

Palladium Books®

Rifts® Dimension Book 4:

Skrayppers™

By Kevin Siembieda & John Zeleznik



A sourcebook for Rifts® and Heroes Unlimited™

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Violence and the Supernatural

The fictional World of Rifts® is violent, deadly and filled with supernatural monsters, mutants, and strange powers. Other dimensional beings, often referred to as “demons,” torment, stalk and prey on humans. Other aliens, monsters, villains, gods and demigods, as well as magic, psychic powers, super abilities, insanity, and war are all elements in this book.

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Rifts® Dimension Book Four: Skraypers™

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Palladium Books® Presents:

Rifts® Dimension Book 4:

Skraypers™

A sourcebook for *Rifts®* and *Heroes Unlimited™*

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Based on RPG rules, Rifts®, Heroes Unlimited™, the infinite Megaverse® and related characters and concepts created by **Kevin Siembieda**.

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Special Thanks to John Zeleznik without whom his book would not exist. His imagination, heart and artistry has given the Palladium Megaverse® a bold new planetary system to explore, and great new villains we can love to hate.

And to Maryann, Alex, Wayne, Cheryl and the usual Palladium superbeings.

— Kevin Siembieda, 1998

Content

The Tarlok Invaders	9	Talus	78
Tarlok History	9	Bio-Freak R.C.C.	80
Today	10	Bad Guys	84
Female Tarlok	10	The Scythe Organization	84
The Economics of Military Power	10	The Burning Scythe	84
Tarlok Military Hierarchy	11	Three Eyes Klynt	87
Tarlok Warrior R.C.C.	12	Pytr Piper	89
Typical Tarlok NPC Villains	13	Booma	90
Tarbull R.C.C. — Infantry Elite	17	Other Notable Villains	92
Shertar R.C.C.	20	DangerDespair	92
Teklok Cyborg R.C.C.	21	Dark Quorn	94
Dreadlor R.C.C.	23	Fightstik	95
Dreadmaster R.C.C.	26	Shok	97
Charizolon Planetary System	28	The Power Brigade	98
The Sun	29	The Slinger	98
Vuulok	29	Hammerjack	00
Forschell	20	Nightwitch	100
Glinerach R.C.C.	30	Skullknocker	102
Nazeer R.C.C.	33	Six-Barrel	104
Chyknz Worm	36	Typical Control Agent O.C.C.	106
Avulor	37	Good Guys	108
Cyden R.C.C.	38	Freedom Fighter O.C.C.	108
Talavera	39	Elite Freedom Fighter O.C.C.	109
Seleniak R.C.C.	41	Skraypers of Note	110
Lashreg R.C.C.	43	Victor	110
Shrilt R.C.C.	46	Nebular	111
Gelangial	48	Dragon Eye	112
Dilm	49	Spike Tail	114
Klied R.C.C.	50	Truk	115
Nikari R.C.C.	52	Weapons & Technology	117
Seeron	54	Guns, Rifles & Cannons	120
Trath	54	Loksuit Power Armor	121
Beyond Charizolon	55	Seeron Urban Assault Car	123
Blhaze R.C.C.	55	Aerial Road Slider	124
Rithe R.C.C.	59	Tarlok Annihilator	124
Tandori R.C.C.	62	Tarlok Kill Ship	125
The Story of Seeron	65	The Rifts® Connection	127
Seeron	66	Phase World™	127
The Cities of Seeron	67	The Three Galaxies™	127
Control	68	True Atlanteans™	128
Skraypers	69	The Splugorth™	129
Independent Skraypers	71	The Heroes Unlimited™ Connection	131
Survival as a Skrayper	71	The Earth Connection	132
Young Heroes	72	The Tarlok's Purpose on Earth	132
Norms	72	More Powers & Options	133
Bio-Freaks	73	The Megaversal® Perspective	133
Ruffnecks =Freedom Fighters	74	Super Abilities: Descriptions for Rifts®	
The Indigenous People of Seeron	74	General Conversion Notes	136
Humans	74	M.D.C. & Body Armor	136
Seermans	76	S.D.C. to M.D.C.	136

Minor Super Abilities	137
Body Weapons	137
Energy Expulsion Powers	138
Extraordinary P.S.	139
Flight: Wingless	140
Superhuman Strength	142
Major Super Abilities	143
Alter Limbs	143
Alter Physical Structure (notes)	144
Bio-Armor	145
Disruptive Touch	148
Energy Weapon Extensions	149
Invulnerability	151
Negate Super Abilities/Powers	154
Sonic Speed	155
Sonic Absorption & Reflection	155
Super-Energy Expulsion	156
Supernatural Strength	157
Vibration	158
Experience Tables	160

Vehicles	123
Weapons	117
Weapons: Seeronian	122

Alien Beings/Optional R.C.C.s

Bio-Freak R.C.C.	80
Blhaze Aliens R.C.C.	55
Cyden R.C.C.	38
Glinerach R.C.C.	30
Klied R.C.C.	50
Lashreg R.C.C.	43
Nazeer R.C.C.	33
Nikari R.C.C.	52
Rithe R.C.C.	59
Seerman R.C.C.	76
Seleniak R.C.C.	41
Shrilt/Girder Rat R.C.C.	46
Talus R.C.C.	78
Tandori R.C.C.	62

Quick Find

Animal: Chyknz Worm	36
Animal: Gelangial	48
Bio-Freak Super Ability Table	83
Control (BCR)	68
Experience Tables	160
Rifts®, Playing in	127
Rifter, The	159
Skills (Tarlok)	19
Super Powered Tarlok (Dreadlor)	26
Tarbull Psionics	19
Tarlok: Average Level of Experience	15
Tarlok: BCR (aka Control)	68
Tarlok: D'arnu	9
Tarlok: Dreadlor R.C.C.	23
Tarlok: Dreadmaster R.C.C.	26
Tarlok: Guns	120
Tarlok: King Finger	14
Tarlok: Lokdog/Grunt R.C.C.	15
Tarlok: Loksuit	121
Tarlok: Lonara	9
Tarlok: Old Age	14
Tarlok: R.C.C.s start	12
Tarlok: Sleg	14
Tarlok: Shertar R.C.C.	20
Tarlok: Tarbull R.C.C.	17
Tarlok: Teklok Cyborg R.C.C.	21
Tarlok Skill: History	19
Tarlok Skill: W.P. Axe	19
Tarlok Weapons	117

NPC Villains

Booma	90
Burning Scythe	84
Control/BCR Agent O.C.C.	106
DangerDespair	92
Dark Quorn	94
Fightstik	95
Hammerjack	100
Nightwitch	100
Pytr Piper	89
Rithe Aliens	59
Scythe	84
Shok	97
Six-Barrel	104
Skullknocker	102
Slinger	98
Tandori, Alien Assassins	62
Tarlok, Alien Invaders	9
Three Eyes Klynt	87

Good Guy NPCs

Blhaze Aliens	55
Dragon Eye	112
Freedom Fighter O.C.C.	108
Nebular	111
Spike Tail	114
Talus R.C.C.	78
Truk	115
Victor	110



The Mega-Hero Victor Blhaze Alien

Building Worlds

The creation of **Skraypers**[™] began way back in 1994. Artist John Zeleznik proposed a Rifts Dimension book based on an idea he had for an alien world of superheroes invaded and conquered by aliens. I liked the idea and loved the notion that John would be doing all (or most) of the artwork, from a gorgeous wrap-around cover and grey interior paintings to pen and ink illustrations. I told John to cut loose and have fun, and man, oh man, did he ever. John spent most of his spare (and not so spare) time in 1995 working on the "Skrayper" project (later changed to "Skraypers" with a "k" because John thought it looked more exotic and made for a better logo design). Around October 1995, the Palladium office received a box of artwork and John's manuscript. The art was breathtaking, the concepts and characters were cool, and the manuscript ... well, let's just say John is a fabulous artist.

I suspected there might be a problem with the manuscript after several telephone conversations in which John offered a new-found respect and appreciation for writers and the difficulties of writing well. John had a zillion great ideas and had already finished fifty or more incredible illustrations the problem became the finished execution of the writing. After months of agonizing work for John at writing, he was only about half done. The situation was complicated by the fact that Big Daddy John was not particularly familiar with role-playing, so doing character stats were extremely difficult and hideously time consuming for him. John found himself in a situation where he had to learn, not only about **Rifts**® and **Heroes Unlimited**[™], but how to role-play, and without any role-players to help him out! He just didn't have the necessary expertise in role-playing to finish the project, nor the time to learn it all well enough to do so. That's when I stepped in.

Johnny Z is a realist (not to mention an all-around great guy), so he had agreed early on to have me fill in the blanks and fine tune things as co-author on the book. Unfortunately, as things would turn out, I would have to rewrite much of it. I was astonished with John's gracious acceptance of criticism and his willingness to do whatever was necessary to get the project off the ground (which required renegotiating our original agreement). John was great. A true professional.

Other commitments and deadlines forced me to reschedule the book for a late 1996 release. That changed to a 1997 release, which got bumped into an early 1998 release!

It's been four years since John began work on the project and almost three years that I've sat on it for one reason or another. Throughout all the delays, John "Big Daddy" Zeleznik (he and his wife, Jill, have produced a beautiful baby girl in the interim) has been incredibly understanding and never bugged or harassed me about the release of **Skraypers**[™]. Thanks John, you're a trooper.

So when I finally got to writing this book, I was determined to make it something special. Actually, with all the great artwork, dynamic im-

agery and the strong foundation of John's manuscript, it was a fairly easy and fun assignment.

I've tried to preserve John's concepts, characters and major ideas while expanding and adjusting them to fit snugly into both the **Rifts**® and **Heroes Unlimited**[™] world settings. This was pretty easy too. As a *Dimension Book*, **Skraypers**[™] is somewhat isolated from the central setting of *Rifts Earth*, which means we can do different things and have fun without directly affecting the continuity of the Rifts Earth setting. On the other hand, Skrayper characters, heroes and villains can be easily brought to Rifts Earth to join the menagerie of heroes and aliens already there. Logical links to *Phase World*[™], *Atlantis/Splugorth*[™] and *True Atlanteans* creates the necessary and logical connections to bridge characters from one world setting to another without being contrived or disruptive.

As for **Heroes Unlimited**[™] ... well, **Skraypers**[™] "is" a superhero book. A classic, save the world, action-packed superadventure scenario on an alien world. The other-worldly setting (rather than contemporary Earth) only adds to the drama, exotic setting and sense that anything can happen. The only modification in using **Skraypers**[™] with **Heroes Unlimited**[™] is using S.D.C. and Hit Points instead of Mega-Damage. By drawing on the **Heroes Unlimited** RPG, the G.M. and players can dramatically expand the range of powers and types of superbeings available to the heroes and villains of **Skraypers**[™] (*Heroes Unlimited*[™] offers over a hundred super abilities plus scores of additional sub-powers, magic and other types of heroes suitable to any setting involving superbeings). In addition, the contemporary Earth of **Heroes Unlimited** can be linked to the **Skraypers**[™] setting in numerous ways (for details, see the section entitled **The Heroes Unlimited Connection** on using **Skraypers**[™] as an adventure/world book for **Heroes Unlimited**[™]).

Wanting to create a multi-function sourcebook, the vast majority of **Skraypers**[™] is dedicated to that particular world setting. The focus is on the people, heroes, villains and invaders of the world, Seeron. A self-contained adventure-world setting in and of itself, yet modular enough to be used with **Heroes Unlimited**[™] and/or **Rifts**®/**Phase World**[™]. I think we've succeeded in making **Skraypers**® unique and entertaining. I am confident that no matter how **Skraypers**® is used (as a sourcebook where interesting villains, heroes, powers and weapons are brought into other games, or as an independent world setting, or a part of the *Rifts*® *Megaverse*®, the *Heroes Unlimited*[™] milieu, or both), it will be a fine addition that will offer hours of superheroics, adventure and fun.

— Kevin Siembieda, 1998

Some Words from John

+4 to strike, +2 to parry & dodge, +10% to save vs, coma/death?? Yikes!! I'm exhausted!

I've been painting covers for RPGs for nine or ten years and not until now have I realized the monumental effort and creativity required to make the inside of one of these damn things.

Checking the Info box on my Mac, I'm shocked to see my first Skraypers story outline was created on August 25th 1993! So it musta been a few months earlier when Kevin and I started talking about doing a project together. A chance to create my own galaxy, solar system,

characters, invading aliens, spaceships, weapons, cities, origins, stats and finish it off with a wrap around cityscape cover with way too many buildings ... well, I never said I was sensible, just inspired.

Not knowing the big hole I was about to dig myself into, I eagerly leapt at the chance Kevin offered me. Besides the worry and sleeplessness, I had an educational and challenging time creating Skraypers. I just hope you enjoy playing in the world of Skraypers, as much as we did building it. Until we meet again, on the doorstep of imagination ...

— John Zeleznik



The Tarlok Invaders

Tarlok History Born from chaos

... live for war

Our story really begins with the birth of the Tarlok race.

They were the first people of the Charizolon Planetary System to build a civilization and engage in space travel. Unfortunately, their reason to reach for the stars was to conquer and enslave rather than to explore and enlighten.

The Tarlok's early history consists of constant struggles and wars. Ironically, while the Tarlok sometimes squabble and brawl among themselves, they are, as a race, amazingly united, cooperative and supportive of their own kind. Thus, throughout their long history there have been only two known large scale conflicts where Tarlok have battled other Tarlok, and those were over 200,000 years ago. This racial unity instills in all Tarlok a sense of racial superiority and the view that all (or at least most) other races are either inferior or their enemy.

Vuulok, the Tarlok homeworld, evolved like most Earth-type planets, from a molten ball of rock and gases to a primordial jungle teeming with life. For an estimated 500,000 years, the Tarlok's homeworld was dominated by dinosaur-like predators, theropod carnosaurus not unlike Earth's own *Tyrannosaurus Rex*, *Dromaeosaurus*, *Deinonychus* and *Velociraptor*. The comparatively small raptor-like predators represented the greatest danger, for their numbers ranged into the millions, they hunted in huge packs, and had no fear of humanoids. In fact, the Tarlok were their primary food source and favorite prey. Some Tarlok historians claim their people struggled in the wilderness against the carnosaurus for as long as 300,000 years before finally gaining the advantage, and the constant struggle retarded the development of culture and technology for eons.

The Bringer of Civilization

According to myths and legends, an ancient race known as the **Lonara** are credited for having brought culture and civilization to the Tarlok. However, like so much else in the Tarlok's long, embattled existence, this was not done through any act of generosity, but through slavery and conflict.

The Lonara were also indigenous to Vuulok and, by all accounts, were a race of giants similar in appearance to the Tarlok, only stronger, nearly twice as big and uglier. These giants, covered in thick, natural, armored plates and spines, may have been ancestors of the Tarlok, or may have evolved from a common ancestor. Ancient skeletal remains exhibit striking similarities and differences supporting both theories, although the latter is most likely.

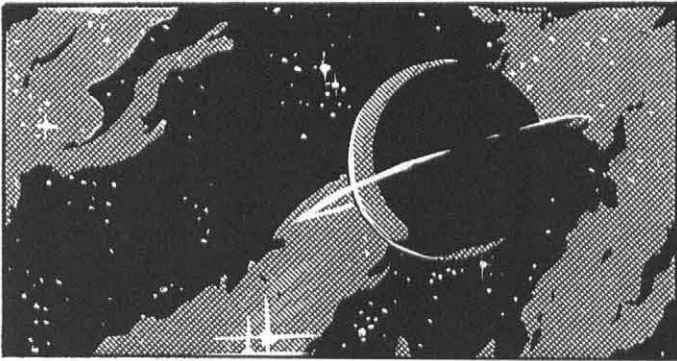
The ancient myths tell how the giant Lonara conquered and enslaved the Tarlok, using them for labor and as fighters to defend their settlements against the ravaging carnosaurus. The *D'arnu saurians* were similar to Earth Velociraptors — a savage theropod animal about the size of a human (over twice as long from the tip of the nose to the tip of their tail). They swarmed and hunted in packs as small as 100-800 members to as many as 12,000-18,000 — a virtual dinosaur army! These cunning predators were clever enough to claw through, circumvent or otherwise overcome most defensive barriers and traps, and were so bold that even tiny splinter groups of one hundred or less would enter fortified villages and even cities to stalk the streets for humanoid prey. More commonly, the D'arnu hunted in groups numbering into the thousands, sending waves of hundreds of attackers to strike, retreat, and regroup while another wave washed over the defenders; tactics, indeed, reminiscent to an invading army. The creatures moved swiftly and silently, leapt from rooftops and from around corners, hid in shadows, herded prey into the waiting claws of other D'arnu saurians laying in ambush, and used hit and run tactics, as well as the element of surprise and superior numbers. Small bands of these vicious animals were a dangerous annoyance capable of claiming 2-4 dozen Tarlok slaves and 1-4 Lonara and/or livestock. The swarming army of D'arnu, thousands strong, could literally tear apart an entire town or village, ravage a city and devour hundreds (sometimes thousands) of people. The Tarlok and Lonara were favored targets, because they were comparatively slow moving and gathered in large settlements vulnerable to a large mobile attacker; not to mention the creatures liked their taste and considered them natural prey.

The Lonara used the more savage and primitive Tarlok warrior slaves as their first line of defense against these swarming monsters. Although the Tarlok outnumbered the Lonara by as many as 300 to one, the primitives accepted their fate as warrior slaves and countless millions died at the talons of the D'arnu. The Tarlok lived under the domination of the Lonara for at least 70,000 years. The ancient (and to a lesser degree, modern) Tarlok respected strength, power and audacity, all things possessed by the Lonara, contributing to the Tarlok's acceptance of them as their masters. The Lonara also treated their Tarlok chattel well, and assigned them work as warriors and hunters, roles the Tarlok felt were natural, comfortable and honorable. Since the Tarlok considered the D'arnu saurians their greatest enemies, they welcomed the opportunity to fight them under any circumstance. Whether they battled the animals in the jungle or the streets of Lonaran cities made no difference to them. Mythic accounts suggest the ancient Tarlok may have quickly come to think of their masters as allies and great war-chiefs who could provide them with defensive fortifications and metal weapons, and, more importantly, teach them group combat strategies and tactics. Working with the Lonara, even as slaves, gave the Tarlok warriors a better chance against the monsters. This earned the Lonara their gratitude and helped to bond the two races. It didn't hurt that the

giants were cunning and fierce warriors themselves, giving the obsessively competitive Tarlok a goal: to become as wise and great as the Lonara.

It was as slaves that culture and civilization was thrust upon the Tarlok. They learned from the Lonara the concept of an ordered society, unity, military structure, large troop strategies and tactics (initially to counter the D'arnu), and the fundamentals of math, building, engineering and culture. For the first time ever, the Tarlok could do something more than fight. As their armies and defenses improved, so did technology. All these things made the Tarlok strong and confident, and enabled their numbers to grow. Greater numbers, the order of civilization, and the safety of ever expanding cities (and the methodical conquest of the wilderness) meant the life span of the average Tarlok doubled (was about 40 years of age in ancient times), and then quadrupled. With time, the Tarlok felt less like slaves and more like citizens ruled by the mighty and revered Lonara.

Ironically, the Tarlok's success as slaves would spell doom for their giant masters, but not by insurrection or murder. The balance of power just quietly shifted. Slaves became equals through social and educational development and sheer weight of numbers. The old Lonaran masters became mentors and gave rise to a civilization that they could never have accomplished on their own. However, as each generation of Tarlok grew dramatically larger, the Lonara slowly faded away. The last is said to have died only 600 years ago.



Today

After thousands of years as slaves, the Tarlok eventually vanquished the D'arnu and tamed their world. When there was nothing left on their world to conquer, they turned to the stars.

Despite their war-like nature, the Tarlok have built an efficient, military structured civilization that has flourished for over 50,000 years. They have used their warring instincts and aggressive nature to extend their domain to the stars. Over the last 973 years, they have conquered the planets and people of their solar system, with Seeron being their most recent acquisition of the last 30 years. They have now begun to push beyond their own solar system and are on the verge of becoming intergalactic adventurers and conquerors. Meanwhile, rebellion erupts on Seeron and threatens to make it the first world to slip through the Tarlok's fingers.

Life is War — War is life

Evolution has programmed and conditioned the Tarlok to fight. For hundreds of thousands of years, their entire existence involved hiding and fighting to defend themselves against frequent daily attacks by saurian predators. When not fighting in defense, the Tarlok hunted and fought the very same monsters that preyed upon them for food — a bizarre symbiotic relationship where both sets of predators, humanoid and carnosaur, were both hunter and prey of one another. As a result, the Tarlok are incredibly aggressive and competitive toward other beings. They are seemingly fearless, and live for the thrill of combat and conquest. They tend to perceive everything as a challenge or contest, and they hate to lose. Whether for sport or world domination, physical

contact and the thrill of beating an opponent (ideally by pummeling an enemy into submission) quickens the pace of their two hearts. On their homeworld, gladiatorial arenas exhibit fights to the death (usually against non-Tarlok opponents).

Although they have no qualms about using modern energy blasters, artificial body armor, and war machines, most Tarlok prefer close combat, a good double-headed axe and only their tough hide for protection. To a Tarlok, death is inevitable. A "good death" is one where a warrior dies in combat taking as many of his enemies as possible to the grave with him.

The entire Tarlok society is based upon a military structure. At any given time, 80% of the Tarlok male population is in the service of their military. All males are expected to serve from ages 23 to 175, but most enjoy lucrative lifelong military careers up to their death, and Tarlok can live into their 300's.

Female Tarlok

Tarlok society is male dominated and extremely male-chauvinistic, at least by human standards. No females are permitted in battle, even though they are only 15% smaller and weaker than the males, and can be equally fierce in combat. Females are expected to maintain the household, and bear and raise children by the truckload — 100-200 of them (one in four being female). This role as "lifegiver" is one that comes with great honor and respect. Most females welcome it, birthing and raising a hundred or more young, mostly male warriors who preserve their race and way of life.

Females past the child-bearing age of 200 are allowed to hold military positions in the areas of Clerical, Communications, Manufacturing and Logistics & Supplies; females account for roughly 20% of the entire military force. **Note:** The word "Tarlok" refers to the male of the species and the race as a whole. This is in keeping with the male-dominated society. A female is sometimes called a "Tarlo," "lifegiver" or "birthmother."

The Economics of Military Power

Depending on how one looks at it, one can argue that virtually all the wealth and economics of the Tarlok are based upon the military — conquest, plunder, forced labor, off-world resources, and taxes collected from all the subordinated peoples in their empire. The military "is" their economy, for everything is motivated by conquests acquired by war, and maintained by military domination, brute force and intimidation. Distribution of wealth among the Tarlok is based on length of military service, battle accomplishments and the age of the male. "Prime Elders" (250 and older) are the wealthiest and most respected members of society.

Approximately 10-15% of the Tarlok never serve in the military, and are considered rogues and misanthropes. These "civilians" are looked down upon as weak, crippled and/or cowardly for not partaking of the glory of battle and the traditional Tarlok life. Other than the Shertar, these individuals hold the lowest places within Tarlok society. Only the conquered people and traitors are lower. Conquered people (Non-Tarlok races) are slaves dominated by their Tarlok masters. They have no rights nor place among the Tarlok, and are comparatively poor and downtrodden. They serve or die. Thus, the middle class, wealthy and the powerful can only be found among the Tarlok, while the non-Tarlok slaves comprise the majority of poor, peasant laborers and minions.

Note: In accordance with ancient tradition, Tarlok born with serious infirmities and defects are usually killed by the mother and eaten by the father. In recent centuries, science has offered an alternative, the Dreadlor Metamorphosis. Although it is touted as a "rebirth" and a way to enable the hopelessly impaired to become a useful member of society, most Tarlok prefer the old ways. See the *Dreadlor R.C.C.* for details about this genetic mutant.



Tarlok Military Hierarchy

Emperor — Commander in Chief/President/Ultimate leader (male)

MasterChief Reallgar — Commander & General of the Army

UnderChiefs — Each UnderChief is equal to a 1-4 Star General, with each heading one or more full Armies, approximately 100,000-200,000 troops per "Army."

"BloodChief" (Infantry General/Ground Troops)

"BullChief" (General; Tarbull Divisions/Marines)

"StarChief" (General; Tarlok Space Fleet)

"SkyChief" (General; Air Force/Sky Troopers)

"DreadChief" (General; Special Forces & Bio-Tech)

"TekChief" (General; Engineering, Science and Medical)

"ComChief" (General; Communication, Logistics and Supply)

Warlords: Equal to the ranks of ...

"Warlor Gar" — Major General

"Warlor Brood Gar" — Brigadier General

"Warlor Horde Gar" — Colonel

Fightleaders: Equal to the ranks of ...

"Warleader" — Lieutenant Colonel

"Broodleader" — Major

"Bloodleader" — Captain

"Strikeleader" — Lieutenant

Warriors/Soldiers/Grunts: Equal to the ranks of ...

"Swoopboss" — Sergeant Major, also Squad & Platoon Leader

"Spurbull" — Sergeant, also Squad Leader

"Lokdog" — Infantry Grunt/Regular Army; Tarlok warriors equal to the ranks of Private, Private 1st Class and Corporal.

