorph pilot is issued a vehicle and is obliged to maintain it in return for additional militia pay. The result is a pilot, which knows his vehicle intimately (for some reason, tray-back utilities are popular Mechanimorph types) and can pilot the vehicle very proficiently. Creating a Vanerm Mechanimorph pilot differs to the other Factions because they are little more than glorified civilians. As such, use the Civilian O.C.C with the addition of the M.O.S skills below. A Vanerm civilian can also choose this M.O.S at level three, five, eight and twelve if they wish to become a Mechanimorph pilot.

The ranking system of the Velaxa Mechanimorph pilot is another variation of a Military system. However many Vanerm pilots don't think too much of their ranks except during official functions and military exercises. A common statement from locals when asked by outsiders of the whereabouts of an officer often goes like: "Lieutenant *Melnum*? *Hmm... you probably mean old Byll Melnum, the Aqueduct Foreman on level five. He drives an old 457 Ute that I'm pretty sure 'morphs into somethin'*"

Private: 85% of the Vanerm militia are Privates.

Corporal: Usually means that they have a decent workshop.

Sergeant: Go to weekly meetings to keep up with military developments.

Lieutenant: Had to go to trade school to learn troop leadership skills.

Captain: Apart from the few Colonels, a Captain is the only paid full-time Vanerm Militia soldier.

Colonel: Coordinates exercises as well as Mechanimorph deployments and assignments.

M.O.S Skills:

Read Sensory Instruments (+20%)

Pilot Mechanimorph Vehicle: *Pick One Type, but usually Gev or Truck* (+25%)

Navigation

Weapons Systems or ArmourMech Combat (pick one)

Hand to Hand- Basic

Standard Equipment: A suit of light Armour (often in the wardrobe), a dress uniform, field radio, 2 canteens, boot knife, Type Alpha Mechanimorph or ArmourMech.

Cybernetics: None.

The Beast Clan Askella

Description:

Terrain and Climate:

Settlement Area:

Population:

Calpacian	10%
Dorthan	16%
Groyle	15%
Human	26%
Menntas	10%
Stur'Jin	19%
Others	1%

Bonus Skills: Hunting - This rule only relate to non-combat game hunting. The aim of hunting is to shoot for the brain to put down the animal without them running or suffering needlessly. If Game Masters wish, these rules could also be used for trained snipers, but this is strictly optional and only to be used in optimal sniping conditions.

Small Animals (1D20)

1-6	Completely Misses
7-15	Strike does normal damage
16-17	Critical Strike (2x Damage)
18-20	Instant Kill (<i>special</i>)



Figure 5 Impression of a Clan Askellan warrior who is typically in touch with "nature". Menntas are more hairy and Cro-magnon-looking. (Picture © Marvel Comics)

Large Animals (1D20)

1-5	Completely misses
6-17	Normal Strike damage
18-19	Critical Strike (2x damage)
20	Instant Kill (<i>special</i>)

Places of Note:**Order of Unity Acolyte Skill Package**

The order of Unity started as a Menntas state of mind and developed into a full-fledged religion when the Menntas race took to the stars. The religion isn't about worshipping any deity, but the person's surroundings. If the Acolyte found his or her inner peace with the surroundings, then they have achieved their Order's goal. However, the final peace is a hard journey. Any aspect of life that disturbs the follower of "Unity" shatters their inner peace. In fact, the final goal is a very rare achievement by regular followers. The best an Acolyte could hope for would be a carefully organised existence that does little to hurt the surroundings. "Unity" followers have a respect for life and will not kill unless there is an "unnatural" attempt on their lives (*something other than an animal or act of nature*) or there is a desecration of the environment that could not be redeemed nor repaired.

There is a chance that if an Acolyte of Unity sees a terrible desecration of "life" that they will do anything in their power to right the wrong. **In game terms;** if a forest is razed, an animal shot for pleasure (and not food), callous pollution of the environment is witnessed and other similar travesties to the world in which they live, the Acolyte must roll to prevent themselves from losing control. While not a berserker rage, the Acolyte will attempt to subdue or harm the perpetrator of the crime if the player rolls under 60% *minus* 5% per additional level of experience (also deduct bonuses to M.E attribute if applicable by using the attribute table percentage in the I.Q row).

It is usually the younger Acolytes who start battles or commit acts of political stupidity by losing their calm at inopportune moments.

A Unity Follower does not have to be a nature buff or even live outside a city. Followers of the Unity can be found in any of the factions, however, full-fledged Acolytes are all a part of the Askellan Clan. Other factions (except the Deshlerr) allow Acolytes and Ministers of the Unity to conduct sermons and spiritual guidance. They must stick to strict anti-political guidelines to prevent being ejected from a rival Faction community, which are always adhered to because the Unity teachings tell them to not "Rock the Boat".

This skill package is additional to standard O.C.C and R.C.C skills. The negative to being an Acolyte is of course their devotion to one faction and the strong teachings of Unity that occasionally make some Acolytes snap when their teachings are blatantly and horribly countered.

Alignment Restrictions: Any except Miscreant and Diabolic.

Acolyte Skills:

- Holistic Medicine (+20%)
- Language: Fluent in ALL the common Telminar Languages (98%)
- Literacy: Telminar Languages (98%)
- Lore: Telminar History (+15%)
- Lore: *The Teachings of the Unity* (45%+5%)
- Teaching (+10%)

Acolyte Penalties: Loss of control/anger at 60% -5% per additional level of experience. Include M.E bonuses as described above.

Mechanimorph Types:**Askellan Mechanimorph Pilot M.O.S**

The Velaxa Mechanimorph is noted for its noble humanoid form reminiscent of a technological Knight. As such the pilots take on the mantle of the protectors of the Commonality, the Mechanimorph Defenders.

The ranking system of the Askellan Mechanimorph pilot is more a religious achievement rather than a rank:

Disciple: Cut their teeth on ArmourMechs roving the nature reserves.

Acolyte: Guarding borders in Type Alpha Mechanimorphs.

Priest: Blessed with a Mechanimorph.

Bishop: Squad Leader

Arch Bishop: Chief Caretaker and Nature Reserve Commander

Chancellor: Mission and Zone Commander

High Chancellor: Task-force Commander

M.O.S Skills

Pilot: *Pick One* (+20%)

Ride Exotic Animals (+5%)

WP Rifle

WP Knife

WP Staff

Hand to Hand: Martial Arts

Standard Equipment: A suit of Field Armour, field rations (2 weeks), an apartment, an All-terrain hover-vehicle, 2 dress uniforms, field radio, 2 canteens, boot knife, coveralls, civilian clothing.

Cybernetics: Cybernetic Mechanimorph Neural Interpreter to start; avoid bionics and heavy enhancement.

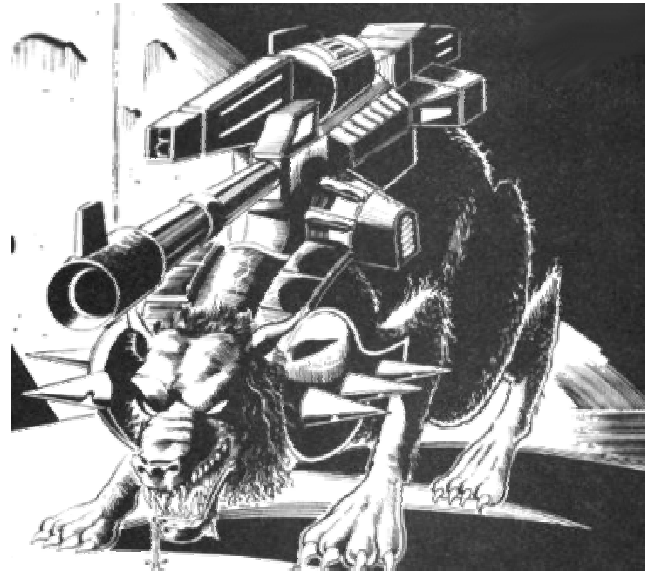


Figure 6 an example of a Robotic Animal Type Alpha Mechanimorph in combat mode. (Picture © Marvel Comics)

Mardozi Faction

Description: Sick of the underground, the Mardozi built on and defends large tracts of the surface and the levels immediately below them. While they built their surface colonies, the Mardozi also borrowed millions of Tokens worth of equipment and resources to implement a long-term M-Forming project on the Planetship's surface. The Stur'Jin engineers that sold the Mardozi on the project were certain that the surface would be habitable within a century and a half. The dream for the next generations of Mardozi to touch the sky was the driving force behind the Faction's hazardous move to the surface. The light atmosphere of the Mechanoid Planetship would need serious bolstering with oxygen and nitrogen to provide a breathable mixture that everybody could breathe. A carefully drafted trading agreement with all of the major factions and some non-aligned settlements gave the Mardozi the resources they needed to begin their dream. The next fifty years were very harsh for the Surface dwellers. The light gravity enabled fast construction and the installation of gravity generators provided the population with an essential city environment that would prevent the physical wasting that the one third standard pull would cause. The Mardozi are the second largest producers of agricultural products on Telminar however their overall crop areas are still a mere fraction of the ingenious Vanerm land use as the atmosphere is still not suitable for mass vegetation plantations. The cities are domed and shielded and the Mardozi are the self appointed maintainers of the Atmosphere generators.

However the surface dwellers could not shake their sub-surface ties for another one hundred and thirty years. Loans must be repaid and the Mardozi debt was to be repaid in luxury items and weapons. A bitter resentment towards the sub-surface factions slowly brewed, as the resource-strapped Faction could not afford many of the very items they mass-produced. As the decades wore on, and quality of life slowly improved, the surface dwellers considered themselves the rightful controllers of the Telminar surface. Within the next fifty years the atmosphere would be thick enough to breathe unassisted and the domes of the Mardozi cities would open. Of course gravity generators would still be necessary for everyday living, but low-grav mass-agriculture presented an enormous potential for the Mardozi Faction. Their hopes and dreams to cut ties with the sub-surface and become totally independent were so close to fruition. The sacrifices of three generations (for most races) would give the Mardozi a brand new environment of their own creation.

Of course the other factions failed to see it that way. The Mardozi are furious at intelligence reports and T.N.S broadcasts showing a steadily increasing number of military units being created. Resource raids are becoming more and more frequent between the sub-surface settlements as they ready for the big push to the surface. It is a push that the Mardozi are determined to resist. Now with their secret deal in place with the Xinean Guild, the Mardozi are slowly building up a surplus weapons stockpile which will be used against their sub-surface brethren. It is a war that will touch the souls of every being who makes up the Mardozi Faction. The people worked so hard for their new home and they will not allow anyone else to take it away from them. The Dorthan population particularly will call a massive Blood Feud on any Faction or Clan who dares try to attack their surface home.

Terrain and Climate: While it is possible to venture onto the surface without breathing apparatus, the duration of exposure is limited by race and physical condition and the maximum time before toxic gas build-up is measured in minutes. Telminar's surface also smells acidic and takes some getting used to. Wind currents are getting stronger every year as the atmosphere steadily thickens. The natural heat of the sun is creating convection weather patterns. As the nitrogen/oxygen atmosphere stabilises, the combination of sunlight and artificially introduced gasses will soon form a viable solar/cosmic radiation barrier. During the last twenty years of M-Forming, a new process of seeding the atmosphere with water vapour as well as the eventual establishment of surface water will produce a natural cloud cover.

Settlement Area: The Mardozi primary city of *Xilthia* (after the Stur'Jin who started the M-Forming proposal) and outlying settlements are mainly concentrated at the equatorial region on Telminar's exact opposite of the Velaxan Battlecruiser airlock. The weapons and luxury items factories are situated in the levels directly below Xilthia where the majority of the Mardozi work off their resource debt to the sub-surface. Others maintain the Atmosphere converters and the agricultural facilities. The primary city has a prefabricated and sterile look to it, as Xilthia was never meant to be a permanent structure. When the huge clear domes are removed, and the Telminar air fills the lungs of every Mardozi, they intended to build a beautiful city to replace Xilthia, filled with art, fauna, and picturesque architecture.

Population:

Calpacian	06%
Dorthan	20%
Groyle	25%
Human	15%
Menntas	13%
Stur'Jin	20%
Others	1%

Bonus Skills: None

Places of Note:

The Atmosphere Generators are equally interspersed in locations throughout Telminar's surface. There are nine huge generators in total, all jealously and thoroughly guarded by the Mardozi. There were originally twelve generators but a huge falling out with the Deshlerr Clan resulted in the destruction of three. While the generators themselves are off limits, there are plenty of tours that enable the huge two hundred-metre long and one hundred and fifty metre tall structures to be viewed from afar.

The Field of Dreams is a popular holiday spot only available to Mardozi citizens since repeated attempts by Clans Deshlerr and Askella to take over. There is one generator near Xilthia where an additional set of shielding and development has created the environment that every Mardozi dreams about. A trial ecosystem and micro weather modeller enable a one square kilometre tract of Telminar surface, surrounding the generator, to become a surface paradise. Weather experiments even provide events such as water condensation forming clouds and in the right conditions, actual rain! At present the Field of Dreams is a working experiment on low gravity agriculture and weather conditions. Mardozi tourists go for a semi-religious experience and to make themselves feel that their sacrifice was not a wasted dream. There is a large Mechanimorph contingent both in plain view and secreted away throughout the tourist areas. The constabulary rides powercycle ArmourMechs to keep the peace and preserve the integrity of the ecosystem.

Mechanimorph Types: The Mardozi does not limit themselves to any particular type of Mechanimorph. While front-line battles will initially be met with older Type Alpha units, the specialist Fusilier or Animal Mechanimorphs will usually be sent as reinforcement or flanking forces. The Mardozi has also embraced the aerial designs and has the second largest atmospheric fleet of Mechanimorphs on Telminar. While the Type Alpha Mechanimorphs are usually ground units, the majority of modulating types are air combat vehicles. Groyle pilots have fallen in love with creating huge winged Creature Mechanimorphs straight out of ancient Groyle Mythology. These ace pilots will allow their Creature shadows to fall over the enemy before modulating into combat modes to dispatch them.

Mardozi Mechanimorph Pilot M.O.S

The Mardozi Mechanimorph pilot is an aggressive and ruthless warrior who is determined to rid of any sub-surface dweller as quickly



Figure 7 my impression of the Atmosphere Converters ripped from somewhere else (War Planets?)

as possible. There is a kind of honour system within the Mardozi warrior troops that demands the warrior singly defeat their opponent in combat. If the opportunity presents itself, Mardozi Mechanimorph pilots will call "dibs" on an enemy unit and others will not attack until specifically requested to. A few semi-secret training exercises with the Xineans has enabled a good working relationship with them that will be essential to repel the incursions of other factions.

The ranking system of the Mardozi Mechanimorph pilot is yet another variation on a military system:

Ensign: Trained as part of the fast attack Type Alpha squad and the air wing.

2nd Lieutenant: Assigned to either the Ground or Air Wings based on merit.

1st Lieutenant: Assigned a permanent Mechanimorph unit based on skills.

Lieutenant Commander: Assigned a squad.

Commander: Assigned a wing or platoon.

Captain: Assigned a division.

Commodore: Task force leader or battle coordinator.

M.O.S Skills

Pilot: *pick one Air and one Ground Effect vehicle (+20%)*

Land Navigation (+15%)

WP Energy Pistol

Hand to Hand: Martial Arts

Standard Equipment: A suit of Field Armour, field rations (2 weeks), an apartment, an All-terrain hover-vehicle, 2 dress uniforms, field radio, 2 canteens, boot knife, coveralls, civilian clothing.

Cybernetics: Cybernetic Mechanimorph Neural Interpreter to start; are partial to internal compasses and radio systems (*Pick two minor cybernetic additions*).

The Non-Aligned

There are hundreds of communities that refuse to fight in the battles the larger Factions engage in. Most of these settlements are same-race communities who wished to strike it out on their own and forge a new home. Others have found niche industries such as Realm Elysium's entertainment industry or other smaller settlements that may have discovered fusion fuel deposits with very useful minerals. Some Non-Allied communities may in fact have 'leanings' towards nearby Factions, but most just want to be left out of the silly impending war for the surface of the Planetship. Many wonder why the Factions are even bothering. The gravitational pull of the surface is not regulated artificially like the sub-levels. The absurd result for whoever wins the surface battle is two choices; Adapt to one-third gravity or build huge cities with gravity generators in them! Joke material lately centres on the fact that in another couple of centuries, races will be trapped on the surface because they would not be able to handle the artificial gravity of the sub-levels.

The following Non-Aligned communities are the larger of the dozens of settlements spread throughout the sub-levels of Telminar.

Clan Deshlerr the Forsaken



Figure 8 Aww C'mon, if this doesn't invoke the proper emotional response, I don't know what will!! :)

Description: Clan Deshlerr's existence is based on a horrible premise. They believe the Mechanoids were on the right track. To be powerful and long-lived, they must forgo their mortal bodies and have their brains and nervous systems wired into machines. At first

the movement was merely part cult/part supremacist organisation. The Deshlerr originally succeeded from the Velaxan Commonality due to differences in opinion regarding the colony's future. Clan Deshlerr believed that the settlers should be concentrating on beating the radiation trapping them in the solar system and reviving the Planet-Killer to fight the Mechanoids with their own weapons! The majority of the settlers had resigned themselves to etching a new life into the artificial planet and believed that the mysterious force that prevented the hyperC drives from functioning was not something that could be overcome. The Xinea Guild actually was an offshoot of the Deshlerr Cult when a subset decided that taking to orbit would provide more opportunities to experiment with leaving the system. The Xinean group left mainly after a majority of the Deshlerr Cult believed that to properly understand the Mechanoids and their systems was to implant bionics and cybernetic components. Despite this difference in opinions, the powerful Deshlerr Cult and the Xinean Guild joined to attack the other settlements in an attempt to claim a substantial amount of resources for their respective objectives. The other settlements and factions fought back and eventually disarmed both groups.

The Deshlerr defeat only spurred the cult onto co-developing the modulation systems with the Xineans that would eventually evolve into Type Alpha Mechanimorph vehicles. The Deshlerrs were also the first to experiment in cybernetic integration with the weaponry and power controls of a vehicle. When other factions began to copy and even improve on the modulating systems, the Deshlerr unleashed their secret weapon. Deshlerr Mechanimorph pilots underwent complete cybernetic reconstruction to combine Mechanimorph control systems into their nervous systems. Only psionic pilots with a Telemechanic control of machinery has a similar level of control over a Mechanimorph. Over the next fifty years since the secret rearming of the Deshlerr military and the First Mechanimorph Offensive, the cybernetic mentality slowly took over the cult's population. Those who did not wish to submit to the glorious melding of being and machine was eventually urged to leave the cult, often forcibly. When the law/religious mandate was passed that all Deshlerrs will become a beautiful amalgamation of cybernetic and organic the decision was made to create the Deshlerr Clan. The name change was not purely window dressing. The Clan Deshlerr was a single community that pushed for a uniform goal of controlling the Mechanoid Planet-Killer and leaving the Altanine solar system.

It wasn't until a Deshlerr cult member found the Holy Grail that the cult became a full-grown Clan in more than name. The 'Holy Grail' was the discovery of a Mechanoid cloning and integration facility. The Core Consciousness kept the location of the Integration facility for centuries and it wasn't until a Deshlerr follower stumbled upon it that the means for Deshlerr immortality presented itself. The Deshlerr have moved their people to the facility and guard it jealously. Soon they will be able to strip the brain and nervous system out of every single Deshlerr cultist and integrate them into either Mechanimorphs or newly manufactured Mechanoid casings. When the Deshlerr complete this, they will instigate a careful genetics program that horribly parallels the Mechanoid cloning process. The Deshlerr secretly hope that the Mechanoids return to the Planetship and see that their enemies have not only improved on the Mechanoid concept with Mechanimorph casings, but have control over their very creation, the Planet-Killer. The Deshlerr have destroyed three Mardozi atmosphere generators and clashed repeatedly with the Askellans mainly because of their ideals towards "naturalising" Telminar. For the Deshlerr, a destroyer of planets should not become a "home."

Other Factions refuse to trade with the Deshlerr forcing them to steal whatever supplies they need or to buy the loyalties of Tech Pirates with Mechanimorphs and ArmourMech units.

The Deshlerr clan is a fraction of its former numbers mainly because of the setbacks and outright failures from their fledgling cloning programs. Mental problems and casing integration failures have halved the Deshlerr numbers. But the Clanners that survived are strong specimens that will provide the basis of a genetically diverse race of cybernetic beings. Their immediate plans are to find the activation method and sequence for the Planetship and to pilot the huge craft out of the solar system using standard drives and demolishing the moons of Altanine Three and the planet Altanine Four to regain the fusion stores. **Note:** *Of course the Mechanoids considered this but scouting expeditions to the target planetoids found that they were unsuitable for Planet-stripping. This is something that the Deshlerr have yet to check but is eventually on the agenda once they have consolidated their Planetship position and numbers. It is also difficult to sneak an Ion-Drive equipped craft past the Xineans.*

The other Telminar factions consider the Deshlerr insane. The Deshlerr consider their path as the only way to survive in a metal world.

Terrain and Climate: The cloning and integration facility is on the very southern pole of the Planetship within a sub-level some two kilometres deep. Clan Askella know that the Deshlerr are below their claimed territories but do not see the advantage of battling the Deshlerr on their terms.

Settlement Area: The Cloning and Integration facility is almost a kilometre long and two hundred metres deep. There is a stockpile of Mechanoid casings (no power crystals though) and the capability to install an organism into them. The Deshlerr have retooled a nearby casing factory to produce Mechanimorph frames with the necessary life support equipment.

Population: The Menntas population is merely following their interpretation of the Order of Unity teachings. They believe to adapt to the "natural" surroundings is to achieve their spiritual goals.

Dorthan	26%
Human	46%
Menntas	28%

Bonus Skills: None

Places of Note:

The Facility is the only home of the diminished Deshlerr Clan. It is buried deep within the sub-systems of the southern pole and its location is not widely known. The Deshlerr have been holding back their warriors who have been completely transplanted into Mechanimorph bodies. Occasionally they allow these transformable organisms to carry Deshlerr cyborgs as camouflage on low risk missions. The Deshlerr wish to keep the recent development a closely guarded secret and will destroy any interloper on sight.

Mechanimorph Types:

The lesser fanatical still integrates their bodies with partial reconstruction bioware that enable them to interlock with their Mechanimorph. Eventually they will all be transplanted but not until the appearance that Deshlerr are still humanoids who undergo partial reconstruction is no longer needed. The Deshlerr have every different type of vehicle and robot animal they could imagine. Since the Mechanimorph frames will soon be their bodies, pilots are part of the creation process from inception to completion. All Mechanimorphs modulate into Fusiliers so as to allow the Deshlerr pilot to retain their humanoid past.

A Heroic Clan Deshlerr?

Possibly the biggest but perhaps unavoidable mistake of the Deshlerr grand plan is not the takeover of the Planet-killer but the mimicking of the Mechanoid process and yet maintaining a humanoid form. The Mechanoids would attempt to eradicate this cybernetic bastardisation of their very race simply because they are humanoid machines! How foul would that be to a race obsessed in destroying humanoids to find an offshoot of their technology is modulating from vehicle/creature form into the very thing they hate?

When the Deshlerr discover that the Mechanoids will not accept them as "Brother beings" they will feel utterly betrayed and become a surprising force of good on Telminar. The Deshlerr will discontinue the cloning program and fight against the Mechanoids in a manner, which will make the other Factions feel sorry for the misguided clan. A cyborg Deshlerr warrior trapped in a transformable body is a tragic hero who will stop at nothing to fight the Mechanoids.

The Telminar Bank and Mint

The "Token" (†) is still used as the planet-wide currency through an ingenious trade-based economy developed by scholars and accountants from the original landing. While originally developed for small businesses and tradesmen starting up on the new colony, the system expanded to include the factional governments and industries. Each Faction does not mint their own money but must account for their trade balances with the neutral Telminar Mint. This ensures that the actual currency remains stable and interchangeable through the physical flow of currency issued from the Telminar Mint to the various factions. The Telminar Bank is a place of neutrality but they do have a considerable Mechanimorph force made up of hired Militia.

The Telminar bank and mint have considerable defences to protect against Tech Pirates and Cyborg Raiders and any other group who wishes to make off with hard currency. Many a politician or general has tried to manipulate the Telminar Bank into receiving more currency for their military build-ups but they all failed to defraud the diligent Telminar Accountants and Militia.

The Telminar Bank also works as the Tax collectors for each of the factions. While the faction governments set the taxes to whatever they wish, the Telminar Accountants do the paperwork and the collection. This is purely a method of checking up on the Faction Governments by computing the amount of currency being paid to its workers and the amount of business being achieved by companies. The average citizen views the Telminar Bank and Mint as any 21st century earth citizen would view their Tax Agencies; they are a necessary evil.

Game Equipment Note: Common items like clothing, computers, and tools will cost about the same as the items listed in the various Palladium RPGs; at the rate of one Token (†1) equals one dollar (\$) or one IOU (Mutants in Orbit) or one Credit (Rifts). Prices may vary 10% to 50% depending on availability.

Allies: None Neutral

Enemies: None; Neutral. However, their status as tax collector does not endear them to regular citizens.

Realm Elysium

Terrain and Climate: Realm Elysium is situated on an upper sub-level near a massive intersection of light conduction plates. The result is a rather warm climate subject to humidity generated from the nearby ocean during the 'summer' period. Actually the Vanerm Faction would have loved the Elysium's location for crop growing. But they didn't find this little oasis before some businessmen got together with some artists to create the fledgling Entertainment capital of the Colonies.

Settlement Area: Half way between the Vanerm Faction massive crop farms and the Velaxa Commonality in the Northern Hemisphere. Some of the outlying Elysium suburbs have sprawled out to as far as the edge of the fusion coolant tanks (oceans). Some clever landscaping and sand transportation has created a ten-mile long and very popular beach.

Population:

Calpacian	12%
Dorthan	14%
Groyle	18%
Human	26%
Menntas	04%
Stur'Jin	17%
Others	9%

Bonus Skills: Gambling, Lore: Entertainment Industry- 56% + 4%, Language: Entertainment Industry- 67% + 5%

Description: The entertainment capital of Telminar! "It's the town where dreams are made, and stars are born." If you can think of any other cliché for Hollywood, then they apply equally to Realm Elysium. Loosely translated as World of Heaven it is the Telminar equivalent of 21st Century Earth's Las Vegas and Los Angeles all rolled into one big glitzy package.

While it is hard to call them criminals since Realm Elysium is not part of any particular Faction or Clan, but gangster-style

protection rackets and other shady deals are widespread in this town. This amazingly black economy is kept operating with the profits from their entertainment products that are distributed throughout the Settlements as well as the gaming emporiums and family fun parks. Gang Lords operate the main Entertainment Studios and attempt to rub out the competition both with superior Blockbusters or parking lot Gev-bombs.

News of an Entertainment Star's murder or mysterious fires on production sets merely has a native Elysium shrug their shoulders and say, "That's the Business." But still the transports arrive with young hopefuls wanting to be famous Stars or make their marks as serious artists.

Realm Elysium also has the highest per capita population of races that are dwindling from the Telminar landscape. It is not certain why but many of the Elysium superstars are from these very uncommon species. They also get paid more as actors and extras mainly because movie studios like using the unique individuals for stories dealing with the time before settlement.

Realm Elysium has a full range of hospitals, schools, public works and a form of police that is loyal to a particular studio. A 'Mayor' is elected by the studio heads to ensure that the infrastructure for the Realm Elysium society is maintained with their money. Glittering lights and glamour permeate through the tourist traps. Within the studios it is just hard work to produce Entertainment that is distributed to the masses. Interestingly enough recreational drug problems are not prolific. It is amazing how much control the studio heads has over their workers. Inter-factional politics is not welcome in Realm Elysium and the rather large Mechanimorph compliment manned by Stunt Drivers/Defence Personnel is top-notch.

Places of Note: Too many to mention in detail. The Beach and the Casino strip, not to mention the studios themselves are all tourist destinations. Family theme parks change themes constantly to keep fresh.

Mechanimorph Types: The studios have a huge range of Mechanimorphs that double as Entertainment props. While the actual Mechanimorph numbers could not match any of the Cold War Factions, the dedicated Stunt Teams that operate the war machines could seriously damage any intrusion into Realm Elysium territories. The funny thing is that Studio rivalries cease the minute that Realm Elysium is attacked both physically and verbally. "It's the Business."

The Psi-Technician Guild

There exists on Telminar a shadowy guild of psionics who have set up their own base of operations in the northern non-occupied zones of the Planetship. A Psi-technician is a powerful offshoot of the Psi-Mechanic who have overcome their limitation of only focussing their psionics through machinery and gizmos. The Psi-technicians can use their psionic powers naturally but have discovered how to imprint their psi-mechanical abilities onto devices just like their Psi-Mechanic brethren. However the Psi-Technician Guild has also developed a method of imprinting psionics and attuning mechanical objects to *non-psionic* people! There is a detrimental cost to the new owner that makes the general population suspicious but there is no proof of any intentional wrongdoing. The guild has been operating for at least three centuries and prospers through a closed society and selective breeding. There is no such thing as a poor Psi-Technician, as they charge enormous prices for their labour. A majority of the monies go back to the Guild but the remainder is more than enough to keep them comfortable. Any Psi-Technician who leaves the Guild only buys themselves enough time to delude themselves that they are safe before an assassin gets to them. The Guild is quite serious in its belief of Unity in numbers and philosophy.

Of course there are rumours of a splinter group of Psi-Technicians who have formed a coven intended to fight the Guild and to show the Telminar people exactly what the Guild stands for. Treat these Psi-Technicians as Telminaran Cyber-Knights with their P.C.C abilities replacing the Psi-Sword. They have the same Cyber-knight code of honour and will not attune anybody to a machine without fully informing the individual of the hazards.

Allies: None Neutral in the current Cold War. They are not beyond any side if the money is right.

Enemies: Only the poor people who have discovered their plight after Attenuation. Even then the Psi-Technician has a status similar to a junkie's drug dealer. They are a sometimes, necessary evil.

Terrain and Climate: Not applicable. The Guild Headquarters is a closely guarded secret known only by Psi-Technicians. Many wander the Planetship's Non-Aligned settlements hoping to settle into a comfortable engineering business, leaching off the needy.