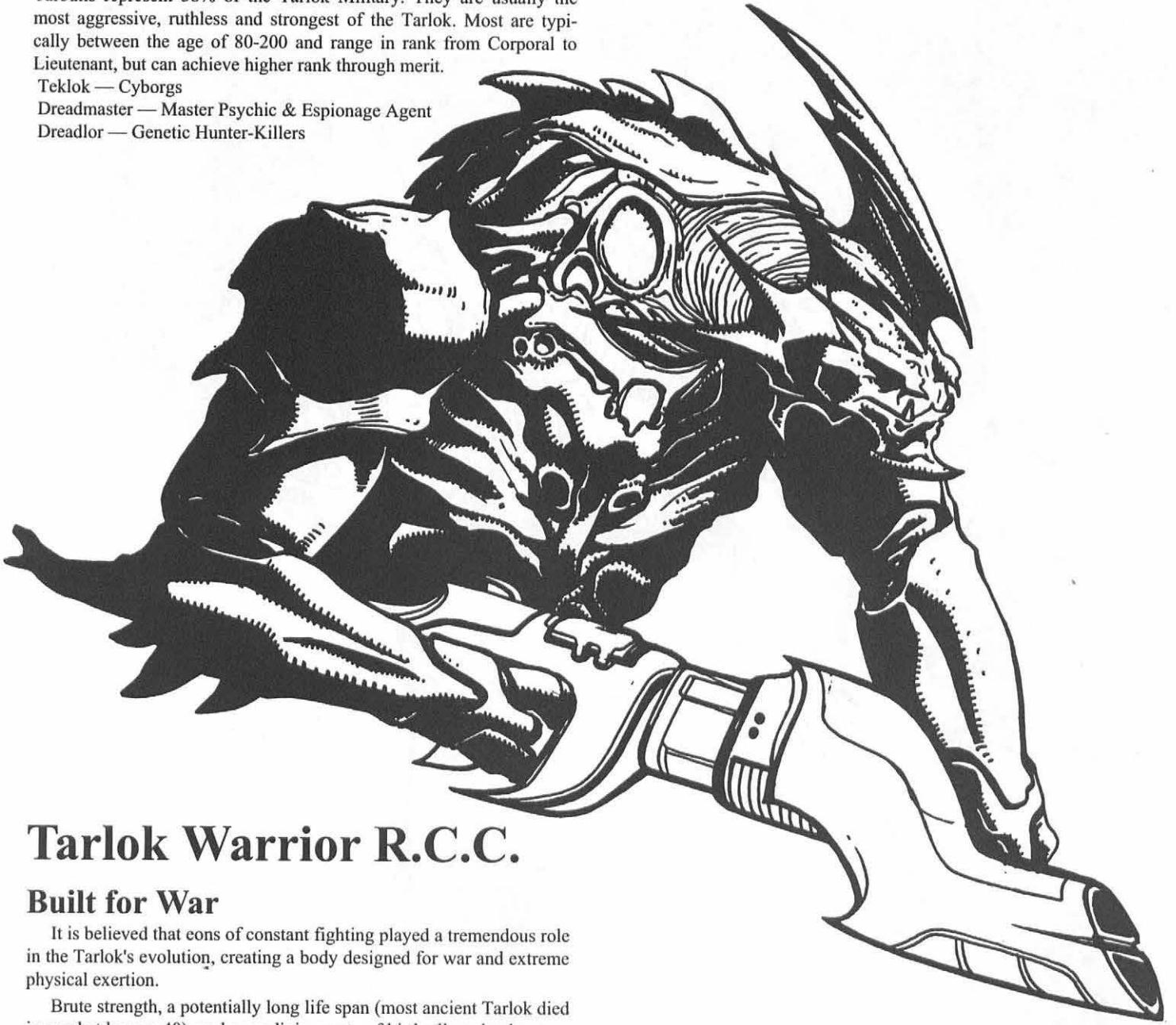
Special Forces: Elite warriors genetically altered for special operations.

Tarbull or "Bull" — Elite Infantry, roughly equal to the U.S. Marines. Tarbulls represent 38% of the Tarlok Military. They are usually the most aggressive, ruthless and strongest of the Tarlok. Most are typically between the age of 80-200 and range in rank from Corporal to Lieutenant, but can achieve higher rank through merit.

Teklok — Cyborgs

Dreadmaster — Master Psychic & Espionage Agent

Dreadlor — Genetic Hunter-Killers



Tarlok Warrior R.C.C.

Built for War

It is believed that eons of constant fighting played a tremendous role in the Tarlok's evolution, creating a body designed for war and extreme physical exertion.

Brute strength, a potentially long life span (most ancient Tarlok died in combat by age 40), and a prodigious rate of birth all evolved as survival mechanisms in a violent environment of constant battle. This also accounts for why the longer a Tarlok lives, the stronger, more heavily armor-plated and powerful he becomes. In the ancient days, this gave those Tarlok with the greatest survival skills and cunning a longer life span and a greater likelihood to become leaders and help others survive under their guidance and raw power. The longer these "Prime Elders" lived, the greater the number of their offspring. Offspring with (arguably) superior genes and a greater chance for survival, like their parent(s) before them. Survival of the fittest taken to the Nth degree.

Today, a male Tarlok can live to the age of 350. However, most die in combat, with only about half exceeding the age of 200+ years, and less than 15% ever exceeding the age of 270. Females can live to about 320 years of age, but the average life span of a female Tarlok is about 250 years. Their incredible decades of child bearing usually take a heavy toll on even their massive, hardy bodies. Most give birth every 12 to 20 months starting at age 20, up to the age of 200 (65% stop around age 180). That's one hundred or more births in an average life

time! Typically a female bears a single child, although twins occur once in every 80 births. Only one in four Tarlok born are female, but the high incident of fatalities in combat keeps the male to female ratio at about 2.5 males for every female. Tarlok mate for life, and the mated pair are incredibly loyal and faithful. The incidence of infidelity is rare, at about one percent. Only when a mate dies will the surviving Tarlok consider finding a new "life partner." Ironically, because "Prime Elders" are seen as being stronger and superior, a female will consider an older male as her mate before a younger one.

Special Tarlok R.C.C. Features & Abilities

1. Natural Body Armor: The Tarlok's bony plates, tough hide and thick muscles form a natural *exoskeleton* that grows thicker and stronger as the Tarlok ages.

The shoulder plates tend to exhibit the most extreme change. Along the edges, they begin to separate from the body to allow flexibility in the arms and shoulders, and overlap the biceps plates for greater protec-

tion. By his two hundredth birthday, a male's plate growth is complete and only slight physical changes occur until the aging process begins to weaken the body at about the 270th year of life (less than 15% of all Tarlok males live beyond 270 years).

A.R. 13 +1 for every 50 years of age beyond age 50 (i.e. A.R. 14 at age 100, A.R. 15 at age 150, and so on). **Note:** A.R. is not applicable in Mega-Damage environments, like *Rifts*®. Tarlok are considered Mega-Damage creatures with natural M.D.C. body armor.

Two S.D.C. points per year of age plus additional S.D.C. gained through physical skills (same as humans). Thus, a young mature male at age 22 would have a base S.D.C. of 44 +S.D.C. acquired from physical skills. Also see Hit Points. **Note:** In Mega-Damage environments, like *Rifts*®, Hit Points and S.D.C. are combined to determine the overall total of M.D.C. for the character's main body.

Natural Tarlo (Female) Body Armor: The A.R. of females starts at 11 +1 for every 60 years of age. S.D.C. (or M.D.C. as the case may be) is 1.5 per year of age plus additional S.D.C. gained through physical skills (same as humans).

Other Body Armor Features: Attacks directed at these areas do half damage, including attacks from behind (half normal damage; the critical strike from behind or surprise does not count).

The fins that run from the top of the head, down the neck and along the spine evolved as a natural defense against small carosaurs who swarm their prey and strike at the spine, neck and joints to incapacitate their prey. The fins also serve to deflect the physical attacks (melee weapons, fists, kicks, thrown objects, etc.) of humanoid opponents.

The fin and/or spine-like projections that crown the head, and protrude from the chin, jaw and eyebrows protect the face in a similar manner as the fins along the spine. The wildly biting jaws of swarming carosaurs were much more likely to grab these hard protrusions rather than the (comparatively) soft tissue of the face or eyes. To prevent the eyes from being torn out of their sockets, they are small, recessed, and protected by thick eyebrow ridges, eyebrow spines, and high, bony cheekbones.

The Tarlok's thick skulls and dense bone structure affords them tremendous physical protection. A single powerful or repeated blows to, or severe shaking of, the human head will cause the brain to slam in to the skull casing and cause the brain to swell and even hemorrhage (resulting in concussion or worse), but not so with the Tarlok, for even their skull and brain cavity are designed for combat. The head-fins, spines, bony ridges and outcroppings often deflect the force of strikes to the head. Their thick, rock-hard skull is one inch thick at its thinnest, and 4-6 inches at ridges and areas built up with bone. This affords them great protection in and of itself, but the skull is shaped in such a way that it absorbs impact and disperses trauma. However, the most impressive defense against brain injury is the fact that the Tarlok brain is encased in a mucous membrane filled with a dozen small air sacks that cushion it from impact; not unlike the air-bag in an automobile. **Combat Note:** The hard, bony fins, spines and spike on the head and face can be used to butt, jab and even gore an opponent. Being on the receiving end of a Tarlok head butt feels like getting hit by a sledgehammer (equal to supernatural punch damage +1D6).

A note about "artificial body armor." The Tarlok generally wear artificial body armor only for show, to survive in outer space and similar hostile environments, during head-on infantry attacks, or if a young warrior with a comparatively small amount of H.P. and S.D.C. While it is common practice to give young warriors (those under the age of 80) partial to full suits of artificial body armor, such suits have their disadvantages.

One is that body armor restricts movement and speed. A penalty of -20% applies to most physical skills like prowl, climb, swim, gymnastics, etc., when armor is worn. Likewise, other skills that require the sense of touch and manual dexterity, like pick pockets, palming, computer operation, mechanical engineering/repairs, and similar are -10% due to the cumbersome suit.

Another is that artificial armor can clearly mark the level of raw power of the Tarlok one faces; i.e. whether the warriors are young, comparatively weaker Tarlok or older, more experienced and powerful elders. Knowing one is facing young Tarlok *may* give an opponent encouragement and motivation to attack (although the young warriors can be incredibly deadly and should never be underestimated). On the other hand, facing unarmored (presumably older) Tarlok can evoke fear, hesitation and even panic in an enemy, as well as allow young warriors without artificial armor to bluff opponents who might be intimidated by elder Tarlok.

As a result, even many young warriors refuse to use artificial armor in combat unless directly ordered to do so by an elder officer, or the environment is toxic and requires a full environmental suit. Partial suits, often modified with spikes, blades and death symbols, are much more popular because they add to the warrior's frightening appearance and aren't as obviously meant to offer physical protection. Even many elders will don wicked looking helmets, masks, spiked or bladed vambraces, gauntlets and shoulder, arm and chest plates.

2. Attributes increase with age and maturity. The physical attributes of the male improve with age. Modify as follows for each 30 years of age beyond 25:

+1 to M.E.

+1 to P.E. *or* P.P. attribute (can select P.E. one time, P.P. the next, and so on).

+2 to Spd.

+2 to P.S. attribute, plus those gained from physical skills. Tarlok possess supernatural P.S. If played in **Heroes Unlimited™** or any S.D.C. environment, P.S. is the same as the Major super ability of Supernatural Strength, however, use only the P.S. gained from attributes, skills and age. If played in a Mega-Damage environment, like *Rifts*®, punches and kicks inflict M.D.; use the standard *Supernatural P.S.* table found in **Rifts® Conversion Book One**, **Rifts® Coalition War Campaign™** and elsewhere.

3. Hit Points increase with age. P.E. attribute number +1 point per year of age! **Rifts® Note:** In *Rifts*® or any *Mega-Damage* game, the Tarlok are considered Mega-Damage creatures. This means Hit Points and S.D.C. are combined to determine the character's total M.D.C. This means that even an average male Tarlok has tremendous M.D.C. at age 22-50.

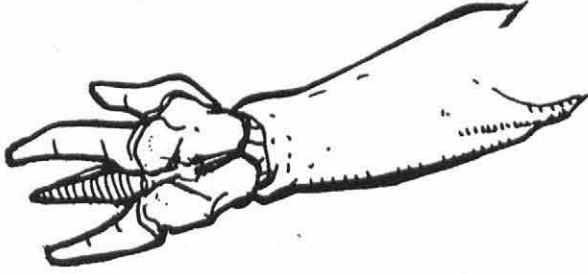
4. Savage Jaws. The teeth are sharp like those of a canine, plus a pair of tusks protrude from the lower jaw. They can be used to bite and gore, just as the elbow and arm spikes are used to jab and gore, as well as deflect attacks.

5. Unique Respiratory System. To prevent their nose from being bitten or cut off by carosaurs, the Tarlok have evolved a unique, dual system of breathing. A pair of tiny, almost undiscernible nostrils are located below the lower lip. This orifice provides the Tarlok with their sense of smell (slightly better than a human's). However, these strange humanoids have a pair of comparatively huge air intakes valves on either side of the neck; one is the size of a walnut or golf ball, the other, the size of a grapefruit. Both are covered by a leathery flap of skin that opens and closes to regulate the flow of air as necessary. This flap can be closed airtight, opened a tiny crack, or surprisingly wide. Some humans liken the appearance of this alien breathing mechanism to the gills of fish, however, the Tarlok are land dwelling mammals and have never been known to have any aquatic ancestors.

This unusual dual breathing apparatus provides greater oxygenation of the muscles and deep, even breathing even under the most strenuous conditions. This helps prevent fatigue. Tarlok tire at one tenth of the rate of humans, and recover from fatigue 20 times faster (Equal to the minor super ability, *Extraordinary Physical Endurance*, with all the bonuses for this power factored into the basic stats of the Tarlok R.C.C.).

6. Two Hearts! The evolution of twin hearts gives the Tarlok another edge in combat. The extreme stress and exertion of combat is divided between the hearts. The dual system also keeps the blood

circulating rapidly, carrying the highly oxygenated blood to muscles rapidly for maximum performance. If one heart is damaged or destroyed, it automatically shuts down to let the other heart handle the load. Although the Tarlok can survive this grievous injury, his performance will be forever impaired: Reduce P.E., P.P. and Spd attributes by 20% and fatigues more rapidly (i.e. tires five times slower than humans and recovers from fatigue at only 10 times faster). The loss of one heart will also knock 1D6x10 years off the individual's life.



7. The King Finger: Both the male and female are born with two, thick fingers and an opposable thumb. However, the *male* also has a tiny nub between the two fingers. This “nub” grows as a third, middle finger known as “the king finger.” Around age 70, the finger is roughly equal in size to the other two but continues to grow, ultimately becoming the longest of the three fingers (females only have the two). The older the Tarlok, the longer the “king finger,” a sign of age, power, and wisdom that commands tremendous respect from younger Tarloks. The deliberate amputation of the middle finger by an elder Tarlok marks the individual for some heinous crime against his race, typically as a traitor undeserving of the “king finger.” From that day forward he is regarded by all others as a despicable outcast and is often forced into slavery or the lowliest, most repulsive and dangerous of duties. Many will take their own lives or be allowed to lead a charge into deadly combat where he is expected to fight to his death; such a death being a sign of redemption.

8. Sleg: Natural Healing. A reactive gland underneath the tongue provides a continuous, slow flow of a clear blue fluid from the mouth. This saliva-like fluid is called *Sleg*, and gives the appearance of an unsightly, uncontrolled body function, i.e. drooling or frothing at the mouth like a mad dog when a Tarlok is injured and angry, and during lengthy combat. However, this assumption is dangerously misleading. *Sleg* is actually a natural healing salve that is instinctively secreted during combat or as a response to injury (starts flowing when a character has lost more than 35% of his/her S.D.C. or H.P.). The healing fluid can be dripped, spit, and/or spread by hand, tongue or instrument into and covering a wound. Almost immediately (5 seconds), bleeding stops, and within one melee (15 seconds), the liquid (exposed to air) solidifies into a sort of healing jell or goo. After another melee round (15 seconds), a rubbery, protective film covers the wound, making *Sleg* a sort of natural, “liquid bandage.” As soon as the rubbery film occurs, that application of *Sleg* instantly restores 1D6 S.D.C. and the wound is healed completely within 1D4+2 days! Once completely healed, all S.D.C. and Hit Points are restored. *Sleg* can also be spread over the epidermis to soothe and heal burns, rashes, bruises, and minor lacerations; typically heals completely in 1D4 days. Holes, cuts and chunks into or out of the natural body armor are filled in (like Bondo) as the *Sleg* hardens with each passing day, healing the armor completely within an additional 1D4 days.

Sleg is even pumped from a mouthpiece in the helmet of high-tech artificial body armor through a tube network in the armor as an immediate healing mechanism for wounds suffered during battle. As long as it is in an air tight container *sleg* remains a fluid, it is only exposure to air that makes it thicken.

Tarloks with major injuries (lost half or more S.D.C. and/or H.P.) are often placed in a special med-lab “Recovery Tub” in which the individual (with an oxygen mask to breathe through) is immersed for 24-48 hours. The Recovery Tubs are airtight and filled with a watery mix-

ture of healing solution and *sleg* secreted from females. Females can secrete up to four gallons (15 liters) at will, as well as instinctively secrete *Sleg* when injured (males can only secrete *Sleg* when injured or when engaged in sustained combat). Recuperating in this healing bath restores 20% of the character's Hit Points and/or S.D.C. per every 12 hours of treatment.

Note: *Sleg* does not work on humans, other than as a liquid bandage (stops bleeding, holds a cut closed and similar benefits of a bandage), but provides no special healing properties.

The Tarlok's high P.E., resilient bodies and *Sleg* give them the equivalent of the Minor super ability of *Healing Factor*.

9. Other Abilities of Note: Fair speed, can run without pause and without exhaustion for two hours, leap up to 20 feet (6 m) lengthwise and 12 feet (3.6 m) high +2 feet (0.6 m) per level of experience; increase by 20% with a running start (decrease by 20% if made from a standing position). Natural fighters, very aggressive and predatory.

Dislike water, but can learn to swim, and can hold their breath for 10+1D6 minutes and survive depths of up to 500 feet (152 m).

10. The horrors of old age. The powerful Tarlok males suddenly stop increasing in power at age 270, and, at this point, their armor and bodies begin to deteriorate rather rapidly. Modify as follows for every 15 years beyond the age of 270:

- 1 point to A.R.

- 1 point from M.E. and P.E.

- 2 points from P.S., P.P., and Spd attributes.

- 20 from S.D.C. (or M.D.C. as the case may be).

- 20 from Hit Points (another -20 M.D.C. for *Rifts* characters. Remember, the S.D.C. and H.P. of characters in game settings that are *Mega-Damage* in nature, see the S.D.C. and H.P. combined to determine one, total M.D.C. number for that character).

The potency of an elder's *Sleg* is reduced by half, and by age 290, there is a 01-88% likelihood that a male can no longer produce *Sleg* for himself. Females can usually produce the healing fluid until the day they die, regardless of age.

Typical Tarlok NPC Villains

Note: The following tables have been provided for quick rolling secondary characters, no-name soldiers and henchmen ideal for random encounters and combat situations. These tables may also be used for creating “key” Non-Player Characters but the Game Master may want to modify or ignore some elements. For example, he or she may wish to assign the level of experience appropriate to the character, his rank and status in the Tarlok military or society rather than use a random roll. Likewise, the tables below do not go up to 15th level. It is possible (although rare) for an elder warrior (a soldier of low rank; Sergeant Warrant officer or lower) to achieve experience levels 12-15. However, the majority of Tarlok over the age of 70 will be 4th to 10th level.

In the Tarlok's military society, rank is usually (not always) awarded on merit and achievement in the field of combat and is not usually based on the social status, wealth or political connections one is born into. Thus, an ordinary grunt can someday become a General or Commander of the Army, provided he has proven himself to be both an outstanding leader and strategist as well as a warrior. Some truly outstanding warriors/fighters never achieve a high rank, because they lack leadership abilities. On the other hand, many don't seek the mantle of leadership, preferring to serve as a warrior/soldier/grunt in the trenches, which is seen as noble and heroic. There is no stigma for a “career soldier” to have a low rank, regardless of age.

Random Age & Level of Experience for the average male Tarlok Warrior/Grunt

01-25: 22 to 50 years old — 2nd or 3rd level.

26-50: 90 +1D4x10 years old — 4-6 level.

51-75: 130 +2D4x10 years old — 1D4+5 level.

76-00: 150 +2D4x10 years old — 1D4+7 level

Random Age & Level of Experience for the average male Tarlok "Officer"

01-25: 50-100 years old — 3-5th level.

26-50: 130 +1D4x10 years old — 6-8th level.

51-75: 170 +2D4x10 years old — 1D4+7 level.

76-00: 230 +2D4x10 years old (Prime Elder) — 1D4+9.



Typical Tarlok or Lokdog Male

The average warrior/grunt is also known as a "Lokdog"

Appearance: A thick, craned neck tapers to a small, squat head. One or two large fins crown the head, while a number of small fins, spines and spikes adorn the head in a wide variety of shapes. Typically two fang-like tusks protrude from the thin, snarled lip of the lower jaw (occasionally from the upper one, a rare mutation). Two nostrils, symmetrically below the lips, supplement the lung intakes of the grapefruit and walnut sized orifices on either side of the neck. The Tarlok have a complex respiratory system.

Torso, arms and legs are massive and muscular, covered with a tough natural body armor composed of thick, dense, hard leather grown from the body. On the back of the forearm just below the elbow, two or three spiked protuberances appear, first as small nubs starting around age 16 and typically reaching their full size around the male's twenty-second or twenty-third year of age. These spines get a bit thicker and stronger with every fifty years of age, but do not grow any longer than an additional inch or two.

Approximately 40% of the male Tarlok population are the typical Tarlok, with about 38% of the military being the beefier, Tarbull traditionalists.

Tarlok Player Character Note: Unless he is actually an undercover agent trying to infiltrate the player group (probably to undermine them and/or other heroes and freedom fighters they may be associated with), any Tarlok *player character* who has rejected or stands against his own people is a traitor to his race. If discovered and captured, he will be immediately branded as such by having the "king finger" chopped off at the hand knuckle (it will not grow back). Unless rescued or he manages to escape, the character will be enslaved and placed into forced labor (or possibly sold as a slave to aliens). As a slave of the Tarlok, he will be abused and beaten daily. If the traitorous slave continues to be a source of serious trouble, he will be tortured and executed.

Tarlok player characters should start at first or second level of experience. Age, regardless of experience level, will be 20 +2D6 years. Any character believed to be a traitor is despised and hated. Those marked as known traitors (amputated king finger) are regarded as the lowest of the low, even below slaves and scum one might scrape from the bottom of his shoe. Tarlok traitors on the loose and working with the enemy (i.e. freedom fighters) are considered Public Enemies Number One and actively hunted down, captured and often destroyed after weeks of humiliation and torture.

Alignment: The majority are Aberrant (55%), with approximately 15% anarchist, 15% miscreant, 10% diabolic, and 5% others.

Attributes: I.Q. 3D6 and is an aggressive, predatory, sentient being, M.E. 2D6+8, M.A. 2D6, P.S. 3D6+18, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D4, Spd 2D6+10; strength is considered to be supernatural in any RPG setting.

Hit Points: P.E. attribute number +1 point per year of age! **Note:** In a Mega-Damage setting, the Hit Points count as M.D.C. points and are applied to the main body.

S.D.C.: Two S.D.C. points per year of age plus any additional S.D.C. that might be gained through physical skills (same as humans). Thus, a young mature male at age 22 and a P.E. of 18 would have a base 40 Hit Points and 44 S.D.C. plus any possible S.D.C. acquired from physical skills.

M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts*®, Hit Points and S.D.C. are combined to determine the overall total of M.D.C. for the character's main body. This means a 22 year old with a P.E. of 18 and the basic amount of H.P. and S.D.C. would have a total of 84 M.D.C.

This is another clear example of how Tarlok become significantly more powerful with age. A 152 year old Tarlok with a P.E. of 18 would have 170 Hit Points and 304 S.D.C. (plus any possible S.D.C. Acquired from physical skills), or a total of 474 M.D.C.! Many Tarlok over the age of 100 forgo wearing any artificial body armor unless it is needed for environmental reasons, and even then will prefer to wear an air mask or helmet if that will do the job.

Optional S.D.C. & M.D.C. Notes:

S.D.C. or M.D.C. by Location:

Main Head Fin (1) — Equal to 20% of the main body.

Secondary Fins and Spikes (many) — Equal to 15% of the main body.

Head — Equal to 30% of the main body.

Legs (2) — Equal to 40% of the main body.

Arms (2) — Equal to 30% of the main body.

Hands (2) — Equal to 20% of the main body.

Main Body — The total amount noted above.

Converting S.D.C. & H.P. to M.D.C.: In a Mega-Damage setting, the S.D.C. and Hit Points are combined into one total number. Depending on the G.M. and playing environment, the *combined* S.D.C. and H.P. can be converted to M.D.C. on a one to one basis, i.e. 150 points equals 150 M.D.C. If that seems too powerful or inappropriate (which it might be the case, for example, in the *Robotech*® RPG) convert S.D.C. and H.P. to M.D.C. on a two to one basis, i.e. a total of 150 S.D.C. and H.P. combined, equals 75 M.D.C. instead of 150.

The Armor Rating (A.R.) has no application in an M.D.C. setting, because the Tarlok are considered Mega-Damage creatures (perhaps even supernatural demons on par with Gargoyles) with natural body armor.

Horror Factor: 14, +1 at ages 150, 200 and 250.

Height: 8-9 feet (2.4 to 2.7 m).

Weight: 450 to 600 pounds (202.5 to 270 kg).

Life Span: Up to 350 years, however combat mortality makes the average around 200.

P.P.E.: 5D6 — the Tarlok know nothing about magic.

Natural Abilities: As noted under *Special Tarlok R.C.C. Features & Abilities*, presented earlier in this section.

Occupations/O.C.C.s & Skills:

Males: Technically, a Tarlok can be any occupation and learn any skills, however, 80% of all males have served in the military for most of their lives, if not their entire lives. This means all infantry soldiers have the following basic military and combat training plus one MOS (Military Operations Specialty).

Tarlok Infantry Training (Males only):

Math: Basic (+10%)

Literacy: Tarlok (+20%)

Radio Basic (+20%)

Pilot: Jet Pack (+20%)

Pilot: Hover Craft (+10%)

Military Etiquette (+20%)

Climbing (+10%)

Physical: Two skills of choice.

Hand to Hand: Tarlok Martial Arts

W.P.: Axe

W.P. Energy Pistol

W.P. Energy Rifle

W.P.: Two ancient of choice.

W.P.: Two Modern Weapons of choice.

— Plus MOS skills and 1D4+1 Secondary skills.

Male MOS: If played in a **Heroes Unlimited™** setting, the MOS is either *one skill program* or four skills selected from one of the following skill categories: Communications, Electronics, Espionage, Mechanical, Medical, Military, Physical, Pilot (can make selections from both Basic and Advanced and automatically gets two Pilot Related skills), Rogue, Wilderness and Weapon Proficiencies.

At age 100 or 6th level of experience, whichever comes first, either an additional MOS can be selected or four additional skills in the same MOS can be chosen. All new skills start at level one proficiency.

If playing **Rifts®**, the Tarlok can select any military O.C.C. and most Men at Arms O.C.C.s, with notable *exceptions* including Juicers (of any kind), Crazies, and Cyber-Knights. Of course, combat R.C.C.s such as Dog Boys, are not available.

Female MOS: About 33% of all females over the age of 200 join the military. Their areas of expertise are non-combat oriented. All females start with Basic Math, one (non-Military) piloting skill (typically hover vehicle), three Domestic, three Technical skills and speak two languages of choice at their current level of experience. Those in the military select two MOS, but are limited to the following skill categories/areas of training: Communications, Electrical, Mechanical, Medical, Rogue, Science and Technical.

If played in a **Heroes Unlimited™** setting, the MOS is either *one skill program* or four skills selected from one of the categories noted above. These new military MOS skills start at level two proficiency.

If playing **Rifts®**, the female can select most Scholar or Adventurer O.C.C.s, with the notable *exception* of Wilderness Scout.

Note: The Tarlok have no understanding of, or interest in, magic.

Tarlok Martial Arts Combat Skill & Attacks Per Melee: All bonuses are in addition to attribute and possible skill bonuses.

Attacks per melee round:

Males start with four +1 at levels 2, 4, 6, 8, 10, 12 and 14.

Females start with two +1 at levels 3, 6, 8, 10, 13 and 15.

Combat Techniques (Males):

Critical Strike (double damage) from behind, surprise attack and on a natural die roll of 18, 19, or 20.

Death Blow on a natural 17-20 (unmodified) die roll.

Knock Out/Stun on a natural (unmodified) die roll of 18, 19 or 20 — player must announce his intention to try to knock out his opponent.

Disarm

Entangle

Body Flip/Judo-style body throw; does 2D6 damage (M.D. if used in **Rifts®**) plus victim loses initiative and *two* melee attacks.

All types of kicks.

Karate-style punch; does 2D6 damage +P.S. bonus (**Rifts®**: 1D6 plus normal supernatural M.D. from a punch).

Karate-style kick; does 3D6 damage +P.S. bonus (**Rifts®**: 2D6 M.D. plus normal supernatural M.D. from a punch).

Paired Weapons

Combat Techniques (Females):

Critical Strike (double damage) from behind, surprise attack and on a natural die roll of 19, or 20.

Death Blow on a natural (unmodified) die roll of 19 or 20.

Disarm

Entangle

Body Flip/Judo-style body throw; does 2D6 damage (M.D. if used in **Rifts®**) plus victim loses initiative and *two* melee attacks.

Paired Weapons

Combat Bonuses (Male): The following are in addition to bonuses from the P.S. or P.P. attributes. Remember, all Tarlok have supernatural P.S. and extraordinary P.E.

+1 on initiative at levels 1, 3, 5, 7, 9, 11, 13 and 15.

+1 to strike at levels 1, 2, 4, 6, 8, 12, and 15.

+1 to parry at levels 1, 3, 6, 8, 11, and 14.

+1 to dodge at levels 1, 3, 6, 8, 11, and 14.

+1 to disarm at levels 2, 4, 6, 8, 12 and 15.

+1 to pull punch at levels 1, 2, 4, 5, 6, 8, 10, 12 and 14.

+2 to roll with punch, fall or impact at levels 2, 6 and 10. +10% to save vs coma/death; +5% at levels 7, 10, 13 and 15.

+1 to save vs possession; +1 to save at levels 9 and 15.

+1 to save vs Horror Factor at levels 2, 4, 5, 6, 8, 9, 10, 12, 14 and 15.

Combat Bonuses (Female): The following are in addition to bonuses from the P.S. or P.P. attributes.

+1 on initiative at levels 3, 6, 9, 12, and 15.

+1 to strike at levels 1, 3, 7, 10, 13, and 15.

+1 to parry at levels 1, 3, 6, 9, 12, and 15.

+1 to dodge at levels 1, 3, 6, 9, 12, and 15.

+1 to disarm.

+2 to pull punch.

+3 to roll with punch, fall or impact.

+10% to save vs coma/death; +5% at levels 7, 10, 13 and 15.

+1 to save vs possession; +1 to save at levels 9 and 15.

+1 to save vs Horror Factor at levels 2, 4, 6, 8, 10, 12, and 15. Remember, all Tarlok have supernatural P.S. and extraordinary P.E.

Note that females do not possess psionic abilities.

Standard Equipment: "Byomer" Double-headed Tarlok energy axe (6D6 damage/M.D.), "Loksuit" — standard environmental combat armor (A.R. 18, 230 S.D.C. or 115 M.D.C.), energy pistol, energy rifle of choice with four E-clips for each, large S.D.C. sword (3D6 damage) and/or dagger (2D6 damage), jet pack, uniform, utility belt, backpack, gas mask, hand-held communicator or one built into a helmet or headset, and canteen. **Note:** Additional weapons, equipment and vehicles may be made available for special missions and as is required for combat; limited by availability. Game Masters should feel free to plunder the equipment sections of other Palladium RPGs appropriate to the setting (S.D.C. or M.D.C.). Those in

the **Rifts®** setting can use or modify virtually any equipment from any of the books to include mini-missiles, rail guns, power armor, etc. Note that the Tarlok tend to shy away from power armor, bionics and robots.

Attainable Rank: Unlimited — grunt to emperor.

Money: The Military government provides for the soldiers' every need in a Spartan sort of environment.

Cybernetics: Implants and bionics are reserved for Tarlok Special Forces and as prosthetics and other medical uses on the general troops. The Tarlok's intense pride and focus on their natural abilities, body armor, supernatural strength and cunning make most extremely reluctant to deliberately seek mechanical or other forms of artificial augmentation. Most Tarbolls consider artificial augmentation an insult to Tarlok superiority, heritage and eons of tradition. Many regard its use as a sign of weakness and/or corruption.

Magic: None; the Tarlok have no knowledge of, or interest in, magic.

Psionics: None. Only Tarbolls and Dreadmasters possess limited psionic powers.

Enemies: Tarlok tend to view most other races as their enemies — people to be conquered and dominated.

Allies: Other than fellow Tarlok, these spacefaring warriors regard most other sentient races as inferiors waiting to be conquered and enslaved. Roughly 10% of the Tarlok Military Force is composed of such conquered people, who serve the Tarlok as warrior-slaves, (reasonably) trusted special agents, spies, henchmen and minions, as well as slave labor and cannon fodder. These henchmen and slaves

have no rights, and are often treated on par with dogs. They obey and serve, or are tortured and/or destroyed. Depending on the circumstances, additional slave forces are often used to support the Military and constantly used as slave labor. Sometimes, tens of thousands are used in combat as front-line troops sent out to slaughter, but this is a relatively uncommon occurrence. Those non-Tarlok who serve as an official part of the Tarlok military/government are typically warrior slaves begrudgingly pressed into serving their conquerors, or *special operatives* with unique abilities, loyalty/commitment to the Tarlok, and/or a love of combat or killing — (i.e. supervillains, criminals and other black-hearted souls).

See the section entitled *The Rifts® Connection* for possible allies and associates in that world setting.

Habitat: They are indigenous to the planet Vuulok, but are found throughout the Charizolon System (see overview section for details) and surrounding spaceways as they begin to explore the universe around them.

Of all the Tarlok slave planets, Seeron is the one that offers the most resistance and is a constant source of consternation. It also serves as a way station at the outer edge of the system, thus, it is one of the most heavily occupied and visited slave planets. Large numbers of Tarlok troops, Tarbolls and all Military special classes can be found on and around Seeron, as well as non-Tarlok agents (superbeings, villains, spies, assassins, etc.). A spaceport, spy satellites and a regiment from the Tarlok Space fleet is in constant orbit around Seeron.

Tarbull R.C.C. — Infantry Elite

Tarbolls are generally the biggest, strongest and most ruthless of the Tarlok warriors. These males comprise about 38% of the Military Force and represent the powerful elite infantry, not unlike the Marine Corps of the United States. They train the hardest of all warriors and can usually outlast any of their brothers in feats of strength or endurance, with the exception of occasional individuals, certain Prime Elders, and the genetically augmented *Dreadlor*.

Tarbolls constantly work out, train and volunteer for combat missions to keep muscles and reflexes in peak condition. Their bodies are large and bulky, thickly muscled and they let their natural head, back and arm fins and spikes grow unchecked. They hold flamboyant ceremonies and rituals in remembrance and praise of their ancestors, many of which involve feats of strength, endurance and physical prowess. They are the first into battle and first to celebrate after triumph. Their victory parties last for days and are legendary throughout the Tarlok Empire. Feasting and engorging on food and drink, the Tarbull set the party atmosphere for all. Away from the battlefields and among their families, Tarbolls can be quite jovial and charismatic.

Tarbolls feel they are the only Tarlok that remain completely true to their people's long heritage, and most tend to think of themselves as superior warriors — the best; the preservers of the Tarlok way of the warrior, life and tradition. Although arrogant and aggressive in the extreme, outrageously competitive and gung-ho, they follow the chain of command to the letter, without complaint or hesitation, as is part of their tradition. Likewise, they work well with others, including Lokdogs/Regular Army troops, and other members of Special Forces, like the *Teklok*, *Dreadlor*, *Dreadmasters* and non-Tarlok henchmen (conquered alien people who now serve the Tarlok as slaves, soldiers, spies, and minions; some are willing participants while others are slaves forced to do their master's bidding). Tarbolls feel uncomfortable around the "unnatural" *Teklok*, *Dreadlor*, and *Dreadmasters*, regard alien henchmen and troops as vermin or cannon fodder, and hate the *Shertar*. They look down upon the small percentage of male Tarlok who do not enter the military and are especially ashamed and resentful

of the *Shertar*, including those in the military. They are outraged and offended by the fact that *Shertar* trim off their natural fins and growths, which, to the Tarbolls, defames and denounces their heritage by trying to look less like Tarlok. Virtually all Tarbolls regard the *Shertar* as dangerously decadent, quite possibly insane misanthropes who threaten to destroy the Tarlok's proud way of life.

As is fitting of tradition, Tarbolls produce the largest broods of all Tarlok. The desire to continue the Tarlok heritage is the main motivation for the large families (typically siring 100 to 180 offspring). Reproducing in such large numbers, Tarbull traditionalists compose about 33% of the entire Tarlok race and 38% of the military force. They can hold military positions ranging from a lowly Grunt to Emperor.

Their diets are unrestricted and they enjoy the delicacies of several worlds. With this unmonitored consumption, many elder Tarbolls become slovenly and overweight. However, most "bulls" under the age of 250 are in top physical condition.

The majority prefer the old-fashioned hand to hand weapons rather than the high-tech guns and full, artificial body armor. This means high-tech energy or Vibro versions of traditional melee weapons (axes, swords, bladed claws, war hammers, maces, etc.) are their favorites. Furthermore, many Tarbolls go into combat without full environmental body armor, wearing nothing more than a thong or pants, a backpack, and belts to hold their weapons and gear. Others dress in partial armor custom designed to terrify the enemy with menacing barbs, spines, spikes, blades and symbols.

However, the Tarbolls are not fools or retrograde misfits. They recognize the value and advantages of technology and welcome them. In fact, when advanced, long-range weapons are needed, the Tarbolls are the first to reach for energy rifles, blasters, jet packs (they love jet packs), and a host of heavy weapons and vehicles for war. It is simply that they prefer hand-held melee weapons and the thrill of close combat. Consequently, many of the Tarlok's advanced weaponry resemble ancient weapons, and usually have dual capabilities; i.e. fire long-range energy bolts and can be used in melee combat as a sword, club, etc. All



Tarlok, especially Tarbulls, will use whatever is necessary to win the day, and especially enjoy weapons of mass destruction — they tend to adapt and respond as the situation warrants, from space combat in one of many fighters or environmental space armor, to ship to ship combat in giant spacecraft, to using germ warfare, to bare knuckle hand to hand combat.

Tarbull R.C.C.

Modifications & Bonuses

Tarbulls are the most blood-thirsty, cruel and relentless against their enemies. They have a definite mean streak, engage in torture, and are highly emotional, aggressive, and reactionary. They have been known to slaughter entire cities, men, women and children, in acts of retribution, and are among the most feared interrogators, second only to the Shertar and their "sophisticated" use of science and machines to torture and interrogate.

Stat Note: Roll up Tarbulls the same as the average male Tarlok/Lokdog. The differences are primarily a handful of bonuses acquired through their fanatical adherence to tradition and intense regimen of physical exercise and conditioning, along with a different set of skills and MOS. All else is fundamentally the same as the average Tarlok.

"Tarbull" R.C.C. Bonuses: All are in addition to the attributes and bonuses normally available to the average Tarlok male.

+1D4 to M.E.

+2D6 to P.S.

+1D4 to P.E.

+1 on initiative.

+2 to pull punch.

+2D6 to Hit Points (a one time bonus).

+1 Attack per melee round at levels 3, 8, and 15.

Big: +1 foot (0.3 m) in height (9-10 feet/2.7 to 3 m tall), and 500-600 pounds (225 to 270 kg).

Tarbull Elite Combat Training: A well-rounded education is not a priority. Hand to hand combat, fighting techniques, mastery of weapons, strategy and tactics, and Tarlok history are the major areas of focus for Tarbulls.

Math: Basic (+25%)

Radio: Basic (+30%)

Radio: Scrambler (+15%)

Literacy: Tarlok (+25%)

Language: One of choice (+20%; in addition to Tarlok 94%).

Tarlok History (+30%; special).

Military Etiquette (+30%)

Land Navigation (+15%)

Detect Ambush (+15%)

Intelligence (+15%)

Interrogation (+15%)

Pilot: Two of choice (+15%).

Physical: Two of choice (+5% when applicable).

Climbing (+10%)

W.P. Axe

W.P. Energy Rifle

W.P. Two Ancient weapons of choice.

W.P. Three energy or modern weapons of choice.

Hand to Hand: Tarlok Martial Arts

MOS Skills: Select four skills of choice from either the *Espionage* or *Military* Skill Categories (+20%), and four skills from either the *Rogue* or *Piloting* Skill Categories (+15%).

Secondary Skills: 1D4+2, plus one at levels 4, 8, and 12.

Average Level of Experience (NPC): Roll or select from the Age & Experience Table under the Tarlok Warrior R.C.C.

Maximum Attainable Rank: Unlimited — grunt to emperor.

Tarbull Psionics (special & limited): One line of defense that is particular only to Tarbulls of 3rd level experience or higher (typically 50+ years old), is limited psionic combat abilities. Tarlok scientists have never been able to explain why only Tarbulls and Dreadmasters possess psionic abilities. The Tarbulls claim it is a gift from their ancestors for continuing their proud heritage.

Note: Tarbulls are considered major psychics (need a 12 or higher to save vs psionic attack) with an I.S.P. base of M.E. attribute number $\times 3 + 2D4$ I.S.P. per level of experience. The psi-power descriptions are as follows.

1. Meditation:

Range: Self

Duration: Varies

I.S.P.: None

Saving Throw: None

The ability is a simple self-hypnotic trance which allows the psychic to completely relax. During such trances the character regains six I.S.P. per hour.

2. Mind Block:

Range: Self

Duration: Ten minutes per level of experience.

I.S.P.: 4 (per each duration period)

This is the ability to completely close or block oneself from most psychic/mental emanations. When intentionally closed to supernatural or psychic forces, the character cannot sense anything, cannot use his psionic abilities, nor be psionically influenced by others. A mind block will prevent penetration of telepathy, empathy, hypnotic suggestion, induced nightmares and empathic transfer. It can be an invaluable protective mask when dealing with malevolent psychic forces. It also adds a bonus of +1 to save vs all psychic and mental attacks while the "block" is up.

3. Tarbull Psi-Shield

Range: Self

Duration: Five minutes per level of experience.

I.S.P.: 30

Saving Throw: Not applicable.

A companion power to the Psi-Sword in which the character can create an energy shield out of thin air. The shield can be used to parry all hand to hand combat attacks including attacks from demons, dragons, and magic — even magic fire balls and dragon's breath cannot damage or penetrate the shield. The shield can be used to parry energy blasts and projectiles but at -3. 100 S.D.C./80 M.D.C.

4. Tarbull Psi-Sword

Range: Self

Duration: Five minutes per level of experience.

I.S.P.: 30

Saving Throw: Not applicable.

A Psi-Sword is an incredible weapon composed of psionic energy that is mentally willed into existence! The sword appears out of thin air as a shimmering blade of energy that resembles a glowing blade. The creation of the Psi-Sword is a very personal thing and requires years of mastery.

In the case of the Tarbull, the actual appearance is typically the traditional Byomer axe or a large two-headed battle axe, or sometimes a large sword. Each is equally powerful regardless of its form and size.

The Tarbull can create the Psi-Sword/Axe after only a few moments of concentration (about 15 seconds/one melee round) and maintain it for five minutes per level of experience. This means a third level

Tarbull can create and maintain a Psi-Sword/Axe for 15 minutes at the cost of 30 I.S.P., while a sixth level character must expend the same 30 I.S.P. but can maintain the weapon for thirty minutes. If the psychic is knocked unconscious, the weapon disappears. Likewise, the character can willingly dispel the weapon with a thought (costs another 30 I.S.P. to create a new one). A Psi-Sword cannot be given to another character to use.

Psi-Sword/Axe Damage: 4D6 H.P./S.D.C. (or 4D6 M.D.) at level three (this power does not manifest itself until level three), +2D6 at levels four, seven, nine, twelve, and fifteen. The Psi-Sword does full damage against creatures of magic, demons, supernatural beings and creatures or armor that are impervious to normal weapons (this is not a "normal" weapon). The sword's creator can adjust the weapon to inflict a minimum of 2D6 points of damage or increase it by increments of 1D6 up to the character's current maximum. **Note:** In a Mega-Damage environment, the Psi-Sword does Mega-Damage.

Magic: None

Standard Equipment: The usual soldier gear, plus heavy weapons and equipment appropriate to their various MOS, as well as access to Military facilities.

Cybernetics: None, except for extreme medical reasons! They consider them unnatural, corrupting and against tradition. The most fanatical Tarbulls would rather be crippled or die than accept bionic components.

Money: The Military government provides for the soldiers' every need in a Spartan sort of environment.

Enemies: Standard.

Allies: Standard.

Things of Note

Tarlok History Skill Description: Unlike most cultures, the Tarlok's recorded history spans 67,500 years plus myths and legends that date back nearly 250,000 years. Most Tarloks have a general knowledge and understanding of their past and a respectable knowledge of events, places, leaders, warriors, heroes and people that had a great significance for, or influence on, the Tarlok civilization. However, the average Tarlok tends to focus on the origin of their culture and the recent history of the last 100-500 years.

The *Tarbull* (and to a lesser degree, the *Shertar*) have a much greater and complete understanding of their history, with an emphasis on the military and its ancient traditions, rituals, customs and heroes (including wars, notable battles, great military achievements, strategies and tactics of great Generals, etc.). **Base Skill:** 20% +5% per level of experience; the Tarbull's understanding is more expansive, but the base skill is the same.

W.P. Axe: Training in all types of battle axes and picks, including the traditional Byomer Axe and advanced axe-like weapons (Psi-Sword/Axe, energy axe, Vibro-Blade axe, etc.). **Bonuses:** +1 to strike at levels one, four, eight, and twelve. +1 to parry at levels two, five, nine, and thirteen. +1 to strike when thrown at levels three, eight and twelve.

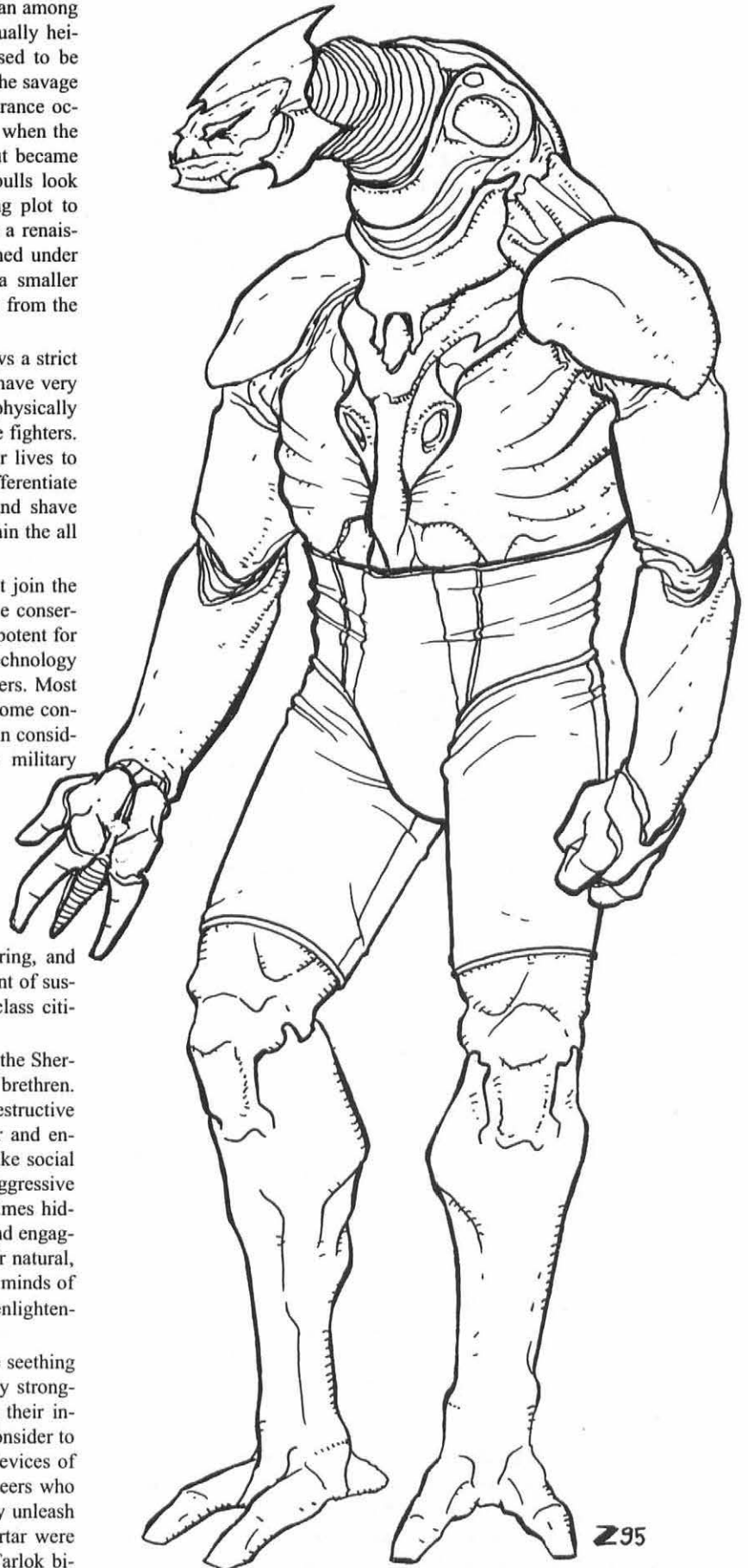


Shertar R.C.C.

Seven and a half centuries ago, a new way of thinking began among a small group within Tarlok society. A less barbaric but equally heinous class of Tarlok started to emerge. Tarlok who professed to be more civilized, educated and refined slowly grew away from the savage and uncultivated ways of their Tarbull brothers. Their appearance occurred during a particularly low period in Tarlok domination when the once great General Gurlig gained the throne of Emperor, but became weak and feeble-minded with old age. Although some Tarbulls look back on the rise of Shertars as a brainwashing or poisoning plot to weaken their empire by some unknown enemy, it was really a renaissance of education, creativity and free-thinking that blossomed under Emperor Gurlig's rule. It also marks a rare period where a smaller group within the Tarlok "whole" had separated itself (in part) from the greater Tarlok military society.

The average Shertar treats his body as a temple and follows a strict regimen of diet, meditation and exercise. They are lean and have very little body fat. As a result, Shertar are not as bulky nor as physically powerful as most Tarlok. However, they are agile and capable fighters. Most Shertars are generally well disciplined and devote their lives to science, art, exploration and expanding their minds. To differentiate themselves from their brutish warrior brothers, they trim and shave their natural ornamentation of fins, spikes and spines, but retain the all important "King's Finger."

The Shertar represent a full half of the Tarlok who do not join the military (roughly 10% of the Tarlok population). The extreme conservatives among the Tarbulls consider the Shertar weak and impotent for trimming away their body growths and relying on modern technology rather than the natural strength and prowess of their forefathers. Most Tarlok consider the Shertar to be a little bit frightening, and some consider them to be crazy or deluded, fanatical cultists. Some even consider them potentially dangerous traitors. Even the 6.5% in military



service (typically in the science, medical, genetics, engineering, and space exploration divisions) are regarded with a certain amount of suspicion, uncertainty and disdain. All are treated like second-class citizens.

Despite their poor treatment and ridicule by their brothers, the Shertar loyally serve the Tarlok Empire and respect their warrior brethren. They simply believe their race is too barbaric and recklessly destructive and needs to become more civilized and embrace the power and enlightenment of science and knowledge. The Shertar try to make social change by example. This includes controlling their natural, aggressive impulses, being more even tempered and soft spoken (sometimes hiding feelings behind a seemingly cold, dispassionate facade), and engaging in intellectual and scientific pursuits. The removal of their natural, defensive fins and spines, all associated with war (and, in the minds of the Shertar, barbarism), is another way to demonstrate their enlightenment and escape from barbarism.

Don't be fooled. Behind that calm, rational exterior are the seething emotions, drive and fury of the Tarlok. Shertar are incredibly strong-willed and fanatically loyal to their race, they simply direct their instinctive competitiveness and aggressiveness into what they consider to be more "civilized" activities. That is, if one calls creating devices of mass destruction "civilized." It was the Shertar genetic engineers who created the plague virus the Tarlok Invasion Forces frequently unleash on target planets to "soften" them up for conquest. The Shertar were also pivotal in making breakthroughs and advancements in Tarlok bionics, genetic engineering and the creation of the *Dreadlor* and *Tekklok*,

Z95

as well as space travel, ship design, and weapons of war. They are feared among the slave planets because the Shertar are notorious butchers who regularly seize non-Tarlok people to conduct horrific genetic, bionic and medical experiments upon them.

Shertar R.C.C., Modifiers & Bonuses

— Rogue Tarlok Inteligentsia

Shertar pride themselves in using intelligence, cunning, quick thinking and resourcefulness over brawn. However, behind their seeming calm, reserve and education, they are just as competitive and aggressive as any Tarlok. They are the masters of science and medicine, and love to experiment in bio-engineering, genetics and bionics, often using other sentient life forms as their guinea pigs. Shertar also love to interrogate and torture, using a variety of psychological and physical means, and often competing with each other in developing tricky, innovative, and bizarre methods, techniques, and tools of torture. They are loyal to the Tarlok race and work well even with Tarbulls, ignoring the admonishments and insults of their (ignorant) brethren and offering respect, advice and cooperation in return.

Also known as “Snips,” a common derogatory slang term used by Tarbulls and other Tarlok.

Stats: Roll up Shertar the same as the average male Tarlok/Lokdog.

The differences are primarily a handful of modifications and different skills/MOS.