Settlement Area: The Guild is situated in a secret subterranean cavern in the northern pole of the 4th quadrant and is nowhere near any settlement. A mental time bomb prevents a Guild Psi-Technician from ever revealing the location even under duress or mind probe.

Population:

Dorthan	01%
Groyle	24%
Human	65%
Menntas	10%

Bonus Skills: None. See the Psi-Technician P.C.C.

Places of Note: The Guild Home is a self-sufficient community that has no ties to the other settlements. The Guild home survives on the contributions of their members as they travel Telminar building machinery for exorbitant fees. The Guild home is also the birthplace of 85% of the Telminar Psi-Technician population. This unusual figure is due to the fact that selective breeding occurs within the Guild to ensure that the Psi-Technician franchise continues. The actual Guild Home is riddled with machinery and equipment that never fails and the population lives in luxury.

Mechanimorph Types: All the current Mechanimorphs defending the Guild Home are in excellent condition even though they are the products of battle salvage. The young Psi-Technicians are required to perform three years of Defence Force service as an apprenticeship before being granted the right to leave. The Defence Force Mechanimorphs are some of the most diverse body types

and modulation styles on the planet and they all work perfectly.

Telminar News Service

Terrain and Climate: Not applicable. The TNS has branches everywhere except in Clan Deshlerr and Askellan provinces.

Settlement Area: The main TNS centre is hidden deep within the sub-levels wedged within a cluster of Brain Pools. The "Hub" as it is called is only revealed to trusted TNS operatives and employees. Even so, a garrison of Mechanimorphs guards the base disguised as broadcast vans and standard gevs.

Population:

Calpacian	01%
Dorthan	19%
Groyle	05%
Human	56%
Menntas	08%
Stur'Jin	11%
Others	0.01%

Bonus Skills: None. See the TNS News Reporter O.C.C.

Description: A strange news agency has prospered since the First Planetary War one hundred and fifty years ago. The Telminar News Service is a non-aligned service that broadcasts from an unknown location on the Planet. Technically a pirate station as their transmissions aren't really authorised by any of the Faction governments, the T.N.S is the most watched news and current events service on the Planet. Factions have attempted to find the T.N.S Studios and even captured a few T.N.S Reporters for interrogation. The Velaxans, Xineans and the Vanerms don't seem to mind the T.N.S as they have little to hide. The Non-Aligned communities regard the T.N.S as their only means of global information so enjoy it when a reporter comes to town. T.N.S Field Reporters are hated and even feared by the majority of the Deshlerrs and Askellans. The T.N.S only know rumours concerning the internal dealings of these two clans and their eventual goals. They are not welcome in the establishments or homes in the Deshlerr and Askellan factions and only brave reporters risk disguising and infiltrating them. The T.N.S even has a few battle-salvaged Mechanimorphs for any plucky war correspondent who wished to document battles or feuds as they took place.

It is rumoured that the Chief Executive Officer of the T.N.S and some of the immediate Chief Editors are original colonists belonging to an unknown but very long-lived race.

There are branches of the T.N.S everywhere. Although the news broadcasts are generated from the secret T.N.S headquarters, the branches are the front-line for gathering the stories. Some branches also broadcast local news bulletins or work with civilian broadcast stations to integrate T.N.S programming into their transmissions.

Places of Note: The T.N.S Broadcasting Satellite is a beautiful construction manned by two thousand technicians and news gatherers. It has been in service only for a few months and is a direct product of the continuing Cold War build-up of arms for the race to the surface. Clan Askella are certain that a pirate T.N.S facility operates within their borders. The station frustrates the Askellan's constant searches for the unwanted intrusion. It is thought that the Pirate newsroom is somehow mobile.

Mechanimorph Types: Apart from a few commissioned vehicle/fusilier Mechanimorphs used for the defence of the "Hub", the T.N.S has outmoded Type Alpha models and the occasional salvaged front-line Mechanimorph.

The Criminal Element

Of course it isn't a perfect society on Telminar. Although the original colony worked together and achieved a huge task in settling on the Planetship, the criminal element was merely laying low and ensuring that they would survive before returning to the easier life of thievery and protection rackets. Prostitution rings, black market items, illegal distribution networks, weapon smuggling and various other forms of activity thrive around the globe.

The Glorman Crime Family has interests in all the Factions including the outcast Deshlerr Clan. This human family has expanded their crime network and is currently attempting to strongarm small non-aligned settlements into hiring a Glorman "Sheriff" for protection. Of course they would have to pay for the security. The Glorman Family Empire has moved from down level Velaxa to the relative safety of Realm Elysium.

The Rorbial Crime Syndicate is a particularly nasty collaboration of Dorthans who believe that the Telminar Factions are targets for a Dorthan Blood Feud. It is unknown what originally caused this feud, but this group of families are working together to undermine the Faction governments with crime. The syndicate is second only to the Glorman Family but want to take over the whole crime net so their Blood Feud against Telminar society can come to an end.

Tech Pirate Bands are an uncommon hazard for inter-factional travel but the risk exists. Tech pirates steal transport cargo and love to engage in highway battles with rival bands. A successful Tech Pirate Warlord has almost gained mainstream recognition around Telminar and has even had two Realm Elysium Biopics made about her. Duenna Mkay is the loved leader of a Pirate Band who rules with compassion and a firm fist. This human sectarian brought together a pack of Level Rats and organised them into a group that would aid in the non-aligned settlement's fight to keep malevolent Pirate gangs and unscrupulous Psi-Technicians in check. Duenna Mkay's forces are often welcomed in non-aligned townships that wish for her to clean up the area of malcontents in exchange for food, lodging and spare parts. The factions are not fond of Duenna Mkay's family because of her philosophy of faction cargo being fair game for those who need it. Other Tech Pirate groups are little more than road gangs who steal, intimidate

and otherwise impose themselves on the non-aligned and faction resources.

Other smaller operations of course exist and the trick is to stay small so as to avoid the attention of both the authorities and the two crime organisations.

The Mechanimorphs

The heart of this setting is the piloting and adventuring in the character's Mechanimorph. A machine that usually has two primary modes of transport: A **Vehicle Mode** and a **Combat Mode**. In the century and a half since the Deshlerr and Xinea Clans created the first series of modular combat vehicles, each faction has embraced a different method of using the Mechanimorph technology. This has created a huge diversity and potential for fledgling Pilots or Riders. The method of getting the chance to pilot, ranges from the simple allocation of a vehicle to an almost religious experience. But in all the Factions, controlling a Mechanimorph is a symbol of power and prestige.

The current climate of Cold War resource building for the expansion to the surface means that the Mechanimorph role will increase beyond their offensive and defensive design. New Mechanimorphs are being designed and soldiers trained to pilot a new series of Mechanimorphs that double as construction vehicles for the erection of prefabricated structures on the surface! Pilots are being trained as engineers or vice versa. The build-up is spawning huge advancements in Mechanimorph technologies and weapons upgrades. Research teams have only now discovered how to get Mechanoid power crystals to work with their systems. This achievement alone will boost construction possibilities ten-fold!

The Velaxa Commonality gained the upper hand when four to six, specially constructed Mechanimorphs are synchronised into a larger vehicle or humanoid type Mechanimorph; called an Amalgamator. The other factions hope to simulate or copy this technology with salvaged units from the battlefield but so far only the evil Clan Deshlerr is anywhere near to possessing a competing technology.

The definition of a Mechanimorph has now been diluted to a transport that can alter its configuration into another mode for a different purpose. The definition of "transport" ranges from G.E.Vs to hovercraft, trucks to tanks, air skimmers to orbital shuttles, and robot beasts to robot birds! The secondary mode ranges from Humanoid Fusiliers, Giant Robotic Beasts, or heavily armed versions of the transport mode (Type Alphas)

The Mechanimorph Neural Interpreter (M.N.I)

The secret to the next generation of Mechanimorphs from the Type Alpha Series was the development of the interface that connects a pilot to their machine. Through the use of cybernetic, synapse interpretation technology, the Mechanimorph can respond almost instantaneously under optimal conditions. Various factions use different implementations of the same technology. See the Mechanimorph combat section for the various bonus the following systems gain the pilot. With any of the M.N.I controlled Mechanimorphs, the chance exists for a skilled thief to steal a machine even though they aren't calibrated for the interface.

The Telemechanic Mechanimorph

The psychic ability to meld with a machine can also be used as a substitute for the M.N.I. Because of the similar nature of the power to the Neural Interpreter, Telemechanics does not give any further bonuses to a MNI connection. However, with a dedicated telemechanic Mechanimorph system there can be various security systems emplaced to prevent other telemechanic psychics from using/stealing the machine. While the telemechanic control systems do not require physical contact with the operator (in fact a Telemechanic can control their machine from a very short distance) there is considerable psionic interconnection between pilot and machine.

Constructing a Mechanimorph

The main steps taken to create a Mechanimorph can be allocated in many ways. Game masters may allow players to create a Mechanimorph from the ground up leaving all the stages to the player's choice. Alternatively, the G.M can assign the skeleton type to players, and let them take it from there. Another option is for the Game Master to create the basic chassis and leave the Players room to customise the weapons, sensors and special systems. The third option could be played in unit with the military force the unit belongs to, giving the new pilot the base model for them to customise.

The construction rules have been developed by basing them off Palladium's Mutant Animal Unit system (*See Heroes Unlimited 2nd Edition and After the Bomb 2nd Edition for more details on Mutant Animal characters*) and incorporating the M.D.C system with the existing Palladium Robot Construction techniques. This system should be familiar to experienced players and very easy to pick up for the newer gamers. It is extremely flexible and no single Mechanimorph should emerge identical to another.

Also unfortunately there is a little bit of calculator work needed. Round down any decimal figures below 0.50 and the rest to the next round number.

Construction Steps:

Step 1. The Five Attributes and Attribute Bonuses where the builder rolls attributes like a standard Palladium character.

Step 2. Select Modulating Chassis Type where the builder selects the size level range that the Mechanimorph will become and also

which piloting skill will be needed.

Step 3. Transport Mode Determination decides from the list of vehicles and animals that will form the transport mode.

Step 4. Combat Mode Physical Attributes works out the level of transformability of the combat mode.

Step 5. Optional Mechanimorph Weaknesses leeches some construction points by limiting an aspect of the unit

Step 6. Additional Modules and components let the builder assemble a unique configuration as well as decide the method of propulsion.

Step 7. Determine M.D.C by referencing the Size Level table and any additional armour points and then calculating M.D.C by location.

Step 8. Offensive Weapons Modules takes leftover construction points as well as a separate pool of points to build the weaponry of the Mechanimorph.

Step 1: The Five Attributes and Attribute Bonuses

"You want me to what!?!"

You heard me, roll some attributes for your Mechanimorph! There are no standard Mechanimorph or ArmourMech frames to build from, as it would remove the advantages of disguising the vehicle in the first place. This means that the internal frames that Mechanimorphs are built upon have various strengths, weaknesses and eccentricities that can be simulated with standard Palladium Attribute rolls. The main change to the attributes from their character parentage is the scale they are applied to. A Mechanimorph's Physical Strength of 16 is entirely different to a human character's P.S of 16. See the descriptions and attribute bonuses below to find out the difference in P.S weight scale for a Mechanimorph and ArmourMech.

Three, six-sided dice are rolled to determine each attribute. The higher the number, the greater the ability. If an attribute is "exceptional," (16, 17 or 18) then an additional six-sided die is rolled and added to the total for that attribute.

Physical Strength (P.S): This is the raw physical power of the vehicle. There are various levels of Strength; ranging from ArmourMech to Mechanimorph. They are all merely differing multipliers to damage and weight carrying/lifting. This attribute can also be used for towing capabilities.

Physical Prowess (P.P): Shows the degree of dexterity and agility of the vehicle. A P.E of 17 or higher is rewarded with bonuses to hand to hand dodge, parry and strike for the pilot. Game Masters with affection for the *Transient Manoeuvring Factor* from the original Palladium Vehicle Combat rules can also use these bonuses as the vehicle's TMF.

Physical /Structural Endurance (P.E): This is more of a base multiplier than an actual attribute. This figure is required to determine the vehicle's M.D.C and also gives a bonus to save verses systems failure when inflicted with enormous damage.

Physical Beauty (P.B): Is an indication of the physical attractiveness of the vehicle! A P.B. of 17 or better will be rewarded with a bonus to stop people in their tracks with the beauty of the vehicle's lines, paint-job, styling and engine sound. Actually a high P.B could be detrimental to the vehicle as they stand out in the crowd (*not to mention being the target of some Level Rat gev booster working for the local chop-shop*). This applies to both forms as they both share components with each other. A fire emblem on the hood of a Sports Gev will probably end up being the torso armour of the Fusilier.

Robotic Speed (Spd): Specifically, this is the unit's maximum running speed as well as the transport mode's top speed. The following table shows how the speed attribute applies to the various forms of propulsion for a Mechanimorph in either mode.

Propulsion Type	Speed Multiplier	Bonuses and Penalties
Bipedal Running	Spd x 5mph	Weapons fire while running is considered 'wild'
Caterpillar Tracks	Spd x 5mph	Very stable platform for weapons fire
Hover Turbines	Spd x 10mph	Can use limited air to air combat tactics
Hydrofoil travel	Spd x 5mph	Weapons fire while at high speeds is considered 'wild'. Cannot plane on rough seas
Jet Turbine	Spd x 30mph	Can use air to air combat methods
Magnetic Repulsion	Spd x 10mph	Cannot leave urban roads and city streets
Mechanoid Anti-Grav	Spd x 5mph	Requires Mechanoid power crystal to operate.
Plasma Drive (Air)	Spd x 25mph	Can use air to air combat methods
Plasma Drive (Space)	Spd x 100mph	Can use space and air to air combat methods
Quadruped Running	Spd x 10mph	Weapons fire while running is considered 'wild'
Submersible	Spd in mph	Limitations on sonar use, noise, maximum depth without modules is 2000ft (610m)
Surface water travel	Spd x 3mph	Weapons fire while at high speeds or rough seas is considered 'wild'
Wheels/tyres	Spd x 10mph	Can use weapons bonuses at high speeds

Mechanimorph Attribute Bonus Table

Attributes	17	18	19	20	21	22	23	24	25	26	27	28	29	30
P.S Hand to Hand: Damage	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15

P.P Parry, Dodge & Strike	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E Save Vs. System Failure	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
P.B Vehicle's Awe Factor	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%

Step 2: Select Modulating Chassis Type

An ArmourMech or Mechanimorph skeleton is the structural support that will be built upon to create various modulating vehicles. The skeletons are of various sizes and shapes but incorporate necessary design schemes that will sustain against mechanical pressures and strains during a vehicle's mode change. Builders use these examples as the guide to the size limits that their vehicle conceptions can take. Also note the unit's physical strength capabilities. Carry Weight is simply the unit's P.S multiplied by a number in pounds. Lifting Weight is double the carry amount in pounds, which can also apply to excavation, crane and winch assemblies in vehicle mode for maximum-rated lift loads. Haulage Weight is another factor used in vehicles that have some sort of tray-back or cargo design specially used for lugging cargo the top speed of the vehicle is dropped by a third when hauling 75% to 100% of the weight capacity. As these are robotic creations with fusion reactors, there are no physical endurance factors in lifting and carrying. In S.D.C worlds with fuel considerations, the vehicle's P.E x 50 miles is the range of the vehicle before refuelling.

Light ArmourMech (Size Level Range: 1 to 2)

A light frame that requires special body armour to be used for interconnecting with the exoskeleton once modulated. A Mechanimorph Neural Interpreter control mechanism cannot be used with these exoskeletons. Some riders forgo the Fusilier powerarmour option and chose to design another transport mode into the ArmourMech (examples of which is a motorcycle which converts into a hovercopter craft)

Physical Strength Capabilities:

Maximum Carry Weight: P.S x 50 in Pounds

Maximum Haulage Weight: P.S x 50 in Pounds

Medium ArmourMech (Size Level Range: 2 to 4)

A slightly heavier frame that still requires special body armour to be used for interconnecting with the exoskeleton once modulated. A Mechanimorph Neural Interpreter control mechanism cannot be used with this powerarmour type. Some riders forgo the Fusilier powerarmour option and chose to design another transport mode into the ArmourMech. Clever espionage agents and Level Rats have integrated hovercopter turbines into motorcycles or hydro jet skis into submersibles to give them many more avenues of escape if the need arose.

Physical Strength Capabilities:

Maximum Carry Weight: P.S x 60 in Pounds

Maximum Haulage Weight: P.S x 60 in Pounds

Heavy ArmourMech (Size Level Range: 4 to 5)

A bulky frame that can house a pilot within the skeleton once modulated into Fusilier mode. A Mechanimorph Neural Interpreter or Telemechanic control mechanism connection is available with this heavy powerarmour although a body-armour interlocking mechanism is more common.

Physical Strength Capabilities:

Maximum Carry Weight: P.S x 80 in Pounds

Maximum Haulage Weight: P.S x 100 in Pounds

Skirmisher Class Mechanimorph (Size Level Range: 5 to 7)

The next step from the ArmourMech modular powerarmour. The size of a small auto sedan, this light skeleton is the basis of many vehicle types. Most commonly used for reconnaissance, civil defence, espionage and lightning attack functions. Like all Mechanimorph types, a Mechanimorph Neural Interpreter or Telemechanic control is required to operate the vehicle in Fusilier or Animal Mode. Velaxan Militia has designed amalgamators with this design using a Zenith or Champion Class Mechanimorph as the torso chassis.

Physical Strength Capabilities:

Maximum Carry Weight: P.S x 100 in Pounds

Maximum Haulage Weight: P.S x 200 in Pounds

Legionnaire Class Mechanimorph (Size Level Range: 8 to 10)

This skeleton is the workhorse model that is the front-line trooper and also used in special operations roles. The first *Type Alpha* Mechanimorphs were built in this size to store the first generation modular weaponry. Now this *Medium* Mechanimorph is used in support, reinforcement and specialist roles. Askellans love to create Animal forms out of this skeleton and *ride* them into battle. The Deshlerrs have developed prototype *Type Beta* Amalgamators that commonly use this frame. The combat models are typically sent into battle with Champion Class Mechanimorphs.

Physical Strength Capabilities:Maximum Carry Weight: P.S x 200 in PoundsMaximum Haulage Weight: P.S x 500 in Pounds**Champion Mechanimorph (Size Level Range: 7 to 11)**

This Assault Mechanimorph frame is the glamour design of the Mechanimorph skeleton. Champion Mechanimorphs started as souped up Sports Gevs piloted by brave (and often reckless) test pilots. The pilots often used to spar with their opposite numbers in different factions to determine the limits of the new Champion design. The result is the best all-round Mechanimorph frame available. Using a new alloy based on Mechanoid technology, the frame is nowhere near as bulky as the previous Legionnaire versions. Of course the cost of the alloy makes the frame much more expensive to produce. A non-aligned community, who maintains its neutrality by selling to all the factions, constructs the alloy. The Dorthan community keeps right out of planetary politics and makes its living the best way they know how. Apart from a few, very stupid, Tech pirates, nobody has risked incurring a Dorthan *Blood Feud* by attempting to take over the community.

BIO-E Bonus: an additional 5 BIO-E points are available to use in any construction step.**Physical Strength Capabilities:**Maximum Carry Weight: P.S x 500 in PoundsMaximum Haulage Weight: P.S x 1000 in Pounds**Zenith Class Mechanimorph (Size Level Range: 11 to 15)**

Heavy Mechanimorph frame that was originally designed for support and heavy artillery tasks. Now these huge frames have been put to work as the support vehicles in the build-up to the fight for the surface. The vehicles built out of Zenith Class skeletons are typically cargo haulers or weapons platforms. These vehicles are not known for their manoeuvrability but have good reputations as last resort Mechanimorphs that only modulate into a battle mode after all the troops and vehicles it was carrying had been destroyed. The Xinean Guild uses Zenith Class skeletons to build trans-atmospheric shuttles and orbital destroyers. The Senarbi Union uses the Zenith in similar nautical functions. Clan Deshlerr use the frame to build huge Type Alpha war machines.

Physical Strength Capabilities:Maximum Carry Weight: P.S in TonnesMaximum Haulage Weight: P.S x 2 in Tonnes**Construction Mechanimorph (Size Level Range: 1 to 20)**

With the surface atmosphere of Telminar approaching habitable levels in the next few decades, the factions have slowly begun building up resources and machinery to claim sections of the surface for themselves. The Mardozi Faction believes that they have exclusive rights to the surface since they began and maintained the *M-Forming* of Telminar. Military tacticians have identified the Mechanimorph concept as essential for claiming and retaining surface area. The role of a Construction Mechanimorph is twofold; using the transport mode, function as a fully functional construction vehicle and having a Fusilier or Type Alpha mode as a defensive measure against eventual attack. The pilot of a Construction Mechanimorph is a special breed of engineer who has been taught to be a combat pilot as well. This is the standard Mechanimorph issued to Reservists with Heavy Machinery backgrounds and the Engineering Corp of Faction militaries. The vehicle is designed for building first and battle second.

Physical Strength Capabilities: Construction vehicles in size levels ranging from 1 to 15 can carry/haul double the weight of the other Mechanimorphs within these size levels. The Rare Mechanimorphs still in the Size Levels between 15 and 20 have the following capabilities:Maximum Carry Weight: Size Level in TonnesMaximum Haulage Weight: Size Level x 5 in Tonnes**Amalgamator Team Mechanimorphs (Optional)**

The Velaxa Commonality was the last faction to develop their own fully modulated Mechanimorphs where they developed their knightly Fusilier forms. They were, however, the first to implement an incredible innovation in modulation technology; the Amalgamators. Players can choose to roll up their Mechanimorphs as a team, which can physically combine and modulate into another form entirely. While the Velaxans have the jump on the other factions after developing teams of Mechanimorphs that can merge to form a giant humanoid robot; dubbed the Ultra-Fusilier type. The Velaxans have probably made a slight mistake in making the Amalgamator teams a patriotic symbol of their Mechanimorph forces as they are now so widely known by the other faction militaries that the element of surprise has been largely taken out of the equation. Instead, the Amalgamator teams are used like the Cavalry making lots of noise and their presence known. An Ultra-Fusilier usually has the power level of an entire squad of Mechanimorphs so there is a significant psychological advantage involved.

Common applications for the Amalgamation process include:

- ArmourMech-styled interlocking Fusilier power armour (eg Trailer module interlocking with Fusilier mode Semi truck)
- Six Skirmisher type Mechanimorphs can be Amalgamator modules if they wish to take an Ultra-Fusilier form.
- Four Skirmisher types and a single Zenith type Mechanimorph can also form an Ultra-Fusilier
- Double Mechanimorph units that form the two halves of another form. This is an innovation of the Deshlerr Clan.
- Vehicle mode joins to Fusilier mode like a backpack for additional firepower or speed.

The main disadvantage of Amalgamator Team Mechanimorphs is that the robots lose some of the flexibility and diversity that came from a mixed group. For example the component Mechanimorphs are usually weaker individually than a stand-alone unit, generally because of the additional power routing and modulation systems required joining the Mechanimorph into an Amalgamator.

On the other hand, there are important bonuses that characters receive when players create their characters as an Amalgamator team:

Amalgamator Capabilities:

Maximum Carry Weight: total team's Mechanimorph P.S in Tonnes

Maximum P.P of the combined unit: Equals the average P.P (add the total size levels and divide by the number of units)

Size Level Calculations: Add the total size levels together for Amalgamator components with Size Level calculations.

P.S Damage Bonuses: Add the total P.S and calculate damage bonus by incrementing one damage point for every P.S attribute point above 30. Example is a P.S of 45 has a damage bonus of +30.

In order to use the Team Amalgamator rules, the players must declare their intention to be an Amalgamator group BEFORE they roll up their characters. Every time one of the Mechanimorph builders get to roll an extra six-sided die for an exceptional attribute (16 or greater) then all the members of the team get that same bonus.

BIO-E Points (Basic Internal Option - Engineering Points)

Author's Note:

In order to balance out the structural changes to animal characters, Palladium invented BIO-E points. Each kind of animal and now vehicle has a particular amount of BIO-E module space that reflects exactly how much it can change.

Well when it was time to create new rules on creating a world of modulating vehicles, there were a lot of options to choose from. One option would be to basically reprint a combination of Ninjas and Superspies, Heroes Unlimited and Rifts robot/vehicle construction rules and add a few options such as transforming units. But after compiling everything together the result looked like a gigantic mishmash and didn't gel very well at all. To top it off, Telminar technology is a tad more advanced than even Sci-fi 20th Century weapons and equipment. It would have meant re-writing a lot of established stuff just for this particular setting. Scrap that.

The second option was to pinch ideas from various other Mecha-based games and construction rules and "Palladium-ising" them. Nup, besides, it wouldn't have got past the quick read stage at the Palladium office or the harsh critics that are my play-testers ☺.

*The third option came to me while reading though the now defunct TMNT books. Palladium will be reprinting all the mutant animal rules in their upcoming **After the Bomb 2nd edition** as well as already being presented in **Heroes Unlimited** so BIO-E isn't dead yet. I was also thinking of renaming BIO-E to something like MIO-E, but I decided for simplicity's sake, to keep the name and change the term slightly. Now all that had to be done was to rewrite the descriptions that were originally meant for mutating animals into rules for creating transformable vehicles. And to top it off, all the animal descriptions found throughout *Mutant Underground*, *After the Bomb 2nd Edition* and *Heroes Unlimited* books can be also used to create robotic animal forms!*

BIO-E equals BIO-E

The Biological Energy points listed in the Palladium animal descriptions are point for point identical to the Basic Internal Option Engineering points used for creating Mechanimorphs. Only alterations to the size table affect the robot animal construction. These alterations reflect the metallic nature of the animals and the fact that they are designed for transport and combat.

The exact number of BIO-E points is included in the animal's description in the Animal Section. Players can "build" their unit by using their BIO-E on any of the following items:

- Growth Steps
- Special Abilities
- Human Attributes/Transformation Style
- Additional Components to build the vehicle's propulsion and seating.

Note: Players may not use the BIO-E points from other sections unless a module specifically allows point transferral. The idea of BIO-E points only being useful within their specific point pools maintains a game balance for all Mechanimorphs. While one pool point allows the determination of the unit's transformable attributes, other sections allow the player to customise the Mechanimorph, ArmourMech or vehicle with built-in weaponry, engine upgrades, armour, external camouflage, paint scheme, sensors, flight capability and other additions to both the vehicle and the combat mode. All players get the same *customisation* BIO-E points to customise their Mechanimorphs and there may be bonuses or penalties that come with the unit's size level. For example, a pulse laser rifle built into an ArmourMech's Vanguard mode will cause less damage compared to a huge Size Level 16 Mechanimorph's weapon.

Basic Internal Options -Engineering (BIO-E) Customisation Point Base

- BIO-E surplus points from Vehicle or Animal description to determine level of transformability of the Mechanimorph.
- 40 BIO-E for adding onto the chassis with additional components.
- 40 BIO-E for developing offensive weaponry.

Step 3: Transport Mode Determination

In each animal or vehicle description a size level and the available BIO-E points are given. The builder must go through the available Vehicles or Animals and choose the **transport mode** in which the Mechanimorph or ArmourMech will be based on.

Using Palladium's mutant animal rules, small animals would either have to grow or suffer severe mental penalties due to their small size. On the other scale; very large creatures would have to sacrifice some of their natural size and strength in order to gain humanoid features.

- The initial height and weight of the robot animal or vehicle is graduated in Size Levels.
- Each Mechanimorph's original size level is listed in the special section on that animal or vehicle.
- Each additional step of growth costs 5 BIO-E.
- Animal Units and to some extent Vehicles can also gain BIO-E points by giving up growth steps. **Note** that some vehicles can only go up or down one or two size levels before they become a different class of vehicle entirely. For example a Family Gev going down three levels would place it into the Compact Gev vehicle size level and therefore would be wasting BIO-E points. It also doesn't make much sense having a Compact sedan that same size as a truck so common sense is needed for raising or lowering a vehicle's size level. For each growth step given up, the unit gains 5 BIO-E points.
- The BIO-E points gained can be applied to other changes, powers and abilities found in the animal and vehicle descriptions.
- BIO-E points CAN NOT be sold, given or traded to another unit.

Passenger Seating- the *Maximum Seats* column shows the maximum number of transport mode seats for the size level. An ArmourMech has only enough room for a rider and possibly a pillion passenger depending on the size level. A Mechanimorph starts with a cockpit and a passenger seat. Note that for the passenger to be present during a modulation into Fusilier mode, additional seating modules must be bought with BIO-E points. A Seat number of "1" means that there is only room for the pilot/rider and is usually applicable to ArmourMechs. Any impromptu passengers (ie more than the allotted seating) must hold on for dear life or optionally pilots are at -15% to pilot due to the cramped cockpit.