Alignment: Basically the same as the average Tarlok.

Average Level of Experience (NPC): 1D4+5

Maximum Attainable Rank: UnderChief: DreadChief or TekChief, but few rise above Warlor Gar.

“Shertar” R.C.C. Bonuses & Modifiers: Attributes and bonuses normally available to the average Tarlok male are adjusted as follows:

+2 to I.Q.	+2 to pull punch.
+1D6 to M.A.	-2D4 from P.S.
+1D4 to M.E.	-1D4 to P.E.

Reduced Armor Rating: A.R. 11 +1 for every 50 years of age above 50 (i.e. A.R. 12 at age 100, A.R. 13 at age 150, and so on). Reduce S.D.C.: Natural body armor is only *one point* per year of age, instead of the normal two points.

Reduce all Tarlok Martial Arts Combat bonuses by half, and attacks per melee round by two.

Shertar in the Tarlok Military (Skills & Training): The following skills and MOS (Military Operations Specialties) are common to Shertar in the Tarlok Military. Civilians should substitute half the military oriented skills (especially W.P., Physical and Espionage skills) with engineering, computer, science and technical skills.

Math: Basic & Advanced (+30%)

Radio: Basic (+30%)

Literacy: Tarlok (+30%)

Language: Three of choice (+20%; in addition to Tarlok 98%).

Tarlok History (+20%; special).

Military Etiquette (+10%)

Interrogation (+15%)

Pilot: Two of choice (+10%).

Computer Operation (+30%)

Computer Programming (+20%)

Computer Hacking (+15%)

Climbing (+5%)

W.P. Axe

W.P. Energy Rifle

W.P. of choice (any).

Hand to Hand: Tarlok Martial Arts

MOS Skills: Three MOS. Select four skills of choice from either the *Communications* (+15%) or *Military* (+10%) Skill Categories.

Four skills from either the *Engineering (Electrical and/or Mechanical; +20%)* or *Piloting/Pilot Related (+15%)* Skill Categories.

Four skills from either the *Science (+20%)* or *Medical (+20%)* Skill Categories.

Secondary Skills: 1D4+2, plus one at levels 3, 6, 9, and 12.

Genetic Engineering Skill (special): Can be selected either as a science or medical skill. This skill covers a broad range of genetic skills from mapping DNA to genetic manipulation and cloning. Requires biology, chemistry and pathology.

Base Skill: 20% +5% per level of experience (Shertar get a +20% skill bonus).

Stat Note: All else is fundamentally the same as the average Tarlok.

Magic: None.

Psionics: None.

Standard Equipment: The usual soldier gear, plus tools and equipment appropriate to their various MOS, as well as access to Military computers, laboratories, and other facilities.

Cybernetics: Typically none, only because the rest of Tarlok society frowns upon it, and the Military rarely sanctions the use of implants and bionics except for medical reasons. However, Shertar special operatives and officers may have 2-6 implants or minor bionic augmentation (one bionic hand or arm with 1-3 concealed weapons, implants, sensors, optics, etc.).

Money: The Military government provides for the soldiers' every need in a Spartan sort of environment.

Enemies: Standard.

Allies: Standard. Despite poor treatment, Shertar remain steadfastly loyal to their people and the Tarlok Empire.

Teklok Cyborg R.C.C.

The Teklok are Tarlok who have undergone limited bionic reconstruction or complete bionic conversion.

Any loyal Tarlok can get bionic reconstruction for medical purposes. Cybernetic constructs are used as prosthetics to replace lost limbs and internal organs destroyed in combat. Such “machines” are designed to look and feel as natural as possible. However, as one might suspect, many Tarlok, especially Tarbulls and other traditionalists, regard the use of bionics as a weakness and dehumanizing. Consequently, most try to avoid them unless there is no viable alternative (i.e., without a bionic arm, leg or organ the character is crippled, paralyzed, etc.). In these cases, the bionic components are limited to those necessary to bring the injured warrior back to his normal level of performance (or close to it). Special gimmicks, weapons, sensors and other forms of bionic augmentation are not even considered, only the basics to restore the warrior to duty. Likewise, even minor implants are rejected as being “unnatural,” and some prefer death to life as a cyborg.

On the other hand, there are those injured in combat who agree to “rebirth” as a Teklok. These individuals are usually one of two types of volunteers: Tarlok who can never be whole or who will die without bionic reconstruction, and those who embrace technology and actually desire to become a cyborg — approximately 50% of all Teklok are Shertar (of course, Teklok represent only about 5% of the entire Tarlok Military).

In the case of those whose only choice is death or bionic rebirth, they are soldiers who have suffered tremendous physical damage: lost three or more limbs or 33-80% of their bodies, or suffer from permanent paralysis, or have a viable, undamaged brain trapped in a body that cannot be saved; death is imminent. These stalwart warriors can volunteer for “Teklok Metamorphosis,” a bio-mechanical rebirth as powerful cybernetic war machines. Those who do so as often submit in an effort to extract revenge from the enemy responsible, or to simply rejoin the “good fight” and continue to serve their people even as “technological abominations.” Such Tarlok, particularly Tarbulls, see themselves as monstrous shells — abominations — and, as a result, are often incredibly bloodthirsty and merciless, striking out at all enemies with an unchecked fury.



Those perfectly healthy individuals, like Shertar, who volunteer for Teklok conversion tend to be much more accepting and comfortable with their artificial bodies. This also means many are more cool, calm and calculating than those who have accepted bionics to survive life-threatening trauma. They are not plagued by feelings of anger, vengeance, or self-loathing. They don't see themselves as inhuman monsters, but as advanced fighting machines ... technological triumphs ... in the service of their great people.

In deference to true Tarlok and traditionalists, like Tarbulls, *Teklok* are designed to look distinctively different than ordinary Tarlok. The natural fins, spines and barbs are gone, and there is no natural-looking body armor, only thick, artificial muscles and a Tarlok looking head and face. The skin appears to be thick and glistening, as if made of tough, malleable plastic. The cyborg body has approximately 200 S.D.C. (or M.D.C. as the case may be) and can wear additional artificial body armor into combat (200 S.D.C./100 M.D.C. for partial armor, or 420 S.D.C./210 M.D.C. for a full environmental suit). The legs of the Tekloks are long and triple-jointed like the Dreadlor, and at least one arm and hand is replaced by a bionic weapon housing with multiple (2-4) weapons. These weapon appendages are typically modular so different arms, hands and weapon systems can be easily removed and replaced with those best suited for the assignment. A pair of retractable blades, and one short-range and one long-range weapon are typical of these weapon appendages. Additionally, most weapon appendages have 3-4 small, prehensile, bionic *tentacles* in place of the hand. The tentacles have proven to be strong and capable of grasping, holding and carrying items slung under or away from the weapon barrel or extended blades — much less cumbersome than an entire hand. They are also excellent for climbing and holding onto objects; being entwined by the tentacles offers a superior grip.

Teklok — Special Forces Full Conversion Cyborgs

Alignment: Aberrant (35%), anarchist (19%), miscreant (20%), diabolic (22%), and 4% others. Sense of duty and loyalty to their race and government keep even the most foul-hearted in check.

Attributes (mental/organic): I.Q. 3D6, savage and aggressive sentient being, M.E. 2D6+6, M.A. 2D6.

Attributes (physical/bionic): P.S. 2D6+24, P.P. 1D6+20, P.E. n/a, P.B. 1D4, Spd 2D6+140 (roughly 120 mph/192 km). **Note:** Bionic P.S. is *not* supernatural. At best it is equal to the Minor Super Ability of *Extraordinary Strength*. **Rifts® Note:** This means the punches and kicks of the Teklok do not inflict Mega-Damage, although the blades (energy or Vibro) and most weapon systems (energy blasts, mini-missiles, etc.) will inflict an equivalent M.D. Only a power punch or power kick can inflict 1D6 M.D. +1 per every 10 P.S. points, but counts as two melee attacks/actions.

Armor Rating of Unprotected Bionic Body: A.R. 12; see body armor.

S.D.C./Hit Points (bionic machine): Bionic Body: 200 S.D.C. (or 200 M.D.C.).

S.D.C./M.D.C. of Bionic Body by location:

- * Head (1) — 100
- * Hand (1) — 25
- * Tentacles (3-4 per arm) — 7 each
- * Blades (2 per arm) — 60 each
- Weapon Appendage (1 or 2) — 85 each
- Legs (2) — 100 each
- Main Body — 200 S.D.C./M.D.C.

* Those marked with an asterisk are small or otherwise difficult targets to hit, thus they can only be struck when a “called shot” is announced and even then the attacker is -4 to strike.

Bionic Body Armor: Partial suit (not environmental): A.R. 13 and 200 S.D.C. (100 M.D.C.); Full Environmental Armor: A.R. 18 and 420 S.D.C. (210 M.D.C.). **Note:** In a Mega-Damage setting, the S.D.C./Hit Points count as M.D.C. points. Artificial M.D.C. body armor is not as tough as its S.D.C. equivalents, so the number is reduced by half. The Armor Rating (A.R.) has no application in an M.D.C. setting.

Horror Factor: 14, +1 at experience levels 5, 10, and 15.

Height: 10 feet (3 m) fully erect, 6-7 feet (1.8 to 2.1 m) in a crouching position.

Weight: One ton.

Life Span: Never appears to age (is a machine after all, with a living brain and some small fragment of organic body; man and machine), but can look battered after years of wear and/or combat. A bionic body can last up to 200 years (possibly 4D6 years longer if necessary) before a new one is required. Some Teklok have had numerous bodies and are approaching 400 years of age. However, they never acquire the status or respect of a Prime Elder. Teklok are second-class citizens among the Tarlok and career soldiers, regardless of their accomplishments. "Deactivation" or "retirement" means volunteering to be shut off and die.

Maximum Attainable Rank: Warlor Gar

Average Level of Experience (NPC): 1D4+4

P.P.E.: 1D6 — bionics destroys most of the innate P.P.E.

Occupations/O.C.C.s & Skills: **Bionic Soldier.** All Teklok started life as one of the following, and have the corresponding skills.

Tarlok Lokdog/Soldier/Grunt

Tarbull Elite Soldier/Espionage

Shertar (minus one non-Military MOS)

Secondary Skills: Limited to 1D4+1 regardless of originating O.C.C. **Note:** Females, Dreadlor, and Dreadmasters are *never* allowed to become a Teklok, although life saving, partial bionics (prosthetics, etc.) are available to them.

Tarlok Martial Arts Combat Skill & Attacks Per Melee: Same as the average Tarlok warrior/Lokdog.

Attacks per melee round: Males start with four +1 at levels 2, 4, 6, 8, 10, 12 and 14.

Bionic Bonuses: All are in addition to bonuses from the martial arts combat skill and attribute bonuses.

+1 on initiative.

+3 to save vs possession.

+1 to save vs Horror Factor.

+3 to pull punch.

Leap twice as far and high as normal.

Resistant to cold, heat and fire. Can endure temperatures 100 degrees below freezing, fire and heat up to 600 degrees Fahrenheit, and even plasma blasts and magical fire only inflict half damage.

Impervious to the impairment caused by smoke and smoke inhalation, gases, disease, poison, the psionic Bio-Manipulation and similar powers that hurt or affect the physical body, such as age, paralysis, pain, etc. (90-98% machine). However, the Teklok is susceptible to all forms of mental attacks and most types of physical damage; i.e. punches, swords, arrows, bullets, explosives, energy blasts, etc.

Bionic Abilities: All Teklok have these standard bionic features.

Bionic Body and one suit of partial and full body armor.

Bionic Lung Features (all)

Amplified Hearing

Built-in Wide-Band Radio & Scrambler

Built-in Loudspeaker

Modular hand/arm mounts so that different weapon appendages can be easily attached.

Multi-Optic Eyes/vision

One Eye weapon or special optic/sensor of choice.

Multi-Weapon Appendage: A pair of large blades (retractable or not; 6D6 S.D.C. or M.D. per dual blade strike), plus two or three hand/arm or other bionic weapons of choice suitable as an arm weapon; lasers, ion beams, plasma, and particle beam weapons are among the

most popular. Typically one short-range, one medium-range (or limited by payload, i.e. 2-4 mini-missiles or ammo-clip) and one long-range (typically laser, plasma, or mini-missile) weapon. This is in addition to a possible hand-held weapon or back or shoulder mounted weapon. All weapon appendages have 3-4 retractable "hand" tentacles, with a P.S. of 12 and a reach of about two feet (0.6 m).

Bionic Hand & Arm or Second Multi-Weapon Appendage: The standard bionic hand resembles a two-fingered Tarlok's and can have 2-3 hand or wrist weapons and one forearm weapon. Two weapon appendages are not recommended except for heavy combat missions; having one ordinary hand provides greater versatility and range of abilities than the tentacles of the weapon appendage.

Standard Equipment: Bionic systems, weapon appendage (1 or 2), bionic body armor (partial and full), energy pistol sidearm, energy rifle of choice with four E-clips for each, large dagger (2D6 damage), jet pack, uniform, utility belt, backpack, gas mask, hand-held communicator or one built into a helmet or headset, and canteen. **Note:** Additional weapons, equipment and vehicles may be made available for special military assignments; availability may be limited.

Money: The Military government provides for the soldiers' every need in a Spartan sort of environment.

Magic: None; the Tarlok have no knowledge of, or interest in, magic.

Psionics: None. Only Tarbulls and Dreadmasters possess limited psionic powers.

Enemies: Tarlok tend to view most other races as their enemies — people to be conquered and dominated.

Allies: Standard.

Habitat: Standard; same as the average Lokdog/soldier. Many are assigned to Seeron and other trouble spots to hunt down and destroy freedom fighters, as well as defend against them, criminals and other enemies of the Empire.

Dreadlors R.C.C.

Tarlok Genetic Mutations & Covert Operatives

It has been a long tradition among the Tarlok to mercifully kill cripples and offspring born physically or mentally impaired — survival of the fittest. It was the Shertar who proposed a way to give these tragic castoffs a new lease on life through the miracle of genetic engineering. They suggested there was a way to keep these unfortunate Tarlok spirits alive and to give them a new, powerful body and second life in the service of their people. This is done through a complex genetic metamorphosis that produces a superpowerful (even by Tarlok standards) creature known as the *Dreadlor*. After decades of debate and consideration, experimentation was approved. The experiments were deemed a success and the monstrous Dreadlor have been part of the Tarlok Military for five centuries. Since their inception, the Dreadlors have become the most feared of the Tarlok warriors.

The Dreadlor program gives Tarlok parents an option: Rather than slay newborns who are physically or mentally impaired (as is common practice among the Tarlok), the parents can volunteer their child for the Dreadlor Metamorphosis. The fatality rate of the process is high at 19.8%, but deemed acceptable by the Tarlok. After all, these "volunteers" are flawed and useless by the standards of Tarlok society, and would be put to merciful death by their parents, if not given up for the metamorphosis.

Only a tiny fraction (less than a half percent) accept this as a viable alternative, and of those, Shertar are the most active participants. Ironically, it is the Shertar scientists who pioneered and perfected the process, and it is their conviction to science that inspires them to offer their own young. The irony continues when one understands that the Dreadlor could be, metaphorically speaking, symbolic of the savage, primordial, inner monster the cultured Shertar seek to separate themselves from. And Dreadlor are monsters.



The Shertar genetic laboratories can remove a fetus or take a newborn to one year old infant (rumors suggest they can now do so with a fertilized Tarlok egg) and genetically manipulated it at the embryonic stage or infantile stage of development, and grow it to full size in the laboratory.

The subject is placed into a sort of cocoon filled with a chemical soup and bombarded with radiation. While in the cocoon, the subject's genetic structure is rearranged and mutated to become a Dredlor. During the cocoon period, they are infused with the knowledge, battle plans and fighting skills that become part of their "instincts." Meanwhile, the scientists peel away the veneer of civilization to lay bare what they believe to be the barbaric and primal essence of the Tarlok race — a step back to how Tarlok may have thought and acted 300,000+ years ago. A sort of missing link recaptured by science. While the philosophical Shertar debate this notion, the more pragmatic Tarlok simply see useless cripples and the retarded given purpose and frightening power. Power and purpose that can be used to benefit Tarlok society through military might.

Dredlor are quicker and more agile than an average Tarlok. Their entire bodies are streamlined, taller and leaner, giving them a somewhat skeletal appearance. At the same time, the natural armored plates are

even thicker and stronger than a normal Tarbulls, making the Dredlor a walking, armored tank with the fury of a wild cat. The armor plate of the forearm is extremely thick and extends over the wrist and hands so that only the three clawed fingers (the center one is not a King Finger and does not grow larger than the others) and a thumb protrude from underneath it. The forearm is so hard and heavy that it is used a bludgeon. The shoulder plate is large, long and flat, laying horizontal over the top of the shoulder, rather than along the side of it. The fins on the neck are replaced by 6-8 dagger-like spines, and the head is crowned with a large, long fin.

The legs are the most strikingly different, being thin, long, three piece constructs that bend back at the knee instead of forward, similar to those of birds or raptor dinosaurs. In addition, the legs are extremely strong, heavily armored, and the toes are clawed to assist in climbing, gripping and clawing at enemies. They also enable the Dredlor to bob and weave (automatic dodge), run at impressive speeds and leap tremendous heights and lengths. Lightning quick reflexes combined with a nearly impenetrable skin and primal, predatory instincts make them lean, mean, killing machines.

These are the baseline Dredlor. The average, lowest common denominator. Approximately half (48.7%) possess super abilities. The Shertar know how to manipulate the creation process to have these powers appear, but don't understand exactly how or why they appear in the first place, or why they manifest in some Dredlor but not all. Likewise, while the powers that appear are consistently the same ten (with only occasional variations and dramatically different powers), they cannot fine tune the process to instill any one specific ability as may be desired. It is always a crap shoot within a particular range of common abilities (see stat section for R.C.C. details). This has made the study of superhumans on Seeron a vital agenda. The Shertar hope if they can determine how the powers occur in Seeronians, it will help them to understand and control the process in Dredlor. So far, all this has led to is horrible experiments, vivisection and the murder of thousands upon thousands of Seeronians.

It takes five years to create a Dredlor, usually in batches of twenty, but the Dredlor warrior steps into the world fully grown and ready for action. Rarely failing at their missions, requests for additional troops are constant. At any given time they number about one Dredlor for every one thousand Grunts and make up around 2% of the entire Tarlok Military.

On the downside, Dredlors have low intelligence, animal instincts, primal savagery, and little personality. Dredlor understand the Tarlok language better than they can speak it. Words are often guttural and accompanied by low, deep growls, grunts, snorts, hisses and chuckling; their voices, usually deep and raspy. They lack any social graces, have little understanding of right, wrong, or the law, and are kept in check by their Dredmasters. In many ways, they are barely more than living robots who react in set ways, not interact, to certain stimuli, conditions and commands. This is why having a capable and trustworthy Dredmaster to lead them is so critical to their lives and function within the military. Like robots, or well trained hunting dogs, the Dredlor watch and listen (very alert), but do nothing until commanded otherwise by their Dredmaster, or as a direct response to threats made toward them or their master. They obey only the commands of their Dredmasters and show no restraint, mercy or fear in the execution of their duty. The only emotions they noticeably exhibit are the *joy* of hunting, stalking prey, fighting and killing, and the *anger/rage* when they are provoked, threatened, or when their Dredmaster is threatened, injured or attacked. They also show contentment and joy when complimented, pat-tered or rewarded by their master.

All Dredlor are emotionally and psychologically attached to their Dredmasters. Upon emerging from the Metamorphosis Cocoon, the Dredlor accept the first person they see as their parent and life-master (actually, they naturally gravitate to psychics). The Military leaders make certain that this individual is a predetermined Tarlok psychic known as a "Dredmaster." One Dredmaster is typically allowed to

link with and command 10-40 Dreadlors (10-20 being average). Each Dreadlor shows unfaltering loyalty and absolute trust in the Dreadmaster who commands it, and will even follow him to its death without question or hesitation. In the event of separation from its Dreadmaster, a Dreadlor completes its last order and returns to a pre-designated position/location where it kneels in a state of rest awaiting further instruction from its master. After 36 hours, the creatures become agitated and depressed. After 72 hours, they stop eating until their leader/parent returns. Only one third will accept a new Dreadmaster, the rest will starve themselves to death.

Witnessing the death of their Dreadmaster has a similar but more immediate response, with nearly one third going berserk. Fifty percent will drop to their knees where they stand. Lost to an instant and bottomless pit of depression, they refuse to eat or defend themselves. They are inconsolable and allow themselves to be slain or taken prisoner. Those not immediately slain will die within 1D6 weeks, as much from sorrow as starvation. One third will flee to their rendezvous point and come to accept another Dreadmaster as their new leader. The remaining 17% "go slaughterhouse." The term refers to those grief-stricken Dreadlor who rampage out of control. They will not respond to another Dreadmaster or any psychic and immediately attack those (perceived/believed) responsible for the Dreadmaster's death. This perception is seldom limited to one individual or group, but is extremely broad and often includes all members of a particular race or army (those wearing the same uniform, armor, insignia, look or act similarly, etc.). In many instances, this rampage is cut short, because the normally cunning and patient predator is lost to rage and will attack opponents with superior numbers or firepower; Dreadlor fight to the death. Those who survive, or face odds they can handle, become feral hunters, tracking and stalking all those who resemble the person(s) responsible for the Dreadmaster's demise. They also attack anybody who challenges or gets in their way, including fellow Tarlok. There have been incidents where 10-20 madly rampaging Dreadlor massacre dozens to hundreds of their own troops. A fact that leaves some Tarlok grunts more than a little wary of the monstrous Dreadlor. These feral hunters live like animals, look mangy, and kill all perceived enemies whenever and wherever they are encountered. In between fits of bloody revenge, they prey upon livestock, wild animals and humanoids. Only Tarlok are left unharmed, unless they interfere with the Dreadlor's quest of murder.

The Dreadmasters use verbal commands and hand signals, as well as empathy and telepathy to communicate with these creatures. Attempts to implant cybernetic devices or prosthetics resulted in the beasts literally tearing them out, along with a good chunk of flesh and bone.

Dreadlor — Special Forces Hunter-Killer

Pronounced: Dread lar

Also known as Monster Tarlok.

Alignment: Generally, considered to be miscreant or diabolic evil; killing machines without regret or sorrow, who serve their Dreadmaster without wavering.

Attributes: I.Q. 1D6+3 with animal instincts, M.A. 2D4, M.E. 2D6, P.S. 3D6+32, P.P. 1D6+21, P.E. 1D6+20, P.B. 1D4, Spd 2D6+128 (roughly 90 mph/148 km). P.S. and P.E. are considered to be super-natural in any RPG setting.

Hit Points: P.E. attribute number x3, +1 point per year of age! **Note:** In a Mega-Damage setting, the Hit Points count as M.D.C. points and are applied to the main body.

S.D.C./M.D.C. by Location:

- * Head (1) — 100
- * Head Fin (1) — 100
- * Body Spins (8-14) — 40 each
- * Clawed Fingers (3 per hand) — 15 each
- * Forearms(2) — 125
- Legs (2) — 200 each
- Main Body — 300 S.D.C./M.D.C. +50 per fifty years of age over 50.

* Those marked with an asterisk are small or otherwise difficult targets to hit, thus they can only be struck when a "called shot" is announced and even then the attacker is -4 to strike; fingers are -7 to strike.

M.D.C. Conversion Notes: Same as the average Tarlok male.

Horror Factor: 15,+1 at experience levels 6 and 15.

Height: 12 feet (3.6 m) fully erect, 6-7 feet (1.8 to 2.1 m) in a crouching position.

Weight: 500-700 pounds (225 to 315 kg).

Life Span: Theoretically, a Dreadlor should live roughly as long as any Tarlok, however, most die in combat before the age of 100 and none are known to have ever exceeded the age of 142. Most look pretty much the same and telling one's age by appearance is fairly impossible.

Maximum Attainable Rank: Not applicable. Dreadlor is a Special Forces designation and state of being in and of itself.

Average Level of Experience (NPC): 1D4+2; never exceed 10th level.

P.P.E.: 1D6x10

R.C.C. & Skills: Special Forces Hunter-Killer. Dreadlor are very basic creatures. They hunt and they kill. Their skills and instincts (represented, in part, as skills) reflect their predatory and animalistic nature. In many cases, there are no R.C.C./O.C.C. bonuses.

Radio: Basic

Basic Math

Speaks and understands Tarlok at 80%.

Reads Tarlok at 50% +2% per level of experience.

Military Etiquette

Camouflage (+5%)

Detect Ambush (+10%)

Land Navigation (+10%)

Track Animals (+15%)

Tracking (humanoids; +20%)

Wilderness Survival (+30%)

Streetwise (+6%)

Climb (+10%)

Prowl (+5%)

Swim

W.P. Blunt

W.P. one ancient of choice.

W.P. Energy Rifle

Secondary Skills: Limited to 1D4 and can only be selected from the skill Categories of Domestic, Technical, Wilderness and W.P.

R.C.C. Natural Abilities: All those noted under *Special Tarlok R.C.C. Features & Abilities* plus the following. Combat bonuses are in addition to attribute bonuses (hand to hand skill not applicable; has an instinctive fighting ability).

Automatic Dodge.

+4 on initiative.

+4 to pull punch.

+3 to roll with punch, fall or impact.

+2 to strike.

+7 to save vs Horror Factor.

Bite attack: 4D6 damage (S.D.C./H.P. or M.D.).

Claw Strike (special): 3D6 damage plus normal P.S. damage.

Kick attack: 2D6 damage plus normal P.S. damage.

Critical strike from behind, by surprise or on a natural, unmodified roll of 18, 19, or 20.

Death Blow, double damage direct to Hit Points (or triple M.D. that cannot be healed by any means other than magic for 24 hours) on a deliberate attempt to kill (intention to use a Death Blow must be announced) and on a natural, unmodified roll of 18, 19, or 20. Whether successful or not, the attack uses up two melee attacks.

Leap up to 40 feet (12.2 m) high and 60 feet (18.3 m) lengthwise; increase by 25% with a running start.

Track by smell alone 56% +2% per level of experience (+10% if following a blood scent or other strong smell).

Recognize the scent of an enemy race 40% +2% per level of experience (-10% to recognize a specific individual/character).

Mutant Super Abilities (special): Approximately fifty percent of the Dreadlor possess one or two super abilities.

01-51 No super abilities.

52-98 Superpowered, roll on the following table (or pick one from the list) to determine the type of super abilities the Dreadlor possesses. The table includes only the most common manifestations.

01-10 Minor: Healing Factor and Nightstalking

11-20 Minor: Extraordinary Speed & Advanced Sight

21-30 Minor: Energy Resistance & Energy Expulsion: Energy

31-40 Major: Invisibility

41-50 Major: Energy Absorption

51-60 Major: Growth

61-70 Major: Sonic Power

71-80 Major: Super-Energy Expulsion

81-90 Major: Disruptive Touch

91-00 Major: Teleport

99-00 Other Super Abilities. Pick either two minor or one major ability; never psionics. Powers that vary from the above list are much rarer than those noted. **Rifts® Note:** If *Heroes Unlimited™* is not being used as a sourcebook, the G.M. may substitute some other ability(s) or ignore this part entirely.

Dreadlor Combat Skill & Attacks Per Melee: Instinctive hunters/predators who love to hunt, fight and kill. Extremely aggressive and combative, yet patient, dedicated and cunning, stalking prey, laying ambushes and willing to wait hours, sometimes days, to spring their attack. They are also insanely protective of their Dreadmaster, and will die for him.

Attacks per melee round: Five +1 at levels 3, 6, 9, 12 and 15; natural and instinctive fighting abilities.

Standard Equipment: Never wears body armor unless fighting in outer space, and prefers to fight with tooth and claw rather than with any weapon. However, the Dreadlor like blunt and blade weapons (war hammers, maces, axes, swords, etc.) and will use energy rifles when so directed by their Dreadmaster.

Equipment is usually very basic: Energy rifle of choice with ten E-clips, one blunt weapon, one blade weapon (may include energy types), loincloth or shorts, utility belt, backpack, hand-held communicator, and canteen. **Note:** Additional weapons and equipment *may* be made available for special missions.

Money: The Military government provides for the soldiers' every need in a Spartan sort of environment. Dreadlor are usually kept separated from the general population.

Magic: None.

Psionics: None.

Enemies: Dreadlor tend to view most other races as their enemies —and attack anybody who threatens them or who is designated as an enemy or prey by their Dreadmaster.

Allies: Loyal to all Tarlok in general, but are absolutely committed to their Dreadmaster and will do anything he tells them, including fighting other Tarlok or charging to their deaths.

Habitat: Many are assigned to Seeron and other trouble spots to hunt down and destroy freedom fighters, as well as defend against them, criminals and other enemies of the Empire.

Dreadmasters

Dreadmasters are ordinary Tarlok (same basic stats as Lok-dog/grunt) who possesses tremendous psionic power. Less than one percent of the Tarlok population possess this degree of psychic ability. These Master Psychics typically become Dreadmasters — a respected (and a little bit feared) special class of Tarlok warriors that have existed for over 90,000 years. In the past, they served as fightleaders, assassins, espionage agents, saboteurs, infiltrators, interrogators and torturers. Even today, they are often sent deep into enemy territory in pairs, small squads of Dreadmasters, or as part of Special Forces teams to infiltrate, sabotage, undermine or gather intelligence against enemy forces. When the Dreadlor were created, it seemed logical to have the psychic Dreadmasters serve as their leaders. After all, who better than a natural empath and telepath to communicate with the feeble-minded, savage, yet powerful, Monster Tarlok? The silent means of mental communication, formidable psionic powers and command of the Dreadlor makes such squads devastating Strikeforces. The fact that the Dreadlor obey every command — in this case, virtually every *thought* of their Dreadmaster leader — without question or hesitation, makes the Monster Tarlok effectively an extension of the Dreadmaster who commands them! The ultimate team of superspies and hunter-killers. Of course, the weakness of this team is that the death of their Dreadmaster will send the mentally and emotionally dependent Dreadlor into traumatic disarray, with some falling into catatonia, others flying into a berserker rage, and the rest fleeing in retreat. This means the Dreadmaster takes every precaution to protect himself, while his Dreadlor minions will sacrifice their lives to protect him.

In addition to the natural psionic abilities possessed by all Dreadmasters, those who bond with and command Dreadlor establish a “connection” with these Monster Tarlok that goes beyond the normal range of telepathy or empathy. In a twisted way, the Dreadmasters quickly come to look upon their Dreadlor troops as their own children, and even refer to them as such. The bond is such that the Dreadmaster can automatically sense the death of any Dreadlor he's connected with (typically 10-20, but can be as many as 40), as well as sense deep rooted *distress* in each of his monstrous “children.” Most Dreadlor take life in stride, fear little and rarely suffer any sort of anxiety, so any feelings of distress will be unusual and noticeable. Feelings recognizable to the Dreadmaster include sensing life threatening injury/torture and death, deep seated fear or nervousness (Dreadlor are seldom frightened by anything), mental attacks (psionic or magic), and when an enemy is trying to mentally attack or possess any of his Dreadlor. This means the Dreadmaster will know, even if he can't prevent it, which of his Dreadlor troops are possessed or under mind control/influence. The bond to his Dreadlor minions also means he can usually (01-70% +1% per level of experience chance) identify the *source/individual responsible* for the mental attack or possession. Even more bizarre is the fact that even a possessed Dreadlor cannot be forced to harm the Dreadmaster, although he can be made to fight other Dreadlor and Tarlok. The bond between the two also prevents the Dreadmaster from being mentally controlled or possessed by the individual/force that has seized control of his minion. Likewise, the Dreadlor connected to him can sense when their leader/pseudo-parent is killed, although they cannot sense any of his emotions.

Dreadmasters communicate with the Hunter-Killers through the spoken word, hand signals and psionics. The Dreadlor respond especially well to Empathy and Telepathy, with Empathic Transmission and Bio-Manipulation used to control and motivate the monstrous warriors. However, the Dreadlor are so obedient that such disciplinary measures are seldom necessary. The Dreadmasters genuinely care about the Dreadlor under their stewardship, and never treat them like slaves, animals or fodder.

As for the Dreadmasters themselves, most are highly intelligent, crafty, resourceful and excellent tacticians. They spend hours upon hours devising and practicing small squad (10-20 troops) maneuvers,



stealth, ambushes and guerilla warfare. All are experts in espionage, intelligence gathering, infiltration and interrogation. Those in charge of Dreadlor squads (6-10 per squad; 20 total on average, 40 maximum), command their troops like a chess master.

Dreadmaster, Special Forces Espionage Agent, Assassin and Dreadlor Controller

Alignment: Generally, miscreant (32%) or diabolic evil (30%), but can be aberrant (23%), anarchist (12%) or other (3%). Many are power mad killers dedicated to the service of the Tarlok Empire.

Attributes: Standard Tarlok male.

Hit Points & S.D.C.: Standard Tarlok male.

M.D.C. Conversion Notes: Same as the average Tarlok male.

Horror Factor: 15 +1 at experience levels 6 and 15.

Size: Standard Tarlok.

Life Span: Standard Tarlok.

Starting Rank: Swoopboss

Maximum Attainable Rank: Warlor Gar

Average Level of Experience (NPC): 1D4+4.

P.P.E.: 3D6

R.C.C. & Skills: **Special Forces.** Dreadmasters are Military Specialists trained in espionage, torture/interrogation and leading/controlling squads of Dreadlor. The following skills are common to most Dreadmasters, however, they rely on their psionics and control of Dreadlor more than skills. In fact, the Dreadmasters' weaknesses include underestimating their opponents, overestimating their own cunning and abilities, and sloth (lazy and complacent).

Math: Basic (+20%)

Radio: Basic (+20%)

Radio: Scrambler (+15%)

Literacy: Tarlok (+20%)

Language: One of choice (+25%; in addition to Tarlok 95%).

Military Etiquette (+15%)

Land Navigation (+10%)

Intelligence (+20%)

Interrogation (+20%)

Track Animals (+10%)

Tracking (humanoids; +10%)

Wilderness Survival (+15%)

Streetwise (+10%)

Pilot: Two of choice (+5%).

W.P. Axe

W.P. Energy Rifle

Hand to Hand: Tarlok Martial Arts

MOS Skills: Select four skills of choice from either the *Espionage* or *Military Skill* Categories (+10%; demolitions are common) — or — four skills from either the *Rogue* or *Communications Skill* Categories (+15%).

Secondary Skills: 1D4+1, plus one at levels 4, 8, and 12.

Note: Approximately 57% of all Dreadmasters command Dreadlor, the others serve as espionage agents, assassins and members (often leaders) of Special Forces Squads and special assignments. They are effectively spies and military specialists.

Special Tarlok R.C.C. Features & Abilities: Standard Tarlok male.

Dreadmaster R.C.C. Bonuses & Modifiers: All are in addition to skill and combat bonuses.

+1 to I.Q.

+1D6 to M.E. attribute

+1D4 to M.A. attribute

+2 on initiative

+3 to pull punch

+2 to save vs illusions.

+2 to save vs Horror Factor at levels 1, 3, 5, 7, 9, 11 and 13.

+5 to save vs possession; impervious to possession from any force that has possessed one of his Dreadlor.

-10% to S.D.C. (or total M.D.C.), as they tend to rely on their natural psionics and focus a bit less on physical power.

Base I.S.P.: M.E. x4 +2D6 per level of experience.

R.C.C. Psionic Abilities: Considered a Master Psionic although limited in power and abilities compared to most "Master" psychics.

The Dreadmaster has the following psi-powers at level one:

Sensitive: Empathy

Sensitive: Telepathy

Sensitive: Mind Block

Super: Bio-Manipulation

Super: Bio-Regeneration

Super: Empathic Transmission

Plus three Sensitive and two Super Psionic powers of choice.

At levels 2, 4, 5, 6, 8, 10, 12 and 14, the Dreadmaster can select a total of two psionic powers from any of the lesser categories of Healing, Physical or Sensitive, or one Super Psionic Power.

Dreadmaster Combat Skill & Attacks Per Melee: Hand to hand: Tarlok Martial Arts.

Attacks per melee round: Starts with four +1 at levels 2, 4, 6, 8, 10, 12 and 14. The number of psionic attacks possible per round are equal to the number of hand to hand attacks.

Standard Equipment: Their station and rank is denoted by a black leather mask only Dreadmasters are allowed to wear (impersonators are tortured and executed). A two-way radio system is built into the mask. The standard uniform is the black mask, knee high boots, light blue-gray and black pants and an equipment/combat harness.

Standard equipment includes a small stun weapon, energy melee weapon or vibro-blade, laser scalpel, 1D4 knives, a set of picks and blades for torture, energy sidearm of choice, energy rifle of choice with ten E-clips, utility belt, backpack, hand-held communicator, and canteen. **Note:** Additional weapons and equipment are frequently made available for special missions.

Money: The Military government provides for the soldiers' every need in a Spartan sort of environment.

Magic: None.

Cybernetics: None, except for extreme medical reasons! Most consider

them unnatural and dangerous — cybernetics interferes with psionic powers.

Enemies: Standard Tarlok viewpoint, only Dreadmasters are even more openly arrogant and disrespectful of others than Tarbolls.

A large number of Dreadmasters and Dreadlor have been assigned to Seeron (as well as other trouble spots). Their orders: To uncover and eradicate resistance, dissension and superbeings. Dreadmasters are also involved in all sorts of covert operations, espionage, interrogation and assassination squads, including operations involving Seeronian agents (traitors, mercs, and supervillains) to infiltrate, sabotage, discredit, and destroy freedom fighter groups, resistance heroes, and their civilian supporters/sympathizers.

Allies: Loyal to all Tarlok in general, but can be self-serving, especially when it comes to revenge, glory, and gratuitous violence (tend to be sadistic). Many have their own agendas, although they rarely disobey orders or do anything to undermine Tarlok authority or the greater cause.

Habitat: Indigenous to Vuulok, but can be found throughout the Tarlok Empire wherever their special "skills" and command of Dreadlor are needed. They are especially numerous on Seeron.

Charizolon

Planetary System

A brief overview of its planets & people

This section of the book presents a brief description of each world in the Charizolon Planetary System. The descriptions include notable planetary stats and features, moons, and, when applicable, the population of intelligent life forms, including Tarlok colonists.

Each world inhabited by intelligent life forms will offer the "stats" for these indigenous people (i.e. races originating on that world). These sentient aliens are available as *optional player characters* and as NPC villains and Tarlok henchmen and slaves. Other notable creatures may be included. Only the *Tarlok* and *Seeronians* get their own sections, with in-depth descriptions of those civilizations and people (Remember, Seeron and the Tarlok are the focal point of the **Skraypers®** storyline). The descriptions presented here are meant to provide a general sense of the Tarlok Empire. If **Skraypers®** is well received, future sourcebooks that go into greater individual detail *may* be published. So let us know if you want to see more.

The sun & seven planets of the Charizolon System

Note: The planets are listed in order of progression, starting with the one nearest the sun, to the most distant.

Charizol — The sun

Vuulok — Tarlok Homeworld

Forschell — Lifeless gas planet with five moons.

Razuul — An inhabited moon of Forschell.

Avulor — Water world

Dilm — Mountain world

Talavera — Jungle world

Seeron — Earth-like advanced civilization; superhumans.

Trath — Lifeless

Indigenous People of Charizolon

Vuulok:

Tarlok

Forschell:

Glinerach (Razuul, a moon of Forschell)

Nazeer (Razuul, a moon of Forschell)

Chyknz Worm (animal; Razuul)

Avulor:

Cyden (Avulorean)

Dilm:

Klied (Dilm)

Nikari/Devil Hornet (Dilm)

Talavera:

Lashreg (Talaveran)

Seleniak (Talaveran)

Shrilt/Girder Rat (quasi-sentient; low intelligence)

Belangial/Dirrunner (animal)

Seeron:

Human

Seerman

Talus

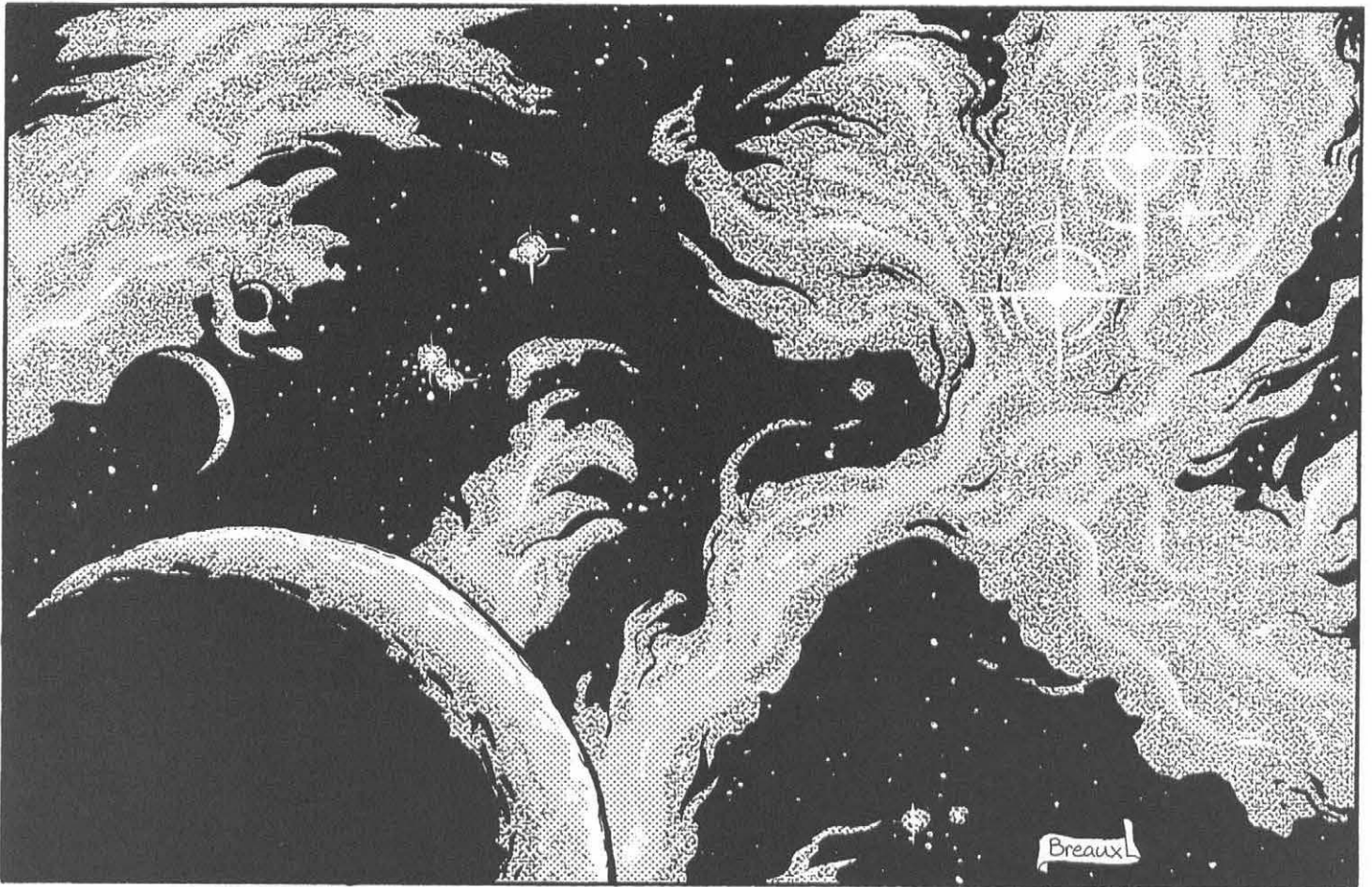
Bio-Freaks/Mutants

Others from outside the Charizolon System:

Blhaze (Otherworldly)

Rithe (Otherworldly)

Tandori (Otherworldly)



The Charizolon System is a sector of space located in a cluster of galaxies. Although this region is populated by a great number of inhabited worlds, the Charizolon System is largely unknown and unrecognized by other intelligent life forms outside that planetary system.

The gravitational forces of the inhabited planets are remarkably similar. Even more amazing, the entire planetary system appears to be blessed with compatible peoples and living conditions.

The planets *Avulor* and *Forschell* are a distinctive combination in the galaxy. They are a binary planet system that spin around each other as they circle the sun. Their orbits are such that they are generally on the opposite side of the sun from the other planets of Charizolon. Once every seven years the duo does swing by their neighboring planets. With the exception of *Avulor* and *Forschell*, the orbits of *Dilm*, *Talavera*, *Seeron* and *Trath* keep the planets relatively close to each other.

Alien beings. The many varied peoples of the Charizolon System have a great range of personality traits and individual quirks within their own races. All are slaves of the Tarlok. The lowest of the low. Most (80%) live in poverty and deplorable conditions. Warrior slaves have it only slightly better, and only the elite slaves — the lap dogs of the Tarlok (evil or self-serving villains and henchmen) — enjoy some measure of wealth, comfort and degree of freedom as they go about their masters' business. All live under the iron-fisted rule and laws of the Tarlok. Those who rebel are beaten and forced into submission or killed.

In most cases, the original, indigenous populations were decimated by the conquering invaders. It is standard procedure for the Tarlok to unleash a devastating biological plague on a target world, especially those with reasonably advanced civilizations, to "soften" up the enemy. These plagues (the creations of the Shertar scientists) typically kill 33-58% of the world population before the Tarlok invasion force, numbering into the tens of millions, swarm in for the kill. However, those worlds like *Forschell's* moon *Razuul* and *Talavera*, conquered hundreds of years ago, have, generally, come to accept the domination of the Tar-

lok and remember no other way of life. On the other hand, the people of *Dilm* and *Seeron* remember their freedom and resist the might of the Tarlok Empire.

Charizol

Pronounced: Char is zole

Diameter: 652,748 miles (1,044,396.8 km)

Charizol is the sun located at the center of the Charizolon System. It is a blazing yellow fireball with a white hot core. The surface temperature is nearly 10,000 degrees Centigrade, almost twice as hot as Earth's sun, even though it is 25% smaller.

Vuulok

Diameter (equatorial): 30,975 miles (49,560 km), roughly 3.4 times larger than the Earth.

Average distance from sun: 62.6 million miles (100 million km)

Average daytime surface temperature: 96 degrees Fahrenheit

Rotation/Hours in a Day: 25.2

Surface Gravity (as compared to Earth = 1): 1.3

Population Breakdown (planet): 122.7 Billion

Population Off-World: 39.4 Billion

Moons: One; *Klyva* (lifeless)

Note: The high mortality rate of the war-like Tarlok keeps their population relatively low.

Vuulok (pronounced vool lock) is the birthplace and homeworld of the Tarlok. **Note:** See the section on the Tarlok race and NPCs for a complete description of these world conquering villains.

The brutal Tarlok rule the Charizolon System. They systematically conquered and enslaved all the inhabited worlds around them, literally one after the other, and have claimed all planets and moons as their

possessions. They engage in slavery and slave trading, and plunder the resources of the conquered worlds, as well as the uninhabited dead planets and moons.

With nothing left to conquer in the Charizolon System, the Tarlok have spread throughout the galaxy (and beyond) in search of new conquests and challenges. They have yet to master lightspeed or space warp technology, so their exploration of deep space is severely restricted, at least for the time being. Seeron, being one of the most distant planets, provides the Tarlok with an excellent launch base for deep space exploration. However, the volatile situation on Seeron makes this a dangerous proposition.

Most of the conquered people have been integrated into Tarlok society as slaves, warrior-slaves, henchmen, and third-class citizens. Rebelious groups on all worlds, other than Seeron, have been little more than irritations. However, after decades of lethal military occupation, the people of Seeron continue to resist and rebel. It is the only planetary possession that poses a genuine potential threat of breaking free of the Tarlok Empire. If so, they will be the first.

See the section devoted to the Tarlok for a more complete understanding of these people.

Forschell

Diameter: 54,910 miles (87,856 km); about 7.5 times larger than the earth, but about two thirds the size of Jupiter.

Average distance from sun: 87.4 million miles (139.8 million km)

Average daytime surface temperature: Unknown

Rotation/Hours in a Day: 21.6

Surface Gravity (as compared to Earth = 1): 2.2 estimated

Population Breakdown (planet): Lifeless

Moons: Five: Razuul, Kriin, Yol, Vizah, and Shiin.

Named after the ancient Tarlok Goddess of Storms, Forschell is the largest planet of the Charizolon System. It is a greenish-white gas giant that dwarfs the other planets in the system. Reminiscent of the planet Jupiter in Earth's Solar System, swirling storms of lethal gases have been clocked at an average speed of 500 mph (800 km). The depth of the swirling gases has been estimated to be roughly 1400 miles (2240 km), but they have yet to be successfully penetrated by robot probes, let alone humanoid explorers.

Forschell and the planet, *Avulor*, are a rare binary planet system. As they orbit Charizolon's sun, so too do they orbit each other once every Earth month. It is theorized that Forschell's incredible gravitational force pulled *Avulor* from its original orbit to its present position hundreds of millions of years ago.

The Moons of Forschell

Of course, the two planets and all the moons are claimed by the Tarlok.

The moon, **Yol**, has the beginnings of life. About one third of the planet is covered in water teeming with microbes, algae, plants, worms, and a variety of crawling and swimming forms of aquatic life, including fish. The surface is largely rock with many active, volcanic mountains. But here too, life exists, mainly in the form of microbes, insects and simple vascular plants — nothing taller than a man. The Tarlok consider it a potentially habitable colony moon. **Yol** is a geologically active planet with many active volcanos, earthquakes and eruptions that fill the air with choking ash, sulfur and other toxic gases and materials. Huge volcanic clouds fill the air of approximately 20-40% of the moon at any given time.

The moon **Vizah** has a thin, unbreatheable atmosphere and a pair of small, ice covered poles. Research shows fossil evidence of animal life forms, but the moon is believed to have been dead for millions of years. It is currently under geological survey as a probable mineral resource. A small survey and mining colony (1000 Tarlok) is currently under construction.

Kriin and **Shiin** are dead hunks of rock, but *Kriin* is the sight of a sprawling, Tarlok space manufacturing complex — 10,000 troops are on site, along with one million Tarlok (10% Shertar), and 500,000 slave laborers.

The Moon, Razuul

Diameter (equatorial): 3,730 miles (5968 km); slightly larger than Earth's moon.

Average distance from sun: 87.25 million miles (139.6 million km)

Average daytime surface temperature: 89 degrees Fahrenheit

Rotation Around Forschell: 21.6 days

Surface Gravity (as compared to Earth = 1): 0.7

Population Breakdown (moon):

Glinerach — 53.2 million

Nazeer — 31.4 million

Tarlok — One Billion

Others (Tarlok slave races) — 120 Million

Population Off-World:

Glinerach — 11.2 million

Nazeer — 18.6 million

Tarlok in orbit around Razuul — 20 million

Razuul, has an Earth-like environment that abounds with life. Roughly 20% of the planet is covered by shallow inland seas and thousands of wide, shallow, freshwater lakes. Approximately 30% was marshlands similar to the Florida Everglades, and the rest, mostly steamy, tropical jungles.

The enigmatic *Glinerach* and the monstrous *Nazeer* originated from the swamps as the indigenous sentient life forms. Both had their own cultures and sometimes warred, but generally prospered one with nature.