TRANSPORT MODE PHYSICAL SIZE CHART

Size Level	P.P	P.E	Spd	M.D.C	Max. Seats	Weight*	Height-Short (Inches)	Height-Medium (Inches)	Height-Long (Inches)
1	+5	-4	+7	x5	1	1D4x200 lbs	36 +1D6	60 +1D6	60 +3D6
2	+4	-2	+5	x10	1	1D6x200 lbs	36 +2D6	60 +2D6	72 +2D6
3	+3	-1	+3	x15	1	1D6x500 lbs	36 +3D6	60 +3D6	72 +3D6
4	+2	0	0	x20	2	1D6x1000 lbs	48 +1D6	72 +1D6	84 +2D6
5	+1	0	0	x25	2	2D4x1000 lbs	48 +2D6	72 +2D6	84 +3D6
6	0	0	0	x30	3	2+ 2D6 tons	48 +3D6	72 +3D6	96 +2D6
7	0	0	0	x30	4	5+ 3D6 tons	60 +1D6	84 +1D6	96 +3D6
8	0	0	0	x35	4	5+ 4D6 tons	60 +2D6	84 +2D6	108 +2D6
9	0	+1	0	x35	4	10+ 1D6 tons	60 +3D6	84 +3D6	108 +3D6
10	0	+2	0	x35	4	10+ 2D6 tons	72 +1D6	96 +1D6	120 +2D6
11	0	+3	-1	x40	4	20+ 1D6 tons	72 +2D6	96 +2D6	120 +3D6
12	0	+4	-2	x40	4	25+ 1D10 tons	72 +3D6	96 +3D6	132 +2D6
13	-1	+5	-3	x45	4	35+ 1D6 tons	72 +4D6	108 +1D6	132 +3D6
14	-2	+6	-4	x50	4	40+ 1D10 tons	84 +1D6	108 +2D6	144 +2D6
15	-3	+7	-5	x55	4	50+ 1D10 tons	84 +2D6	108 +3D6	144 +3D6
16	-4	+8	-6	x60	6	60+ 1D10 tons	84 +3D6	120 +3D6	144 +4D6
17	-5	+9	-7	x65	6	70+ 1D10 tons	84 +4D6	120 +1D6	156 +1D6
18	-6	+10	-8	x70	6	80+ 1D10 tons	96 +1D6	120 +2D6	156 +2D6
19	-7	+11	-9	x75	6	90+ 1D6 tons	96 +2D6	120 +3D6	168 +3D6
20	-8	+12	-10	x80	8	90+ 1D10 tons	96 +3D6	120 +4D6	168 +2D6

*The Weights presented in this table can sometimes be the only indication that a vehicle is actually a Mechanimorph. So many components and modules packed into a frame invariably increases the mass of the vehicle. Of course clever Mechanimorph pilots have found ways around this with optional modules that lighten the Mechanimorph temporarily.

Now obviously the size level of animals described both in this section and the ones presented in Heroes Unlimited and After the Bomb, do not have the weight and height, represented in the Size Level chart below. For example the Crocodile description found in Heroes Unlimited has the animal at Size Level 9. Not even the prehistoric variety of Crocodile tipped the scales at 32 - 42 tons! The Size level found in the animal descriptions is the starting sizes for the ROBOTIC equivalents of these creatures. A pilot designing an aquatic animal transport may decide to model it on a Crocodile-type creature. The vehicle frame starts at level nine with a total of 40 BIO-E points to spend.

Step 4: Combat Mode Physical Attributes

For creating mutant animals, a player would use Biological Energy to buy humanoid attributes. To create a modulating

vehicle the principle is slightly different. The following human features represent the transformable aspects of the basic vehicle or animal form. For example, if a player wants the character to operate a Sports Gev that modulates into a humanoid fusilier, a basic automobile description must be selected from the list. This automobile description will have a BIO-E pool (similar to animals) that can be spent on the level of transformability the vehicle will have. For instance, a Sports gev that transforms into a fully humanoid fusilier will at least require Partial or Full Hands, Full Bipedal stance and Full Looks. Unlike Mutant animals, the vehicular animal or transport can modulate between these modes!

For each human attribute there are three levels: None, Partial and Full. See the section below for complete descriptions. Average BIO-E costs are for reference purposes; actual BIO-E costs are listed with the specific animal characteristics.

"A 'Morph without a Fusilier mode is a Type Alpha. A 'Morph with a Fusilier mode is a versatile piece of machinery that has many uses and can fight anything, anywhere. A 'Morph without a Transport mode is a big-ass robot with 'Kill Me I'm a big-ass Robot,' stamped all over it!"

Sergeant Hoffman; Mechanimorph Pilot Instructor at the Xinean military academy; Overview Orbital Base

HANDS/MANIPULATION

None: The vehicle has no hand units or the animal form has natural paws. Even a Fusilier could end up with no hand units. This could be a shortsighted move by the pilot or a tactical one. Weapons mounted on arm units have a greater field of fire. The unit can not pick up or grab objects. Many skills are impossible without hands. Average Cost: 0 BIO-E.

Partial: The hand unit consists of fingers and a (non-opposable) thumb or crab-like claw unit. Manual dexterity is now rough, but capable of grasping objects. All physical skills are at - 20% proficiency. Hand to Hand (HTH) weapons are used at a - 4 to strike, - 6 to parry. Another option is for the builder to select **one** fully functional hand unit only. This options means any functions or weapons requiring two hands are unable to be used. Average Cost: 5 BIO-E.

Full: A hand with a fully opposable thumb. Equal to human dexterity with no penalties for use of tools, weapons or skills. Average Cost: 10 BIO-E.

SPEECH/COMMUNICATIONS and SENSOR SYSTEMS

None: No form of two-way communications system available. A pilot had better have strong lungs and a megaphone because that is the only way to communicate while inside a Mechanimorph in either mode. A civilian FM/VHF radio unit is probably available. No Radar or other basic sensor systems are available either so good eyesight is another advantage for the pilot. Average Cost: 0 BIO-E.

Partial: A basic two-way communications system with basic military scrambling is available; *Range:* 5 miles (8km). Also all Mechanimorphs are fitted with a loudspeaker which amplifies the Mechanimorph's audio up to 90 decibels. A decent 10 mile (16km) Active Radar and basic (*Range:* 1000ft/305m) Infrared Nightvision is also standard. Average Cost: 5 BIO-E.

Full: Radio Communications: Wide band and directional radio and video telecast capabilities. *Range* is 300 miles (482km) or can be boosted indefinitely via satellite relay. Laser Communications: Long-range, directional communication system. *Effective range:* 100,000 miles (157,500km). A full optics system consisting of Ultraviolet, Infrared, and Thermal with a 2000ft (610m) range is also included. Combat Computer: Calculates, stores, and transmits data onto the cockpit computer screen or heads-up display (H.U.D.) of the pilot's helmet. Patches in with targeting computer. Targeting Computer: Assists in the tracking of enemy targets. Average Cost: 10 BIO-E.

UPRIGHT BIPEDAL STANCE

None: Unit can not stand upright without support. A vehicle has no leg units at all while animal forms are limited to quadruped movement. Average Cost: 0 BIO-E.

Partial: A vehicle unit can partially modulate to change its travelling profile. When in combat configuration, the leg units are still mounted to the transport unit's propulsion/movement system. For example; a tracked tank unit will modulate into a combat form with tracks for legs. The unit's speed, while in upright position, is only a third of normal. Running, leaping, jumping, kicking and quick turns are NOT possible while standing on two legs. The transport mode's length will also become the unit's height while in this configuration. Average Cost: 5 BIO-E.

Full: This is a fully human bipedal stance. The combat unit has the same unlimited movement as a normal, athletic human. Add half again to the transport mode length to determine the upright stance height of the Mechanimorph. Average Cost: 10 BIO-E.

LOOKS/ TRANSFORMATION MODE

This is the cost of creating a vehicle or animal form that can modulate into another mode. This option may be purchased twice to achieve an intermediate form as well as a Fusilier mode. A modulation between modes takes two melee attacks.

None: Vehicle has no modular transformation capabilities whatsoever. A vehicle or large robotic animal without a transformation mode can still become a Type Alpha Mechanimorph by including modular weapons systems. Robotic animals have all the physical characteristics of the animal it is mimicking plus any bonus animal powers bought with BIO-E. Average Cost: 0 BIO-E.

Partial: A vehicle can modulate into an intermediate form between a combat and vehicle form. As this form is a mixture of both a combat mode and a vehicle mode both forms of movement may be used (eg, wheels and legs) but at half the speed of either form. Anime fans would be familiar with the Gerwalk/Guardian modes of Veritech Fighters and this form represents that intermediate

mode between jet fighter and battloid mode. Even if full biped legs are purchased, the Mechanimorph can only travel at half its maximum speed. Average Cost: 5 BIO-E.

Full: This fully transforms the vehicle into another form. A player uses Mechanimorph BIO-E points to install robotic systems available to the unit. Note that this modulation does not have to be into a humanoid Fusilier. The combat mode can be in any shape the builder wishes. This cost merely represents the fact that the unit is fully capable of modulation. Average Cost: 10 BIO-E.

ROBOT ANIMAL POWERS and VEHICLE ATTRIBUTES

Note that many of the Mutant Animal Powers are unchanged except to convert them to M.D.C damage and to replace enhanced senses with robotic sensor systems. Also alterations were made to the M.D.C of the natural animal armour (*note that Heroes Unlimited versions of these powers would be x10 S.D.C damage rather than M.D.C*).

After the Bomb and the Mutant Underground have over 90 specific animal types completely defined. Check them out! Also read the Telminar animal descriptions below for the more common animal types used in the Mechanimorph setting.

Natural Flight: Animal robot units with Flight have fully formed wings (feathered for birds, leathery for bats). The maximum in-flight speed is 160mph. Units with flight also get a + 3 to Dodge while flying, + 6 to Dodge while at maximum flight speed. For every 40mph of flying speed, the unit can do an additional + 2 to damage. *Costs an additional 1 BIO-E point for an extra 40mph of maximum speed.* Note that rocket or jet powered vehicles do not come under this category, only vehicle/animal modes that use wings for flight.

Natural Glide: Winged robot units can use this power to "ride" the air currents. Take-off requires a strong wind or jumping off from a height. Maximum speed (dependent on wind speed) is 120mph. Gliding units get a +2 to Dodge, +4 to Dodge at maximum speed. For every 40mph of gliding speed, the unit does an additional + 1 to damage.

Heightened Sensors: These technological sensors replace the natural animal senses that are described in creating a mutant animal. This has been left in to keep the existing animal descriptions compatible with creating robotic animals:

Advanced Vision magnifies an image area like a gun's scope or binoculars. Automatic and self-focusing. Range: 6000ft (1800m), 20 feet (6m) image area.

Nightvision is a passive image intensifier that electronically amplifies existing ambient light to provide a visible picture without emitting any trace light of its own. Range: 2000ft (610m).

Ultraviolet Vision is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet. Range: 2000ft (610m)

Advanced Hearing hears in the full decibel range, much like the cybernetic amplified hearing. Ultra-ear enables the unit to hear frequencies inaudible to the human ear, like a dog whistle. Wide-band radio receiver (not transmitter) enables the Mechanimorph to listen to commercial radio stations, militia bands and other radio transmission frequencies (Range: 50 miles /80 km with a retractable antenna, half range without).

Sonar functions by bouncing high-pitched sound waves, which enable the unit to "see" the locations, shapes, and sizes of objects. This power can be used in complete darkness. Range: One mile (1.6km) and ten miles (16km) underwater.

Advanced Smell registers vibrations in the air, indicating movement. A collision warning system will sound an internal alarm to warn of an impending collision/ impact. Range: 60 feet (18m). Bonus: Adds + 1 to initiative and + 1 to parry and dodge.

Advanced Touch registers vibrations in the air indicating movement, as well as having touch and heat sensor. The antenna enables the bot to manoeuvre, even in total darkness, by feeling his way around. Range: Touch, usually six to twelve feet (1.8 to 3.6m). Bonus: Blindness penalties are half and adds + 1 dodge. 5 M.D.C. per antenna.

"Natural" Body Armour: also applies to Military Vehicles. Emulating animals with natural armour, like alligators, armadillos, rhinoceros and turtles, means extra armour for the Mechanimorph's **Main Body M.D.C.** This gives an additional M.D.C. Light - M.D.C. +60 (Cost: 15 BIO-E); M.D.C. +100 (Cost: 30 BIO-E); M.D.C. +160 (Cost: 45 BIO-E) and Extra-Heavy - M.D.C. +200 (Cost: 60 BIO-E). A unit can only have ONE Natural Body Armour type installed.

Step 5: Optional Mechanimorph Weaknesses

This optional table allows the builder/pilot to recoup some BIO-E points because the Mechanimorph will not operate properly under certain conditions! This table should be used as a guide and is subject to the Game Master's approval. It is recommended to limit the number of weaknesses to two per Mechanimorph. Amalgamator teams all have the same weaknesses. Also just because a weakness is not bought does not mean the Mechanimorph is infallible in that area. A tracked vehicle is still noisy, as is a jet turbine and exposed systems are still susceptible to short circuiting while submerged.

Condition	Effect	Refund
Generates excessive heat	Missiles are +3 to strike and Thermal systems lock on easily	10 BIO-E
Generates excessive noise	Sneaking in this Mechanimorph is impossible!	5 BIO-E
Military or non-civilian appearance	The transport mode does not mimic a civilian vehicle	5 BIO-E
Systems non-functional while submerged	Cannot fire, raise shields or use any special systems in water	5 BIO-E
Uncommon Internal Components	Takes twice as long to repair and field repairs are at -25%	5 BIO-E
Unique Armour Interlocking system	If body armour 50% damaged, only a 50% chance of working	10 BIO-E
Unstable at top speed	Minus 20% penalty to pilot rolls if maximum speed is reached	5 BIO-E

Unstable Gyro systems	+10% chance of falling when hit with weapons fire	10 BIO-E
Unstable Modulation system	25% chance of 1D4 melee shut-down during mode change	15 BIO-E
Vulnerable to Ionisation Weaponry	Modified Strike rolls of 18, 19, 20 do full ionisation effect	5 BIO-E
Weapon Jam / Overload Prone	Weapon fails for 1D4 melees on a natural strike roll of 1 to 4	10 BIO-E

Step 6: Additional Modules:

40 BIO-E Point Pool.

The following modules and components can only be purchased with the 40 BIO-E Point Pool unless otherwise stated in the vehicle description. You will notice that the BIO-E costs are much lower than most animal powers as many of these modules will be needed to create a well-rounded Mechanimorph. An M.D.C percentage of the unit's final Main Body will be listed in applicable components. This will become the damage capacity figure for the component. This figure will be handy for any aimed shots targeted at the Mechanimorph.

Additional Armour: By either replacing the existing armour with tougher alloys or building upon the existing design, additional armour is available. **BIO-E Cost:** 1 point per Size Level in M.D.C. May be allocated to any particular limb or section of the unit.

Additional P.P: Alters the gyro systems to become more responsive to pilot reflexes. **BIO-E Cost:** 2 per P.P point. Double cost when P.P attribute reaches 20.

Additional P.S: Simply reinforces the existing frame and muscle fibres at a **BIO-E Cost** of 1 per P.S point. See the P.S description for lifting, carrying, and damage bonuses. Double cost when P.S attribute reaches 20.

Additional Seating: This option is usually applicable to both the transport and a Type Alpha Mechanimorph's combat mode. Any cabin conditions set by the vehicle description or other components also apply to additional seating (eg Pressurised Cabin). Additional seating for a Mechanimorph that modulates into a humanoid Fusilier costs extra. Additional seating may be purchased for ArmourMechs however, the passenger must dismount before the ArmourMech can modulate into a different configuration. **BIO-E Cost:** 1 per 2 additional seats. Double the cost if the pilot wants the seats to accommodate passengers while in Fusilier mode. This is not available for Vanguard modes.

Additional Speed: Boosts engine output to produce extra speed at a **BIO-E Cost** of 1 per Spd point. See the speed attribute description regarding how the additions affect the speed of both modes. Double cost when Spd attribute reaches 20.

Additional Vehicle Travel Method: Choose an additional medium for which the vehicle can travel upon using the speed attribute as described for the medium. For example a tracked tank could be rigged for surface water travel, or a jet fighter could be modified for space travel. **BIO-E Cost:** 10 per additional medium (Ground Effect, Hover, Atmospheric Flight, Surface Water, Submersible or Space) at full available speed. If only half speed is desired then the BIO-E Cost is also halved. If the pilot wishes merely to survive in the selected medium while relying on another form of propulsion (eg; float on water, survive in space) then the BIO-E Cost is 1 point per medium.

ArmourMech Interlocking Body Sensor Armour: An integral part of the ArmourMech's transforming mechanism. The high BIO-E cost for this system simulates the fact that without the armour there would be no Vanguard Mode. The Light ArmourMech's armour takes up the majority of the room on the small power armour frame hence the higher BIO-E cost. Any built-in circuitry such as radios, H.U.Ds, combat computers etc use cybernetic components integrated into the helmet. Standard Body Sensor Helmet is 50 M.D.C. Costs 1 BIO-E per additional 5 M.D.C of armour.

ArmourMech Type M.D.C BIO-E Cost

Light ArmourMech 60 40 points.

Medium ArmourMech 80 30 points.

Heavy ArmourMech 100 20 points.

Specifications: 6hr O₂ Supply, Fire Resistant and Radiation Shielded, Radio (Range 8km) Scrambled to Faction or special Frequencies, Utility belt holsters.

Armour Shield: A physical piece of armour either welded onto an arm or a detachable unit. Gives a bonus of +3 to parry while using the shield. **Shield M.D.C:** Size Level x 10, **Strike Damage:** 1D4 + Size Level M.D.C, **BIO-E Cost:** 2. Add 1 BIO-E to the cost if it is detachable. If the armour is guarding a specific area (such as a wheel, wing or even windshield) then the cost is 1 BIO-E point per armour section.

Artificial Intelligence Package: While it is technically feasible to implant a self-sufficient A.I into a Mechanimorph, the processing power to make the unit human-like is prohibitive. However, animal ArmourMech riders have been known to install a basic A.I system to emulate an animal's behaviour as well as a 'loyalty' program. This effectively brings the unit to the intelligence level of a dog or dolphin. **BIO-E Cost:** 5 for basic animal and loyalty program. Costs 1 BIO-E point for every extra skill the pilot wishes to add. Language skills must be bought if the rider wishes the A.I to speak via loudspeaker or radio, otherwise the A.I growls and chirrups according to its emulation program.

Attitude Micro-thrusters: Miniature thrusters that enable a unit in either mode to adjust the pitch and roll in space and underwater. They add a bonus of +1 to dodge in space and underwater as well as giving a +10% on pilot stunt rolls. **BIO-E Cost:** 1

Auto-dodge: This module specifically modifies the Neural Interpreter or sensor armour to give better response times. This only works on units, which are optimised for a specific pilot. **BIO-E Cost:** Size Level in points for a +2 to auto-dodge.

Booster Jets: Small thrusters built into the legs or lower torso that allows the Mechanimorph to leap their P.S in feet up or across. **BIO-E Cost:** 1

Built In Weapon Systems: The pilot can also integrate various weapons that are not part of the primary offensive module below. These are primarily low powered defensive weapons as well as Mechanimorph scale melee weapons. The list below details basic versions and their BIO-E cost. These descriptions should be used as a guide if incorporating robotic and cybernetic weaponry from various Palladium Roleplaying Games.

BladeDamage: 1D4 + Size LevelRange: MeleeBIO-E Cost: 1 point per blade. Double if retractable.**Vibroblade**Damage: 2D4 + Size LevelRange: MeleeBIO-E Cost: 2 points per blade. Double if retractable.**Claws**Damage: 1D4 + Size LevelRange: MeleeBIO-E Cost: 1 point per hand/paw. Double if 35% climbing bonus is desired.**Spikes**Damage: 1D6 + Size LevelRange: Melee. Projectile versions Range 120ft/36mBIO-E Cost: 2 points per hand. Double if projectile versions ()**Mini Laser**Damage: Size Level in M.D.CRange: 610ft (186m)Rate of Fire: Standard.BIO-E Cost: 2 points**Towline**Damage: 1D6 for spike damageCable Range: 120ft (36.6m)BIO-E Cost: 3 points**Chemical Spray**Damage: see Heroes Unlimited robot sectionBIO-E Cost: 5 points**S.D.C Guns**Damage: see Palladium machine gun descriptionsBIO-E Cost: 1 point for light, 2 points for heavy (ammo = Size Level x 200rnds)

Cargo section: The design of the unit simply allows the Hauling P.S Attribute to be used. See Step 3: Vehicle or Animal type for P.S capabilities of the Mechanimorph. **BIO-E Cost:** 2

Caterpillar Tracks: Heavy duty Ground Effect Movement suitable for unstable terrain. **M.D.C** per Track equal to Size Level x10. **BIO-E Cost:** 4 per pair.

Cockpit Security: A nasty electrical charge runs through the perpetrator, which will stun for 1D4 minutes unless a saving throw vs non-lethal poison is made. The pilot will then be paged if possible to alert of a break-in attempt. Even if the save is made, the security device will shock every thirty seconds that it detects movement. The security system can be overridden with correct tools and electrical skills but at a minus 10% penalty if the pilot has not switched it off. **BIO-E Cost:** 2

Combat Computer Upgrade: Add an additional +1 to weapons systems strike rolls. Can store/compute radar information and identify friends and foes. **BIO-E Cost:** 2

Communications Relay System: Functions as an on-field dispatcher and router and is also useful in orbit in communications satellite-type functions. The pilot should be proficient in multiple Radio skills to use this system effectively. **Antenna M.D.C:** 3 (-6 to hit), **BIO-E Cost:** 3

Construction Equipment: The vehicle is designed for building first and battle second. Options include tracked excavator, heavy hauler semi, dump truck, bulldozer, loader, crane, concrete mixer, and dredge. As there are too many types of construction vehicles to list here, this module allows the player/pilot to choose the type of construction vehicle the unit will become. Note that the P.S of the vehicle will become basis of the vehicle's load lifting/carrying/towing capabilities. The vehicle has a single purpose and attempting to multipurpose the vehicle (eg Crane/Excavator) will cost double. **M.D.C:** 50%, **BIO-E Cost:** 20. *Note that even ArmourMechs could become Construction vehicles. I would love to see a Bobcat Excavator/Vanguard unit in action!*

Detection and Analysis Equipment: The Palladium Portable Laboratory is a system that can be integrated into a Mechanimorph's design. Similar to a retractable mini-tool module, this system automates all of the instruments available in that portable laboratory. **BIO-E Cost:** 5.

Docking Assembly: Whether this is for a Truck, a shuttle transport, a boat or a civilian gev, this docking assembly enables the vehicle to hitch up a trailer or cargo pod to the back and haul the standard haulage weight for the size level. **BIO-E Cost:** 1

Ejection Seat: A standard ejection system built into the pilot's and any additional seating. Shoots the pilot out of either mode although it takes an additional action to eject out of a Fusilier. **BIO-E Cost:** 1

- Electromagnetic Field Generator:** Can scramble electrical signals within a (Size Level x10 Feet) radius. Can also attract metal objects up to the Size Level x10 in pounds within the same radius. **BIO-E Cost:** 5
- Electronic Shielding:** Electrical and weapons components are specially shielded from emitting more radiation or ambient signals than a typical civilian vehicle. Effective at border checking stations where a vehicle's weight and electronic emissions are recorded. **BIO-E Cost:** 3
- Electronic Counter Measures:** This Electronic jamming system can be used to impede weapon locks and active sensor scans. While ECM is engaged no friendly communications can take place. Energy shield projection systems muffle the signal to make ECM fairly worthless if both are active. While actively jamming, opponents and friendlies cannot communicate via radio or Neural nodes. Only line-of-sight laser communications is useful. Attacks require a Weapons Systems skill check to successfully take aim and even then at a natural D20 roll. **ECM Range:** Size Level x30ft (x10m), **BIO-E Cost:** 3
- Energy Dampeners:** An alloy is mixed in with the armour absorbs 5 M.D per 1 BIO-E point spent against energy attacks.
- Expressive Facial Unit:** This feature is surprisingly useful in combat. Officers found that a lot of orders were followed more carefully when pilots under their command could see the commander's facial expressions during a skirmish. It is also an age-old psychological weapon when opponents scowl at each other across the battlefield. Coupled with a decent loudspeaker or communications system, the expressive facial unit can mimic nearly every human facial and voice emotion. Battle legends tell of a Tank Mechanimorph with the single oily tear always running down a single cheek as it charged into battle. **BIO-E Cost:** 1.
- Field Energy Recharge Unit:** Useful as a Mechanimorph field support device and automatically gives the Mechanimorph unlimited energy weapons charges. Allows other Mechanimorphs or vehicles to recharge their weapon charge cells in the field. Weapons cells are powered at a rate of the Field Recharger's Size Level in charges per hour. **BIO-E Cost:** 25
- Firefighting Equipment:** Hoses, nozzles, ladders, valves required to link to standard hydrants and control fires. **BIO-E Cost:** 3. If additional water/chemical tanks are desired, the cost is 1 BIO-E point per tank holding the Size Level x10 in gallons.
- Fusion Plant Upgrade:** Since most vehicles run on micro-fusion plants on Telminar, it is pointless to describe the numerous power systems that could be available to run a vehicle (see Robot and Vehicle construction rules in Heroes Unlimited). However a power-plant upgrade is much more common than actually replacing it with a different kind. A Fusion Plant Upgrade enhances a Mechanimorph's running and transport speed by adding a bonus of +3 to the Spd Attribute. The upgrade also improves built-in energy weapon ranges by 10%. **BIO-E Cost:** 5.
- Heat Shielding Armour:** Prevents Re-entry burn up and plasma weaponry only does half damage. **BIO-E Cost:** 5
- Helium Gas Ballast tanks:** A lighter-than-air gas that not only enables a Mechanimorph to stay afloat in water but can also be used to lighten the weight of the unit when passing over a weighbridge, load cell or similar stress monitoring equipment. Vehicle size/mass ratios are good indications of Mechanimorphs disguised in transport mode. **BIO-E Cost:** 2. Add another BIO-E point if special materials are to be used to prevent detectable Helium emissions.
- High Pressure Capable Hull:** Prevents armour from collapsing and imploding at greater water and gas pressures. **BIO-E Cost:** 1 per further 300ft (100m) depth after 2000ft (610m) depth has been reached. Costs double once depths of around a mile have been reached.
- Holographic Projector:** A clever device that uses sophisticated lasers to project a realistic three-dimensional image. The computer system can hold the total amount of illusions equal to the unit's size level and up to a size of 20ft cubed. The projector must first record an image at close range, which takes two full melees (30 seconds) before being able to project it up to twenty metres away. This could technically turn the Mechanimorph invisible at a distance by projecting a "duck blind" type of image. The hologram produces no sound and will not fool close scrutiny or advanced optics such as thermal imaging. It will fool standard Mechanimorph video optics at a reasonable distance however. 300+ foot Range - 80% Successful, 150ft Range - 50% Successful, 30ft Range - 20% Successful. Note that these percentages can also be used against perception rolls (divide by 15 round down). **M.D.C:** 20%, **BIO-E Cost:** 5. *Costs an additional 2 BIO-E points to make the projector functional in all modes.*
- Jet Backpack:** Once modulated in a combat mode, a backpack becomes available for use. The maximum in-flight speed is 20mph (32km/h) per size level. Units with flight also get a + 2 to Dodge while flying, + 4 to Dodge while at maximum flight speed. For every 40mph of flying speed, the unit can do an additional + 2 to damage. **M.D.C:** 20%, **BIO-E Cost:** 10. *Costs an additional 1 BIO-E point for an extra 50mph (80km/h) of maximum speed. Costs an additional 5 BIO-E points for a hidden retractable backpack.*
- LCD Paint-job:** A small current charges a special paint, which forces it to conform to a specific colour. Has a 256-colour palette range, which can be programmed by the pilot to change preset designs and colour schemes. This does have military use as a camouflage aid however it is frighteningly expensive to repair! If the Mechanimorph is not part of an espionage outfit, the military may provide the paint-job on the proviso of repairs at the pilot's own expense. Repair costs start at †10,000 per square foot of damage and the paint peels after the first 10 M.D.C of damage to the armour. Pilots with the Detect Concealment skill are capable of modifying the colour schemes for a chameleon-like blending ability. **BIO-E Cost:** 2.
- Low-Gravity Surface Traction Compensator:** This system allows a wheeled vehicle to function normally and without penalty on the low gravity portions of the Telminar surface. The compensator is a vectored thrust system that vents small heat exhaust streams from the fusion generator. Check out the section on low gravity environments to find out the limitations that occur when this system isn't installed. **BIO-E Cost:** 2.
- Martial Art Flexibility:** A slight modification to the frame to allow additional flexibility for martial art moves or even gymnastics. **BIO-E Cost:** 3. Note that most robot animal styles would automatically receive this module. Exceptions of course are large lumbering animal types and many aquatic types.
- Mechanoid Power Crystal:** By integrating a power crystal into the unit, all components function as if they were one size level higher

than the unit actually is. Even though the planet Telminar is a Mechanoid Planetship, the amount of Power Crystals are actually quite scarce as specific Mechanoids were tasked with creating them. If a stockpile of these Power Crystals were to be uncovered, they would be worth an absolute fortune. A crystal gives a Mechanimorph an energy life of 100 years before requiring a replacement crystal. **BIO-E Cost:** 20

Mechanoid Psionic Conduction Circuitry: A modification to the Mechanoid casing circuitry that allowed the psionic cyborg inside to use their psionic abilities to full effect. This effectively means that a psionic pilot can use the Mechanimorph as a conduit for their psionic abilities. Psionic ability ranges are doubled while inside a Fusilier and damage is converted to M.D.C. I.S.P is depleted normally. A Mechanoid Power Crystal must be purchased with this module. **BIO-E Cost:** 15. This is a recent innovation, which has been met with reservations. Most Factions do not allow this modification and strict penalties may be brought against any unauthorised installations.

Medical First Aid Equipment: Used mainly for emergency vehicles but available in other designs. Includes life extension equipment, drug kit, I.V kits, and all the other medical gear commonly found in ambulances. Buy additional seating if the pilot wishes to transport patients as well. **BIO-E Cost:** 1

Mini Tool Appendages: A field repair unit with- drill: Any increment of 1D6 up to 6D6 S.D.C.; small, heavy drill: 1D4 M.D, large drill: 2D6 M.D or 4D6 M.D, Light fusion torch: 1D6 M.D, Light laser: Any increment of 1D6 up to 4D6 M.D Heavy laser: 3D6 or 5D6. **M.D.C:** 5 per tool, **BIO-E Cost:** 3 for exposed tools and 5 BIO-E for hidden retractable tools available in any mode.

Modulation Attributes: Useful for the monolithic Mechanimorphs reaching size levels from 17 to 20. This module upgrades the transformation capability of the unit by using module BIO-E points to supplement the Vehicle description BIO-E points. **BIO-E Cost:** 1 point for every 1 point spent on Modulation Attributes.

Neural Interpreter Interface- Body Sensor Armour: The most basic control system; where the pilot's body movements, muscle contractions, and sense of balance are magnified by the combat unit. This system is most commonly used on ArmourMechs, as they are little more than transforming powerarmour suits. See the Mechanimorph Combat section for bonuses. **BIO-E Cost:** nil. See the pilot armour option for characteristics of interlocking armour.