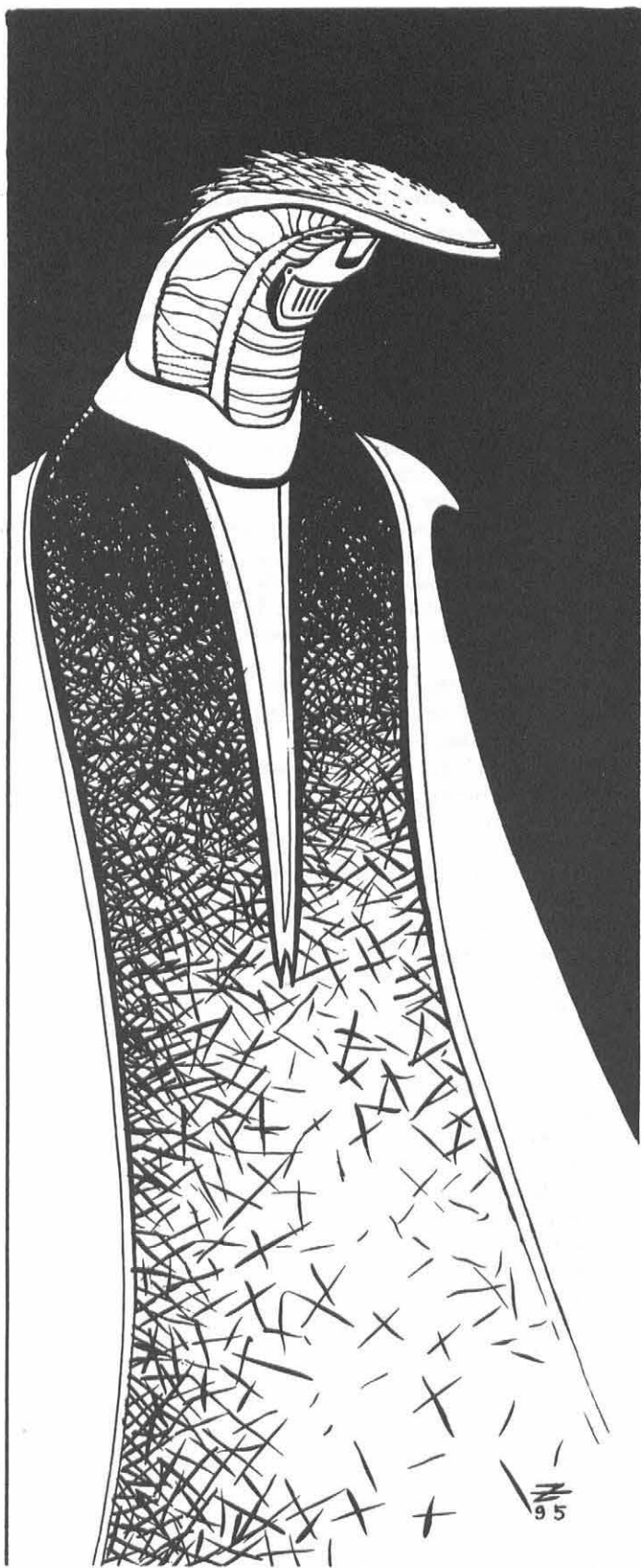
Or so it was before the Tarlok came. They fell relatively easy prey to the Tarlok and have since seen their world taken over and reshaped by them. The lush moon has been transformed into an industrialized Tarlok colony, with scores of modern Tarlok cities, thriving industry, mining and military operations. Four full Tarlok armies (approx. 680,000 troops) are posted on Razuul, plus two space stations and one full space fleet (protects both the Razuul/Forschell and *Avulor* holdings). **Note:** Because of its orbit, one side of the moon is always facing the planet, and Razuul will, once each rotation, be behind Forschell, out of sunlight, for 3-5 days at a time.

Glinerach

Natives of Razuul, moon of Forschell

The Glinerach (pronounced: "gline rock," or "Gline" for short) evolved from the shallow marsh waters of the Razuul swamplands and rain forests. The Gline resemble long, flat slugs or leeches that stand as tall as a human. Their natural stance is prone, where they crawl along the ground in an inch-worm or caterpillar manner. However, tremendously powerful muscles (not to mention their psionic powers of levitation and telekinesis) allow them to stand erect for several hours at a time. The ancient Glinerach began to stand on end to better survey their surroundings. Today, they assume a prone position only in the presence of their own kind, when sleeping and when feeling ill. Over the millennia, the Gline became less and less aquatic, and developed a tough leathery skin on their back, with a soft underbelly. They remain exceptional swimmers (instinctive ability), and can hold their breath underwater for up to 1D6+12 minutes (maximum depth is 300 feet (91.5 m)).

Their brains are located at what would be considered the collarbone or base of the neck when standing erect. Communication between their own kind is done almost entirely by telepathy and body language. The Tarlok hate the evasive psionic forms of communication from these "alien worms," so the Shertar have fitted those Gline forced to work closely with the Tarlok, in Tarlok society/military, or off-world, with bionic implants and synthetic voice boxes to simulate speech. The Gline have very primitive vocal chords, but the implants and corre-



sponding speech synthesizers enable them to communicate verbally with the Tarlok and other races. The Gline prefer to use telepathy, and their psionic abilities help them to understand and speak virtually all languages with astonishing proficiency.

The entire top/back of the Glinerach's body is typically mottled gray and brown in color, while the underbelly is pale grey or creamy white. The entire length of the top/back portion of their body is covered in short spines. When standing erect, the spines on the head give the Gline

the illusion of having short, spiked hair. The spines are a natural defense mechanism that secrete a powerful hallucinogenic when an opponent is pricked by one; an excellent defense against faster, biting predators and their ancient enemy, the Nazeer. Anyone affected by the secretion (needs a 16 or higher to save) is seriously incapacitated for several minutes to an hour if stupid enough to get pricked several times (see *Special R.C.C. Abilities* for details).

On top of the head area and rimming the point of the head in a "U" shape formation, are 18-32 tiny slits. These are the Gline's eyes. The creature only has fair day vision and is a bit nearsighted; it cannot see clearly in daylight more than 100 feet (30.5 m), beyond that, images are discernible as recognizable shapes and colors, but blurry (their psionic senses can compensate). The "U" shape positioning of the eyes provide the Gline with a panoramic view and 300 degree peripheral vision. Furthermore, in the dark, whether it be murky waters or night, the Gline can see with crystal clarity for 800 feet (183 m); beyond that range, images are blurry. To help them see in murky water, they are naturally able to see the infrared spectrum of light.

Glinerach possess a superior intellect, and their logic and reasoning abilities are beyond that of any other people in the Charizolon System. The Gline have incredibly powerful minds and nearly all are highly psionic. With no hands, arms or legs, telekinesis, ectoplasm, astral projection and other psionic abilities compensate and make them as capable as most other races.

Before the Tarlok invaded, the Glinerach had established a low tech, but highly civilized culture. Living in the forests and marshlands of Razuul, they built simple structures and shelters, and lived freely and openly with nature. They had few material possessions, although works of art could be found everywhere and song filled the air (song being a variety of bird-like whistles, warbling and tones). Individual belongings and wealth were not intrinsic to their culture. Mental challenges were the spice of life. They were great thinkers, artists and philosophers. Outperforming their fellows in psionic feats, using the mind in challenging and ingenious ways, and creating art, song and great thought were a source of tremendous pride and could raise one's social status. Envy and greed existed in their society only in terms of being smarter or having a stronger mind or will.

Glinerach have always been, and continue to be, incredibly intuitive, compassionate and gentle beings with a high regard for life, nature and freedom of expression. A Seeronian hero once called them, "Monsters with the souls of both an artist and an angel." It is important to note that despite their monstrous appearance, the Gline are so obviously gentle, caring, honest and quietly charismatic, that most humans and other races feel very comfortable around them, to the point of forgetting about their inhuman appearance. On the other hand, the Tarlok, Nazeer, and similar foulhearted brutes consider them to be weak and soft.

The Tarlok use Glinerach as guards, interpreters, interrogators, investigators, spies (silent and psionic), and scouts/explorers. Their psionic abilities, especially Telepathy, Object Read and Telemechanics, make them ideal investigators and interrogators. The vast majority of the subjugated Gline hate their Tarlok masters and serve them as unwilling slaves. Despite their formidable psionic abilities, they know they are hopelessly outnumbered and outgunned by their conquerors. While most Gline feel their own situation is hopeless, they will sometimes help others, especially innocent captives, children, rebels, and heroes, at least in subtle ways. Such subtle assistance may come in the way of holding back an important detail or information from their Tarlok masters, concealing the location of refugees, implying and mislead without actually lying, telepathically (or electronically) warning Tarlok enemies, etc. The brilliant and resourceful Gline have the ultimate poker faces and can conceal their true thoughts and emotions from their Tarlok masters, even Shertar. They are wonderfully ingenious and always cool, calm and collected, even when staring down the barrel of a gun. Resistant to mind probes and psionic attacks, most will take an important secret to their graves if it means saving innocent lives or seriously hurting the Tarlok.

Many of the Gline also serve as educators, consultants and assistants at universities and in the areas of science, medicine, and theoretical mechanics and physics (and secretly, philosophy and art; two areas the Tarlok see as useless). Their wisdom is highly valued throughout the Charizolon system.

Since Tarlok occupation approximately 800 years ago, the Gline have become accustomed to urban life and modern technology. They can operate machines via psionic abilities and have found the Tarlok's science and industry both interesting and challenging. However, it is not the life they would have chosen for themselves. The initial Tarlok invasion force unleashed a plague that decimated 63% of their population, and only the Nazeer suffered greater casualties when they futilely battled the invaders after the plague. Most Gline still have little regard for material possessions and little need for technology. They dream about the idyllic life of their ancestors living in the natural splendor of their once green world. Today, much of Razuul has been industrialized by the Tarlok; meadows, marshes and forests all buried under tons of concrete and steel of the Tarlok cities.

The Tarlok strictly enforce a mandate that all Gline operating in within Tarlok society must, from the neck down, be fully clothed while in public. This sits well with most Gline who don't mind wearing long, flowing gowns, robes or tunics. The reason behind this mandate is that the clothes prevent the Gline from using their toxic spines and, more importantly, cover their bodies, which the Tarlok find ugly and disturbing.

Special Glinerach R.C.C. Abilities & Bonuses:

1. Day Vision: 100 feet (30.5 m); beyond that, images are discernible as recognizable but out of focus shapes and colors.

2. Nightvision & Infrared Sight (special): 800 feet (243.8 m); beyond that range, images are blurry.

3. Natural Swimmer: Skill equal to 80% +1% per level of experience, and can hold breathe 1D6+12 minutes. Maximum depth tolerance is 300 feet (91.5 m). **Note:** Gline breath through barely noticeable slits on the underside of the head area.

4. Understand (and speak) all Languages: The Gline's telepathic abilities help them to understand and speak virtually all languages with astonishing proficiency; equal to a universal language skill of 70% +1% per level of experience.

5. Hallucinogenic Secretion (special): The spines are a natural defense mechanism that secrete a powerful hallucinogenic when pricked by one. Victims must roll a 16 or higher to save vs nonlethal poison. A failed roll means that within 1D4 melee rounds after being pricked, the victim becomes dizzy, falls to his knees (can only crawl at one third normal speed), attacks/actions per melee round are reduced to two, all sense of time is lost, and the world around him becomes a strange, fascinating place. Skill performance is impossible and even communication is difficult (too many hallucinatory things to look at and preoccupy the mind). Each prick of a spine causes a hallucination for 1D6 minutes, with an accumulative effect for several pricks. A punch or kick will result in 1D4 pricks, while trying to grab, pin, flip or wrestle with a Gline in defense mode (spines up) will result in 2D6 pricks. Note that animals and humanoids can be affected by this powerful hallucinogen if it is mixed with food or drink and ingested, or if exposed to bare skin. Also note that the Gline can raise these hundreds of spines or lay them flat via muscle control at will. The raising of the spines is an instinctive response to strangers, danger and fear. The Gline must actually concentrate to lower them in such situations. Furthermore, the Gline have such control over their bodies that they can raise the spines on a specific part of the body (head, neck, tail, etc.) rather than the entire length.

6. Bio-Regeneration: The Glinerach can regenerate damage and body parts at a rate of 2D6 points of damage per 24 hour day, and regrow internal organs and eyes. As much as half their body can be completely regenerated within six months, provided it is the lower half. Destroying the head and brain kills them.

7. Bonuses: All are in addition to attribute bonuses.

+2 to save vs mind control and mind probes.

+5 to save vs possession.

+5 to save vs Horror Factor; +1 at levels 6 and 12.

Note: Also see *psionics*.

Glinerach (pronounced Gline-rock)

Planet of Origin/Evolution: Razuul, a moon orbiting Forschell.

Alignment: Any, but most are good (66%), unprincipled (20%) or selfish (6%), leaving 8% evil.

Gender: There is no visible distinction between the sexes. However, Gline can sense and smell the difference.

Attributes: I.Q. 2D6+12, M.E. 3D6+8, M.A. 3D6+8, P.S. 3D6+10, P.P. 4D6, P.E. 3D6+4, P.B. 1D6+1, Spd. 1D6+1; quadruple speed when swimming.

Hit Points: P.E. attribute number +1D6 per level of experience. **Note:** In a Mega-Damage setting, the Hit Points count as M.D.C. points and are applied to the main body.

S.D.C.: P.E. attribute number x3 +1D6 per level of experience.

M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts*®, the Hit Points and S.D.C. of the Glinerach are combined to determine the overall total of M.D.C. for the character's main body. They are considered minor M.D.C. creatures, but don't have supernatural P.S.

Natural Armor Rating: A.R. 14 for the top/back of the Gline, but only an A.R. of 9 for the underbelly. A.R. is not applicable in *Rifts*® or other Mega-Damage settings.

Horror Factor: 12 the first time someone ever sees a Gline, or when facing one in combat.

Height: 6-7 feet (1.8 to 2.1 m).

Weight: 110 to 130 pounds (49.5 to 58.5 kg).

Life Span: 90 years on average, but some have lived up to 140.

P.P.E.: 4D6

Natural Abilities: As noted under *Special Glinerach R.C.C. Abilities & Bonuses*, presented earlier in this section.

Psionics (Heroes Unlimited™, 2nd Ed.): Considered Master Psychics with the following abilities:

Telepathy (10x normal range and double duration).

Object Read

See Aura

Mind Block

Mind Block Auto-Defense

Group Mind Block

Mind Bolt

Telemechanics

Telekinesis (lesser)

Telekinesis (super)

Telekinetic Push

Float

Levitate

Ectoplasm ... and two abilities of choice from the Physical Category and two from the Healing or Sensitive Category.

The character can select a total of two lesser psionic abilities from any of the three categories or one from the Super-Psionic category at levels 4, 8, and 12.

Psionics (Rifts®): Considered a Master Psychic with the same abilities as above plus the following:

Machine Ghost

Mask I.S.P. & Psionics

Read Dimensional Portal

Telemechanic Mental Operation

Telemechanic Paralysis

... likewise, the psionics described in *Rifts*® *Psyscape*® are also available for selection at levels 4, 8, 12.

Inner Strength Points (I.S.P.): M.E. x6 plus 4D6 per level of experience.

R.C.C. Combat & Attacks Per Melee (special): Four physical or psionic attacks per melee round. +1 to the number of psionic attacks (not physical ones) at levels 2, 4, 8, and 12.

Physical attacks include:

Head Butt — 1D6 damage +P.S. bonus, if any.

Shoulder/Body Strike — 2D6 +P.S. bonus, if any.

Tail Strike — 3D6 +P.S. bonus, if any.

Or by psionics. A gun can be telekinetically manipulated, aimed and fired, but no W.P. or bonuses to strike apply.

R.C.C. Skills: The following are intuitive skills known to all Glinerach.

Intelligence (+10%)

Interrogation (+20%)

Wilderness Survival (+20%)

Streetwise (+6%)

Sing (+30%)

Art (+30%)

Writing (+20%; i.e. the use of words to tell a story, entertain, and convey ideas and concepts).

Plus philosophy, advanced thinking and conceptualization.

Additional Skills: Six skills of choice can be selected from any of the available categories, +2 at levels 2, 4, 6, 8, 10, 12, and 14. Unless bonuses are noted, none, other than the I.Q. bonus, are applicable; also see *skill penalties*.

The typical Gline relies on his formidable psionic powers and intellect. The powers of Object Read and Telemechanics enable the alien to understand most machines, although operating them may be a problem (computer keyboards and other simple mechanisms — pressing buttons, turning knobs, etc. — are not problems).

Skill Categories generally available: Communications (+10%), Pilot Related (+20%), Science (+30%), Technical (+20%), and Wilderness (+10%).

The methods, procedures and conceptual parts of Electrical, Mechanical, Medical, Military, Piloting and Rogue.

Espionage is limited to Detect Ambush (+10%) and Tracking.

Rogue skills are limited to Computer Hacking (conceiving codes, etc.; uses ectoplasm or telekinesis to operate a computer), Find Contraband, and Prowl.

Weapon Proficiencies and Physical Skills are *not* available. A Gline can use a gun, but accurately aiming it and shooting is difficult, and there is no bonus to strike; unmodified die rolls only.

Skill Penalties: -30% on all Piloting skills and most skills that require hands and superior manual dexterity (pick locks, pick pockets, forgery, surgery, play musical instrument, physical mechanical repairs, electronics, etc.).

When it comes to electronics, mechanics, building, etc., the Gline are best suited to the conceptual elements (plans, schematics, diagnoses, theories, instruction on how to repair or improve, etc.), rather than the actual physical work. Operating a computer and other simple machines can be done with Telekinesis, Ectoplasm or one of the Telemechanic skills.

Magic: None.

Rifts® Note about Magic: Gline prefer to rely on their own natural psionic powers, so they won't learn magic. However, they are fascinated by it and will study lore, ley lines, and the theories behind it, as well as use magic items.

Cybernetics: None by choice. They are regarded as unnatural and interfere with psionics. Of course, those serving the Tarlok are usually given speech implants (described earlier). Likewise, they may be subjected to other implants against their will.

Money: Most have little need or interest in money, power or possessions, with the possible exception of works of art (including books/writing), and items that have sentimental or learning/teaching value.

Enemies: The Nazeer are ancient enemies — savage and cruel sentient beings who now willingly serve the Tarlok. Nazeer hate and distrust

all Gline and keep an eye on them for their Tarlok masters. Otherwise, the majority of Gline are gentle, peace-loving creatures with no desire to fight or harm anybody. Even in regard to the Tarlok, the Gline do not seek bloody revenge, but would welcome being free of their tyranny and are willing to fight to do so. Unfortunately, these intelligent creatures realize and accept that they are hopelessly outnumbered and too close to the Tarlok homeworld to ever be free of them, except in death. The Glinerach love life too much to accept death as a viable alternative, so they make the best lives they can, and quietly engage in subtle, unnoticed acts to undermine, slow or frustrate the Tarlok, while helping others. Little triumphs of the spirit and a long view of the future that spans centuries.

Allies: No formal allies, however, they sympathize with all peace-loving people trapped under the yoke of oppression, especially those under the heel of the Tarlok. As noted earlier, Gline *may* try to subtly help innocent refugees, freedom fighters and heroes, provided the latter two are not murderous monsters themselves. Most see Seeron as the only planet under Tarlok domination with a chance to escape their clutches. A tiny handful of Glinerach (a few hundred) have managed to slip away from the Tarlok to join the rebellion on Seeron.

Rifts® Notes on Enemies & Allies: The Cosmo-Knights, True Atlanteans, Prometheans and most noble heroes would welcome the Glinerach as allies. The Gline can also make excellent (although physically slow moving and a bit limited) adventurers, heroes, teachers, philosophers, artists, scholars and scientists.

The Tarlok, demons, and brutal monster races, like the Kreegor, will find the Glinerach to be weak and laughable. The Splugorth and Naruni, on the other hand, would quickly recognize their value as thinkers, strategists and artists, and use them as such. In the case of the Splugorth, probably as slaves. In the case of the Naruni, probably as skilled mercenaries, instructors and sales people).

The Gline will quickly, and surprisingly easily, grasp the concept of ley line energy, parallel realities and dimensional travel. With time and proper instruction, they could join the community of dimensional travelers. Phase World, with all its wonders, people, philosophies and connections to other worlds, would fascinate and tantalize many Gline. Thus, it could become a second home — certainly the Prometheans will welcome these peaceful, brilliant sentiments.

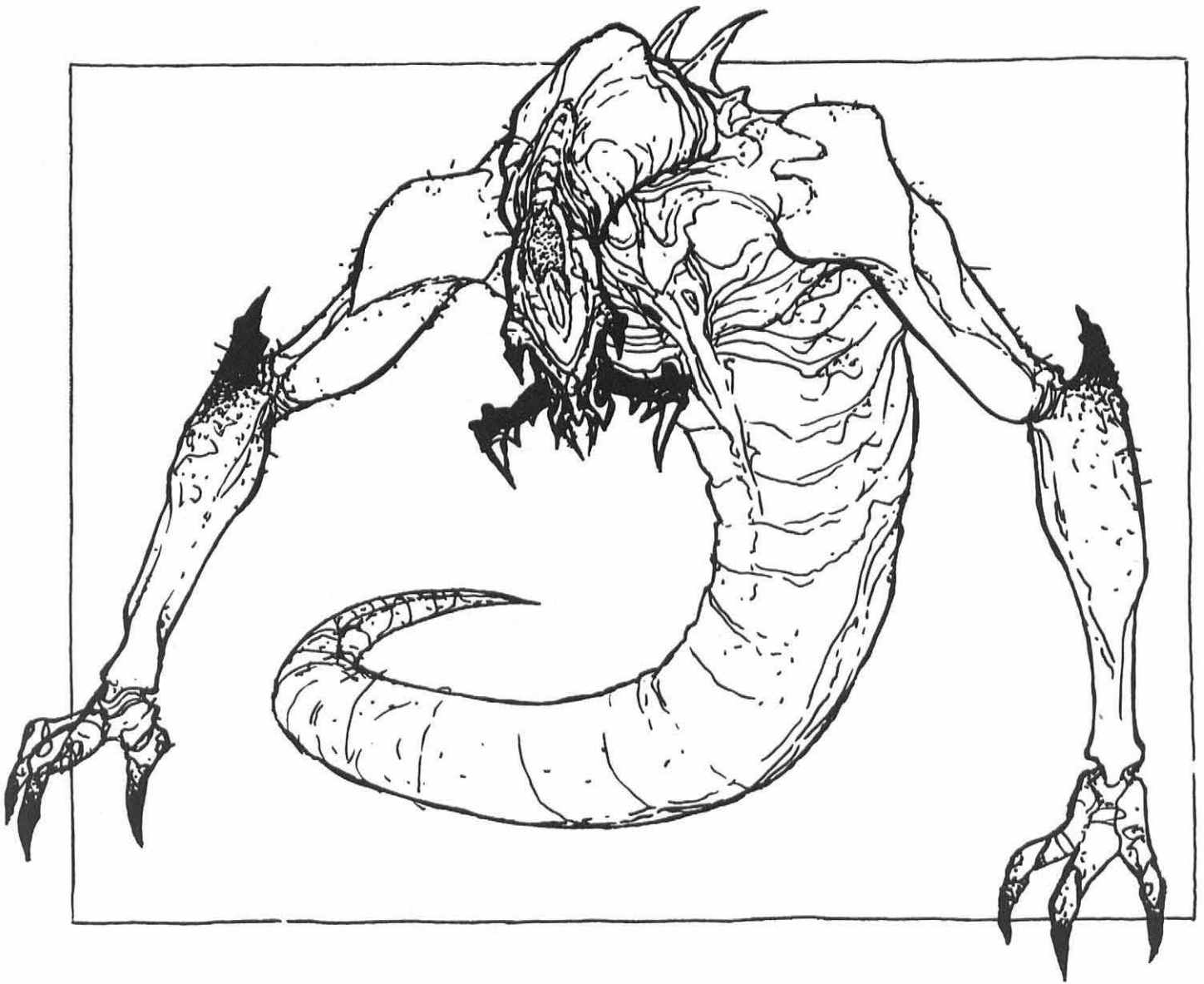
On Rifts Earth, the Gline are almost certain to become spiritual leaders, rogue scholars, rogue scientists and advocates for peaceful coexistence of the different races; D-Bees and humans. They will be embraced by such communities as Lazlo, Tolkeen and Psyscape, but targeted as monsters for extermination by the Coalition States and similar tyrannical kingdoms, and enslaved and abused by monsters, bandits, and supernatural horrors. Their own monstrous appearance may also make them targets of frightened D-Bees and humans, at least until people get to know them. This can be an excellent character for any geographic setting on Rifts Earth.

Nazeer R.C.C.

Natives of Razuul, moon of Forschell

The Nazeer are an ancient race of intelligent, monstrous predators. Like the Glinerach, they evolved in the swamps as primal hunters. Also like the Gline, they possess natural psionic powers used to hunt, trap and kill their prey. When the Tarlok came, the Nazeer were a primitive people of nomadic hunters who travelled in small clans but gathered in large tribes. They used simple tools made of wood, stone and/or animal parts (bones, teeth, etc.) and had only begun to make simple huts out of wood and animal hides.

The Nazeer fought the invading Tarlok tooth and claw. Millions had died from the biological warfare and millions more died in suicidal combat against the alien invaders. By the time the Nazeer finally re-



lented to the superior numbers and technology of the Tarlok, their population had been reduced by 70%. Ironically, within a generation, the Nazeer would come to accept and embrace their conquerors. The feeling would be mutual, for their insane ferocity, courage and merciless fury, had impressed the Tarlok so, that the Nazeer quickly became the favored warrior-slaves —kindred spirits born of death and destruction.

Today, among all the conquered people, the Nazeer are the most highly regarded as loyal minions of the Tarlok. They often work side by side with Tarbulls, Dreadlor and Dreadmasters, and are used as guards, spies, trackers, assassins, killers, torturers, and slave masters, as well as elite infantry and Special Forces troops. Like the Dreadlor, they are natural hunter-killers who love to track, hunt, fight and kill. They are now among the most loyal and bloodthirsty of the Tarlok's slave races. The vast majority (97%) are completely loyal to the Tarlok, and willingly serve and gladly die for them. They have been especially helpful on Seeron where they are assigned in pairs and squads of 6-10 to track down and exterminate freedom fighters, dissidents, spies and enemies of the Empire. Nazeer, with their keen psionic senses, are especially good at identifying and liquidating superbeings!

The Nazeer are horrific looking monsters who appear to be part worm or snake, part humanoid, and part insect. The body is long and serpentine, with tough, mottled skin; a gray or grayish brown with splashes of black and bits of coarse black hair. The underbelly is similar in color, only a shade lighter with pink or pale green on the chest,

neck and face. A pair of terrible, black mandibles protrude from the sides of the mouth, giving it an insect appearance. The lower jaw can also open to reveal a pair of fangs and rows of sharp teeth. The eyes are tiny black orbs set under thick, bony eyebrow ridges. The ears are a pair of tiny, lizard-like openings on the sides of the head. The neck is so flexible that it can turn side to side in a 200 degree arc and bend almost completely backwards without moving its body. The arms are muscular but thin, giving them a skeletal appearance. The hands have an opposable thumb and three thick fingers, each ending in black talon-like claws. Three to four spikes rise from the back, between the shoulders; a natural defense against surprise attacks. The elbows have black bone spines that also function as defense and as a weapon, making elbow jabs and slashes like getting struck with a blade.

Nazeer are not extremely well versed in technology other than weapons and basic devices necessary for their work as soldiers and special agents of the Tarlok. They sometimes wear partial armor (the upper body; 90 S.D.C. or 50 M.D.C.), and often use energy weapons. However, their favorite weapons are ancient-style energy weapons (Vibroblades, energy swords, axes, maces, etc.).

Special Nazeer R.C.C. Abilities & Bonuses:

1. Day Vision: Fairly good vision in daylight; 1000 feet (305 m). Beyond that, images are discernible as recognizable but out of focus shapes and colors.

2. Nightvision & Infrared Sight (special): 600 feet (183 m); beyond that range, images are blurry.

3. Natural Swimmer: Skill equal to 88% +1% per level of experience, and can hold breath 1D6+10 minutes. Maximum depth tolerance is 300 feet (91.5 m). **Note:** Nazeer breathe through six small slots hidden in a ridge of bone and skin on the top of their heads. This gives them the ability to snake through water concealed, with only the top of their head exposed (looks like a rock, mound of dirt or floating debris), and to make surprise attacks (+10% to prowls when submerged in water).