Neural Interpreter Interface- Cyber-Integration: The pilot is no longer anything resembling a natural organism after opting to undergo a complete transplant of their brain and nervous system into a Mechanimorph casing. **BIO-E Cost:** 6. This cost takes into account all the support systems and the armoured neural tank (M.D.C: 100) and includes the Martial Art Flexibility module.

Neural Interpreter Interface- Cyber-system: The most common invasive form of Mechanimorph control. A simple dataplug is surgically placed behind the pilot's head for interfacing with the Mechanimorph's internal gyros and power systems. See the Mechanimorph Combat section for bonuses. **BIO-E Cost:** 3

Neural Interpreter Interface- Telemechanic control: Effectively making the unit impossible to operate in combat configuration unless they possess the telemechanics psionic ability or are attuned to the Mechanimorph via a Psi-Technician. **BIO-E Cost:** nil. A psionic defence system that requires a telemechanic thief to save verses a 3D6 Mind Bolt costs 3 BIO-E points.

Optional Modifications: Ninjas and Superspies as well as Heroes Unlimited has a vehicle construction section that have many optional extras (such as Vehicle Active Suspension) that are valid additions to the Mechanimorph. While a lot of the Equipment and accessories have a version in this list the others will cost 1 BIO-E point each. Two smaller equipment choices that don't include the various travel capability options can be bought for the same 1 BIO-E cost (eg Searchlight, Trailer hitch, Ram Prow)

Pressurised Cockpit: A totally sealed cockpit that allows the pilot to be submerged, at high altitudes and in space without problems. **BIO-E Cost:** 1 for finite oxygen supply of two hours per Size Level. 5 BIO-E for regenerative system that does not need recharging.

Quick Modulator Mechanism: An upgrade to the standard Mechanimorph or ArmourMech transforming circuitry. This mechanism halves the time to modulate between modes to one melee action. **BIO-E Cost:** 5.

Rebreather System: Comes in two varieties and must be bought twice for both systems. An atmosphere Rebreather scrubs and stores a half-hour buffer of oxygen from the surrounding atmosphere so the pilot does not have to wear environmental body armour. An aquatic rebreather works like fish gills and extracts oxygen from the water. ArmourMechs would have the system connecting to the Interlocking Body armour so as to avoid using the finite oxygen storage in the suit. **BIO-E Cost:** 1

Reinforced Pilot Compartment: Protects the pilot in any mode. **M.D.C:** 100, **BIO-E Cost:** 2

Scan Dihilator: Exactly the same capabilities of the portable system described in Beyond the Supernatural and Heroes Unlimited. **BIO-E Cost:** 5.

Self-Destruct System: Will overload the fusion generator to engulf the unit in plasma fire. **Damage:** 4D6x10 M.D damage radius of the Mechanimorph's Size Level in feet.. **BIO-E Cost:** 1

Shield Projector: Derived off Mechanoid technology this power intensive defensive unit can only be engaged at the cost of draining power from offensive systems. This is partly a safety factor as the energy shield stops both external and internal weapons fire! The projector cannot instantly regenerate the shield once it has been overloaded with damage. It must be rested for 1D4 melees before another shield can be projected. **Shield M.D.C:** Size Level x 50, **Duration:** Size Level in Melees, **BIO-E Cost:** 10 for a shield that covers the entire unit. If the shield is only covering an arm (+3 to parry) or head unit then the cost is 5 BIO-E points.

Sidecar/Module Pod: External casing commonly used for additional functionality for smaller vehicles such as ArmourMechs. Simply, a Sidecar gains the builder a bonus 10 BIO-E points for use in installing components and modules into the sidecar. These bonus BIO-E points can also be used in the weapons construction step, which would mean that the weapon is housed in the sidecar or pod. A further bonus is that the module is available in any mode. **M.D.C:** 50%, **BIO-E Cost** is 2 per pod and there is a limit of two per Mechanimorph.

The penalties to using the sidecar are:

- Minus 10% per sidecar or module pod to piloting rolls during combat manoeuvres
- Pod is readily recognised as a non-civilian weapon/device, making incursions impossible unless the next option is taken.
- Halves the available BIO-E points to 5 if the pod is to be disguised as civilian-type while in transport mode.
- There are no minuses to target with an aimed shot.
- Reduces top speed by 10% per pod.
- Adds Size level x 1000lbs to the overall weight.

Siren and Lights: Emergency vehicles get these free at the vehicle construction stage but if a pilot wishes to have a siren and flashing light package installed in anything but an emergency vehicle the **M.D.C:** 5, **BIO-E Cost** is one point. Includes the radio traffic signal changer.

Special Audio or Sensor or Communications Systems: There is a plethora of readily available Palladium robotic and cybernetic systems that can be incorporated into a Mechanimorph. Rather than simply re-listing all of them a simple **BIO-E Cost** of 1 point per system will cover installing them into the unit. Note that Mechanimorphs and ArmourMechs get a standard sensor system described elsewhere. Cybernetic and bionic descriptions may be more appropriate for ArmourMech sensors as most of the circuitry will be located in the helmet.

System Failure Inducer: Nasty little weapon that is like a "Taser" for Mechanimorphs. Only has its Size Level in charges and must be in contact with the target. The victim must roll versus Systems Failure (see M.D.C) starting at the 50% Damage level and using the other percentages if the victim is damaged further. Failure to save means rolling on the Malfunction table also in the M.D.C section. **BIO-E Cost:** 15

Vehicle Engine and Propulsion Systems: The propulsion methods of a vehicle must be powered by an engine system than converts fusion energy to a kinetic energy that will run the wheels, wings, turbines etc of the vehicle.

Afterburner: Enables jet propelled vehicles to reach Telminar Mach speeds (631mph or 1010km/h) for the duration of the vehicle's P.E attribute in melees. **BIO-E Cost:** 2 points per additional Mach Speed to a maximum of Mach 8. Costs an additional 2 BIO-E points per Mach speed if the pilot wants a cruising speed of P.E attribute x 10 minutes. Once P.E limit is reached the vehicle must refuel the afterburner before further use.

Aquatic Flotation or seaworthy hull: The Mechanimorph can float and not take on water in any mode but still needs some form of propulsion. An animal or fusilier mode could use this module as a swimming aid. **BIO-E Cost:** 4

Fusion Space Drive: Fusion drives utilise thrust from plasma forced through a magnetic field to propel the mechanimorph. Fuelled by hydrogen, fusion reactors produce helium as a waste product. This is the primary drive of a trans-orbital spacecraft. **BIO-E Cost:** 4.

GeV Engine: While the power system is often fusion a generator, there still needs to be a mechanical engine that provides torque for the transmission to turn the wheels. **BIO-E Cost:** 4.

Hydro Drive: Usually a Hydro-Magneto Drive or simple propeller system that allows the vessel to travel both above and below water. **BIO-E Cost:** 4.

Hydrofoils: Used for aquaplaning across a body of water. Note that a propulsion system is still needed. **M.D.C:** 5%, **BIO-E Cost:** 1 per pair.

Jet Propulsion System: A turbine producing enough thrust usually to propel a craft though the air provided that sufficient lift is maintained (usually by wings). **BIO-E Cost:** 4.

Low Altitude Hover System: Some transports are not quite aircraft and not quite Ground Effect vehicles. The ultimate all-terrain system, the Hover-vehicle can climb its Size Level x1000 in feet (x300m) or skim a couple of feet above the surface. Unlike a Mechanoid Anti-Gravity unit, a series of turbines keep the vehicle aloft which make the hover system far from silent. **M.D.C:** 25%, **BIO-E Cost:** 4.

Magneto-Repulsion System: The most popular method of civilian Ground Effect Movement. Using the metals in the Telminar road systems, the transport is repelled and propelled off the ground by pulsing electromagnetic fields. The stopping distance is half a tyre system and these babies are a dream to parallel park! There is no tyre or engine wear as there is no torque produced to propel the vehicle. The vehicle rests on small skids when the Mag-System is not engaged. Of course this system is not useful for off-road use, even with decent metal deposits as they are bound to be inconsistent. **M.D.C:** 40%, **BIO-E Cost:** 4.

Mechanoid Anti-Gravity Units: Drawing power directly from a Mechanoid Power Crystal, these small units can keep the Mechanimorph aloft in either mode. Excellent for prowling, these units make a low pulsing noise that can only be heard six feet away. See the speed attribute table for maximum transport speeds. Requires at Mechanoid Power Crystal to operate. **BIO-E Cost:** 5.

Wheels/Tyres: The most basic form of Ground Effect Movement. Note that a propulsion system is still needed. **M.D.C** per Wheel/Tyre equal to the Size Level. **BIO-E Cost:** 1 per pair.

Wings: Used for creating lift for aircraft in an atmosphere and stability for some submersible craft. **M.D.C:** 25%, **BIO-E Cost:** 4 per pair. If used as stabilisers or tail fins the cost is 2 BIO-E points per pair and half the wing M.D.C.

Step 7: Determine M.D.C.

Mega-Damage Capacity is directly related to the vehicle's size. The main body M.D.C of the Mechanimorph or ArmourMech is simply the Structural Endurance attribute multiplied by the M.D.C factor on the size level chart (*See the Physical Size Chart*). Additional M.D.C. may be purchased later on in the component stage. Unfortunately I couldn't avoid **some** calculator use in

constructing Mechanimorphs without generating lengthier rules.

M.D.C must be calculated by location:

- 25% for both legs
- 15% for both arms
- 10% for the head
- 50% to the main body.

For example a final M.D.C tally of 500 would be allocated as:

Legs (2): 125 each

Arms (2): 75 each

*Head: 50

**Main Body: 250 (plus any additional body armour purchased from the Powers section)

*Destroying the head/helmet will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on personal vision and senses. No MNI bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit. Thus it 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 main body will shut the unit down completely, making it useless.

Systems Failure (Optional)

When more than 50% damage is inflicted to the Mechanimorph's main body, the robot must save versus a Systems Failure where the Mechanimorph succumbs to some form of malfunction. The Following table shows the chances of Systems Failure and the effects of failing that roll. Note that exceptionally well-built Mechanimorphs (P.E of 17 or higher) get bonuses to the Systems Failure roll. Rolling above the Safety percentage means a system will malfunction.

M.D.C Damage Inflicted System's Failure Safety

50%	90%
60%	75%
80%	50%
90%	30%
100%	Destruction

Systems Failure Table: Use this table if the Safety roll above was failed:

- 01 - 10: **Primary Weapon Malfunction** will keep a weapon inoperative for 1D6 melees
- 11 - 15: **Speed halved**, whether in Combat or Transport mode, for 1D6 melees
- 16 - 20: **Modulation mechanism** is malfunctioning for 1D6 melees. Stuck in a particular mode.
- 21 - 30: **Cockpit fire!** The smoke and suppression foam creates pilot penalties of -25% and -6 to combat rolls.
- 31 - 43: **Communications system failure** prevents using the on-board systems for 2D6 melees
- 44 - 69: **Power surge** adds x2 to the next damage roll (excluding missiles) before fusing the weapon/limb solid. Must be replaced.
- 70 - 79: **Directional systems jam** prevents the unit from changing direction. When hit, the unit can only travel in the same direction without turning or reversing for the next 1D6 melees!
- 80 - 00: **Lucked out!** The systems fade in and out only losing a single attack and initiative that melee round.

Step 8: Offensive Weapons Modules:

40 BIO-E Point Pool.

This special pool of BIO-E points constructs the weaponry available to the Mechanimorph or ArmourMech. Points not spent in the previous building steps may be carried over to weapons construction. This is a unique system of weapons construction in that it allows for complete customisation of a weapon and produces a unique result. Simply use the table below to either roll randomly or select the options for the Mechanimorph weapon, ensuring that the BIO-E point cost is not more than the available points.

The following table creates the actual type of weapon system and where it will be mounted. Mounted weaponry requires weapons systems skills to operate them. Modular weaponry is hidden from view until activated. A gun pod can use Aimed, Burst and

Sniping rules but is also able to be removed/stolen from the Mechanimorph. Single mode can mean being available in either transport or combat mode. Arm mounted means being only available in Fusilier, Animal or Vanguard mode. Head mounted weapons are also only available in modes where a head unit is exposed.

Table 1: Weapon Mount type

Roll %	Weapon Mount and Mode	BIO-E	M.D.C
01 - 10	Frame Fixed - single mode	5	Size Level x 5
11 - 17	Frame Fixed - any mode	7	Size Level x 5
18 - 30	Frame Modular - single mode	10	Size Level x 5
31 - 40	Frame Modular - any mode	15	Size Level x 5
41 - 55	Fixed Arm Mounted	10	Size Level x 5
56 - 65	Modular Arm Mounted	15	Size Level x 5
66 - 80	Gun Pod - single mode	5	Size Level x 10
81 - 90	Gun Pod - any mode	7	Size Level x 10
91 - 00	Head mounted	5	Size Level x 5

Table 2: Weapon Type

Note that standard Palladium rules regarding ranges in Space and Underwater also apply to these weapons.

Roll %	Weapon Type	Range in Feet	BIO-E	Rate of Fire	Bonuses and Effects
01 - 10	Ion	Size Level x 50	3	Standard	Automatically get Unlimited Payload
11 - 19	Particle Beam Cannon	Size Level x 60	10	4 per Melee	+10% chance of Knocking target off feet
20 - 32	Rail Gun	Size Level x 75	10	Single or Bursts	Machine gun rules for burst multipliers
33 - 40	Mechanoid PBC	Size Level x 80	15	Standard	+15% chance of Knocking target off feet
41 - 49	Plasma	Size Level x 50	15	4 per Melee	20% chance of engulfing target in flames
50 - 58	Mini Missile	see Missile Table	15	Single or Volley	Maximum Volley Size equal to Size Level
59 - 64	Short Range Missile	see Missile Table	20	Single or Volley	Maximum Volley Size equal to Size Level
65 - 67	Medium Range Missile	see Missile Table	25	Single or Volley	Maximum Volley Size equal to Size Level
68 - 69	Long Range Missile	see Missile Table	29	Single or Volley	Maximum Volley Size equal to Size Level
70 - 80	Ionisation	Size Level x 20	10	4 per Melee	Optional Stun blast (see Missile table)
81 - 88	Grenade Launcher	Size Level x 50	7	3 per Melee	area of effect equal to Size Level in feet
89 - 00	Laser	Size Level x 100	5	Standard	Automatically get Unlimited Payload

Table 3: Damage and Payload Costs.

Melee weapons with "no range" are actually energy "bottled" into the shape of a sword, trident or hammer etc. Pilots must choose for a single weapon form or pay an additional 5 BIO-E points for a variable melee weapon type. Psionic pilots with suitable abilities can use these variable energies creatively (energy ball and chain for example). Melee weapons also gain any P.S damage bonuses that the Mechanimorph has. Rail guns, Particle Beams or grenades cannot be melee weapons. Missile Ranges cannot be bought down and their maximum number of missiles fired per volley is equal to their Size Level. Any non-energy weapon cannot buy the unlimited ammo option. A finite weapon payload for energy weapons means once all shots have been discharged, the Mechanimorph must use a recharge station to build up energy at a rate of one charge per minute. If a recharge facility is not available the unit's fusion generator will build energy at a rate of one charge per hour!

Range Modifier	BIO-E
Melee Range	Refund - 10
1/4 Range	Refund - 7
1/2 Range	Refund - 5
3/4 Range	Refund - 3
No Change	No Cost
125% Range	Costs + 3
150% Range	Costs + 5
Weapon Damage	BIO-E Cost
1D4x10 + Size Level	5 Points
1D6x10 + Size Level	10 Points

1D8x10 + Size Level	15 Points
1D10x10 + Size Level	20 Points
2D6x10 + Size Level	25 Points
3D6x10 + Size Level	35 Points

Payload or Number of Bursts	BIO-E Cost
Size Level	0 Points
Size Level x 2	5 Points
Size Level x 5	10 Points
Size Level x 10	15 Points
Size Level x 20	25 Points
Unlimited	30 Points

Table 4: Hand to Hand Damage

This table shows the amounts of damage the Mechanimorph or ArmourMech can inflict while engaging in hand to hand combat. The damage bonuses in the P.S attribute chart are applicable to these damage rolls.

Size Level and Damage

Combat Moves	Sizes 1 to 3	Sizes 4 to 6	Sizes 7 to 9	Sizes 10 to 13	Sizes 14 to 16	Sizes 17 to 18	Sizes 19 to 20
Strike (Punch)	1D4 M.D	1D6 M.D	1D8 M.D	1D10 M.D	2D6 M.D	2D8 M.D	4D6 M.D
Restrained Punch	4D6 S.D.C	6D6 S.D.C	1D6x10 S.D.C	1D4 M.D	1D6 M.D	1D8 M.D	2D6 M.D
Knife Hand	1D6 M.D	1D8 M.D	1D10 M.D	2D6 M.D	2D8 M.D	2D10 M.D	5D6 M.D
Power Punch	2D4 M.D	2D6 M.D	2D8 M.D	2D10 M.D	4D6 M.D	1D4x10 M.D	1D6x10 M.D
Kick Attack	1D4 M.D	1D6 M.D	1D8 M.D	1D10 M.D	2D6 M.D	2D8 M.D	1D4x10 M.D
Roundhouse Kick	1D6 M.D	1D8 M.D	1D10 M.D	2D6 M.D	2D8 M.D	2D10 M.D	1D6x10 M.D
Stomp	6D6 S.D.C	1D4 M.D	1D6 M.D	1D8 M.D	1D10 M.D	2D6 M.D	3D6 M.D
Jump Kick	2D4 M.D	2D6 M.D	2D8 M.D	2D10 M.D	4D6 M.D	1D4x10 M.D	2D4x10 M.D
Flying Leap Kick	2D6 M.D	2D8 M.D	2D10 M.D	4D6 M.D	1D4x10 M.D	1D6x10 M.D	2D6x10 M.D
Body Block/Tackle	1D4 M.D	1D6 M.D	1D8 M.D	1D10 M.D	2D6 M.D	2D8 M.D	1D4x10 M.D
Body Flip/Throw	1D4 M.D	1D6 M.D	1D8 M.D	1D10 M.D	2D6 M.D	2D8 M.D	1D4x10 M.D

Stomp attacks can be made on objects three size levels or lower to the stomping Mechanimorph. For every three levels the target is less than the stomping Mechanimorph, add another dice roll to the damage. For example a Size 12 stomp on a Size 2 ArmourMech does a total of 1D8+ (S.L 2 is less than 3 x 3 levels) = 4D8 megadamage.

Leap attacks require booster jets for Mechanimorphs of size levels higher than 14. Leap attacks from Mechanimorphs Size Level 18 to 20 not only counts as a full melee attack but also end up losing the initiative for the rest of the melee round (*the leap attack is almost like a shuttle lift-off rather than an actual leap*).

Vehicle Descriptions

The following vehicle descriptions have been formatted to correspond with the Palladium Animal descriptions used for creating mutant animals. Note that the vehicle builder must choose and pay points for a propulsion method from the Additional Modules section.

"How do you decide in which 'Morph type you want to specialise in? Do you want the Skirmisher type with all that manoeuvrability, speed and power? Do you want the Legionnaire type with the all round performance, decent armour and decent weapons? Or do you want to tower over everyone and everything when you convert from a lumbering Cargo Submarine into a lumbering Fusilier with armour and weaponry coming out the gills? Well students those are the choices you have to make when you put in your preferences. One day you may be good enough to qualify for Champion-type Mechanimorphs. Alternatively one day you might be a washed out Hydro Patrolman with his ArmourMech Jetski thinking about what could have been."

Sergeant Ollet; Mechanimorph Pilot Instructor at the Mardozi Mechanimorph academy; Marrian City

Automobile (Gev) Frame

Description: The people mover of Telminar is no different to the thousands of models in existence throughout the known industrial worlds. Commonly able to seat between 2 and 4 individuals of average human dimensions, there are also 'family' versions with much

higher seating accommodations or cargo versions where the rear of the vehicle is a tray or enclosed canopy used for transporting goods. The most common variety of Ground Effect Vehicle (G.E.V or Gev) is the urban Magneto-Repulsion system where the Gev runs along metal embedded roads repulsed and propelled by a magnetic field. The second most common type is the wheeled drive Gev, which is commonly used for highway travel where M-R roads are not available. Military Automobiles are usually fitted with Hover systems, which technically doesn't make them G.E.Vs any more, but they certainly aren't aircraft either.

Size Level: Compact - 5

Sedan - 7

Family/Utility - 9

Mini-Van/Recreational Vehicle - 10

Length: Compact - 11ft (3.35m)

Sedan - 12ft (3.66m)

Family/Utility - 13ft (3.96m)

Mini-Van/Recreational Vehicle - 13 to 14ft (3.96m to 4.27m)

Weight: Compact - 1000lbs (453.6kg)

Sedan - 1400lbs (635kg)

Family/Utility - 1800lbs (816kg)

Mini-Van/Recreational Vehicle - 1400lbs (635kg)

Build: Medium

MECHANIMORPH CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: P.E. +1, Spd. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; A regular Civilian Gev that cannot modulate into any other form of vehicle.

5 BIO-E for Partial; Cockpit raises as hood and trunk of the car fold under it. Arms are available.

10 BIO-E for Full; Complete modulation into different form.

Natural Weapons: None

Powers: Purchase a mode of transportation from the Additional Modules construction step.

5 BIO-E for "Sports Pack"; paint scheme, spoilers and detailing that add +2 to the P.B attribute

10 BIO-E for "Name Brand" body shape; the Gev is a replica of a luxury car or sports model P.S 20 or +1D4.

1 BIO-E per 2 Additional Passenger Seats.

15 BIO-E for Light Military Armour; M.D.C. +60

30 BIO-E for Medium Military Armour; M.D.C. +100

45 BIO-E for Heavy Military Armour; M.D.C. +160

Civilian Powercycle/Motorcycle Frame

Description: A small vehicle commonly ridden by a single pilot, a motorcycle is a traditional motorised two-wheeled unit while the Powercycles are the non-wheeled versions also called *hovercycles* and *magnacycles* after the machine's propulsion methods. hydrocycle is the Telminar equivalent to a water jet-ski. The cycles range from the light trail bikes used in Askellan nature reserves and Vanerm farming land, the smaller urban cycle that youths begin driving on, the high performance urban cycle and the road hog type that is commonly driven by Planetship wandering Level Rat Gangs. The largest of the powercycles is almost the size of a compact car and is the envy of many a 'Cycle enthusiast.

Size Level: Light "Trail" type - 1

Urban Medium type - 2

Road Hog or Urban Sports - 3

Heavy Pathfinder - 4

Length: Light "Trail" type - 4ft (1.22m)

Urban Medium type - 4ft (1.22m)

Road Hog or Urban Sports - 4 to 5ft (1.22 - 1.52m)

Heavy Pathfinder - 4ft 6in to 6ft (1.37 - 1.83m)

Weight: Light "Trail" type - 100lbs (45.36kg)

Urban Medium type - 150lbs (68.18kg)

Road Hog or Urban Sports - 300lbs (136.36kg)

Heavy Pathfinder - 600lbs (272.72kg)

Build: Short

MECHANIMORPH CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: P.E. +1, Spd. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; There is no discernible difference between a regular powercycle and this unit.
5 BIO-E for Partial; Still a basic powercycle shape only with access to arm units.
10 BIO-E for Full; Complete modulation into different form, usually an ArmourMech configuration.

Natural Weapons: None

Powers: Purchase a mode of transportation from the Additional Modules construction step.
5 BIO-E for "Sports Pack"; paint scheme, spoilers and detailing that add +2 to the P.B attribute
1 BIO-E per 2 Additional Passenger Seats.
15 BIO-E for Light Military Armour; M.D.C. +60
30 BIO-E for Medium Military Armour; M.D.C. +100

Civilian Truck Cargo or Passenger Frame

Description: The cargo mover of Telminar is no different to the thousands of models in existence throughout the known industrial worlds. Commonly able to seat 2 individuals of average human dimensions and carrying cargo on a tray-back, there are also passenger versions with much higher seating accommodations. The most common variety of urban truck propulsion is the urban Magneto-Repulsion system where the truck runs along metal embedded roads repulsed and propelled by a magnetic field. The most common type of inter-settlement cargo hauler is the wheeled drive truck because of the majority of highway travel where M-R roads are not available. Many front-line Military trucks have also been fitted with hover systems, which creates a very expedient form of cargo and troop transport. Passenger Buses are uncommon Fusilier or Animal Mechanimorph types as the passengers cannot remain inside during a modulation, but military troop transports are popular multi-role Type Alpha Mechanimorphs. Note that these truck frames can be also be used for creating aquatic cargo vessels and even small space shuttles. The other type of truck frame is the Hovercopter, which is the Telminar version of a helicopter. This vehicle uses vectored turbines to generate lift and provides for a much greater cargo than other vehicles.

Size Level: Light Rigid/Passenger - 8
Medium Rigid/Passenger - 10
Heavy Rigid/Passenger - 13

Length: Light Rigid/Passenger - 10ft (3.05m)
Medium Rigid/Passenger - 20ft (6.10m)
Heavy Rigid/Passenger - 30ft (9.15m)

Weight: Light Rigid/Passenger - 4 tonnes
Medium Rigid/Passenger - 8 tonnes
Heavy Rigid/Passenger - 12 tonnes

Build: Long

MECHANIMORPH CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: P.S. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; A regular Civilian Gev that cannot modulate into any other form except a Type Alpha.
5 BIO-E for Partial; Truck cab raises as rear section alters slightly. Arms are available.
10 BIO-E for Full; Complete modulation into different form.

Natural Weapons: None

Powers: Purchase a mode of transportation from the Additional Modules construction step.
2 BIO-E for Cargo Space (see description in Additional Modules)
1 BIO-E per 2 Additional Passenger Seats.
15 BIO-E for Light Military Armour; M.D.C. +60
30 BIO-E for Medium Military Armour; M.D.C. +100
45 BIO-E for Heavy Military Armour; M.D.C. +160

Boat/Ocean Going Vessel Frame

Description: These boat-hulled vehicles are the mainstays of the Senarbi Union's coolant tank ocean transport system. Many of these vessels are also fitted with hover systems for faster travel over longer distances, and others are fitted with submersible systems to enable underwater travel. Telminar ocean vessels have more in common with space vessels than traditional boats because the original coolant ocean explorers were using retrofitted space shuttles to begin with. Soon the fishermen and aquaculturists designed their own vessels that best suited their needs. Senarbi Military vessels are actually quite cunningly designed to mimic the sonar images of various sea-life thriving in the coolant tanks (see Animal Descriptions). Most Telminar vessels have enclosed cockpits and quite a few have submersible capabilities so as to reach the Aqua-Farms.

Size Level: Recreational - 5

Commercial - 9

Large Passenger - 11

Multi-role Vessel - 12

Length: Recreational - 7ft to 12ft (2.13m to 3.65m)

Commercial - 16ft to 20ft (4.88m to 6.10m)

Large Passenger - 30ft (9.15m)

Multi-role Vessel - 30ft to 40ft (9.15m to 12.2m)

Weight: Recreational - 500lbs (227kg)

Commercial - 2500lbs (1136kg)

Large Passenger - 8000lbs (2439kg)

Multi-role Vessel - 8000 to 12000lbs (2439 to 5455kg)

Build: Long

MECHANIMORPH CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; A regular Ocean vessel that cannot modulate into any other form except a Type Alpha.

5 BIO-E for Partial; Cockpit raises as internal hull modules reshape. Arms are available.

10 BIO-E for Full; Complete modulation into different form.

Natural Weapons: None

Powers: Purchase a mode of transportation from the Additional Modules construction step.

5 BIO-E for "Sports Pack"; paint scheme, spoilers and detailing that add +2 to the P.B attribute

1 BIO-E per 2 Additional Passenger Seats.

15 BIO-E for Light Military Armour; M.D.C. +60

Aircraft Frame

Description: While airframes come in all sizes, the basic frame shape is the same across the board. Even Trans-orbital craft are constructed along the "winged fuselage with flight stabilisers" archetype. Airframes are used for enabling the atmosphere of a planet to provide the lift needed to keep the craft aloft. Aircraft frames range from single pilot Aerolites to huge cargo transports that can carry tonnes of equipment and personnel. There is an aircraft frame for every available size level. Aircraft Frames start at Size Level 20 however size levels can be bought down to provide BIO-E points for Mechanimorph construction.

Size Level: 20

Length and Wingspan: Size Level x 10ft

Weight: See Size Level chart

Build: Long

MECHANIMORPH CHANGES & COSTS

Total BIO-E: None. Most fully-fledged airframes belong to Faction militaries and are therefore eligible for the military or non-civilian appearance weakness (5 BIO-E points).

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; A regular Airframe that cannot modulate into any other form except a Type Alpha.
5 BIO-E for Partial; Cockpit remains parallel with the ground while rear fuselage lowers. Arms are available.
10 BIO-E for Full; Complete modulation into different form.

Natural Weapons: None

Powers: Purchase a mode of transportation from the Additional Modules construction step.
1 BIO-E per 2 Additional Passenger Seats.
15 BIO-E for Light Military Armour; M.D.C. +60
30 BIO-E for Medium Military Armour; M.D.C. +100
Fixed-Frame mounted weapon systems can be bought without the 5 BIO-E cost.

Construction Frame

Description: A construction vehicle is to be an important tool for the various factions and their push for the surface. For a faction to claim a section of Telminar's surface, they must quickly build prefabricated bases with sealed environments and defenses. The building of these bases is not immediate and is subject to flanking manoeuvres and supply raids by the opposing factions. This meant that Mechanimorph Construction vehicles were developed in all shapes and sizes from small 'bobcat' loaders to huge excavators.

Size Level: 20

Length: Size Level x 4ft

Weight: See Size Level chart

Build: Medium

MECHANIMORPH CHANGES & COSTS

Total BIO-E: None

Attribute Bonuses: P.S. +2, P.E. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; A regular Civilian Gev that cannot modulate into any other form except a Type Alpha.
5 BIO-E for Partial; Cockpit raises as rear section alters slightly. Arms are available.
10 BIO-E for Full; Complete modulation into different form.

Natural Weapons: None

Powers: Purchase a mode of transportation from the Additional Modules construction step.
0 BIO-E for Construction Equipment type (Choose one)
15 BIO-E for Light Military Armour; M.D.C. +80
30 BIO-E for Medium Military Armour; M.D.C. +130
45 BIO-E for Heavy Military Armour; M.D.C. +200

Heavy Hauling

Description: While the truck frame was useful for urban loads, the rigid trayback design made for limitations in manoeuvrability and turning radiuses. For long distances the heavy hauling frame is the best-suited design and the most widely used. The frame is essentially a high powered engine that can fit a cargo pod to its docking collar and haul it to its destination. A classic example of this design is the Semi-truck with its huge engine and trailer hitch, the Semi hauls trailers of various sizes and designs across the Inter-factional highways. Semi Trucks can be wheeled (the most common) or Magneto-repulsed and even Hover vehicles. The only limitation is that the trailer assembly must match the type of propulsion of the hauler. Other uses for the heavy hauling frame can be found in the Coolant tanks of the Senarbi Union and the Orbital stations of the Xinea Guild. For a Mechanimorph using this design, there are two methods of construction; including the trailer in the modulating or excluding the trailer. Including the trailer makes for larger Fusilier modes and greater options for Type Alpha weaponry, but prevents the Mechanimorph from changing trailers ever. Excluding the trailer leaves the option open for diverse trailer uses and also the option of an ArmourMech style Amalgamator team with the trailer becoming body armour for the Fusilier. The powerful nature of the Heavy Hauler makes for a powerful Mechanimorph as well.

Size Level: Truck - 10
Small Semi - 13
Semi - 15
Long Haul Semi - 17

Length: Truck - 13ft (3.96m)

Small Semi - 13 to 14ft (3.96m to 4.27m)

Semi - 15ft (4.57m)

Long Haul Semi - 17ft (5.18m)

Weight: Truck - 8 tonnes

Small Semi - 10 tonnes

Semi - 15 tonnes

Long Haul Semi - 18 tonnes

Build: Short

MECHANIMORPH CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: P.S. +1, P.E. +1

Maximum Haulage Weight: Size Level x 2 in Tonnes

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; A regular Hauler that cannot modulate into any other form except a Type Alpha.

5 BIO-E for Partial; Cabin raises as hood and hitch fold under it. Arms are available.

10 BIO-E for Full; Complete modulation into different form.

Natural Weapons: None

Powers: Purchase a mode of transportation from the Additional Modules construction step.

2 BIO-E for Cargo section; if the trailer section is to be part of the Mechanimorph.

1 BIO-E for Docking Assembly; if the Mechanimorph is just the cab and engine.

5 BIO-E for "Sports Pack"; paint scheme, spoilers and detailing that add +2 to the P.B attribute

1 BIO-E per 2 Additional Passenger Seats or single bedding facility.

15 BIO-E for Light Military Armour; M.D.C. +60

30 BIO-E for Medium Military Armour; M.D.C. +100

45 BIO-E for Heavy Military Armour; M.D.C. +160

Animal Descriptions

The original colonists discovered animal corpses amongst the fusion fuel dirt piles originating from the planets stripped by the Planet-killer. Some corpses had viable cells remaining for successful cloning and some Menntas scientists proceeded to do so with gusto. The Menntas and a few others were extremely uncomfortable at the prospect of living out their lives on a lifeless planet killer and wished to somehow atone for the Planetship's sins against nature by reviving the animal life that it destroyed. Now with established forests and wilderness reserves amongst the sub-levels of the southern pole, a viable food chain has developed amongst the restored species of animals. Although many of the animals did not originate on the same planet the Askellan clan has achieved a balance after centuries of careful nurturing. The Senarbi Union also ensures that their farming and ocean living arrangements do not disturb the aquatic ecosystem. The Senarbi use robot animals as much as the Askellans but to a greater effect. The Askellan robot beasts are more of a religious statement rather than a Mechanimorph with a tactical advantage. Even so, the Askellan technique of mimicking the combat tactics of the animals the robots are modelled after have been very successful in taking down Fusilier Mechanimorphs in battle.

This section is devoted to describing the non-mutated form of the animals common to Telminar. Many of these animals are used as models for robotic transports for both aesthetic and practical purposes. The description gives a small piece of background. Length and Weight are average figures for normal Telminar animals.

The player can spend BIO-E points on Hands, Biped, Growth Steps, Speech, Looks, Natural Weapons, or Powers for the robotic version's modular transformation into another mode. BIO-E costs are as listed. The Robot's Fusilier mode does not have to look like the descriptions detailed in Partial and Full looks. The descriptions still follow the Palladium mutant animal guidelines and as such, players could use these animals as mutant characters.

Players can NOT save, trade or give away BIO-E points. Any BIO-E points the unit has left when the builder starts playing will be lost. In other words, spend all BIO-E when first designing the unit. The powers are generally abilities or attributes that the unit the animal was modelled off, but are NOT included when building the robot. However, they can be re-acquired by spending BIO-E points.

If an animal can not stand upright (Non-Bipedal) then the Height becomes the Length of the animal. Length does not include the tail; long tails are 50% of total length, short tails are 10% of the total length.

ORIGINAL TELMINAR ANIMAL CHARACTERISTICS

Heptapus

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Heptapus is an underwater creature similar to an Earth Octopus but with a squid-like arrow-shaped head and seven barbed tentacles. The barbs are incredibly difficult to escape from once the Heptapus latches onto its prey with the tentacles. A unique aspect of the Heptapus is their almost pack-like nature. Scientists discovered an ultrasonic harmonic being used by the heptopi

Size Level: Black - 14

Grizzly - 16

Brown - 17

Polar - 18

Height: Black - 4-6 feet tall

Grizzly - 6-7 feet tall

Brown - 7½-8'h feet tall

Polar - 8-9 feet tall

Weight: Black - 300-400lbs

Grizzly - 400-600lbs

Brown - 700-900lbs

Polar - 800-1000lbs

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: Black - 5

Grizzly - 0

Brown - 0

Polar - 0

Attribute Bonuses:

P.S. +6

P.E. + 1

Spd. +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; large, round, spouted head, small eyes, furry ears on top of head, thick fur, short legs and large arms, a small furry tail.

5 BIO-E for Partial; definite snout, large head, heavy fur, massive build.

10 BIO-E for Full; dark circles around eyes, thick beard, head and body hair, powerful build.

Natural Weapons:

5 BIO-E for 1D6 Bite

10 BIO-E for 1D10 Bite

5 BIO-E for 1D8 Claw

10 BIO-E for 2D6 Claw

Powers: 5 BIO-E for Advanced Hearing

15 BIO-E for Advanced Smell

BIRDS**WILD PREDATORY BIRDS***ORIGINAL ANIMAL CHARACTERISTICS*

Description: All these predatory birds share curved beaks (for ripping prey), sharp talons, keen eyesight and the ability to dive directly onto their prey. Included are eagles, falcons and hawks.

Size Level: 3

Length: IS-30 inches

Weight: Hawks, Falcons - 8-15lbs

Eagles - up to 251bs

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

P.P. +3

Spd. + 2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; sharp, curved beak, eyes on the side of the head, feathers (with color and pattern of the original bird), long body with tail feathers, skinny legs with taloned feet.

5 **BIO-E for Partial**; small beak, large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full; sharp features, very thin hair, powerful upper body, thin legs.

Natural Weapons: 5 BIO-E for 1D8 Talons on feet

10 BIO-E for 1 D 10 Beak

Powers: 10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Enhanced Vision

WILD BIRDS*ORIGINAL ANIMAL CHARACTERISTICS*

Description: Wild birds are the common seed and insect eaters in North American forests. Included are Blue Jays, Cardinals, Robins and a host of other small birds.

Size Level: 2

Length: 6-12 inches

Weight: to 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial 10 BIO-E for Full 20 BIO-E for Extra Limbs with Human Hands Biped: Full Automatic Speech: 5 BIO-E for Partial 10 BIO-E for Full Looks: None; full beaked head, full feathered plumage (color and pattern to match the original bird), skinny, scaly legs and clawed, bird-like feet. 5 BIO-E for Partial; prominent beak, feathers instead of hair, round body with thin legs. 10 BIO-E for Full; large eyes and lips, small ears, very sparse hair, long thin legs, large feet. Natural Weapons: None Powers: 10 BIO-E for Glide 20 BIO-E for Flight

BUFFALO*ORIGINAL ANIMAL CHARACTERISTICS*

Description: These huge grazing animals were virtually exterminated by hunters in the west. Size Level: 19 Length: 9-11 feet long Weight: 1,500 to 2,000 pounds Build: Medium *MUTANT CHANGES & COSTS* Total BIO-E: 0 Attribute Bonuses: None *HUMAN FEATURES* Hands: 5 BIO-E for Partial; two bony fingers and a thumb. 10 BIO-E for Full; two fingers and a thumb. Biped: S BIO-E for Partial 10 BIO-E for Full Speech: 5 BIO-E for Partial 10 BIO-E for Full Looks: None; huge head with small eyes on the sides, heavy black hair on neck and shoulders, small arms and legs, and a huge body. 5 BIO-E for Partial; very large head with small eyes and thick neck, large body with heavy upper body hair. 10 BIO-E for Full; big head, well-developed shoulders, neck and arms, heavy body hair. Natural Weapons: 5 BIO-E for Horns that do ID8 damage. Powers: 5 BIO-E for Advanced Hearing 10 BIO-E for 10 S.D.C.

DOG (Mammal - Carnivorous - Canine)

Dog Breeds

(Roll Percentile for Breed. SL indicates Size Level)

1-4

Afghan Hound (SL - 6) 47-51 Poodle (SL - 4)

5-9	Beagle (SL - 5)	52-55	Collie (SL - 5)
10-13	Bloodhound (SL - S)	56-60	Doberman (SL - 6)
14-15	Dachshund (SL - 3)	61-65	Great Dane (SL - 7)
16-17	Elkhound (SL - 6)	66-69	Mastiff (SL - 6)
18-25	German Shepherd (SL - 6)	70-74	Husky (SL - 5)
26-29	Greyhound (SL - 5)	75-80	St. Bernard (SL - 8)
30-35	Spaniel (SL - 4)	81-83	Chihuahua (SL - 2)
36-40	Cocker Spaniel (SL - 4)	84-86	Pekingese (SL - 2)
41-43	Terrier (SL - 4)	87-00	Mongrel (SL - 5)
44-46	Bulldog (SL - 5)		

CANINE, WILD

ORIGINAL ANIMAL CHARACTERISTICS

Description: Coyotes and Wolves are carnivores who hunt in highly organized packs. They are intelligent and very social.

Size Level: Coyote -5

Wolf - 6

Length: Coyote - 4-5ft long

Wolf - 5-6ft long

Weight: Coyote - 25-30 pounds

Wolf - 60-75 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Coyote - 55

Wolf - 50

Attribute Bonuses:

I.Q. +4

M.E. +2

P.P. +2

M.A. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; full snout, pointed ears on top of head, clawed feet and hands, long tail and heavy fur.

5 BIO-E **for Partial**; prominent snout, pointed ears, fur; powerful, squat build.

10 BIO-E for Full; slightly pointed ears, large features, thick hair and beard, powerful build.

Natural Weapons: 5 BIO-E for 1D6 Claws

5 BIO-E for 1D8 Teeth

10 BIO-E for 2D6 Teeth

Powers: 5 BIO-E for Advanced Smell

CANINE, DOMESTIC DOGS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Because there are so many different breeds the figures given below are for the average mongrel dog. Players should roll their exact breed.

Size Level: 5

Length: Varies

Weight: Varies

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60 (reduce by 10 for each size step above 5).

Attribute Bonuses:

SL 3-5 I.Q. +2 SL 6-8 I.Q. +2

M.E. + 1 P.S. +2
 P.P. + 1 P.P. +2
 P.E. + 1 P.E. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; varies according to breed (see illustration). 5 BIO-E for Partial; varies according to breed. 10 BIO-E for Full; varies according to breed.

Natural Weapons: 5 BIO-E for 1D6 Teeth

5 BIO-E for 1D4 Claws

Powers: 5 BIO-E for Advanced Smell

DEER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Woodland grazing animal whose primary defense against predators is speed. There are a large variety of deer, all with roughly the same characteristics.

Size Level: 13

Length: to 6 feet long

Weight: to 400 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 20

Attribute Bonuses:

P.S. +1

P.E. + 1

Spd. + 3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms.

5 BIO-E for Partial; muzzled head, large ears, thick body with thin arms and legs.

10 BIO-E for Full; large, fluid eyes; large ears, thick neck, powerful build.

Natural Weapons: 5 BIO-E for Small Antlers - 1D6

10 BIO-E for Large Antlers - 2D6

Powers: 5 BIO-E for Advanced Hearing

MONLYTT

ORIGINAL ANIMAL CHARACTERISTICS

Description: This is the Telminar's largest land animal. The monlytt is a shaggy coated canine the size of an earth elephant. It is a fearsome predator purely because of its strength and endurance and boar-like tusks. A monlytt can smell prey for miles and feeds on sick and dying animals that cannot stay out of the tusk range of this impressively fast animal. Despite Askellan attempts to naturally curb monlytt population, the numbers continue to increase as the huge canines are prolific breeders. Monlytt roam in packs and use group tactics to herd animals such as the Prairie Cow into easily attacked formations.

Size Level: 20

Length: to 10 feet tall

Weight: to 10,000 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0**Attribute Bonuses:** P.S. +2, P.P +1, Spd +2*HUMAN FEATURES***Hands:** 10 BIO-E for Partial
15 BIO-E for Full**Biped:** 10 BIO-E for Partial
15 BIO-E for Full**Speech:** 10 BIO-E for Partial
15 BIO-E for Full**Looks:** None; short dog-like head almost disproportionately jutting out of huge muscled and humped shoulders, small eyes, beagle ears; loose, shaggy coat; massive body that thins towards the rear, huge forelegs, smaller rear legs that are only used for balance while standing and running.

5 BIO-E for Partial; canine head with a jutting nose and dangling ears. Thickly coated skin that ripples over most of the powerful body and limbs. Shoulders and arms double the size of the legs.

10 BIO-E for Full; small head with furry forehead, large ears, fuzzy hair, thick neck and shoulders, powerful arms and skinny legs.

Natural Weapons: 10 BIO-E for 2D4 damage Tusks.**Powers:**

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell

5 BIO-E for Thick Skin; +10 S.D.C.

GRYPHE*ORIGINAL ANIMAL CHARACTERISTICS***Description:** Found throughout lower levels of the southern poles after being genetically rescued by the Askellans, the Gryphe are a magnificent winged lion with leather bat-like wings that stretch to an enormous span. The front claws are not as developed as a standard feline's but the claws are just as sharp as an eagle talon. Large concentrations of Gryphes are found in the subterranean caverns near large system coolant piping. The large "Cooling Tower Falls" where air is used as heat exchangers is ten levels deep and the updraughts give them plenty of lift for playful flying and hunting. The Askellans love using the winged beast as inspiration for their flying Skirmisher Mechanimorphs and ArmourMechs.**Size Level:** 9**Length:** 7-8 feet long**Weight:** 100-175 pounds**Build:** Long*MUTANT CHANGES & COSTS***Total BIO-E:** 40**Attribute Bonuses:** P.P. +4, Spd. + 1*HUMAN FEATURES***Hands:** 5 BIO-E for Partial
10 BIO-E for Full**Biped:** 5 BIO-E for Partial
10 BIO-E for Full**Speech:** 5 BIO-E for Partial
10 BIO-E for Full**Looks:** None; small head with pointed canine-like ears on top, smooth muzzle and beady eyes, long fur; large leathery wings; heavy thighs; long, furry tail with stabilising arrow point; long, lean body.

5 BIO-E for Partial; large ears on top of head, large eyes, prominent whiskers, fur, small tail, large legs, clawed hands and feet.

10 BIO-E for Full; large eyes and ears, broad nose, thick hair, slim, powerful build.

Natural Weapons:

10 BIO-E for 2D6 damage Retractable Claws

Powers:

5 BIO-E for Advanced Sight

10 BIO-E for Glide

20 BIO-E for Flight

CAT - DOMESTIC*ORIGINAL ANIMAL CHARACTERISTICS***Description:** There are a wide variety of cat breeds, but all have roughly the same characteristics. Cat units can have spotted, striped,

persian or calico body markings.

Size Level: 3

Length: 12-24 inches

Weight: to 10 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.E. +2

P.P. +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; cat-like head with ears on top and large slit eyes; long

fur, heavy thighs, long furry tail.

5 BIO-E for Partial; large ears on top of head; large, slit eyes, prominent whiskers, fur, small tail, large thighs, narrow shoulders, slim build.

10 BIO-E for Full; large eyes and ears, thick hair, large thighs, narrow shoulders, slim build.

Natural Weapons: 5 BIO-E for 1D8 Teeth

5 BIO-E for 1D8 Retractable Claws (climbing)

10 BIO-E for 2D6 Retractable Claws (climbing)

Power 5 BIO-E for Nightvision (SOft); eyes will be cat-like.

FROG

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are hundreds of different kinds of frogs in North America alone. Some are purely aquatic, but others have adapted to living on the ground or in trees. Most are insect eaters who rely on their sticky tongue.

Size Level: 2

Length: to 12 inches

Weight: to 3 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P. P. + 1

Spd. + 2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; huge, bulbous eyes at the top of the head; short, thick

neck; naked, greenish, smooth skin; round body, long, thin arms and legs; three long fingers on each limb.

5 BIO-E for Partial; bulging eyes at the top of the head, wide mouth, smooth skin, round body with long, thin arms and legs.

10 BIO-E for Full; bulging eyes, bald, smooth skin, flat nose and ears, short neck, powerful body with skinny arms and legs, three fingered hands and three toed feet.

Natural Weapons: None

Powers: 5 BIO-E for Nightvision (25ft)
 5 BIO-E for leaping ability that doubles the normal distance for Jumps and Leaps.
 15 BIO-E for swimming equal to competitive swim skill.
 10 BIO-E for Hold Breath.

RODENT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Includes Mice, Rats, Guinea Pigs, Hamsters and a wide variety of other small animals. All these animals are good scavengers and spend a lot of time underground.

Size Level: Mice, Hamsters - 1

Rats, Guinea Pigs - 2

Length: Mice, Hamsters - 6-8 inches long

Rats - to 14 inches long

Weight: Mice, Hamsters - to 1 pound Rats - to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Mice, Hamsters - 80

Rats, Guinea Pigs - 75

Attribute Bonuses:

I.Q. +2

M.E. + 1

P.P. + 1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; muzzled head with pointed nose, widely spaced eyes, round ears on top of head, thick fur; long, naked tail; thick body with short arms and legs.

5 BIO-E for Partial; slightly muzzled head, ears on top of head, thick neck and body with short tail.

10 BIO-E for Full; sharp nose and protruding ears, thick hair, rounded body.

Natural Weapons: 5 BIO-E for 1D6 Claws (climbing).

10 BIO-E for 1D4 Teeth

Powers: 10 BIO-E for Digging

5 BIO-E for Advanced Hearing .

ARGENTADON

ORIGINAL ANIMAL CHARACTERISTICS

Description: The biggest flying bird ever. Argentadon looked like a huge vulture and lived by hunting.

Size Level: I 1

Length: Wingspan of up to 25 feet (7.6m)

Weight: to 245 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 25

Attribute Bonuses: P. S.: + 3

HUMAN FEATURES

Hands: 5 BIO-E for Partial
 10 BIO-E for Full
 20 BIO-E for Extra Limbs with Full Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial
 10 BIO-E for Full

Looks: None. Vulturelike head with beak and crooked neck. Large body with powerful legs and splayed feet.

5 BIO-E for Partial. Prominent hunchback face with beak, crooked neck, feathers and birdlike legs and feet.

10 BIDE for Full. Head with big hooked nose, and large round eyes. Long neck, bent forward, with huge shoulders. Thick body with lean legs.

Natural Weapons:

5 BIO-E for 1D6 Beak
 5 BIO-E for 1D8 Talons

Powers:

10 BIO-E for Glide
 20 BIO-E for Flight

DIATRYMON

ORIGINAL ANIMAL CHARACTERISTICS

Description: A hunting ground bird, Diatrymon, sometimes call the "terror crane." Used running speed to pursue prey, and power claws and beak to kill.

Variations: Relatives include the modern ostrich and emu. Another related predator was Phorusrhacos longissimus, somewhat small (Size Level 8) and with an eagle-like beak. Extinct vegetarian cousins include giants like Aepyornis maximus, a Size Level browsing bird, and Dinornis giganteus, the tallest known bird, with a height of up to 12 feet.

Size Level: 10

Height: to 7 feet tall (2.1m)

Weight: to 200 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 25

Attribute Bonuses: P.S.: + 1 P. P.: + 2 Spd.: + 3

HUMAN FEATURES

Hands: 5 BIO-E for Partial 10 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial 10 BIO-E for Full

Looks: None. Eyes on the side of the head, large parrotlike beak with nostril holes. Feathered body is squat and muscular, with to bare legs ending in large feet.

5 BIO-E for Partial. Bony face with widely spaced eyes and sharp, beaklike, hooked mouth. Long legs and large feet.

10 BIO-E for Full. Rounded eyes, hooked, pointed nose, hard mouth. Long, stringy hair. Long, athletic legs, with oversi feet.

Natural Weapons:

5 BIO-E for 1D6 Beak

5 BIO-E for 1D8 Talons

Powers: 15 BIO-E for Heightened Speed. An increase in runt speed to 35 mph for extended periods. Bursts of up to 45 mph possible, but limited by the unit's P.E. This power also gi + 1 to Strike and + 2 to Damage for each 15 mph of speed.

Sample Mechanimorph Designs

Telminar Missile Table

Because of the very nature of the settlement, missile systems are generally shunned by the Telminar military. Imagine a volley of wayward missiles hitting the upper crust of the Planetship's shell! The possibility of containment breaches is also always present. Even a breach in the lower levels could result in a section of M-Class atmosphere being compromised with Mechanoid atmosphere, killing plant-life and forcing people to don oxygen masks. The following missile table shows the available missile types used on Telminar.

Short Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.DC
Fragmentation (light)	1D4x10	450mph (724kmph)	3 miles (4.8km)	20ft (6.1m)	5
Impact**	2D4x10	650mph (1045kmph)	5 miles (8km)	5ft (1.5m)	5
Ionisation	Special***	300mph (482.7kmph)	1 mile (1.6km)	20ft (3m)	5
Plasma/Napalm (medium)	2D6x10	500mph (804kmph)	3 miles (4.8km)	15ft (4.6m)	5
Tear Gas	None	200mph (321kmph)	½ mile (.8km)	10ft (3m)	5
Knock-Out Gas	None	200mph (321kmph)	½ mile (.8km)	10ft (3m)	5
Smoke (colours available)	None	300mph (482.7kmph)	1 mile (1.6km)	20ft (6.1m)	5
Fire Retardant	None	200mph (321kmph)	½ mile (.8km)	20ft (6.1m)	5
Breach Sealant	None	200mph (321kmph)	½ mile (.8km)	20ft (6.1m)	5

Medium Range Missiles (Generally only available on surface vehicles)

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.DC
Fragmentation (light)	2D6x10	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Impact**	3D4x10	1600mph (2571kmph)	60 miles (96.5km)	20ft (6.1m)	10
Plasma/Napalm (medium)	4D6x10	1400mph (2251kmph)	40 miles (64.3km)	40ft (12.2m)	10
Multi-warhead	5D6x10	1200mph (1929kmph)	80 miles (128.7km)	20ft (6.1m)	10
Smoke (colours available)	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Breach Sealant	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10

Long Range Missiles (Only Available on Orbital Vessels and some surface vehicles/emplacements)

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.DC
High Explosive (medium)	3D6x10	2010mph (Mach 3)	500 miles (804km)	30ft (9.1m)	20
High Explosive (heavy)	4D6x10	2010mph (Mach 3)	500 miles (804km)	40ft (12.2m)	20
Fragmentation (light)	2D6x10	1400mph (2251kmph)	400 miles (643km)	80ft (24.4m)	20
Impact** (medium)	3D6x10	2010mph (Mach 3)	800 miles (1286km)	30ft (9.1m)	20
Plasma/Napalm (medium)*	5D6x10	1400mph (2251kmph)	500 miles (804km)	50ft (15.2m)	20
(medium)*	1D4x100	2010mph (Mach3)	1000 miles (1608km)	40ft (12.2m)	20
Nuclear (heavy)*	1D6x100	2010mph (Mach 3)	1000 miles (1608km)	50ft (15.2m)	20
Nuclear Multi-warhead*	2D4x100	2010mph (Mach3)	1800 miles (2893km)	50ft (15.2m)	25

Mini Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.DC
Fragmentation	5D6	500mph (804kmph)	½ mile (0.8km)	20ft (6.1m)	1
Impact**	6D6	500mph (804kmph)	½ mile (0.8km)	5ft (1.5m)	1
Plasma/Napalm (medium)	1D6x10	1200mph (1929kmph)	1 mile (1.6km)	15ft (4.6m)	1
Smoke (colours available)	None	500mph (804kmph)	½ mile (0.8km)	20ft (6.1m)	1
Breach Sealant	None	500mph (804kmph)	½ mile (0.8km)	20ft (6.1m)	1

*Available its smart missiles, +5 to strike.

** **Impact Missiles** are a variation on the Armour Piercing missile. They act like a giant bullet. After impact a quickset paste is formed to aid in sealing any possible compromise in atmosphere. The paste can hinder a vehicle hit with this missile, causing the pilot to roll a control penalty of -10% per missile hit. They are the favoured tactical missiles of the Telminar militaries. Breach sealant missiles can do the same hindering effect only without the initial damage.

*** **Ionisation Missiles** do 5D6 M.D impact damage each, and releases an electrical charge in an attempt to overload the target vehicle. Only a natural strike roll of 19 or 20 will ionise the target's systems for 1D4 melees, shutting it down. The ionisation effect is not cumulative while already disabled.

Equipment

The Planetship Telminar has all the everyday luxuries of technological life available to the population. A majority of the population is housed, they have a comms unit which functions as an entertainment unit, personal computer and video-phone. The fashion industry is particularly going strong. This is probably an offshoot of the rich and famous passengers of the Luxury liners providing a service to the community the only way they knew how; by making everyone look "Fabulous!"

Even the Stur'Jin have a roaring fashion trade, although they do not wear clothes as such. They do dress in beautiful sashes and headdresses for formal occasions and basic apron-style clothing for everyday wear. The sexually neutral Calpacians enjoy colourful kilt-like clothing but remain bare-chest with maybe a decorative sash. Menntas, Humans, Dorthans and even Groyles wear conventional clothing.

Telminar Survival Gear

Personal Respirators

Telminar's Mechanoid atmosphere is not instantly lethal to a colonist's life, however exposure for longer than thirty minutes will result in oxygen deprivation and five minutes after that may result in a blackout. Prolonged exposure suffocates an unmasked Colonist. Exerting one's self, while unmasked, quarters the previous time periods before blacking out. The surface of Telminar is similarly not suitable for prolonged exposure but the available oxygen can be scrubbed and concentrated with the right equipment. Note that there is survival gear for every type of R.C.C on Telminar. There are a variety of Respirators and Re-breathers in use.

Re-breathers: The most common oxygen supplement equipment is the oxygen buffer re-breathers, which continuously scrub oxygen from the atmosphere and stores it for breathing. Re-breathers are useless in vacuum, underwater or toxic environments. The most common application for re-breathers is in a mask form that fits snugly over the nose and mouth.

Oxygen Storage: 15 minutes but constantly refreshes what the wearer breathes to keep a buffer for any exertions by the wearer.

Oxygen Head Coverings: These simple and comfortable oxygen domes which sit on the wearer's shoulders, are not vacuum-safe environmental helmets, but more comfortable and longer wearing options for re-breather masks. The seal for the helmets are designed to fit over most clothing and allows the small oxygen scrubber to supplement the wearer's atmosphere. The helmet cannot be safely used in toxic environments but do provide better protection than a re-breather.

M.D.C: 1

Oxygen Storage: 30-min emergency supply. Constantly scrubs oxygen in response to the wearer's exertions or oxygen use.

Oxygen Tents. These are plastic tents or marquees that are fitted with re-breathing units. The tents can be sealed for limited environment seclusion.

Size: Varies

Oxygen Storage: Half hour emergency supply.

E.E Suits. Enclosed Environment Suits are lightweight, comfortable suits that have fully self-contained oxygen supplies. Telminar Military personnel use a variation on the suit, dubbed a R.E.E Suit.

E.E M.D.C: Helmet 2, Suit 600 S.D.C; A.R 14

R.E.E M.D.C: Helmet 5, Suit 15

Oxygen Storage: The E.E Suit has an 8 hour oxygen supply and half hour reserve. The R.E.E suit has an identical supply but also has a re-breathing system built in for normal conditions. The R.E.E suit is slightly bulkier than an E.E suit.

V.H.E Suits. Vacuum and Hostile Environment Suits are hard-suits used in situations that are hostile for the wearer. This includes mining, space walking and harsh toxicity. Basically this suit is a level below military grade, self-contained body armour.

M.D.C: Helmet 15, Main Body 25

Oxygen Storage: 10 hour supply and a half hour emergency supply.

Telminar Combat Body Armour. Telminar Military wear this armour into combat. The armour is self contained, well armoured, relatively bulky (-20% prowl) and able to be worn in vehicles.

Specifications: 80 M.D.C, 8hr O₂ Supply, Fire Resistant and Radiation Shielded, Radio (Range 8km) Scrambled to Faction or special Frequencies, Utility belt holsters.

Various Telminar Weaponry

Telminar Civilian Pistol. While the majority of the population on Telminar isn't armed, the constant threat of Faction disputes and Mechanimorph incursions gave the incentive to purchase a weapon after a rigorous instruction period. Some Factions and settlements have the population is trained as a militia force. Evacuation procedures are drilled and taught at infancy. All Civilians who qualify for this mass-produced sidearm are issued with one.

Type: Personal Laser Pistol

Length: 15cm barrel Weight: 0.4 kg

Damage: 3D6 S.D.C or Empty Clip (Full Melee) 1 M.D Burst.