4. Understand (and speak) most Languages: The Nazeer's telepathic abilities help them to understand and speak most languages with excellent proficiency; equal to a universal language skill of 60% +1% per level of experience.

5. Extraordinary Strength and Ambidexterity: The Nazeer possess superhuman strength and can use both hands with equal dexterity. Note that even their bite, whipping tail and claw attacks do severe damage. **Rifts® Note:** P.S. is *supernatural*, and the bite, claw attack, tail strike and punches inflict Mega-Damage. See Natural Combat Abilities for details.

6. Prehensile Tail and Physical Prowess: The Nazeer's snake-like body is extremely muscular, resilient and flexible. The tail is prehensile, which means it can grab, hold and carry objects or use them as weapons. The tail can whip out with surprising speed and accuracy, as well as help the Nazeer warrior to climb and swim.

7. Bio-Regeneration: Like the Glinerach, Nazeer can regenerate damage and body parts at a rate of 2D6 points of damage per 24 hour day, and regrow internal organs and eyes. As much as half of their lower body can be completely regenerated within four months, a hand six months, an entire arm one year. Destroying the head and brain kills them.

8. Bonuses: All are in addition to attribute bonuses.

+2 on initiative at levels 1, 3, 6, 9, and 12.

+3 to pull punch.

+4 to disarm (with tail, claws or weapon).

+2 to strike.

+2 to parry and dodge.

+4 on automatic dodge (can twist and move part of the body to dodge without losing a melee action).

Paired Weapons — loves blade weapons, especially Tarlok axes and Byomers.

+2 to save vs poison.

+2 to save vs possession.

+6 to save vs Horror Factor; +1 at levels 6 and 12.

Note: Also see *psionics* and R.C.C. skills.

Nazeer (pronounced nah zeer)

Player Character Note: Ideal for NPC villains. Any Nazeer used as a player character is likely to be one of those rare good guys with a good or selfish alignment (an evil alignment is possible, but won't fit well among "heroes" and good guys). Those fighting against the Tarlok and/or fellow Nazeer will be regarded as insane and/or traitors to be destroyed.

Planet of Origin/Evolution: Razuul, a moon orbiting Forschell.

Alignment: Any, but most are evil; aberrant (10%), miscreant (50%), diabolic (20%), anarchist (10%), other (10%).

Gender: Females have more green coloration (even the black mandibles have a greenish tinge to them) and six nipples for suckling young. Otherwise, there is little visible distinction between the sexes.

Attributes: I.Q. 2D6+4, M.E. 3D6, M.A. 2D6, P.S. 4D6+12, P.P. 3D6+4, P.E. 3D6+4, P.B. 1D4, Spd. 2D6+6; x6 swimming.

Attribute Note: In an S.D.C. setting, the Nazeer's P.S. is considered equal to Extraordinary Strength. In *Rifts®* or other M.D. settings, the P.S. is considered supernatural.

Hit Points: P.E. attribute number +2D6 per level of experience. **Note:** In a Mega-Damage setting, the Hit Points count as M.D.C. points and are applied to the main body.

S.D.C.: 2D4x10 +1D6 per level of experience.

M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts®*, the Hit Points and S.D.C. of the Nazeer are combined to determine the overall total of M.D.C. for the character's main body. They are considered minor M.D.C. creatures with supernatural P.S.

Natural Armor Rating: A.R. 11; A.R. is not applicable in *Rifts®* or other Mega-Damage settings.

Horror Factor: 13; +3 when facing a pack of four or more.

Size: 12-18 ft long (3.6 to 5.5 m); can stand on tail up to a height equal to 60% of overall length (7-11 ft/2.1 to 3.3 m).

Weight: 220 to 300 pounds (67 to 135 kg).

Life Span: 75 years on average, but some have lived up to 110.

P.P.E.: 2D6

Natural Abilities: As noted under *Special Nazeer R.C.C. Abilities & Bonuses*, presented earlier in this section.

Psionics (Heroes Unlimited™, 2nd Ed.): Considered Master Psychics with the following abilities:

Telepathy (3x normal range)

Sixth Sense

See Aura

See the Invisible

Mind Block

Resist Fatigue

Resist Hunger

Telekinesis (lesser, physical category)

Telekinetic Punch

Telekinetic Push

Telekinetic Leap

Levitate

Hydrokinesis ... and two Super-Psionic abilities of choice!

The character can select a total of two lesser psionic abilities from the Categories of Physical and/or Sensitive or one from the Super-Psionic category at levels 3, 6, 9 and 12.

Psionics (Rifts®): Considered a Master Psychic with the same abilities as above plus the following:

Deaden Senses

Intuitive Combat

Psionic Invisibility

Psychic Body Field

... likewise, the psionics described in *Rifts® Psyscape®* are also available for selection at levels 3, 6, 9 and 12.

Inner Strength Points (I.S.P.): M.E. x6 plus 4D6 per level of experience.

Magic: None.

Rifts® Note about Magic: Nazeer prefer to rely on their psionic powers and natural fighter/hunter abilities, and have no interest in magic. However, they will use magic items and love magic weapons, especially rune and Bio-Wizard weapons.

R.C.C. Combat & Attacks Per Melee (special): Five physical or psionic attacks per melee round, +1 at levels 3, 6, 9, and 12.

Physical attacks include:

Bite with Mandibles Only — 4D6 damage

Bite with Mandibles and Mouth — 6D6 damage

Head Butt — Equal to punch damage +P.S. bonus, if any.

Elbow Strike — 1D6 +P.S. bonus, if any.

Claw Strike (one hand) — 2D6+3 damage +P.S. bonus.

Claw Strike (two hands, simultaneous) — 5D6 damage +P.S. bonus; counts as one melee attack, but the Nazeer cannot parry or dodge the next attack leveled at him.

Tail Strike — 4D6 +P.S. bonus, if any.

Or by psionics or weapon.

Rifts® Combat & Damage Note: As a creature with supernatural P.S., the Nazeer inflicts Mega-Damage (M.D.) from punches and head

butts as is suitable for their supernatural P.S. (varies with the individual P.S.), with the following exceptions.

Bite Mandibles Only — 4D6 M.D.

Bite Mandibles and Mouth — 6D6 M.D.

Elbow Strike — 1D6 M.D. plus Supernatural P.S. M.D.

Tail Strike — 2D6 M.D. plus Supernatural P.S. M.D.

Claw Strike (one hand) — 3D6 M.D. plus Supernatural P.S. M.D.

Claw Strike (two hands, simultaneous) — 6D6 M.D. plus Supernatural P.S. M.D.; counts as one melee attack, but the Nazeer cannot parry or dodge the next attack leveled at him.

A tail or single-hand claw strike can be used as a *power punch*, but the bite, two-handed claw strike and other attacks cannot.

Or by psionics or weapon; loves Vibro-Blade and magic weapons.

R.C.C. Skills: The following are natural skills known to all Nazeer.

Climb (+20%)

Prowl (+20%)

Acrobatics (excellent climbers and can swing/travel through trees or long rooftops and scale walls like a monkey).

Land Navigation (+20%)

Intelligence (+10%)

Tracking (+20%)

Wilderness Survival (+20%)

Streetwise (+10%)

W.P. Paired Weapons

W.P. Ancient of choice (60% have W.P. Axe)

Additional Skills: Basic Math (+10%) and three Rogue or Espionage skills of choice, plus five skills of choice selected from any of the following categories: Communications, Military, Pilot, Technical, Wilderness and W.P.

Cybernetics: None by choice. They are regarded as unnatural and interfere with psionics.

Money: Vile and greedy, they hoard what little money and possessions the Tarlok let them keep. Free Nazeer (like those who might find their way to Rifts Earth) will hoard money, valuables, magic, weapons, and possessions like a greedy dragon.

Enemies: The Nazeer's most ancient enemy is the Glinerach. Before the Tarlok arrived, the Nazeer frequently warred with the Glinerach, raided their villages, stole their possessions, and feasted upon the Gline who fell in combat or who were kidnapped, tortured, killed and eaten! The Nazeer continue to hate and distrust their old enemies and keep a vigilant eye on them. The Nazeer know they're up to something, they just can't always figure it out. They love to uncover traitorous Gline and bring them to bloody justice for their masters.

Otherwise, the enemies of the Tarlok are the enemies of the faithful Nazeer. Currently, hundreds of thousands of Nazeer have been assigned to hunt down and destroy Seeronian rebels and super-beings.

Allies: The Tarlok, including Tarbulls, Shertar, and especially Dreadlor and Dreadmasters. Most Nazeer see the Tarlok as ingenious, powerful and ruthless warriors worthy of their everlasting loyalty and servitude.

Rifts® Notes on Enemies & Allies: Nazeer are foul, murderous creatures who are attracted to like-minded creatures. They are impressed by power, cunning and ruthlessness. Thus, they will make willing partners, associates and minions to powerful evil sorcerers, especially necromancers and Lord Dunscon's Federation of Magic, dragons, demons, Splugorth, and other evil beings. Most are likely to become assassins, enforcers, thieves/bandits, Pecos Raiders, pirates (a natural considering their adept abilities in water), bounty hunters, murderous mercenaries and all manner of cutthroats. This can be an excellent character (particularly villains) for any geographic setting on Rifts Earth, from North America to monster infested China and Russia.



Chyknz Worm

These ugly worms are indigenous to the moon Razuul and grow as long as a man's arm, have a wicked bite, and secrete a poisonous toxin that paralyzes their prey. Once its prey is incapacitated, typically large animals, including Glinerach and Nazeer, the horrid worm feeds on the blood through a pair of suction tubes in its mouth. One Chyknz Worm (nicknamed the "chicken worm") will drain 1D4 pints of blood from its victim. **Note:** Losing five or more is lethal to humans, unless a transfusion is provided within 2D6 minutes. A coagulant also secreted from the Chyknz Worm prevents the wound from "bleeding out," so blood is not wasted and it has plenty to feed upon. Chyknz Worms will not feed on spilt blood. It must be fresh, warm and directly from living prey.

The top side of the worm is a comparatively tough skin contrasted by a soft, vulnerable underbelly. They are good swimmers, can breathe underwater and on dry land indefinitely, and are fair climbers, often dropping out of trees upon unsuspecting prey.

Tarlok (safe in their natural armor) use Chyknz Worms for torture, interrogation, intimidation and, sometimes, to incapacitate captives (either from paralysis or blood loss). They will also sometimes release them into a swampy or jungle region to spoil the environment (safe for them but dangerous for others).

Chyknz Worm — NPC Monster/Animal

Alignment: Considered miscreant, literally a bloodthirsty predator.

Attributes: I.Q. low animal, M.E. n/a, M.A. n/a, P.S. 1D4+4, P.P. 1D6+4, P.E. 1D6+4, P.B. 1D4, Spd 1D6+4 on dry land or climbing trees, x10 in or underwater.

Hit Points: P.E. attribute number +2D6

M.D.C. Conversion Notes: None. Chyknz Worms are *not* mega-damage creatures, and are vulnerable H.P. and S.D.C. creatures in any environment or world setting.

Horror Factor: 12, +3 when facing a group of three or more.

Natural Armor Rating: A.R. 6; not applicable in Rifts®.

Natural Abilities & Skills: Swim 75%, Prowl 65% (+10% underwater), Climb 90%/85%, Land Navigation 70%, Wilderness Survival 90%, and can track by smell 65% (+15% to follow blood scent). Also see combat.

R.C.C. Combat & Attacks Per Melee (special): Three by biting, draining blood, or tail slashing. Physical attacks include:

Tail Slash — 1D4 damage

Bite — 1D6 damage, plus paralysis; bite can penetrate an A.R. of 10 or less.

Drain Blood — half pint and approximately 1D6 damage direct to Hit Points (H.P.) per melee round from blood loss. That's 2D6 H.P. per round, plus the victim is weak from blood loss; reduce attacks per melee round, combat bonuses, speed and skill proficiency by 10% per each pint drained.

Paralyzing Secretion (special): The paralyzing chemical secreted by the worm is incredibly potent and fast-acting. The bite is painful and sends a burning sensation coursing through the body, starting at the entry point of the bite. Victims will feel dizzy in half a melee round (7 seconds; reduce speed, attacks per melee round and skill performance by half). Within one full melee round (15 seconds), the victim will fall to his knees and collapse, unable to move.

The victim can hear, see and feel but cannot move a muscle. Even speaking is difficult and the loudest noise possible is a moan

or a hoarse whisper with words ... spoken ... very ... slowly ... broken by ... pauses ... like this.

Duration: Typically 3D4 minutes on humans, 1D6 on giants and creatures with extraordinary physical endurance (or a P.E. of 24 or higher). However, the chemical is strong enough to temporarily immobilize an elephant! Furthermore, the Chyknz Worm can sense what amount of the chemical is needed vs size or endurance to keep its prey immobile for 3-12 minutes; the time it needs to feed and slither away without fear of reprisal.

Note: The worm hangs onto its victim with suction cups on the underbelly of its body from the base of the neck down. A P.S. of 18 or greater is needed to pull it off, but this violent action will tear the skin and inflict 2D6 damage. To remove the worm without additional damage, pain or scarring, the thing can either be *burned off* (must lose half its S.D.C. or H.P. and may try to bite its attacker) or by using made to let go via *electrical shock* (even a slight shock) or by using any of the following psionic powers: *Electrokinetic shock*, *Bio-manipulation*, *Healing Touch*, *Psychic Purification*, or *Psychic Surgery*.

Magic: None

Psionics: None

Average Life Span: 5-7 years.

Habitat: The swamps, bogs, marshlands and rain forests of Razuul, but can adapt to such environments on any world.

Enemies: Sees most animals and humanoids as potential meals.

Size: 1-3 feet (0.3-0.9 m) long; size typically varies with the maturity of the organism and the availability of food.

Weight: 5 to 15 pounds (2.3 to 6.8 kg).

Value: Some evil beings will pay 30-90 dollars/credits for one to use in torture, interrogation, medical experiments, as guard animals and similar gruesome activities.

Standard Equipment: None; low intelligence animal.

Money: None; animal.

Cybernetics: Not possible.

Avulor

Diameter (equatorial): 30,975 miles (49,560 km), roughly 3.4 times larger than the Earth.

Average distance from sun: 87.4 million miles (139.8 million km).

Average daytime surface temperature: 80 degrees Fahrenheit

Rotation/Hours in a Day: 29.5

Surface Gravity (as compared to Earth = 1): 1.3

Population Breakdown (planet):

Cyden — 15.6 Billion

Tarlok — 3.2 Billion

Others (Tarlok slave races) — 720 Million

Population Off-World:

Cyden — 740 Million

Tarlok — 1 million in orbit, including a space fleet of 50,000.

Moons: None

The most immediate and unusual aspect of Avulor is that it is locked in a binary orbit around the gas giant, Forschell, as well as the Sun. It is theorized that Forschell's incredible gravitational force pulled Avulor from its original orbit to its present position millions of years ago.

The surface area of this world is 90% liquid. The violet colored waters comprise one gigantic ocean. From the surface, the neighboring planet of Forschell looming large in the sky creates an impressive and beautiful sight. Unfortunately, the fluid covering most of the planet is an acidic, oily liquid called *Breen*. Off-worlders require environmental suits or underwater vehicles to safely explore beneath the waves. Modified environmental body armor and cumbersome rebreather units have been developed by the Tarlok. The rebreather suit converts the *Breen* to breathable air. The exhaust from the units, however, is foul and offensive. The time spent underwater is limited to the air capacity and corro-

sion levels of an individual's gear (typically 1-6 hours). Traditional water swimming is nearly impossible and propulsion units are required. With such a drastically different and difficult environment, visits beneath the waves are few.

The planet's remaining 10% of surface area is primarily rocky flatlands and low mountains. Vegetation is minimal — mostly scrub and sparse forests of short, scraggly trees. The sky is a dull gray purple and violet with brilliant orange and red sunsets. The skies are usually thick with bilious grey and/or pink clouds. The rain is acidic and long exposure is dangerous to humanoids not blessed with natural body armor, healing powers or clad in environmental suits. The air is permeated with the foul smell of acid, but is breathable for Tarlok, humans and most people of the Charizolon System.

Although not a particularly attractive place by human standards, Avulor is rich in mineral deposits, and offers a number of interesting aquatic life forms, though few are edible. Beneath the viscous waves live an assortment of life forms, but only one is humanoid and intelligent, the Cyden.

Dry land has been completely colonized by the Tarlok, and approximately 5% of the ocean is covered by their floating cities, work platforms and watercraft. Most sea colonies are found along the shorelines, leaving the deep ocean unblotted and unspoiled by the invaders.

The **aquatic Cyden** can live both above and below the seas of Avulor, although most prefer to live under the sea. The Cyden's unique respiratory tract requires certain elements, in specific quantities, found only in *Breen*. It is nearly impossible to swim in *Breen*, as defined by Earth standards. It is a transparent, lavender colored liquid, but very thick, like olive oil. It requires off-world swimmers to use an almost swimming motion just to stay afloat, let alone move — three times more tiring than swimming in fresh water. The Cyden have a series of intake orifices, chambers and bellows in their bodies that allow them to propel themselves through the *Breen* as easily as a dolphin does through the oceans on Earth. Near the top of the back on either side of the neck are large openings that suck the liquid in and push it down to chambers near what would be the lower rear of a human rib cage. The *Breen* is then expelled out through another set of orifices in the lower back. Strong muscles, surrounding the chambers, constrict with tremendous force and push the *Cyden* on their way. This method of locomotion, combined with the swimming motion of the arms and legs, propels the *Cyden* with excellent speed and is (for them) no more tiring than a human walking. This act also doubles as their respiratory function.

Cyden are humanoid in shape with two arms and two legs. This has led to some speculation that the *Cyden* may have begun life as land animals or amphibians, which also suggests there may have once been more surface land. Some have gone so far as to suggest the *Cyden* may not be indigenous to Avulor, although nothing in these people's known history supports that theory. As far as *Cyden* know, they have inhabited the ocean since the birth of their race, but their history goes back only 10,000 years, and much of that is legend passed down through verbal tradition.

The *Cyden* have thick, muscular necks and bony heads. A pair of tentacle-like feelers protrude from the forehead and another pair from the chin. These are used to feel one's way through narrow, dark passages and the sunless depths. The hands have two long fingers set wide apart, with webbing between them. The opposable thumb is small but suitable for their needs. The feet have four long toes with webbing between each. The skin is thick and scaly. Their pink and purple eyes are capable of seeing both the infrared and ultraviolet spectrums of light.

Cyden can live on the surface without *Breen* for up to a week, but then begin to feel ill and weak, and will die after 3D6 weeks. To survive on the surface, the aliens must be able to immerse themselves in *Breen* for at least four hours, once a week. Those taken off-world have large pools or tanks of *Breen* which they can immerse themselves in whenever needed or desired. Although they can swim in the oceans, seas, and lakes of other worlds, water (H₂O) is toxic to them.

The Cyden race is divided into about nine different factions, some of which are more aggressive and war-like than others. A long history of monarchies and fallen empires continues today. Years of peaceful cease-fires are frequently violently disrupted by huge, tragic battles. However, the comparatively peaceful Cyden try to avoid three specific factions, the largest of which is only a third as large as the smallest peaceful faction. It is among these violent rogues or killer factions that most of the Tarlok sympathizers and mercenaries come from. Generally speaking, the average Cyden community is composed of warriors/protectors, hunters/fishermen, gatherers, laborers/builders, wisemen/scientists and healers. Until the arrival of the Tarlok, they used simple tools and weapons made of stone, coral, teeth and animal bone.

Relations between the Tarlok and Cyden. Underbreen cities are spread across the entire globe, while 20% live as nomads. For the most part, the indigenous Cyden prefer to have little dealings with the “abovebreen” world, and have largely ignored Tarlok occupation. In fact, it was 76 years after the Tarlok had begun to colonize the planet before they discovered the existence of the Cyden. As long as the Tarlok don't seriously poison the vast ocean (virtually impossible) and leave the Cyden alone (they are safe in the murky depths), these aquatic people don't really care what the “surface people from the stars” do to the worthless land above the waves. As for the Tarlok, they cannot easily reach the Cyden deep in seas of Avulor, and the few thousand people they have captured and interrogated over the years confirm that the Cyden have no hostile intentions toward the Tarlok.

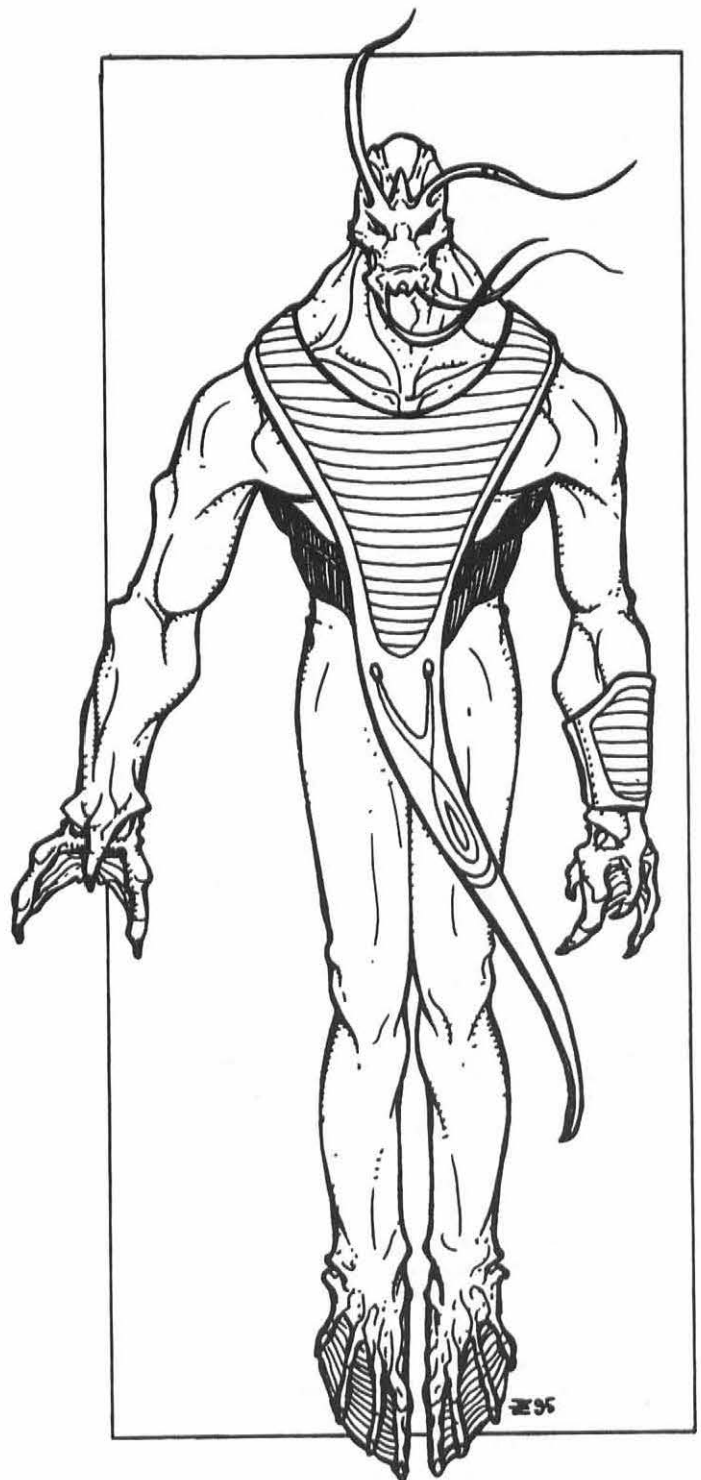
To put the “star-people” (as many Cyden call the Tarlok) at ease, the Cyden have formally accepted them as their “Lord and Master.” This, of course, is in word and concept rather than in practicality, for the Cyden live separate and independent of the Tarlok surface dwellers. In the long term, this could be catastrophic for the Cyden, because outsiders — enemies of the Tarlok — could strike at the planet to destroy the Tarlok (over a billion of them) and inadvertently harm the aquatic aliens. Furthermore, those who know about the Cyden will assume that they are the allies or servants of the Tarlok, and, therefore, could become targeted for retribution and destruction themselves. To complicate matters, thousands of evil Cyden *have* joined forces with the Tarlok as willing henchmen, spies and assassins. Thus, most outsiders, who only know the evil Cyden, believe the entire race are miscreants who serve the Tarlok and help to enslave and torment other people.

The Tarlok have designed environmental suits filled with Breen to allow the Cyden who serve them to inhabit dry land or foreign waters indefinitely, as well as to engage in space exploration. Without this environmental suit, Cyden living in water (saline or fresh water) become poisoned and ill: 2D4x10 damage direct to Hit Points (or 3D4x10 to M.D.C. of main body), plus reduce attacks per round and speed by half, bonuses to zero and skill performance by 30%. Unless the character is immersed in Breen within one hour after being in water, he will die — and must remain in the Breen for 60 hours (about the equivalent of two Avulor days) to recuperate and heal.

Note: The Cyden regard their world as one big ocean with specks of land breaking the otherwise smooth surface of the Breen. The ocean depths of Avulor are shallow compared to Earth, with the deepest parts of the ocean being 1.5 miles deep (2.4 km), about the equivalent of the Atlantic Ocean on Earth. However, approximately half the planet is no deeper than 2000 feet (610 m). It is in these “shallows” where the majority (78%) of the Cyden make their homes.

Special Cyden R.C.C. Abilities & Bonuses:

1. Infrared and Ultraviolet Sight: Cyden can see in both the infrared and ultraviolet spectrums of light. This is ideal for seeing in murky or dim waters. Their eyes are most accustomed to dim light seldom brighter than an overcast day on Earth. Light brighter than this makes them squint and reduces vision by 50%; normally hawk-like vision that can see a life raft or sea animal five miles (8 km) away (reduce by 66% underwater).



2. Nightvision: Can see up to 600 feet (183 m) in total darkness.

3. Natural Swimmer: Skill equal to 96% and can breathe in Breen indefinitely; can hold breath 1D4+6 minutes, and can dive 400 feet (122 m). Maximum depth tolerance is 1.5 miles (2.4 km).

4. Cyden Language is similar to the squeals, whistles, clicks and songs of Earth whales. Underwater or in Breen, these sounds carry for up to five miles (8 km). They would be quick to figure out and communicate in whale/dolphin language (at base language skill level) and can learn the language of surface people as well (not that most care to). Those Cyden who work closely with the Tarlok can speak their language at 70% efficiency while about one third of the aquatic Cyden can understand and speak Tarlok at about 40% proficiency. The rest can't understand it at all.