Range: 50m Rate of Fire: Standard

Payload: E-Clip holds 15 rounds

Vanerm Militia Pistol. Vanerm Faction part-time militia soldiers, who qualify for this heavier sidearm, are issued with one. The Militia pistol is a heavier weapon and is required by Vanerm law to be on or near the owner's person.

Type: Personal Laser Pistol

Length: 16cm barrel Weight: 0.8 kg

Damage: Setting one 2D6 S.D.C, Three round burst 1 M.D, Empty Clip (Full Melee) 1D4+1 M.D Burst.

Range: 80m Rate of Fire: Standard

Payload: E-Clip holds 15 rounds

Military Pistol. This sidearm is issued to all soldiers and pilots as well as any other military support personnel.

Type: Laser Pistol

Length: 25cm barrel Weight: 1 kg

Damage: Setting one 3D6 S.D.C, Setting two 1D4 M.D.

Range: 80m Rate of Fire: Standard

Payload: E-Clip holds 15 rounds or a power pack can hold 45 rounds.

Military Rifle. This heavier weapon is a favourite of foot soldiers and defence personnel.

Type: Laser Rifle

Length: 1m Weight: 2.1 kg

Damage: Setting one 6D6 S.D.C, Setting two 1D6 M.D.

Range: 800m (Has a Target enhancement scope that gives a bonus +1 to sniping or aimed)

Rate of Fire: Aimed, Burst, Wild; see Palladium Modern Weapons Proficiencies for details.

Payload: E-Clip holds 35 rounds

Ion Pistol. This weapon is available for purchase but is not usually allowed in populated areas.

Weight: 3.2lbs (1.5kg)

Damage: 3D6 S.D.C or 2D4 M.D,

Rate of Fire: Standard; see Modern W.P.

Effective Range: 400 feet (122m).

Payload: 12 per energy clip or a power pack can hold 40 rounds.

Cost: †1500 for the gun, †500 for energy clip.

Heavy Laser Pistol. This weapon is available for purchase but is not usually allowed in populated areas.

Weight: 4.5lbs (2kg)

Damage: 4D6 S.D.C or 2D6 M.D,

Rate of Fire: Standard; see Modern W.P.

Effective Range: 800 feet (224m).

Payload: 12 per energy clip.

Cost: †3000 for the gun, †600 for energy clip.

Heavy Laser Rifle. This weapon is available for purchase but is not usually allowed in populated areas.

Weight: 7lbs (3.2kg)

Damage: 6D6 S.D.C or 4D6 M.D,

Rate of Fire: Standard; see Modern W.P.

Effective Range: 1600 feet (488m).

Payload: 10 per energy clip or 40 per power pack.

Cost: †6000 for the gun, †500 for an energy clip, †5000 for a rechargeable power pack.

Rocket Flare Pistol (for use in space): Fires a very bright **flare** up to half a mile (0.9km) away, even in a vacuum. The **flare** is visible to the naked eye for up to 3200 miles (2000km) in all directions and burns for 2D6 minutes. If used as a weapon it does 6D6 S.D.C. damage. This is a one-use item. Cost: †500

Anti-Personnel Grenades Weight: Half a pound (0.25kg),

Damage: Varies as listed.

Rate of Fire: As often as one can throw.

Effective Range: 100 feet (30.5m); Can be thrown twice as far but is -3 to strike.

Payload: Not applicable.

Cost: †30 for the smoke, †70 for stun, †100 for tear gas, 150 for a flash grenade.

Note: None of the grenades will work in a vacuum.

Smoke grenades give off thick, black smoke, which makes visibility difficult; one cannot see into or through the cloud. -4 to hit in close hand to hand combat in the cloud, - 8 to strike for thrown and shooting weapons, and blocks all laser beams. Covers a 20 foot area (6m).

Stun grenades contain a chemical, which knocks out anyone who inhales. Unconsciousness lasts for 1D6 minutes. A save vs toxin of 16 or higher means the victim is only woozy. Reduces number of attacks and bonuses by half for 1D6 minutes.

Tear gas grenades release a toxic cloud that covers a 20 foot area (6m) and causes great discomfort, difficult breathing and seeing. Victims must roll a 16 or higher to save; if successful the penalties are half. Victims are -4 to strike, parry and dodge, lose initiative, lose two melee attacks and reduce speed by half. Penalties last for 1D4 minutes after the victim has left the cloud.

Flash grenades deliver an instant jolt of electricity that should short-circuit the nervous system, temporarily stunning for 1D4 minutes, and hurts, inflicting 2D6 S.D.C. to anybody within its 10 foot (3m) area of effect. Victims get to save by rolling a 17 or higher. This

grenade can damage electronic circuits, but will not hurt the exterior casings or structures.

Vibro-sword: Weight: 4lbs (1.8kg), Damage: 2D6 M.D Effective Range: 50 feet (15.2m) thrown. Cost: †2000

Knife: Weight: Half a pound (0.25kg) Damage: 1D6 S.D.C. (No M.D.) Effective Range: 50 feet (15.2m) thrown. Cost: †50

Rapier (sword): Weight: 1lb (0.5kg). Damage: 2D4 S.D.C. (No M.D.) Effective Range: 30 feet (9m) thrown. Cost: †100

Vibro-knife: Weight: One pound (0.5kg). Damage: 1D6 M.D Effective Range: 50 feet (15.2m) thrown. Cost: †800

Standard Military Equipment

The Uniform: All uniforms are styled similarly with room for personal customisation and all have the same following properties. The uniform can be modified with features that accommodate the individual's racial characteristics, ie, measured strips in the back so wings can stick out or hole in gloves for claws etc. Of course the different Factions have different uniform styling, but the following equipment remains pretty constant throughout the armed forces.

Armoured: but still surprisingly flexible. M.D.C- 20

Nerve gas-proof: if a head covering is used.

Climate sensitive: The suit's pores actually expand and contract to suit the climate.

Limited space-worthiness: The suit's pores close fully and entrap any air inside. Only useful with an oxygen helmet and has limited radiation protection.

The Helmet: The Helmet is armoured and can also be used to seal the dress armour described below. The helmet also possess the following optical enhancement systems

Night Sight or night vision optic systems are image intensifiers (passive emits no light of its own) relying on ambient light which is electronically amplified to give a visible picture. Range: 400 meters or 1600 feet.

Infrared Optic Systems rely on a source of infrared light, usually pencil thin beam of light, projected from the sight or goggle to illuminate its target. The narrowness of the beam severely limits the scope of one's view to a small area (about 6 square feet) making surveying an area a problem. Another draw back is that the infrared light beam is clearly visible to another infrared optic system giving away the operator's position. Range: 300 meters or 1201 feet.

Binoculars and Telescopic sights magnify an image area through a system of lenses and digital imaging.

Thermo-imager or Heat Sensors allow the infrared radiation of warm objects to be converted into a visible image. Sees in darkness, shadows and through smoke.

Helmet M.D.C: 50.

Boot Knife: This Vibro-Knife is also balanced for throwing with a keen edge for slicing even without the vibration setting.

Damage: 1D6 M.D

Range: see P.S Table for throwing ranges

Weight: 250g

Wrist Unit: This multiple use display is by default a timepiece with a Telminar time converter and stopwatch function similar to topnotch digital sports watches. Other features include:

- **Cybernetic display interface:** If the wearer has an On-board Computer or similar cybernetics that require a display, the watch can provide Hi-res quality output.
- **Digital Video Comms device:** When used in this capacity, the uniform's belt radio scrambler/transceiver interfaces to act as a video communicator.
- **Pocket Computer Display:** Similar to the DVC, the belt computer can use the wrist unit as a display.

Utility Belt

Left Front Pouch

Secure Radio Link: A scrambled digital communications system that utilises Mechanoid Bio-Nodes and common commercial telephony sources. Although the transmission itself is encrypted, the signal is susceptible to tracking via conventional means. **Unit MDC:** 5

Pocket Computer: A high-powered foldout unit with impressive processing power and battery maintained onboard storage capacity. The unit can interface with all but the most uncommon computer connections including wireless. Although shielded, the Pocket Computer is susceptible to intense electromagnetic attacks or fields. **Unit MDC:** 5

Right Front Pouch

Smoke Pellets (5): Weight- 100grams, Effective Radius- 3m, Damage- None, Colours- Grey, black, yellow, red, white and green.

Flare (1): Range- hand held, Damage- 1 S.D.C, Weight- 170g, Luminescence- Lights up a 90m area for about 75 seconds (5 melees).

Knockout Grenade (1): Weight- 190g, Effects- Induces drowsiness within 1D4 melees and sleep within 1D4 minutes. Saving Throw- Save vs Toxins and must roll for every minute exposed.

Mission Extras

Mission Extras can be extra clips or any other item that can fit into a 20 x 10 x 5 cm space. A small wallet can be tucked between the belt and the spare pouch. The Laser Pistol power pack is placed in this pouch if used.

Military Dress Armour

This is a jump suit with special plate inserts on the chest, forearms and knees, and a helmet with transparent face plate. This is merely a standard issue given to all Soldiers. It can be worn as dress armour with the small capes issued with the armour.

Specifications: 80 M.D.C, 1hr O₂ Supply, Fire Resistant and Radiation Shielded, Radio (Range 8km) Scrambled to Faction or special Frequencies, Utility belt holster, Prowl -10%, Dress Cape and dress Vibro-swords (3D6 M.D)

Emergency Field Kit

The Soldiers are issued with a standard Field Kit.

Vibro-Bayonet: A standard Vibro-blade that does 1D6 M.D and attaches to a rifle if necessary.

Pulse Signal Stick: Has two signals, wide-band, general distress (2,000 kilometre range) and scrambled low-band Military frequency (1,000 kilometre range). These use standard radio frequencies so environmental conditions can affect the ranges of these transmitters.

Flashlight: 120 watt illumination, 1 M.D.C, 12 hours of continuous use.

Long-Burning Flares: Produces multicoloured smoke for twenty minutes.

Nylon Cable: Can support up to 120 kg.

Survival Rations: Up to 2 weeks worth of dried rations.

Armour Accessories

Gravity Compensator Pack: This allows the wearer to function as closely to 'normal' in low gravity environments. This system can be attached to other backpacks or to the armour itself.

Maximum Speed: Allows the wearer to run, dive, and attack normally.

Maximum Duration: Since the Compensator uses compressed gas streams the pack is useful for six hours before a new gas cartridge is needed.

Weight: 25lbs (11.4 kg)

Length: 2 feet (0.6m)

M.D.C.: 15

Jet Pack: A jetpack for use with combat armour.

Maximum Speed: 160mph (256km/h)

Maximum Range: 500 miles (800km) before fusion generator requires half hour cooling period.

Weight: 35lbs (15.8 kg)

Length: 2 feet (0.6m)

M.D.C.: 25

Underwater Propulsion Pack: Similar to the jetpack, but designed to work underwater.

Maximum Speed: 40mph (64km/h)

Maximum Range: 400 miles (643 km/h) before fusion generator requires half hour cooling period.

Weight: 50lbs (22 kg)

Length: 3 feet (0.9m)

M.D.C.: 20

Space Propulsion Pack: Similar to the jetpack, but designed to work in space.

Maximum Speed: 40mph (64km/h). Can power burn up to 200mph (320km/h) but only used in the greatest of emergencies and when sufficient distance is available to slow down.

Maximum Range: Effectively unlimited unless firing a full burn. Full Burns can only be done twice in twenty minutes before shutting down for half an hour.

Weight: 50lbs (22 kg)

Length: 3 feet (0.9m)

M.D.C.: 20

Optics Systems

Nightsight (range 1600ft)	Cost
Goggles	†9,000.00
Binoculars	†7,500.00
Monocular Eye Piece	†5,600.00
Weapon Sight	†2,000.00
Pocket Night Viewer (800ft range)	†3,900.00
Large Tri-Pod Mount	†18,000.00
Infrared (range 1200ft)	Cost
Goggles	†6,800.00
Binoculars	
Monocular Eye Piece	†2,200.00
Weapon Sight	†1,200.00
Thermo-Imager (range 1600ft)	Cost

Goggles	†32,000.00
Binoculars	†28,000.00
Monocular Eye Piece	†24,000.00
Weapon Sight	†20,000.00
Binocular and Telescopic Sights	Cost
Binocular (2000ft), Best Magnification	†1,600.00
Binocular (1600ft), Medium Magnification	†1,000.00
Binocular (1600ft), Low Magnification	†600.00
Weapon Sight, Best Magnification	†800.00
Weapon Sight, Medium Magnification	†400.00
Weapon Sight, Low Magnification	†230.00

Lock Access Tools

The standard lock mechanism on the planet of Telminar is a bio-security device that reads various biological markers that are present on the owner's thumb or finger. Bypassing this lock is basically a matter of physically interfacing with the lock computer and hacking the codes. Note that there are Telemechanic safeguards built into military locks, which sends a mind bolt into the Psionic's nervous system (Ranging from 1D6 Hit point to 6D6 Hit point damage!). NOTE: Only characters with a skill in picking locks can use these tools or any of the picking tools listed.

The access plugs can be almost any style or size, but is always a small processor unit, which can interface into most standard bio-locks. It is used to either temporarily nullify or override the lock so that it will open. These are available through lock-techs, and locks-ware suppliers and some establishments that specialise in uncommon and illegal items. Cost is usually high at †2000 per unit with at least a dozen interface plugs (†25 needed for a proper range). NOTE: Suppliers will not sell these tools to anyone off the street and may investigate or report the inquiry to their settlement's law enforcement.

Automatic Lock Release Pad: This item is only sold to law enforcement agencies at a cost of about †240.00. The Pad is hardcoded with the master key to the majority of commercial and civilian locks. It opens all types of locks but the actual Pad is bio-coded to its legal owner. Cost on the Levels (only 19% chance it is even attainable) †1200.00 minimum; may cost as much as 200% more depending on the seller and circumstance.

Bio-Key Impressions: A specialist technique of bypassing bio-locks is to obtain the physical and chemical make-up of the lock owner's hand. To do this a special glove (or similar) is worn that can be almost sheer and the owner's hand must be gripped firmly for ten seconds. The glove must then be treated with chemicals to lock in the lock owner's data within the next two minutes. One failure botches the entire job and six treatments are required. This is a lengthy process taking 15 to 20 minutes. Cost of Bio-key blanks is high because they must be obtained from specialist manufacturers (usually for espionage work). Average Cost: †1300.00 per blank glove, double that for near invisible gloves.

Mechanimorph and ArmourMech Bioware

(Excerpted from Mutants in Orbit)

There are some fanatical pilots who have devoted themselves to piloting these wondrous machines. So much so, that they become the Telminar equivalent of a partial reconstruction cyborg to get the most out of their machines. These partial cyborgs enjoy all the combat bonuses a telemechanic pilot has and the Telemechanic controlled Mechanimorph Combat description applies also to these cyborgs. Of course all it took was a percentage of their souls.

Bioware Mechanimorph Interlocking system: Similar to Body Sensor Armour except the Bioware version also links to the Mechanimorph on a cybernetic level. The interlocking sensors are implanted directly into the pilot's nervous system and muscle groups to achieve a near perfect union of flesh and machine. Only a Deshlerr-style, complete cybernetic integration is better: †160,000

Bio-Interlocking Body Armour: Removable armour that has ports to interface with the cybernetic devices and ArmourMechs without the need for separate interlocking armour. ArmourMech Riders with this option get to use the Cybernetic MNI Combat bonuses.

Light Armour: 70 M.D.C, Cost: †3,500, has a -15% penalty to prowl.

Espionage Armour: 85 M.D.C, Cost: †8,000

Infantry Armour: 100 M.D.C, Cost: †10,000, has a -15% penalty to prowl.

Artificial Heart: †60,000

Artificial Lungs: †40,000 pair.

Artificial Organs: †25,000 each

Basic Cybernetic Arm: P.P 10; looks metallic. Cost: †20,000

Basic Cybernetic Foot: Looks metallic. Cost: †5000

Basic Joint: A character without a hand fitted to their basic joint loses half their P.P. Cost: †20,000

Basic Artificial Hand: Cost: †5000

Clock Display: In the corner of the field of vision is a constant digital read-out of the correct time, accurate to within half a second a year. The eye can also function as a stopwatch or as a timer to indicate time running out on air supplies, fuses, and so on. Cost:

†750

Eyelash display units: These clever units are microcomputers embedded behind the natural eye with a strong optic fibre implanted in the eyelashes. The optic fibre is angled to project data onto the cornea creating an organic Head Up Display. The units described below are the CPUs able to be installed behind the character's eyes. The display is fragile but hard to destroy with hand to hand combat. The opponent must make a successful called shot to the particular eye and roll above 15 on the D20.

Database Display: By connecting the CPU to the optic nerve, the eye scans everything it sees and if requested, can give factual, basic information on known things in visual range. The eye can typically hold one program at a time. Programs include: Spacecraft (identify most known types and basic capabilities). Weapons and explosives (including step by step demolition instructions; 50% base skill). Biology (recognises animal types and provides basic physiological notes). Computers (recognises computers and accessories and provides basic computer operation instructions; 50% base skill). Mechanical engineering (identifies machinery and offers basic mechanics at 40%). Electrical engineering (same as mechanical; basic electronic 40%). Salvage (identifies space junk and common metals). Cost: †5000 for the eye and †1000 for each program; only one program can be used at a time.

Alarm Eye: An alarm eye never sleeps, even if the character does. It can be set to wait for movement or something in particular (person, light, etc.) to enter its field of vision. When this happens it will vibrate silently behind the eye socket, which will wake the wearer in one combat round. Cost: †2000

Environmental Sensor: This CPU gives its wearer constant data on the environment around it. This includes atmospheric composition (is there enough oxygen?), the presence of poisonous chemicals, atmospheric pressure, radiation, temperature, light levels and the presence of infrared or ultraviolet light sources. Cost: †7500

Flechette Hand: This functions like the dart gun described previously and fires the same kind of ammunition, although reloading takes 2 melees actions. It can hold four darts, and fires them through a thin piece of artificial skin at the end of the index finger. In all other respects it looks and works like a normal hand. Cost: †8000

Grapple Hand: This hand has only one use: it can be fired from the basic joint up to 600 feet (183m) and will attach itself to anything it hits with an effective P.S. of 20. It is connected to the basic joint by a strong monofilament cable, also with a P.S. of 20, which the character can rewind to pull either the grapple to them, or them to the grapple. The hand looks completely unnatural. It is only available as a right hand. Cost: †6000

Tool hands, like artificial eyes, are interchangeable. A character wanting to buy and use a hand must first buy the basic joint that goes at the end of the wrist, through which tool hands receive their power and instructions from the character's nervous system. Some hands are only available as right hands; to use them, the basic joint must be attached to the right wrist. Gaining a tool hand means losing a real hand, and none of the artificial replacements are as flexible or as dexterous as the real thing. Any character taking a tool hand loses 2 points of P.P.; having both hands replaced means losing 5 P.P. All artificial limbs look mechanical and metallic.

Laser Hand: Originally designed as a welding tool, this has been modified for use as a weapon. It is powered by a single power pack, which gives it up to 20 shots. It is accurate up to 300 feet (91.5m) and does 2D6+2 damage. The hand is bulky, metallic and has no fingers; it cannot be used for gripping or holding objects. It can be used for welding, should the need arise. Cost: †9500

Micro-Manipulation Hand: This is the only hand that adds to a character's P.P. rating. It is specially designed for very delicate work such as repairing electronic circuits or drive mechanisms, and when used for this purpose it boosts a character's P.P. by two points and provides a skill bonus of +5%. Cost: †10,000

Remote hand: The remote hand can be used as a normal hand, but if separated from its owner it can receive and obey radio signals emitted by its owner up to 4000 feet (1200m). It is as if the character had a very long arm; if they flex their nerves to make the hand grip and turn their arm, the remote hand will also grip and turn although it may be hundreds of meters away. It has a P.S and P.P. of 10. Most remote hands allow the owner to feel what the hand is feeling. For an additional †2000, hands can be equipped with an auto-retrieval system, which enables the hand to track and find its owner. Cost: Normal remote hand: †12,000.

Strength hand: This hand functions normally, but has an in-built P.S. of 25. Cost: †8000

Basic Cybernetic Leg: Spd 12 and looks metallic. Cost: †25,000

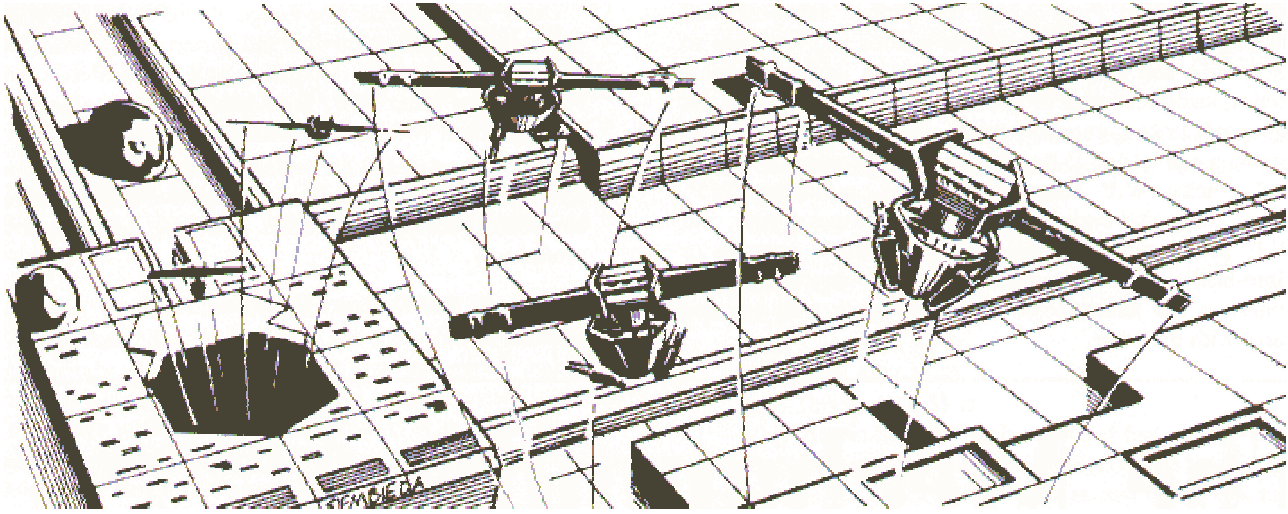
Dataplug: An implant in the back of the neck, which allows a character to interface directly with a computer, and enter the memory of the computer as if it were a virtual reality. See the skill "Cyberjacking" for more information. Cost: †5000

Bio-Cleanser: Implanted at various points within a person's body, the recycle system filters and recycles body waste. This does not affect a character's normal life, but means that they can reduce their intake of oxygen by 50% for up to 12 hours and survive up to 30 minutes on one lung full of air, and a week without food or water. Cost: †12,000

Sub-vocal 2-way radio: The larynx and a small speaker in the inner ear are implanted with a tiny microphone. To broadcast, one has simply to form the words in the throat without speaking out loud. Any spoken words are also broadcast. Only the wearer hears received broadcasts. Exchanging a small chip behind the right ear can change the radio frequency; without this chip the radio broadcasts on its default wavelength. Range is four miles (6.4km). Cost: †5000

Hardened circuits: Any piece of bioware can have its circuits hardened against the effects of electromagnetic scramblers and EMPs for an extra 20% of its listed cost.

Bioware Note: Depending on the Game Master and type of game setting, the cybernetics and bionics described in Heroes Unlimited or Rifts can be included (GM's option).



The Mechanoids Return

Seven hundred years ago a Mechanoid Planetship entered the FPX-G-1D4-OD-4 system and targeted the second planet in the system for fusion replenishment. The Core Consciousness informed its Mechanoid masters that the second planet would provide no entertainment for the Wasp hordes due to the lack of sentient life forms. The second planet consisted of rudimentary plant life and the beginnings of a multicellular animal life form. The order was given to begin fusion coolant collection before the commencement of planetary crust stripping. The Mechanoid Planetship sunk its five, massive talons into the second planet's major ocean and activated giant gravitational pumps. Over the next day, the Planetship drained planet FPX-G-1D4-OD-4-Beta, of its very oceans. The process ensured that at least a fraction of the sea-life would remain intact. Mechanoid Engineers discovered that sunlight filtering and an active biosphere within the holding tanks prevented the coolant from stagnating.

The massive gravitational forces at work shook the single planetary satellite from its orbit and forced the planetoid away onto a rogue course throughout the solar system. Those same gravitational forces created fissures and fractures throughout the planet's crust, spewing out volcanic eruptions of lava and magma.

When the oceans were drained, the massive tendrils retracted far enough to allow the planet to orbit naturally. The Mechanoid Planet-killer maintained its position, allowing the continents to slowly pass by. When readings suggested that the most fertile and nutrient rich landmass be beneath the giant claws, they again descended into crust, dragging the Planetship closer and increasing the already incredibly destructive gravitational effect. Powerful traction beams then methodically stripped the planet of its outer crust, allowing magma to spew forth, unrestricted by the kilotons of rock being seized by the Planet-killer. Inside the Planetship, gigantic matter sorters came into play. The dirt and rocks were put through all kinds of "Particalisers" and centrifuges to get the best grade of fusion fuels separated from the lighter grades which were more useful for nitrogen extraction.

Slowly but surely, the upper crust of the planet FPX-G-1D4-OD-4-Beta disappeared into the huge maw of the Mechanoid Planetship. The remaining atmosphere and water escaped into space either vaporising instantly or clumping to soil to form ice. With no atmosphere to keep the sun's heat in, the surface cooled quickly. Molten magma spewing to the surface quickly formed semi-solid crusts or was shaken free into orbit. After four days, the remaining core materials expanded into space as the planet's gravitational field weakened to the point of fracture.

The Mechanoid Planetship had performed another standard planet-strip and would power up the hyperC drives to send itself into the void for the next target. However, the hyperC drives would not engage. A distress signal was sent out to the nearest Mechanoid vessel. A six-month wait would be necessary.

Various alternate plans were mooted from the beginning. Engaging the standard thrusters to begin a slow trajectory out of the solar system would prove to be too costly in fusion reserves once the solar energy collectors became worthless with the extended distance from the sun.

Help arrived in the form of a task force of Mechanoid Battlecruisers. Unfortunately for the Mechanoids stationed on the Planetship, the task force was part of the **Aberrant Mechanoid Strain** (see *Rifts Sourcebook 2: The Mechanoids*). The Planetkiller's three Battlecruisers were sent into battle in an attempt to dwindle down the AbM Battlegroup before they approached the Planetship.

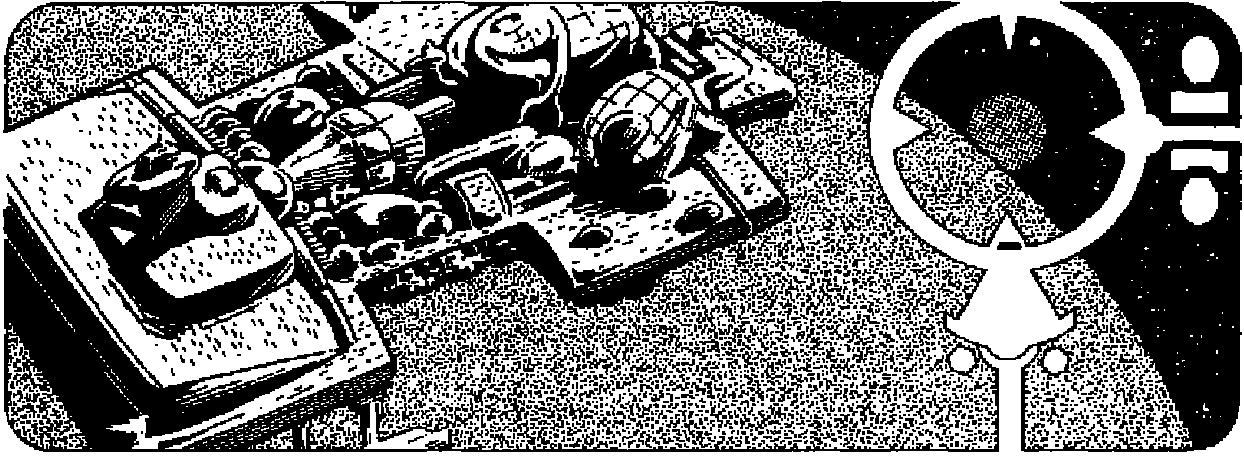


Figure 9 I'm assuming this is a Mechanoid Battleship?

The AbM task force discovered that its own hyperC drives were not immune to the Planetship's predicament. After sending an open warning to all Mechanoids that the FPX-G-1D4-OD-4 system is off limits due to unknown natural phenomena, the AbMs worked on a plan of action. The AbM Brains decided that if they were to have any chance at avoiding being stranded in this solar system they would be better off working with the facilities of a fully working Planetship. The only obstacle in the AbM Brain's plans was the millions of agitated Mechanoids housed on the planet. The Planetship Mechanoids decided that the AbM battleships would be useful for an attempt to retreat from the system, while the Aberrant Mechanoids wanted the Planetship so as to develop methods to escape the system.

A massive campaign began on both sides to take their respective objectives. The result was three destroyed AbM Battlecruisers and massive losses in Mechanoid life. The remaining four AbM Battlecruisers were captured by the Planetship Mechanoids while the majority of the AbM faction was wiped out fighting in the upper subterranean levels! With the Planetship's single Overlord Mechanoid, dead, the only Planetship Battlecruiser remaining joined with the former AbM craft in evacuating the surviving Mechanoid population.

The Planetship was abandoned after being placed on a "Stand-by" condition. The Mechanoids would not consider destroying the Planetship as the living Core Consciousness was a "child" of their technology and a kindred spirit. But they would consider a tactical retreat while Mechanoid specialists, to solve their predicament, worked on the data they had gathered.

While the Mechanoids were guilty with their decision, they abandoned the Planetship and set out to escape whatever radiation effect was crippling the hyperC drives. The remaining Mechanoids fled the solar system using standard space drives in an attempt to flee FPX-G-1D4-OD-4.

More about the old and new Mechanoids, their continuing conflict, philosophies, allies and the universe will appear in: **Mechanoid Space - The Role Playing Game** (tentatively scheduled for 2001, sorry).

Mechanoid Altanine-2 Moon Variants

Optional Campaign Villains

The Planetship Mechanoids did not escape the system. The AbM Brains left a few surprises for the would-be victors in their captured Battlecruisers. Programmed to respond to the right sensor data in the navigational computers, the escaping Battlecruisers all suffered catastrophic engine failure. While the inertia of the Battlecruisers would eventually carry them well out of the system, the already battle-damaged systems would not survive even a full emergency stasis shutdown. The cyborgs would not be able to trust the systems on three out of the four Battlecruisers to hold them in stasis for the duration of their unpowered journey. Communications to the Mechanoid high command proved fruitless although it did apprise the Mechanoid Central Intelligence of the situation. The Battlegroup was on it's own.

It was decided that all four Battlecruisers would stick together as the Mechanoid Brains had calculated an opportunity. By the time the damage could be sufficiently repaired to slow their inertial velocity and reverse course to make their way back to FPX-G-1D4-OD-4, a rather ironic saviour would be in range.

The single natural satellite of FPX-G-1D4-OD-4-Beta had settled into an erratic orbit that would take it close to the Battlegroup's projected return course. The moon that was slingshot from the orbit of its mother planet would provide the Battlegroup with a much needed power supply (the moon's still volcanically active core) and the raw materials needed to construct a facility that will house the Mechanoids in stasis. Until the Brains could develop a means to escape and before the moon's orbit placed it close enough to the Planetship in the next few centuries, the Mechanoids were going into stasis. The Battlecruisers were buried into a large lunar crater and their systems joined to create a huge interconnected base. Using the combined systems the Mechanoids created a viable stasis system that would keep the considerable Mechanoid force preserved to be wakened one day.

The Breakthrough

The Mechanoid Brains and the continually re-cloned Mantis and Octopus Mechanoids (chosen to live out their lives discovering a method of escape) developed a breakthrough around forty-eight years ago. Using the limited surviving fabrication systems available on the aging base, the Mechanoids developed new casings to combat the radiation effects. As the scientists discovered more and more about the mysterious radiation, they determined that while the radiation did not seem to be immediately harmful, the new casings would ensure that the radiation does not permeate into the Mechanoid organism once they emerge from their buried base.

The Mechanoid scientists discovered that gaseous isotopes from the strange gas moon orbiting the third planet of FPX-G-1D4-OD-4 somehow nullify the radiation. The plan was to assemble a strike team aboard the only remaining, functional Spider Fortress and send it to the Planetship. The Mechanoids had plenty of time to spare as they now had no reliable star drive and the Planetship would not come within range for nearly fifty years. The strike team would then reactivate the Planetship and send it to planet-strip the gas moon orbiting the third planet. With the isotopes carefully stored, the fusion reactions should theoretically be tailored to negate the radiation affects and send the Planetship on its way!

Unfortunately the Mothership failed to respond to any reactivation codes via psionic or standard communications. The decision was made to assemble a unit of Mechanoids to travel to the Mothership and begin a complete reactivation. The total lack of psionic communications with the Core Consciousness concerned many Brain Mechanoids. They hoped that the same radiation that trapped them in the system was not also affecting the huge organism that controlled the Planetship.

Every Mechanoid travelling to the Mothership would be encased in a new alloy that prevents the mysterious radiation from possibly affecting their systems. The new Mechanoid cyborg units have been specifically developed for the mission at hand. The taskforce must land a modified Spider Fortress onto the Mothership and begin the intensive task of waking up an entire Planetship.

Altanine Dragonfly Variant

Because of the nature of the recovery mission, the Mechanoid Brains could not include all the necessary Mechanoids for the missions with their current command and Mechanoid unit structures. The Brains decided that a breeding program would commence to distil the traits needed from the Runner clones and the Wasp clones and combine them into a limited production Mechanoid designated the Dragonfly. The Dragonfly is a completely new casing based on advanced prototypes of a new Skimmer robot design.

The Altanine Dragonfly is effectively the captain in the Mechanoid hierarchy. As second in command, they are responsible for commanding and coordinating troops and handling general operations. They are Jacks-of-all-trades, with an emphasis on the sciences, electronics and mechanics and yet are intelligent predators that are bold, aggressive and cunning. They are even more creative, resourceful and ingenious than their predecessors, the Runners, are. This clone-type is the result of the desperate need for dedicated operatives to perform specific duties. Once the batch of clones developed for the Dragonfly casings are completed, the original biological blueprints will be stored for further review by the Mechanoid High Command and no more will be produced. The Mechanoids find it distasteful to create a totally new offshoot of their race for a specific mission and then not allowing the new breed of Mechanoid to become part of Mechanoid society. The complicated Dragonfly casing is also not as efficient as constructing the separate Runner and Wasp units.

Sadly the rushed nature of the gene splicing and cloning produced an unstable Mechanoid that somehow feels both halves of its heritage. The problems will not be apparent until during the mission when they will be confronted with a population of *humanoids* living on a Mechanoid Planetship!

Model Type: Altanine Dragonfly - Captain/Air Force

Class: Cyborg

M.D.C by Location:

Forward Lasers (2) - 50 each

Skimmer Model the Dragonfly is Based On

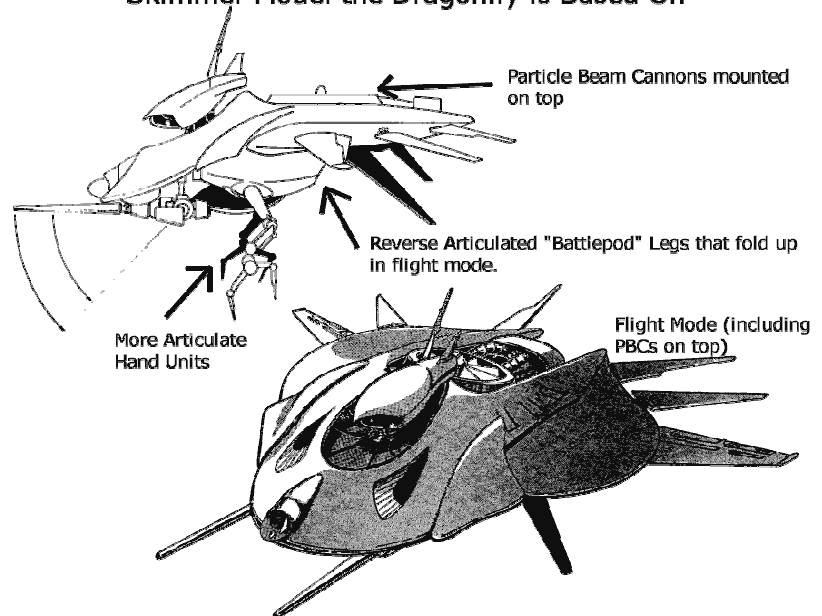


Figure 10 I just think this model would look great with bulkier arms, battlepod ostrich legs and some PBCs mounted on top!

Top mounted Particle Beam Cannon (2) - 80 each

Upper Arms (2) - 50 each

Retractable Legs (2) - 90 each

Wings (2) - 100 each

Stabiliser Wings (4) - 50 each

Antenna Assembly - 20

Turbine/Thruster assembly - 140

Containment Chamber - 120

*Head - 100

**Main Body - 220

* Destroying the head will eliminate all optics and sensory systems and reduces the maximum speed, the number of melee attacks and all bonuses by half, **Note:** The head is a small and difficult target to hit. Thus, it 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 main body destroys the cyborg's mechanical body housing, however, the organism's environmental containment chamber (effectively the pilot's compartment) contains the majority of the living organism. The Mechanoid organism can be rescued and installed into another mechanical body of the same design. Except for its psionic powers, the creature is totally helpless and will die within 5D6 days.

Speed

Running: 70mph (112.6km) maximum. Note that the act of running does not tire the Mechanoid inside.

Leaping: The powerful robot legs can leap up to 20 feet (6m) high or across unassisted by psionic telekinesis. Thruster Boosted leaps can take the Dragonfly almost triple those distances.

Flying: Mach 2 - 1350mph (2144km), cruising speed is typically a slow 500mph (800km). The flying, speed and aerial movement is made possible by a mentally controlled anti-gravity system. The Dragonfly can attain incredible speeds while maintaining absolute control and precision manoeuvring. The system is so amazing that the Dragonfly can go from 0 to Mach 2 in five seconds and come to a complete stop in an instant! Maximum altitude is virtually unlimited.

Range: Unlimited.

Statistical Data

Height: 15 feet (4.6m) with head and Legs extended; 5 feet (1.5m) in Flight mode.

Width: 15 feet (4.6m) from wingtip to wingtip.

Length: 9 feet (2.74m)

Weight: 1.5 tons

Cargo: None.

Armoured Body: The cyborg body is a full environmental system with internal cooling, air purification and independent oxygen supply as is common to most suits of power armour. This also makes the creature impervious to poison, gas, and biological agents unless the containment chamber is breached by depleting all its M.D.C. Note: The Mechanoid will die in 1D4 minutes if the containment chamber is breached - they cannot breathe Earth's atmosphere!

Power System: A Mechanoid power crystal gives the cyborg a life of 100 years before requiring a replacement crystal.

Alignment: Any

Horror Factor: 12

Physical Strength: Equal to a P.S. 30

Other Attributes of Note: I.Q 2D6+12, M.E 2D6+10, M.A 2D6+8, and P.P.E. 4D6

Number of Attacks Per Melee: Six physical or psionic attacks.

Combat Bonuses (includes all bonuses): +4 on initiative, +6 to strike with particle beams, +2 to strike with a punch, +6 to strike on a flying body block/ram, +6 to parry, +7 automatic dodge when in the air (does not count as a melee action), +2 to pull punch, +5 to roll with impact, +4 to save vs horror factor, and +2 to save vs psionic attacks, but +8 to save vs all forms of mind control.

Psionics: Major psionic but considered a mind melter. 1D4x100+290 I.S.P and possesses all sensitive psi-powers plus hypnotic suggestion, telekinetic force field, and telemechanics.

Penalties: Roll to save vs Insanity/Psychosis when damaged beyond 50%, outnumbered or taunted by a humanoid. If the roll fails, the Mechanoid suffers a random Psychosis (roll on the table). If taunted, there is a +2 bonus to save provided the main body M.DC is not below half.

Average Level of Experience: 1D4

Skills of Note: Radio basic, scramblers, surveillance, T.V./Video 88%, basic and advanced math 98%, computer operation 80%, detect ambush, detect concealment, intelligence, tracking, wilderness survival, and land navigation all at 75%, computer hacking 40%, pilot hover vehicle and spaceship at 85% and streetwise 40%. Weapon proficiencies include W.P. energy pistol, energy rifle and heavy.

Weapon Systems

1. Variable Laser Turrets (2): Two laser turrets are built into the forward undercarriage of the Dragonfly. They are multi-purpose appendages used as both a short-range defensive weapon and a tool. The weapon system has its own targeting computer that analyses the reflectivity of armour and substances as well as distances. After one melee round, the computer is able to adjust to the

light frequency that will inflict maximum damage to the target. The turret can rotate 360 degrees and has a 90-degree vertical arc of fire.

Primary Purposes: Weapon and tool.

Mega-Damage: 3D6 M.D. per single blast or 6D6 M.D. per double blast.

Effective Range: 4000 feet (1220m)

Payload: Effectively unlimited.

2. Top Mounted Particle Beam Cannons: This Mechanoid weapon has a remarkable range and when combined with the Dragonfly's incredible speed and accuracy, is truly devastating. The weapons have their own targeting computer, which gauges distances and adds to its accuracy. Each mount can be moved independently, with a swivel of 45 degrees.

Primary Purpose: Assault

Mega-Damage: 1D4x10M.D or 1D6x10M.D (two settings per single blast or 2D4x10 per simultaneous, double blast (aimed at the same target). A simultaneous, double blast counts as one (1) melee attack!

Rate of Fire: Equal to the number of hand to hand attacks.

Effective Range: 4000 feet (1200m)

Payload: Effectively unlimited.

3. Rail Guns, energy weapons and other weapons can be substituted in an emergency or as a back-up weapon.

4. Hand to Hand Combat: Rather than use a long-range weapon, the Mechanoid can engage in hand to hand combat using its cannon barrels or wings as a bludgeon.

Restrained punch: 4D6+15 S. D. C.

Full strength punch: 2D4 M.D

Kick: 3D6 M.D

Leap Kick: 5D6 M.D, but counts as two attacks.

Body block/ram: 2D6 M.D at low speeds, 4D6 M.D at Mach One or 1D4x10 M.D at Mach Two. The Dragonfly has a 1-40% chance of knocking its opponent off his feet (victim loses initiative and one melee attack) at speeds under Mach One, a 1-55% at Mach One and a 1-75% chance at Mach Two. All such attacks count as two melee actions regardless of the speed.

5. Sensor Systems of Note

Optics: Full optical systems, including the visible light spectrum, infrared, ultraviolet, polarization, passive night vision (light amplification), thermo-imaging, laser targeting, and telescopic. *Telescopic optics* function like built-in binocular with a range of about two miles (3.2km). All the other optical systems have a range of about 5200 feet (1560m).

Radar: Can identify and track up to 72 targets simultaneously, at a range of two miles (3.2km). Applicable to flying targets at 500 feet above the ground or higher as the radar cannot track ground movement.

Radio Communication: Medium range directional radio. Range: 100 miles (160km). The radio system can also eavesdrop on enemy transmissions and track transmissions to the source (60% success ratio); tracking range is limited to miles (32km).

Built-in Language Translator: Same as the portable unit; see **Rifts RPG**, page 247.

Altanine Brute Exterminator Variant

The Mechanoid brute was designed to be a commander of lesser Mechanoids and robots - like a Sergeant or a Lieutenant in the army. Consequently, the Brute Exterminator, although a predator, like the traditional wasp and exterminator, is extremely loyal to his superiors and has a cool, calculating mind. This means unlike the wasp or exterminator, the Altanine brute can control its emotions to follow orders. They are methodical creatures with a good head for tactics and command. The Planetship recovery mission requires that the Brute Exterminator protect their Runt Repair drones while the little robots undertake their assigned tasks to restore the Mechanoid Planetship's systems. The Brute Exterminator also loves assassination, seek and destroy missions and infantry assignments. This conditioning is the result of the genetic adaptations and modifications to produce the offshoot cyborg. Their loyalty to the Mechanoid race, a genetic and psychological bond, always keeps them loyal to the Mechanoids and their commanders. If there were a traitor or a rogue in a group or mission, a Brute Exterminator would be the first to hunt them down and destroy them.

The Brute Exterminator also comes with two integrated robots namely a Runt and Assault Drone. The Runt has been programmed to assist in the Mothership reactivation while the assault Drone is programmed to protect the Brute Exterminator while they go about their assigned duties.

The Brute Exterminator is susceptible to aggression that sometimes causes them to fly out of control during combat. The blood lust just takes over and the creature fights on pure instinct and berserker rage especially when a plan does not pan out properly in the field. This is a slightly more stable clone than the Dragonfly.

Model Type: Altanine Brute - Infantry leader & technician

Class: Cyborg

M.D.C by Location:

Upper Arms (2) - 70 each

Lower arms & hands (2) - 100 each

Legs (2) - 110 each

*Ion Blasters (2) - 15 each

Containment Chamber - 120

*Forward Particle Beam Guns (2) - 40 each

**Head/Main Body - 250

*Robot Housings (2) - 30 each

* These targets are comparatively small and difficult to hit. Thus, they can only be hit when the attacker makes a called shot and even then he is - 3 to strike.

**Depleting the M.D.C of the main body destroys the cyborg's mechanical body housing, however, the organism's environmental containment chamber (effectively the pilot's compartment) contains the majority of the living organism. The Mechanoid organism can be rescued and installed into another mechanical body of the same design. Except for its psionic powers, the creature is totally helpless and will die within 5D6 days.

Speed

Running: 50mph (80km).

Leaping: 10 feet (3m) high or across.

Flying: Its secondary means of movement is a limited anti-gravity propulsion system similar to the Dragonfly's. 90mph (144km), cruising speed is typically about half, maximum altitude is 2000 feet (610m).

Range: Unlimited.

Statistical Data

Height: 12 feet, 6 inches (3.8m)

Width: 5 feet, 6 inches (1.7m)

Length: 6 feet (1.8m)

Weight: 2.4 tons

Cargo: None.

Armoured Body: The cyborg body is a full environmental system with internal cooling, air purification and independent oxygen supply as is common to most suits of power armour. This also makes the creature impervious to poison, gas, and biological agents unless the containment chamber is breached by depleting all its M.D.C. Note: The Mechanoid will die in 1D4 minutes if the containment chamber is breached - they cannot breathe Earth's atmosphere!

Power System: A Mechanoid power crystal gives the cyborg a life of 100 years before requiring a replacement crystal.

Alignment: Any

Horror Factor: 12

Physical Strength: Equal to a P. S. 30

Other Attributes of Note: I.Q. 2D6+10, M.E. 2D6+10, M.A.2D6+10, and P.P.E. 3D6.

Number of Attacks Per Melee: Five physical or psionic attacks.

Combat Bonuses (includes all bonuses): +2 on initiative,+5 to strike with particle beams,+5 to strike with a punch, +4 to strike with a flying body block/ram,+5 to parry,+5 to dodge,+3 to pull punch,+4 to roll with impact,+4 to save vs horror factor, and +3 to save vs psionic attacks, +2 to save vs magic and poison.

Psionics: Major psionic but considered a mind melter. 1D6x10+100 I.S.P and possesses all physical psi-powers plus telepathy, empathy, electrokinesis, psi-sword and mind block auto-defence.

Penalties: Roll to save vs Insanity/Psychosis when damaged beyond 75%, outnumbered or taunted by a humanoid. If the roll fails, the Mechanoid suffers a random Psychosis (roll on the table). If taunted, there is a +2 bonus to save provided the main body M.DC is not below three-quarters.

Average Level of Experience: 1D4

Skills of Note: All communication skills (+ 15%), all mechanical skills (+ 15%), basic electronics (+20%), all pilot related skills (+ 20%), all military skills (+ 15%), computer operation and programming (+ 15%), basic math (+30%), pilot hover vehicles and spaceships (+ 20%), prowl (+ 10%), and detect ambush, detect concealment, intelligence, tracking, wilderness survival, and land navigation (all +15%). Weapon proficiencies include W.P. energy pistol, energy rifle, heavy energy, sword and blunt.

Weapon Systems

1. Particle Beam Guns (2): A pair of particle beam guns mounted on the top of the Brute Exterminator. Although terribly destructive, these guns are fixed forward and are considered short-range weapons by Mechanoid standards. Furthermore, the Brute Exterminator must turn its entire body to point and shoot.

Primary Purpose: Assault

Mega-Damage: 1D4x10 M.D per single blasts or 2D4x10 per simultaneous, double blast (aimed at the same target). A simultaneous double blast counts as one (1) melee attack.

Rate of Fire: Equal to the number of hand to hand attacks.

Effective Range: 1600 feet (488m)

Payload: Effectively unlimited as it is patched into the armour's power supply.

2. Ion Pulse Blasters (2): A powerful close range weapon that can fire single blasts or a triple pulse. The weapon has its own targeting computer.

Primary Purpose: Assault and extermination.

Mega-Damage: 2D6 M.D per single energy pulse or 6D6 M.D per triple pulse blast (counts as one melee attack). The two ion blasters can be fired simultaneously at the same target inflicting either 4D6 M.D from dual single blasts or 1D6x10+10 per dual triple

blasts.

Rate of Fire: Equal to the number of hand to hand attacks.

Effective Range: 1600 feet (488m)

Payload: Effectively unlimited; patched into the armour's power supply.

3. Rail guns, energy weapons and other weapons can be substituted in an emergency or as a back-up weapon.

4. Hand to Hand Combat: Rather than use a long-range weapon, the Mechanoid can engage in hand to hand combat using its cannon barrels or wings as a bludgeon.

Restrained Punch: 4D6+ 15 S.D.C.

Full Strength Punch: 2D6 M.D

Power Punch: 4D6 M. D

Kick: 2D6 M.D

Leap Kick: 3D6 M.D

Body Block/ram: 1D6 M.D The Brute Exterminator has a 1-50% chance of knocking its opponent off his feet (victim loses initiative and one melee attack), but counts as two melee actions regardless of the speed.

5. Sensor Systems of Note: Same as the Dragonfly.

Runt Repair Unit

The repair runt flies and has retractable, electromagnetic adhesive pads and cable to attach itself to the hulls of spacecraft or any other structures. Although not designed for combat, its program includes basic fighting and defensive skills. The repair runt will attack humanoids on sight. The Planetship recovery Runts have a priority function built into their programming. The mission will require the Assault Probe and the Brute Exterminator to watch over the Repair Unit while it goes about its task of reactivating certain systems.

Model Type: Runt Repair Unit-All Purpose, Repair & Maintenance.

Class: Robot

M.D.C by Location:

Hands (2) - 10 each

Arms (2) - 30 each

Shoulders (2) - 50 each

Electro-Pads & Cord (2) - 10 each

Thrusters (2) - 30 each

Weapons (vary) - Typically 40 each

*Head - 70

**Main Body - 100

* Destroying the head will eliminate the optics and most of the sensory systems - reduce combat bonuses by half.

**Depleting the M.D.C of the main body will destroy the robot. An attacker must make a called strike to hit a specific part of the body such as the head, arms, hands, legs and weapons (no strike penalty).

Speed

Running: Not applicable.

Leaping: Not applicable.

Flying: Hover jets give the robot the ability to fly in the air and move underwater or in outer space. 50 mph (80km) maximum and can reach an altitude of about 2000 feet (610m).

Range: Effectively unlimited

Statistical Data

Width: 2 feet (0.6m)

Length: 2 feet, 6 inches (0.65m)

Weight: 400lbs (180kg)

Armoured Body: Mega-damage robot body.

Power System: The nuclear power pack gives the robot five years of life even under the most strenuous and constant amount of use.

Alignment: Not applicable. Humans would consider them to be diabolic killers.

Horror Factor: 8

Physical Strength: P.S. 30

Other Attributes of Note: Not applicable.



Figure 11: Basically what I was looking for the Brute Exterminator. Used without permission from Dave Dietrich's 3rd Invid Invasion Page.

Number of Attacks Per Melee: Five melee actions/attacks.

Combat Bonuses (includes all bonuses): +2 on initiative, +2 to strike, +5 to parry and dodge, +2 to pull punch, +2 to roll with impact. Impervious to horror factor and mind control because it has no living mind to frighten or influence.

Programming and memory enables the robot to identify weapons, combat vehicles, and humanoid life forms and know enemies of the Mechanoids. Combat programming directs the actions and reactions to counter any attacks.

Weapon Systems

1. Laser Tool: A laser used for cutting and welding is built into the upper body just about the eye-like sensor.

Primary Purpose: Tool

Mega-Damage: 6D6 S.D.C. or 1D4 M. D. or 1D6 M.D, three settings.

Rate of Fire: Five blast per melee.

Effective Range: 200 feet (61m)

Payload: Effectively unlimited.

2. Fusion Torch (1): A fusion torch is built into the finger of the right hand. This is a tool used for welding, cutting and other repairs.

Primary Purpose: Tool

Mega-Damage: 1D4 M.D, 2D4 M.D, 3D4 M.D or 4D4 M.D, four settings.

Rate of Fire: Five per melee

Effective Range: 200 feet (61m)

Payload: Effectively unlimited.

3. Laser Pistol, Laser Rifle or other human-sized weapons and tools can be used by the little robot.

4. Hand to Hand Combat: Rather than use a weapon, the robot can engage in mega-damage hand to hand combat.

Five (5) attacks per melee.

Restrained Punch: 4D6+ 15 S.D.C.

Full Strength Punch: 1D4 M.D

Power Punch: 2D4 M.D, but counts as two attacks flying body block/ram: 2D4 M.D with a 1-35% chance of knocking its opponent off his feet (victim loses initiative and one melee attack), but counts as two melee actions regardless of the speed.

5. Sensor Systems of Note

Optics: The robot has full optical systems including the visible light spectrum, infrared, ultraviolet, and passive night vision (light amplification), thermo-imaging, laser targeting, and telescopic. Telescopic optics function like built-in binoculars with a range of about two miles (3.2km). All the other optic systems have a range of about 3000 feet (914m).

Radar: Can identify and track up to 48 targets simultaneously, at a range of two miles (3.2km). Applicable to flying targets at 500 feet above the ground or higher only. Radar can not track ground movement.

Motion Detector: 100 foot radius (30.5m), adds to ability to parry and dodge (see bonuses).

Radiation Detector: 100 foot radius (30.5m); identifies and measures the amount of radiation.

Radio Communication: Medium range directional radio. Range: 50 miles (80km). Can also scan and communicate via code, eavesdrop on enemy transmissions and track transmissions (60% success level) to their source. Range: 10 miles (16km).

Speech: The robot can not speak.

Assault Probe

The assault probe is a combat robot about the size of a seeker pod. Its sole purpose is to hunt and exterminate humanoids and other pests. Like the tunnel crawler, the assault probe was originally designed to prowl the man-sized (and larger) tunnels, vents and pipelines of the Mechanoids' Motherships, military bases, and cities. It has since become a reliable weapon used in the pursuit of refugees, seek and destroy missions, perimeter defence, and as a mechanical watchdog/guard.

Unless instructed to do otherwise, the assault probe is programmed to destroy all humanoids on contact without hesitation. The probe is silent and deadly even though its only weapon is a pair of rapid-fire ion blasters. The robot's design for prowling and combat in the confines of a tunnel has seen emphasis placed on stealth, alertness and firepower, not range. During the Planetship recovery mission, the probes will be depended on to keep the Brute Exterminator informed and protected.

Model Type: Robot assault unit - Hunter-Killer

Class: Robot

M.D.C by Location:

Sensor Plate (1, front) - 35

*Rear Thrusters (2) - 20 each

*Lower jets (3) - 15 each

*Ion Blasters (2, tiny) - 15 each

**Main Body - 75

*These are small and difficult to hit targets, thus they can only be struck when a character makes a called shot and even then the attacker is - 3 to strike.

**Depleting the M.D.C of the main body destroys the robot.

Speed

Running: Not applicable.

Leaping: Not applicable.

Flying: Moves by use of a hover jet system, 150 mph (240km), cruising speed is typically about half, maximum altitude is 2000 feet (610m).

Range: Unlimited.

Statistical Data

Height: 3 feet (0.9m)

Width: 3 feet (0.9m)

Length: 5 feet (1.5m)

Weight: 255 pounds (1.14kg)

Cargo: None.

Armoured Body: Mega-damage robot body.

Power System: A Mechanoid nuclear battery with a three-year life.

Alignment: Not applicable; for humans it would be the equivalent of diabolic evil, killer.

Horror Factor: 8

Physical Strength: Not applicable

Other Attributes of Note: Not applicable.

Number of Attacks Per Melee: Four total attacks; single energy blasts or rapid-fire bursts (a burst counts as one attack).

Combat Bonuses (includes all bonuses): + 1 on initiative, +4 to strike, +4 to strike with a flying body block/ram, +4 to dodge + 1 to roll with impact. Impervious to horror factor and mind control because it has no living mind to frighten or influence.

Skills of Note: Intelligence 60%, prowl 50%, track 65%, land navigation 85%, basic math 96%, and can be programmed to understand six different languages at 96%.

Programming and memory enables the probe to identify weapons, combat vehicles, humanoid life forms and known enemies of the Mechanoids. Combat programming directs the actions and reactions to encounters and attacks.

Weapon Systems

1. Rapid-Fire Ion Beam Guns (2): A pair of ion beam guns is built into the front/head-like section of the robot. The guns are fixed forward and are considered short-range weapons by Mechanoid standards. The probe must turn its entire body to point and shoot, but the hot is very quick.

Primary Purpose: Extermination

Mega-Damage: 1D6 M.D per single blast, 2D6 M.D per double blast or 1D4x10 M.D for a simultaneous rapid-fire burst from each gun.

Rate of Fire: Four single or multiple bursts.

Effective Range: 1200 feet (366m)

Payload: Effectively unlimited as it is patched into the robot's power supply.

2. Sensor Systems of Note

Optics: The robot has full optical systems including the visible light spectrum, infrared, ultraviolet, and passive night vision (light amplification), thermo-imaging, laser targeting, and telescopic. Telescopic optics function like built-in binoculars with a range of about two miles (3.2km). All the other optic systems have a range of about 3000 feet (914m).

Radar: Can identify and track up to 48 targets simultaneously, at a range of two miles (3.2km). Applicable to flying targets at 500 feet above the ground or higher only. Radar can not track ground movement.

Motion Detector: 100 foot radius (30.5m), adds to ability to parry and dodge (see bonuses).

Radiation Detector: 100 foot radius (30.5m); identifies and measures the amount of radiation.

Radio Communication: Medium range directional radio. Range: 50 miles (80km). Can also scan and communicate via code, eavesdrop on enemy transmissions and track transmissions (60% success level) to their source. Range: 10 miles (16km).

Speech: The robot can not speak.

Altanine Scarab Overlord Variant

When the Mechanoid brains attempted to clone a new Overlord to replace their lost Mothership leader, they failed to recreate a complete duplicate. The resulting Mechanoid cyborg was healthy yet did not develop into a full Overlord. Three attempts were made and the three "failures" were placed in stasis until the Brains worked out what to do with them. The answer came in the problem of which Mechanoid type should lead the mission. The quasi-Overlords were still extremely brilliant and yet their focus could not be developed into the ultimate leadership role. The Brains instructed the quasi-Overlords to begin their indoctrination as recovery team leaders, a mission the lesser Overlords took to with gusto. It was decided to equip the front-line leaders with a variation of the Octopus casing. To become an effective all-round leader in their assigned duties, each would need to be highly adaptable to the frantic environment re-powering an entire Mothership will become.

Note: The Game Master can opt to use these Overlords as a Triumvirate of leaders and an excellent recurring cast of villains.

By giving the Quasi-Overlords a psionic bond with each other, the triumvirate may indeed exceed the potential a single, 'pure' Overlord has.

The Mechanoid continues to function as a specialist in the areas of construction and repairs. The Scarab's mission duties will include the identification, extraction and processing of ores, fuels, and other materials (mining and metallurgy), construction and repairs of mechanical systems, bots, vehicles, artificial structures, and the overseeing of final Mothership reactivation. The Scarabs will also help to plot and coordinate the dissection of the gas moon orbiting the third planet of FPX-G-1D4-OD-4.

The lower sections has eight arms: three claws (the front two have lights built into the palms), one human style hand on its left side, two small arms and hands in the front, a fusion torch, and laser arm. The Mechanoid Brains did not leave anything to chance when they designed the Scarab.

The Scarab is highly intelligent, and is almost Overlord-like in their planning and ruthlessness. They do not possess psionics quite as powerful as a full-fledged Overlord and aren't as skilled.

Model Type: Scarab, Special Forces Commander; Mothership reanimation mission.

Class: Proto-Overlord Commander

M.D.C. by Location:

Upper Hands (2) - 50 each

Upper Arms (2) - 120 each

Particle Beam Cannon (1) - 120

Containment Chamber - 120

*Lower: Arm & Hand (1) - 50

*Lower: Tiny Arms & Hands (2) - 10 each

*Lower: Claw Arms (3) - 100 each

*Lower: Fusion Torch Arm (1) - 100

*Lower Laser Arm (1) - 30

*Lower Sensors - 35 each

**Forward Sensor Dome (1, head) - 120

Rear Thrusters (2) - 50 each

Containment Chamber - 120

Lower Body - 350

*** Upper Main Body - 400 (front) and 600 (rear; heavy plating)

* These targets are all comparatively small and difficult to hit. Thus, they can only be hit when the attacker makes a *called* shot and even then the attacker is - 2 to strike.

** Destroying the sensor dome will knock out all optic and sensor systems, including radar. The creature must rely on its normal vision and psionic senses. Note: The sensors are comparatively small and require attackers to make a called shot. Even then the attacker is -2 to strike.

*** Depleting the M.D.C. of the main body destroys the cyborg's mechanical body housing, however, the organism's environmental containment chamber (effectively the pilot's compartment) holds the majority of the living organism. The Mechanoid organism can be rescued and installed into another mechanical body of the same design.

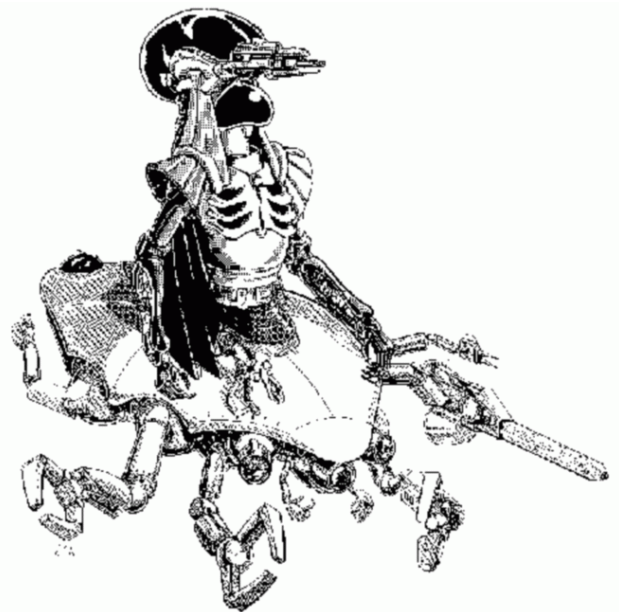


Figure 12 my "Rough as Guts" Impression of a Scarab Overlord

Speed

Running: Not applicable.

Leaping.: Not applicable.

Flying: 400mph (640km) maximum, with a maximum altitude of 20,000 feet (6096m). Flight is made possible by an anti-gravity system similar to the wasp's.

Range: Unlimited.

Statistical Data

Height: 40 feet (12.2m)

Width: 42 feet (12.8m)

Length: 48 feet (14.6m)

Weight: 90 tons

Cargo: There is a concealed cargo bay in the rear portion of the lower body that can hold the equivalent of a compact car and up to six tons.

Armoured Body: The cyborg body is a full environmental system with internal cooling, air purification and independent oxygen supply as is common to most suits of power armour. This also makes the creature impervious to poison, gas, and biological agents unless the containment chamber is breached by depleting all its M.D.C. Note: The Mechanoid Scarab is able to survive outside its containment chamber longer than many other Mechanoids, about 1D4 hours!

Power System: Power crystal with a life of 100 years.

Alignment: Any, typically aberrant evil.

Horror Factor: 15

Physical Strength: Equal to a P.S. 40

Other Attributes of Note: I.Q. 2D6+ 12, M.E. 2D6+12, M.A. 2D6+10, and P.P.E. 6D6.

Number of Attacks Per Melee: Six physical or psionic attacks

Combat Bonuses (includes all bonuses): +4 to strike with particle beam, +2 to strike with all other weapons. +4 to strike with a punch, +4 to parry, +4 to dodge, +2 to pull punch +3 to roll with impact, +6 to save vs horror factor, +5 to save vs psionic attacks, and +3 to save vs magic and poison.

Psionics: Master psionic but considered a mind melter 1D6 x 100 +1000 I.S.P! Psionic abilities include all physical and super.

Average Level of Experience: 2D4

Skills of Note: All engineering, electrical, science, pilot related computer and communication skills. Weapon proficiencies include W.P. heavy energy weapons and blunt.

Weapon Systems

1. Triple-Barrel Particle Beam Cannon (1): This weapon is similar to the cannons of the wasp, except that it is much larger, providing greater range and is fixed forward on the head of the Scarab. The weapon has its own targeting computer which gauges distances and adds to its accuracy.

Primary Purpose: Assault

Mega-Damage: 1D4x10 M.D. per single blast or 3D4x10 M.D. per triple blast (all fire at the same target).

Rate of Fire: Equal to the number of hand to hand attacks.

Effective Range: 6000 feet (1829m).

Payload: Effectively unlimited

2. Large Hand and Arm (1): The large right arm is used for repairs, lifting and carrying, and operating machines. It has a spotlight and utility laser built into the wrist. The hand can rotate 360 degrees at the wrist. The arm can rotate 360 degrees at the wrist, elbow and shoulder.

Primary Purpose: Tool and defence.

Mega-Damage: The laser can inflict 1D4 M.D., 1D6 M. D., 2D6 M.D., or 3D6 M.D., while the hand can punch, inflicting 4D6 M. D. or 1D6x10 M. D. with a power punch (counts as two attacks).

Rate of Fire: Equal to the number of hand to hand attacks.

Effective Range: 50 foot (15.2m) reach.

Payload: Effectively unlimited; patched into the power supply.

3. Smaller Hand and Arm (1): This limb is roughly equivalent to the large arm in every way except the amount of damage it inflicts from a punch and its reach.

Primary Purpose: Tool

Weight: Not applicable; it is part of the lower body.

Mega-Damage: The laser can inflict 1 D4 M. D., 1 D6 M. D., 2D6 M.D., or 3D6 M.D., while the hand can punch, inflicting 3D6 M.D. or 6D6 M.D. with a power punch.

Rate of Fire: Equal to the number of hand to hand attacks. Effective Range: 30 foot (9m) reach.

Payload: Effectively unlimited; patched into the power supply.

4. Fusion Torch (1): This is a slightly different type of tool than the type one, with a greater range of heat and flame. It is used for welding, cutting and repair work.

Primary Purpose: Tool

Mega- Damage: 1 D6 to 10D6 S. D. C. or 1D6 to 6D6 M. D. per blast. The Scarab can regulate the intensity and damage within the available range.

Rate of Fire: Equal to the number of hand to hand attacks (8). Effective Range: 1200 feet (610m).

Payload: Effectively unlimited; patched into the power supply.

5. Utility Hand and Arm (1): This arm and hand is built into the left side of the lower body housing. The hand is used for grasping, holding, carrying, performing repairs and many other tasks. The hand can use a variety of tools and operate machinery. It has a 12 foot (3.3m) reach and can rotate 360 degrees at the wrist, elbow and shoulder.

Primary Purpose: Labor

Mega-Damage: 2D6 M.D. per strike.

Rate of Fire: Equal to the number of hand to hand attacks.

Effective Range: 12 feet (3.6m).

Payload: Effectively unlimited

6. Large Utility Claws (3): Three larger arms with pincer-like claws are also located in the front of the lower body. Each has a 20 foot (6m) reach when fully extended and can rotate 360 degrees at the wrist, elbow, and shoulder.

Primary Purpose: Labor

Mega-Damage: 3D6 M.D. per strike, 2D6 crush/squeeze, or 6D6 power punch.

Rate of Fire: Equal to the number of hand to hand attacks (8).

Effective Range: 20 feet (6m).

Payload: Effectively unlimited; patched into the power supply.

7. Sensor Systems of Note:

Optics: Full optical systems, including the visible light spectrum, infrared, ultraviolet, polarisation, passive night vision (light amplification), thermo-imaging, laser targeting, and telescopic. *Telescopic optics* function like built-in binocular with a range of about two miles (3.2km). All the other optic systems have a range of about 5200 feet (1560m).

Other Sensors: Heat and motion detection with a 1200ft (366m) range. Molecular analyser and radar and radiation detectors (effectively the same as human bionic system). Plus x-ray vision (50 foot/15m range) and ultrasound probing (to scan for defects), computer optical enhancement system, electron microscope, microscopic and spectrographic vision (all used for scanning structural defects and for examining microchips and circuitry), video recording and sonar. The spotlights have a beam range of 500 feet (153m).

Radar: Can identify and track up to 72 targets simultaneously, at a range of two miles (3.2km). Applicable to flying targets at 500 feet above the ground or higher and the radar cannot track ground movement.

Radio Communication: Medium range directional radio. Range: 100 miles (160km). The radio system can also eaves drop on enemy transmissions and track transmissions to their source (60% success ratio); tracking range is limited to 20 miles (32km).

Built-in Language Translator: Same as the portable unit; see **Rifts RPG**, page 247.

The Altanine Mechanoid Hierarchy

Population Percentage & Notes

Note: The estimated total population of Mechanoids based on FPX-G-1D4-OD-4's rogue moon is around 500 thousand. This number is less than 10% of the total Mechanoid complement of a Mothership. The Aberrant Mechanoid invasion took its toll. The majority of this population is in stasis aboard the land-locked Battlecruisers.

<u>Type</u>	<u>Number</u>
Brains	900
Quasi-Overlords	3
Runners	40 000
Brutes	140 000
Wasps	80 000
Exterminators with Seeker Pods	120 000
Tunnel Crawlers	60 000
Black Widows	2 000
Mantis	10 000
Octopus (Type One)	2 000
Mindless Drones	50 000
Others	1000

The Altanine Mechanoid Scorpion Fortress Variant

Most of the spider fortresses inside the Battlecruisers were damaged in the battles to take the vessels over. The Mechanoid scientists used the new radiation-negating alloys to build a huge upgraded model of the spider fortress to send to the Planetship. The "Scorpion" Fortress is half again, the size of a normal Spider fortress with a propulsion system now integrated into the frame. While not expecting any real problems with the recovery mission, the Mechanoids needed a vessel large enough to send the hundreds of Mechanoids needed to restart the Planetship systems and send huge Mothership on its way. The Scorpion Fortress is heavily armed and armoured and carries an enormous number of Mechanoids. The extra space built into the fortress consists mainly of storage racks for the additional Mechanoid complement.

The fortress is a gargantuan mobile assault base that is 1246 feet (380m) in diameter and towers 1640 feet (500m) high. The additions to the frame warranted an extra pair of legs making six in total. The gyroscopic systems had been modified to compensate for the completely different walking configuration. The thruster systems built into the frame enable the Scorpion to fly in space and to descend safely only. The Mechanoid engineers do think that with a resupply of fuels and a launch site near either of the two poles of the Planetship would enable the Scorpion Fortress to reach orbit again. This was merely a calculation made by the design team and not seriously considered as being necessary.

The engineering crew that built the Scorpion Fortress has gutted one of the Battlecruiser's useable systems and intends to start building two more retrofitted Spider Fortresses. This is simply because the Mechanoids abhor wasting perfectly good systems and it keeps the engineers from going stir crazy!

Model Type: Mobile Assault Base - Infantry & Defence

Class: Robot Combat Vehicle

Crew: 14 brains

Troops: The special reactivation task force numbers are shown as well as the Scorpion Fortress crew.

Brains: 32

Scarabs: 3

Dragonflies: 220

Brute Exterminators: 220

Tunnel Crawlers: 66

*Repair Runts: 180

*Assault Probes: 92

*Additional to Brute Exterminator units

M.D.C by Location:

*Plasma Cannons (2) -500 each

*Bowl Laser Cannons (6) - 120 each

*Missile Launchers (2, inside lid) - 120 each

*Particle Beam Turrets (4, underside of platform) - 140 each

*Rim Lasers (60)- 10 each

*Legs (6) - 600 each

Energy Barrier - 3000

**Lower Platform - 1500

***Top lid - 3500

***Engine Assembly (Port/Starboard) - 1000 each

****Main Body Bowl - 3000

* These targets are comparatively small and require the attacker to make a called shot (No additional penalties).

** Depleting the M.D.C of the lower platform destroys the four particle beam turrets and reduces speed by 50%.

*** Depleting the M.D C. of the top lid portion of the fortress eliminates the plasma cannon and missile launcher. Furthermore, all further attacks against it from above, strike the main body and inflict double damage! Destroying the engines while in space flight would render the vessel dependent on reaction thrusters to manoeuvre (150mph/240km). A planet landing would be impossible.

****Depleting the M.D.C of the main body destroys all weapon systems on the bowl, the protective energy barrier, and the line of troops communication, damages sensors and completely immobilises the robot fortress. The results are all combat bonuses, damage and ranges of weapon systems still in operation, including the plasma cannons and P-beam turrets, are reduced by half! The missile launcher can only fire if the lid was open/up when the main body was destroyed.

Note: Destroying the main body and the upper lid or lower platform will destroy the entire fortress, causing it to explode in a contained, fiery mass. Everybody inside or within 1000 feet is killed (suffers 1D8x1000 M.D).

Speed

Running: 50mph (80km).

Leaping: Not applicable; it cannot jump.

Flying: Can only fly in space (Mach 16) and make a controlled descent to the Mothership's surface. If completely refuelled, the Scorpion could attempt to achieve orbit by travelling to one of the poles but this would probably take weeks of ground travel.

Range: Unlimited.

Statistical Data

Height: 1640 feet (500m)

Width & Length: 1246 feet (380m) in diameter.

Weight: 8000 tons

Cargo: Plentiful

Armoured Body: Mega-damage armour with personnel compartments that have a life support system. All Mechanoids are clad in their armoured, cyborg bodies.

Power System: A plasma energy system gives the fortress its power and a life of 600 years.

Horror Factor: 18

Physical Strength: Equal to a P.S. 60.

Number of Attacks Per Melee: Specific weapons may be limited to the number of times they can fire per melee round (15 seconds), however, the total number of melee actions and/or attacks per melee round is 24! Plus each of the 52 rim lasers can fire once per melee (scatter-shot, not more than two rim lasers can shoot at the same target at a time). The available weapons can be used in any combination.

Combat Bonuses (includes all bonuses): +2 on initiative, +7 to strike with plasma cannon, +6 to strike with particle beams, +5 with all other weapon systems,+2 to strike with a kick or stomp,+4 to strike with a body block/ram. The fortress has no parry, dodge or roll with impact bonuses.

Weapon Systems

Remember: 24 attacks per melee round (15 seconds) are possible from the major weapon systems, numbers two through five.

1. Energy Barrier - Special Defence System: The energy barrier encircles and protects the entire fortress unit from massive

bombardment, but the fortress cannot fire its weapons while the energy field is up. The field can recharge 500 M.D.C every hour (about 8.3 M.D.C every minute). However, if the main body bowl loses more than half its M.D.C there is a 1-58% chance of losing the protective shield (requiring 6D6 hours of repair and parts).

2. Dual Firing Plasma Cannons (2): A devastatingly powerful, long-range weapon. The two cannons can fire simultaneously at the same target or individually at different targets. Both are located near each other. The cannons have a 45 degree arc of fire, both vertically and horizontally. Otherwise the entire Scorpion Fortress must move/adjust to fire. Note however, that the bowl housing can rotate 360 degrees on the lower platform and get the guns into a new firing position in about 3 seconds (uses one melee attack).

Primary Purpose: Assault

Mega-Damage: 1D6x10 M.D per single blasts or 2D6x10 per simultaneous, double blast if two plasma cannons are used.

Simultaneous double blast counts as one melee attack.

Rate of Fire: Six times each per melee.

Effective Range: 6000 feet (1828m).

Payload: Effectively unlimited; patched into the power supply.

3. Missile Launcher (2): Nestled safely inside the lid are medium- and long-range missile launchers. To fire, the lid must open only 20 percent. It is a fast-loading, missile launcher system with the starboard launcher firing medium and the port launcher, long range missiles.

Primary Purpose: Assault

Mega-Damage: 2D6x10 M.D for medium-range plasma missile or 3D6x10 M.D per long-range plasma missile.

Rate of Fire: One at a time or in volleys of two or four, for a total of four volleys per melee round (15 seconds). Each volley counts as one melee attack regardless of the number of missiles.

Effective Range: Medium-range missiles, up to 60 miles (96km). Long-range missile range up to 500 miles (800km).

Payload: The launchers can fire a maximum of four missiles at any one time, but holds a total payload of 48 medium and 24 long-range missiles respectively.

4. Particle Beam Turrets (4): A pair of double-barrelled particle beam turrets are built into the undercarriage of the lower platform. Each can rotate 360 degrees, with a 90 degree vertical arc of fire. Each also has its own targeting system.

Primary Purpose: Assault

Mega-Damage: 1D4x10 M.D per single blast or 2D4x10 per simultaneous, double blast (aimed at the same target). A simultaneous, double blast counts as one (1) melee attack.

Rate of Fire: Four bursts per each turret per melee round.

Effective Range: 2000 feet (610m)

Payload: Effectively unlimited, patched into the power supply.

5. Bowl Laser Cannons (6): This long-range weapon is forward facing but the barrels can be rotated in all directions, in a 120 degree arc of fire. The lasers also have the standard variable light frequency capabilities.

Primary Purpose: Assault

Mega-Damage: 6D6 per single blast!

Rate of Fire: As many as six times each per melee round (15 seconds).

Effective Range: 6000 feet (1828m)

Payload: Effectively unlimited; patched into the power supply.

6. Short-Range Rim Lasers (60): Tiny, short-range lasers are built along the rim of the body bowl. They are primarily anti-personnel and close combat weapons. Each weapon can be angled by about 100 degrees.

Primary Purpose: Anti-personnel

Mega-Damage: 6D6 per single blast!

Rate of Fire: Equal to the total number of hand to hand attacks.

Effective Range: 2000 feet (610m)

Payload: Effectively unlimited; patched into the power supply.

7. Hand to Hand Combat: Physical combat is very limited and it can only make a total of six physical attacks per melee round (15 seconds). All other attacks are made using the energy weapons.

Palladium Conversions

So the Game Master has played every aspect of the Mechanimorphs campaign and needs some new ideas? Unlikely, but some Game Masters like an epic space opera feel and may wish to inject some existing Palladium game materials into the setting to give them more options. This setting could be applied to any Palladium M.D.C setting without modification. The Robotech II: Sentinels™ could stumble across the system, or the planet could come under attack by Marduk forces from Macross II. A Phase World™ campaign is an obvious choice for a campaign setting with many various options available there. Another brilliant choice for an alternate setting is the Scraypers™ game. M.D.C superpowers combined with nasty aliens and transforming robots all make for a fun game.

With a bit of tinkering on the Mechanimorph construction rules and careful comparison with the existing Heroes Unlimited bionics and super-vehicle creation sections, the Game Master and players could create an exceptional addition to an Aliens Unlimited campaign. A big attempt was made to give this setting an Anime 'feel' so super powers and magic would not be out of place in a mixed campaign. Including or excluding the Mechanoids would be an option for the GM.

Magic on Telminar?

For a 'pure' Mechanimorph campaign the use of Magic on Telminar should not be widespread or a common O.C.C (*unless the Game Master has something else planned for the campaign of course*). The easiest way of playing magic is not through the use of Ley Lines such as Rifts or Beyond the Supernatural, but by drawing the P.P.E off the bio-systems that are spread throughout the Planetship! Magic should be played like a Beyond the Supernatural campaign with the general populous not aware that secret magic sects exist on the metal planet. Supernatural monsters would be S.D.C or M.D.C creatures depending again on the Game Master.

P.P.E on Telminar: The following section shows the amount of P.P.E able to be drawn off the surrounding bio-nodes and organic systems. Also magic levels would not reach the power of Rifts Earth energies and would therefore become S.D.C magic similar to Heroes Unlimited™, Palladium Fantasy™, Beyond the Supernatural™ and Nightbane™. Actually a small amount of magic would not be detrimental to the campaign when considering Druid and Priest-type occupations are a large part of Askellan culture. However other Palladium books should be used for spell descriptions and P.P.E costs as it needless page consumption to reprint entire spell lists as well as magic user O.C.Cs. Techno-wizardry is practically unheard of, but some Game Masters could come up with some brilliant Mechanimorph variants using Techno-wizardry if the Game Master had a specific vision for the campaign that allowed such a modification.

Drawing P.P.E, from the Bio-Nodes, Brain Pools and other Core Consciousness organic systems is possible because of the massive amounts of P.P.E permeating throughout the massive organic computer. Of course the entire amount of P.P.E is not available through just one organic system but the energy drain is still sufficient for most spellcaster use. The unthinking organic systems can be treated the same as a person willingly donating his or her magic energy and the attempt is an automatic success (no save vs. magic attack). The Mage can absorb 70% of the organic system's energy!

Taking P.P.E, from the Core Consciousness. The most terrible method of extracting P.P.E from a living creature is by killing it. This is where animal and human sacrifices come into play or by ritualistically killing an organic component of the Mechanoid Mothership. Just as a living being's P.P.E doubles at the moment of death, the organic system gives off double the P.P.E of the description below. The Core Consciousness reacts to the system death with pain but without Mechanoid interaction, there is no instant defence mechanism. The Menntas High Minister portion of the Core Consciousness could summon Askellan warriors to investigate if they are within ready access of the damaged system.

Typical P.P.E of Organic Systems:

- Communications Bio Node - 6D6 P.P.E each
- Bio-Mass Communications circuit - 1D4x10 P.P.E
- Bio-Mass Junction - 1D6x10 P.P.E each
- Small Brain Pools - 2D4x10 P.P.E each
- Medium Brain Pools - 2D6x10 P.P.E each
- Large Brain Pools and Brain Networks - 3D6x10 P.P.E.

The Radiation (Optional)

This premise has been used often in science fiction and even in some Palladium descriptions. Using this option allows the Game Master to exhaust the immediate Mechanoid Space® campaign and then adding an influx of new options by using Phase World™ RPG material, and then any other feasible Palladium settings (including Robotech® and MacrossII®)

The mysterious radiation flooding the Altanine system is a form of transdimensional (magic?) energy that cancels the hyperC drives of the Mechanoid universe due to a critical, internal incompatibility. What the inhabitants of Telminar, the Mechanoids and a majority of the galaxy realise is that the FPX-G-1D4-OD-4 system has crossed the dimensional boundaries of several universes with the next transition a random occurrence due to occur within the next thirty years.

The Mechanoids trapped on the Altanine-2 Moon have realised that the radiation can be cancelled by using atmospheric components from the gas moon orbiting Altanine-3. What the secret actually is about the gas moon is anyone's (read the Game Master

gets to be creative) guess. The Mechanoids are worried that their transmissions were not acknowledged after a period but they had not considered the option that the entire solar system was not a static phenomenon.

The only signal that the solar system is about to phase into or leave a dimension is the sudden unnatural flaring of a group of nearby stars. It was this series of unstable flaring that forced the original Convoy to divert to the FPX-G-1D4-OD-4 system 650 years ago.

While the hyperC drives of the Mechanoid universe is susceptible to the radiation, contragravity drives and space fold devices seem to work normally. The Radiation extends in an almost two light-year radius from the system. This distance can be overcome with standard sub-light drives but at a cost in time and supplies. At present even the Mechanoid scientists that quantified the radiation do not know the area of effect.

Experience Tables

Mechanimorph Pilot or Rider O.C.C

1. 0,000-1,900
2. 1,901-3,800
3. 3,801-7,800
4. 7,801-15,600
5. 15,601-22,910
6. 22,911-34,190
7. 34,191-49,290
8. 49,291-67,390
9. 67,391-93,490
10. 93,491-131,590
11. 131,591-182,690
12. 182,691-225,790
13. 225,791-272,890
14. 272,891-333,190
15. 333,191-399,690

Telminar Espionage Agent O.C.C

1. 0,000-2,110
2. 2,111-4,220
3. 4,221-8,440
4. 8,441-16,880
5. 16,881-24,880
6. 24,881-34,880
7. 34,881-48,440
8. 48,441-68,440
9. 68,441-92,480
10. 92,481-128,480
11. 128,481-178,480
12. 178,481-228,880
13. 228,881-278,880
14. 278,881-324,480
15. 324,481-388,880

Telminar Military Technician O.C.C

1. 0,000-2,160
2. 2,161-4,320
3. 4,321-8,640
4. 8,641-17,280
5. 17,281-25,280
6. 25,281-35,560
7. 35,561-50,840
8. 50,841-72,280
9. 72,281-97,560
10. 97,561-132,840
11. 132,841-190,280
12. 190,281-240,560
13. 240,561-297,880
14. 297,881-360,280
15. 360,281-420,560

Telminar News Service Field Reporter O.C.C

1. 0,000-1,935
2. 1,935-3,870
3. 3,871-7,750
4. 7,751-15,400
5. 15,401-20,000
6. 20,001-30,000
7. 30,001-40,000
8. 40,001-60,000
9. 60,001-80,000
10. 80,001-110,500
11. 110,001-140,000
12. 140,001-180,000
13. 180,001-230,000
14. 230,001-280,000
15. 280,001-350,000

Telminar Operator O.C.C

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. 95,001-130,100
11. 130,101-180,200
12. 180,201-230,300
13. 230,301-280,400
14. 280,401-340,500
15. 340,501-400,600

Telminar Level Rat O.C.C

1. 0,000-1,950
2. 1,951-3,900
3. 3,901-7,800
4. 7,801-15,600
5. 15,601-30,200
6. 30,201-45,400
7. 45,401-60,600
8. 60,601-85,800
9. 85,801-110,200
10. 110,201-150,400
11. 150,401-210,600
12. 210,601-265,800
13. 265,801-325,200
14. 325,201-375,400
15. 375,401-450,600

Telminar Tech Pirate O.C.C

1. 0,000-2,000
2. 2,001-4,000
3. 4,001-8,200
4. 8,201-16,400
5. 16,401-24,500
6. 24,501-34,600
7. 34,601-49,700
8. 49,701-69,800
9. 69,801-94,900
10. 94,901-129,000
11. 129,001-179,100
12. 179,101-229,200
13. 229,201-279,300
14. 279,301-329,400
15. 329,401-389,500

Psi-Technician P.C.C

1. 0,000-2,200
2. 2,201-4,400
3. 4,401-8,800
4. 8,801-17,600
5. 17,601-27,700
6. 27,701-37,800
7. 37,801-53,900
8. 53,901-75,100
9. 75,101-100,200
10. 100,201-140,300
11. 140,301-200,400
12. 200,401-250,500
13. 250,501-300,600
14. 300,601-350,700
15. 350,921-425,800

Civilian O.C.C

1. 0,000-1,825
2. 1,826-3,450
3. 3,451-6,900
4. 6,901-13,800
5. 13,801-19,200
6. 19,201-29,200
7. 29,201-39,200
8. 39,201-49,200
9. 49,201-70,300
10. 70,301-99,500
11. 99,501-130,500
12. 130,501-180,500
13. 180,501-230,500
14. 230,501-280,500
15. 280,501-320,500

Mechanimorph Creation Sheet

Transport Mode	Name			
	Frame Type			
	Size Level	BIO-E		
Combat Mode				
P.S	P.P	P.E	P.B	Spd

Vehicle Type: _____
Transport Mode Type: _____
Combat Mode Type: _____
Crew: _____ **Passengers:** _____
M.D.C by Location:

			Hands
			Speech
			Bipedal
			Looks
** Main Body			

* A small and difficult target to hit. Thus it 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 main body will shut the unit down completely, making it useless.

Note: Destroying the head/helmet/sensor systems will eliminate all forms of optical enhancement and sensory systems. No MNI bonuses to strike, parry, and dodge!

Maximum Speed

Vehicle Mode: _____
 Intermediate Mode: _____
 Combat Mode: _____

Engine: Micro fusion reactor.
 Maximum Range: Effectively unlimited.

Dimensions

Weight: _____
 Transport Length: _____
 Transport Height: _____
 Intermediate Length: _____
 Intermediate Height: _____
 Combat Length: _____
 Combat Height: _____

COMBAT MOVES

Attacks per Melee: _____
Escape Moves: _____
Defensive Moves: _____

Attack	Damage	Other Components
Strike (Punch)	M.D	
Restrained Punch		
Knife Hand	M.D	
Power Punch	M.D	
Kick Attack	M.D	
Roundhouse Kick	M.D	
Stomp	M.D	
Jump Kick	M.D	
Flying Leap Kick	M.D	
Body Block/Tackle	M.D	
Body Flip/Throw	M.D	
	M.D	
	M.D	

COMBAT ATTRIBUTES

Modulation Time	Action(s)	Powers & Notes
Initiative:	+	
Dodge:	+	
Parry:	+	
Strike:	+	
Roll:	+	
P.S Damage:	+	
System Failure:	+	%

WEAPON SYSTEM

Weapon Type: _____
Primary Purpose: _____
Mega-Damage: _____
Effective Range: _____
Rate of Fire: _____
Payload: _____

Weapon Type: _____
Primary Purpose: _____
Mega-Damage: _____
Effective Range: _____
Rate of Fire: _____
Payload: _____

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Mega-Damage: _____
Effective Range: _____
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