5. Super Abilities (or equivalents): Healing Factor and Underwater Abilities.

- 6. Bonuses:** All are in addition to attribute bonuses.
- +3 on initiative
 - +3 to save vs poisons, acids and other toxins.
 - +4 to save vs Horror Factor; +1 at levels 3, 7 and 14.

Cyden R.C.C. (pronounced sigh-den)

Planet of Origin/Evolution: Avulor, in orbit around Forschell and the sun.

Alignment: Any, but most are anarchist (55%) or evil (30%).

Gender: Females are of slighter build and pale in color.

Attributes: I.Q. 2D6+12, M.E. 3D6, M.A. 3D6, P.S. 3D6+20, P.P. 3D6+6, P.E. 3D6+6, P.B. 2D6, Spd. 3D6 on dry land; x10 when swimming in Breen or underwater.

Hit Points: P.E. attribute number +2D6 per level of experience. **Note:** In a Mega-Damage setting, the Hit Points count as M.D.C. points and are applied to the main body.

S.D.C.: 5D6x3 +P.E. attribute number.

M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts*®, the Hit Points and S.D.C. of the Cyden are combined to determine the overall total of M.D.C. for the character's main body. They are considered minor M.D.C. creatures, with supernatural P.S. when in Breen. When out of Breen for more than 15 minutes, their strength diminishes, dropping from supernatural to exceptional human P.S. (the latter does not inflict M.D., while the former does).

Natural Armor Rating: A.R. 10; tough, scaly skin. A.R. is not applicable in *Rifts*® or other Mega-Damage settings.

Horror Factor: 12 the first time someone ever sees a Cyden, or when facing one in combat.

Height: Five feet, six inches to six feet (1.65 to 1.8 m).

Weight: 110 to 150 pounds (49.5 to 67.5 kg).

Life Span: 50 years on average, but some have lived up to 80.

P.P.E.: 3D6

Natural Abilities: As noted under *Special Cyden R.C.C. Abilities & Bonuses*, presented earlier in this section.

Occupation and Skills: Technically, the Cyden can be any O.C.C., although most would fall under the category of Wilderness Scout, Warrior/Hunter or Nomadic Tribesman.

The following are the skills as applies to Tarlok henchmen.

Math: Basic (+10%)

Literacy: Tarlok (+5%)

Radio: Basic (+10%)

Pilot: Jet Pack (+10%)

Military Etiquette (+10%)

Intelligence (+10%)

Tracking (+10% underwater, but only +5% on land).

Land Navigation (+10%; but +20% underwater).

Wilderness Survival (+20%)

W.P.: Two ancient of choice.

W.P.: Two Modern Weapons of choice.

Hand to Hand: Expert or Assassin (pick one).

— Plus MOS skills and 1D4+1 Secondary skills.

Cyden MOS: If played in a *Heroes Unlimited*™ setting, the MOS is either *one skill program* or four skills selected from one of the following skill categories: Communications, Espionage, Military, Physical, Pilot (can make selections from both Basic and Advanced and automatically gets two Pilot Related skills), Rogue, Wilderness and Weapon Proficiencies.

If playing *Rifts*® and not associated with the Tarlok, rather than the skills above, the Cyden can select any Military O.C.C., Tribal O.C.C. (excluding Shaman/Spirit Warriors) and most Men at Arms O.C.C.s, with the notable *exceptions* of Juicers (of any kind), Crazies, and Cyber-Knights. Of course, combat R.C.C.s such as Dog Boys and Amphibs are not available. **Note:** At least half of the O.C.C. Related Skills must be selected from *Underwater Skills* as described in *Rifts*® *Underseas* or *Coalition Navy*™.

Skill Penalties: -10% to skills that require human-like hands and superior manual dexterity, such as pick locks, pick pockets, forgery, surgery, mechanics, electronics, etc. The Cyden's small thumb and two webbed fingers make it a bit difficult to perform such delicate tasks. Remember, without a supply of Breen to bathe in on a regular basis, a Cyden will get weak and die after a few weeks.

Magic: None

Psionics: None

Rifts® Note about Magic: Theoretically, Cyden who might get sent to Rifts Earth could, after 1D4+1 years of study, master the arts of Whale Singer Spellsongs or Dolphin Magic (see *Rifts*® *Underseas*). The main obstacle is that the water of Earth's oceans, seas and lakes is toxic to them (and vice versa for whales and dolphins). Thus, it would seem virtually impossible for Cyden to learn these secret arts from Earth whales. In fact, without a supply of Breen to bathe in, a Cyden will die after a few months.

Psionics: None

Cybernetics: None by choice. They are regarded as unnatural and unwanted, but will consider them in order to survive and/or to function without impairment from injury.

Money: Have the same basic needs and wants as most humanoids. Those in the service of the Tarlok have their basic needs (including pools and vats of Breen to swim in) provided for them.

Enemies: The Cyden on Avulor have no humanoid enemies (they don't consider the Tarlok a threat), although they do war between themselves from time to time. Consequently, an enemy is somebody or something who threatens their lives.

Those serving the Tarlok obey their masters and regard enemies of the Tarlok as theirs. The Tarlok use these mercenaries as aquatic explorers (clad in Breen filled environmental suits), and special agents. Remember, most Cyden working for the Tarlok are evil and aggressive warriors.

Allies: No formal allies, not even the Tarlok, really. Cyden tend to be arrogant and self-absorbed. They have little use or concern about surface dwellers, especially those on other planets.

Rifts® Notes on Enemies & Allies: The same applies to those Cyden placed in a *Rifts*® setting. Splugorth and others may find them useful or amusing as slaves, mercenaries or special agents. Just as Cyden can become explorers, adventurers or mercenaries for hire. Ironically, they will view other aquatic life forms as rivals rather than allies, while surface dwellers are generally viewed with indifference and as lesser beings.

Talavera

Diameter (equatorial): 7,706 miles (12,329.6 km); about the size of Earth.

Average distance from sun: 156 million miles (249.6 million km).

Average daytime surface temperature: 86 degrees Fahrenheit

Rotation/Hours in a Day: 24.15

Surface Gravity (as compared to Earth = 1): 1

Population Breakdown (planet):

Seleniak — 536 Million

Lashreg — 421 Million

Shrilt — 117 Million

Tarlok — 3.3 Billion

Others: Tarlok slave races: — 132 Million

Others: Seeronians (mixed) — 1.1 Million *

Population Off-World:

Seleniak — 327 Million **

Lashreg — 659 Million

Shrilt — Unknown; estimated to be 100+ Million.

Tarlok — 400,000 on the moon, plus a space fleet of 100,000.

* 1.1 million Seeronians had come to live or work on Talavera before the Tarlok invasion.

** Of these, nine million Seleniak lived on Seeron as naturalized citizens before the Tarlok invasion.

Moons: One; Tegrus; about 1812.5 miles (2900 km) in diameter. A barren, airless satellite pockmarked with craters, that serves as a small Tarlok mining colony, military base and spaceship dry dock.

The sprawling jungles and forests of Talavera are what set it apart from the rest of the worlds in the Charizolon System. Even 40 years after Tarlok occupation, lush rain forests cover almost half the planet with a canopy of towering trees that reach 300 to 400 feet (91-122 m) tall. High in the trees is an entirely different world full of monkey and lemur-like creatures, lizards and the boisterous Shrilts. The range of wildlife, insects and plant life is astonishing. **Note:** 33% of the rain forest remains unmapped and unexplored.

Only 24% of the planet is covered in water, although the level of humidity and rain is high. The Northern pole has an ice cap about one third the size of Earth's, and the Southern Pole is cool, arid and gets snow six months of the year, but is not ice covered.

Before the Tarlok arrived, no major trauma to the people or ecology of the planet had ever been recorded. The two advanced civilizations thrived and even the warlike Lashreg lived in relative harmony with nature. The Seleniak and, to a lesser degree, the more primitive and savage Lashreg, worked to preserve the vast forest lands. Communities were well planned and not too invasive.

Three distinct races of sentient bipeds thrive on Talavera. The intelligent and peaceful *Seleniak* who evolved from arboreal tree dwellers, the aggressive and volatile *Lashreg* who evolved from reptilian ground predators, and the simple-minded *Shrilt*, primitive humanoids with a low intelligence, insatiable curiosity and childlike innocence.

Talavera is the closest planet to Seeron and shares a very similar orbit, which means they are relatively close to each other throughout the year. This allows for comparatively easy travel and trade between the two worlds. Once a year, the orbits of Seeron and Talavera bring the planets within 20 million miles of each other (32 million km). This creates a phenomenon known as "The Frenzy," a reaction very similar to full moons on Earth, when people seem to act extreme, anxious, silly, or a little bit crazy due to gravitational forces or some other unknown reason. Just as during Earth full moons, when The Frenzy commences, things get a bit wild on both Seeron and Talavera. Incidents of accidents, crime and acts of violence skyrocket, hospital and emergency room reports increase, as does sexual activity, and social gatherings. Thankfully, The Frenzy lasts only six days.

Although the three indigenous races are diversified and generally segregated, all speak one common language, but with three dramatically different spoken dialects.

A brief history of Talavera

The Lashreg reptilians have always been aggressive, quick to anger and easily insulted, and rush to engage in violent confrontations. The Lashreg fear no man or god. Of all the races, they alone believe in no god or higher power. "They" are the law, the rule, and the power. One popular Lashreg saying warns:

"The will of the Lashreg gives the people life and purpose, and all others must bend and submit or be broken in half."

A single warrior has been known to attack a group of ten or more enemies, or to charge the leader on a suicide run. Their natural life span is quite long, but their hostile nature and way of life tends to lead to an early death by unnatural causes. Few Lashreg males exceed the age of 40.

For nearly 2300 years before the Tarlok invaded, the Seleniak and Lashreg engaged in frequent bloody confrontations and wars. The Lashreg were usually the ones to instigate these conflicts, while the Seleniak fought mainly to defend themselves and chase the Lashreg away. The reasons for such conflicts were many, but the main reason was simple: The Seleniak refused to bend or submit.

During primitive times, the arboreal Seleniak were able to evade, avoid and hide from the reptilian barbarians, high up in the giant trees. The Seleniak tried to talk with the Lashreg and negotiate peace but to no avail. Despite their best efforts, the Seleniak and Lashreg had frequent disputes, arguments and battles, often over the slightest misunderstanding. Still, the two people thrived.

The Seleniak had another advantage over the Lashreg, they were more technologically advanced. The Seleniak were not aggressive predators but even tempered and intelligent beings who turned their minds toward culture, engineering and science. This enabled them to become and remain decades more technologically advanced than the Lashreg who thrived on war and pointless violence. These advancements also helped them to avoid, defend against, and repel the barbaric Lashreg with minimal casualties on both sides.

When the Tarlok discovered the planet, the Seleniak numbered over a billion and the Lashreg over six billion. They lived in an uneasy peace, enforced by the Seleniak. The more savage and hotheaded *Lashreg* were roughly equal in technology to 16th Century Europe. They were masterful metalsmiths, had discovered simple gunpowder weapons, and built homes out of concrete. The *Shrilt* were considered pests by the Lashreg who sometimes used them for slaves or hunted them for sport. The Seleniak regarded the *Shrilt* as a happy, primitive, tribal people who should be left alone. Of course, this didn't stop some tribes of *Shrilt* from roosting on rooftops and ledges of cities located near tribal territories.

The *Seleniak's* peaceful civilization hovered at levels equal to 20th Century Europe and America. Their technological superiority gave them the ability to stay several steps ahead of their the barbaric Lashreg, and enabled them to avoid and withstand conflicts from a foe with greater ferocity and superior numbers (at the time, Lashreg outnumbered Seleniak six to one).

Fifty years before the arrival of the Tarlok invasion fleet, the Seleniak were shocked and delighted to have made radio contact with people on the neighboring planet, Seeron. The Seeronians, who were more advanced and had a fledgling space program in place, made arrangements to visit Talavera. An event that promised to herald a new era for both worlds.

The trip would take a year and a half plus they needed eight months of preparation before launch. However, the two planets kept in radio contact and began an exchange of information about each other. The Seeronians shared some of their technology to help the Seleniak to start their own space program (The Lashreg knew nothing about this development until after the first Seeronian spacecraft landed. As one might expect, they suspected the worst and accused the Seleniak of a conspiracy to destroy them).

While the people of Talavera and Seeron anxiously awaited their first meeting (a spacecraft from Seeron was scheduled to land on Talavera within three years), the Tarlok were secretly executing stage one invasion plans. Unbeknownst to the Seleniak, a Tarlok expeditionary force had discovered Talavera and its sentient inhabitants 45 years earlier, and targeted it for Imperial Expansion. Although the Tarlok were superior in technology and numbers, they instituted standard invasion procedures and fail-safes. This meant a biological agent would be secretly introduced to "soften resistance" — i.e. decimate the population. A manned invasion would follow a few decades later. A few months before the Seeronian spacecraft arrived, the Tarlok plague was unleashed. When the Seeronians arrived, there was no hint of the strange, new malady that would soon ravage the planet.

The Seleniak and Seeronians became fast friends and an exchange of goods, culture, and people soon followed. This exchange was especially beneficial to the Seleniak who saw their technology catapult to 21st Century (Earth) levels in only 30 years. Meanwhile, the relationship provided the Seeronians with a new source of raw materials and brought new culture and ideas to their world; not to mention a broader, more exciting view of the universe. The two even made overtures to the

Lashreg, who viewed the entire incident first as a trick, and then as a plot to destroy them. This made the Lashreg agitated and hostile. Wars broke out along national borders, but damage and loss of life were minimal. The entire affair was an exercise in futility and a release of anger and tension more than anything else. It would also bring the plague to the Seleniak and Seeronians.

Fifteen years after the Seeronians first set foot on Talavera, millions of Seleniak, Lashreg and Shrilt had died from an inexplicable disease. The Seleniak and Seeronians used every resource at their disposal to find a cure. By the time they did, fifteen years later the world population was cut by more than half. Forty-four percent of the Seleniak perished, along with 56% of the Lashreg, and 67% of the Shrilt. Finding a cure revealed one frightening fact: The plague was the product of bio-engineering. An act of biological warfare. The Talaverans had been attacked by an outside force. A decade later, the Tarlok monsters responsible would arrive en masse and conquer Talavera. Nine years after that, they would lay siege to Seeron.



Seleniak

The Seleniak are tall, lanky people from the jungles of Talavera. They have long, craned necks to complement their long, narrow, foot-ball or pick-shaped heads (Earthlings might find their heads reminiscent of Duck-billed dinosaurs). The head is centered on a wrinkled and grooved neck. The mouth is unique, with pointed mandibles, two large and two small, that open side to side rather than up and down. Despite this strange construction, the Seleniak can articulate sounds and words very well. The large, brown, almond-shaped eyes radiate warmth and intelligence.

The body, arms and legs are covered in ridges, bumps and small spikes in an assortment of patterns. The skin is tough and leathery but still vulnerable to damage from blades, claws and guns. Having evolved in the rain forest, their skin color ranges from an olive to emerald green, with a pale, greenish-white neck, underbelly, feet and palms of their hands. The symmetrical hands are strong and nimble, with two long fingers in a "V" shape and a small thumb on each side of the fingers (ideal for climbing, grasping branches and swinging through trees). The feet are similarly shaped, with a pair of thumb-like toes on each foot. Like most arboreal creatures, the Seleniak have a long, thin, prehensile tail. A tail that can also be used as a whipping weapon, to

slash through underbrush, or as an extra arm and hand able to grasp, hold and carry (as strong as the arms). Their bodies are completely hairless.

Unlike the Lashreg and Tarlok, the Seleniak just don't have the warrior's heart or predatory instincts. They can learn to be competent fighters, and kill when they must. Furthermore, there are selfish and evil Seleniak who are as ruthless as any human or Lashreg. However, they are, by nature, a civilized people who tend to be compassionate, caring, and have a high regard for life. Their agility, imagination and resourcefulness make them wonderful scouts, spies, surveillance agents, and thieves, which are some of the things the Tarlok have tried to make them do. Tarlok also use them for labor and in construction and repair, particularly jobs at great heights or difficult to reach places (especially by the large, bulky Tarlok). Meanwhile, the Seleniak would prefer to be adventurers, explorers, heroes (fighting Tarlok) and protectors (police, medics, firemen, rescue operatives, etc.) who help people.

Special Seleniak R.C.C. Abilities & Bonuses:

1. Natural Climbers & Acrobats: Seleniak are naturally acrobatic, and absolutely fearless when it comes to heights.

Seleniak Acrobatics:

Can climb, run and leap from branch to branch or the vines of trees, to girders and rooftops, to scaling the sides of walls and towering buildings at speeds that are typically 2-3 times faster than an average human running on a flat surface!

The prehensile feet and tail provide additional melee actions, balance and grasping capabilities (easier to find a tail, foot, or handhold), and the two thumbs on either side of the hands and feet provided greater stability of holds and ease of grasping.

80% +2% per level of experience to keep sense of balance, even when running and leaping through trees, or walking a high wire.

80% +2% per level to walk a tightrope, high wire or narrow ledges or branches.

82% +1% per level to climb (general) and scale walls.

90% +1% per level to climb rope, cables, vines and trees.

70% +2% per level to perform a back flip.

Targeted mid-air leap — like a monkey.

+4 to roll/save vs punch, fall or impact.

+1 on initiative at levels 1, 3, 5, 7, 9, 12, and 15 (this is in addition to any combat or other skill bonuses).

Those living on Seeron can scale the frames of buildings at construction sites, climb walls, run along girders or ledges, swing from poles, railings, ledges, wires and fireescapes, and leap from the rooftops of the famous "skraypers" with amazing speed and accuracy.

2. Leaping Great Distances: A Seleniak can leap, from a standing position, 20 feet (6.1 m) high or 12 feet (3.6 m) lengthwise +2 feet (0.6 m) per level of experience. Increase by 50% if he leaps from a running start or from a great height to a lower one, and double if swinging through the air (in trees, from wires or poles, etc.).

3. Landing on One's Feet: 80% +1% per level of experience to land on feet without injury or losing a step. This can be done safely from a drop of up to 150 feet (45.7 m; a 15 story building)! If successful, the character lands and can keep moving — perform a melee action or attack — without pause.

-10% penalty to the success ratio for each 50 feet (15.2 m) of height above 150 feet (45.7 m).

A failed roll means the character lands badly, stumbles and hurts himself. Damage is 2D6 points per every 50 feet (15.2 m) of height, plus the character loses two melee actions and initiative.

4. Precision Leaping and Grabbing (special targeting): The character aims and leaps for a particular target (branch, pole, rope, object, area, person, etc.). This leap can be done in mid-air, from a roof top to below, swinging in mid-air, from a moving vehicle, or on the ground while standing or running.

Roll to strike (1D20), but without any strike bonuses other than those from the P.P. attribute.

To be successful the character needs:

4 or higher to land on/hit/grab a large or easy target;

8 or higher to hit/grab a small or difficult target like a narrow branch, pole, ledge, rope, gun, etc.;

13 or higher to hit a small or evasively moving target, or a small target from a moving vehicle.

If the initial roll to strike is a miss, the Seleniak is so fast and skilled at leaping and acrobatics that he will recognize his initial trajectory is off, and can try to recalibrate to strike. This is done in mid-air before he hits, by twisting, turning, tucking, positioning, somersaulting or moving his tail in such a way as to strike after all — reroll to strike with a precision leap as the same melee action! A precision leap can also be made to attempt to leap through an open door or onto the bed of a vehicle, leaping in before a door closes, and similar feats.

Combat Notes: This leap is specifically intended for acrobatic leaps and swinging from and grabbing one trapeze, or in the case of the Seleniak, one branch or vine to another; grabbing, swinging, letting go and grabbing another, until he finally comes to a landing/destination.

If used to tackle an opponent, a successful strike means the character hits his target, but does not seriously incapacitate or hurt him. A leaping tackle by the small Seleniak has a 01-78% likelihood of knocking his opponent off his feet and to the ground. This inflicts 2D4 damage to the opponent being tackled, plus he loses one melee attack/action and initiative. The leaping attack also uses up one melee action of the leaper, but he suffers no damage and retains initiative, even if his opponent is staggered but remains standing. The Seleniak has initiative so he automatically has first attack or melee action (try to pin, wrestle, roll away, dodge, leap off and run, etc.). What he does next (run, hit, shoot, etc.) is up to the character. If he does nothing, a melee action is spent in uncertainty and his opponent gets to strike back.

If used to grab an item out of a person's hand or from a specific location, a successful precision leap and grab means he gets to the spot and gets his hands on it, but is the character able to pull it out of an opponent's hands, or to hang on to it when scooped up from where it rested (this can also apply to reaching and hitting a button, pulling a switch, etc.).

To pull an item from an opponent's hand, the leaping character should have momentum and surprise to compensate against opponents with superior strength. Roll 1D20 for surprise; high roll wins. Then roll 1D20 to pull the item loose. The leaper is +6 if he also has surprise; high roll wins, defender always wins ties.

To grab and hang onto or pull a switch, roll 1D20. Any number above six is successful. A failed roll means it is missed or bobbled and dropped. Another melee action and attempt to scoop it up or pull is necessary.

5. Vision. Keen, sharp, color, hawk-like vision, but no special night-vision or supersenses; can see a flagpole two miles (3.2 km) away.

6. Bonuses & Abilities of Note: All are in addition to attribute and skill bonuses. The long prehensile tail, prehensile feet, and long fingers all contribute to the Seleniak's climbing, leaping and acrobatic abilities.

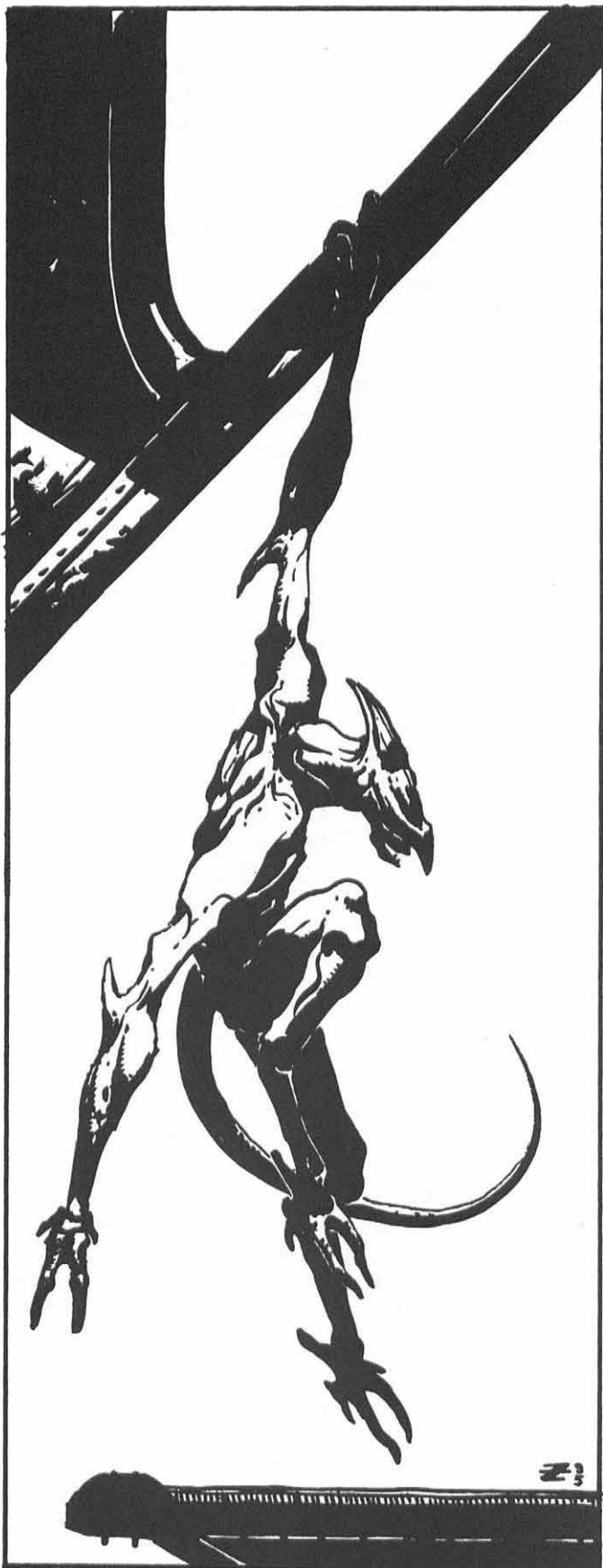
Double jointed throughout his body; +10% to escape skill if selected and adds to the overall agility, mobility and flexibility.

Ambidextrous; can use both hands with equal dexterity.

Prehensile Feet can be used with the same skill and dexterity as one's hands and can grasp, hold, and carry. The feet can also be used to perform skills almost as well as the hands (-10% penalty).

Prehensile tail that can be used like a fifth grasping limb. It can grab hold and carry objects, use hand-held melee weapons and can whip out with surprising speed and accuracy.

+1 attack per melee round; mainly from the tail (starts with three melee attacks if no hand to hand combat skill is selected).



+1 melee "action" per round at levels 1, 3, 7, and 11. This is a special case in which the flexibility of the body, agility, and prehensile feet and tail provide the Seleniak with additional *noncombat* "actions" (i.e. an extra dodge, leap, or grab, pick a lock with his feet, activate a machine with one of his hands, sneak in a weapon with his tail or grab hold of something or somebody with it, etc.)

- +1 on initiative at levels 1, 3, 5, 6, 8, 10 and 12.
- +4 to pull punch
- +2 to disarm
- +1 to strike (all strike and parry bonuses apply to the tail, as well as hand to hand combat).
- +3 to dodge when running, leaping or swinging.

Seleniak R.C.C. (pronounced Sel-len-ee-ack)

Optional Player Character Note: Ideal as heroic player characters, NPCs and villains. No limitations.

Planet of Origin/Evolution: Talavera

Alignment: Any, although the majority are good (50%) or selfish (30%).

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd. 3D6+12, double when climbing and/or swinging from trees or rooftops. Very agile, naturally acrobatic, and fearless when it comes to heights.

Gender: Females have a yellow-green coloration and pale blue underbelly, as well as a pair of small breasts (Seleniak are warm-blooded mammals and give birth to one or two live young).

Hit Points: P.E. attribute number +1D6 per level of experience.
S.D.C.: 1D6x10 plus those acquired from physical skills.

M.D.C. Conversion Notes: Seleniak are *not* Mega-Damage creatures and need M.D.C. armor or magic to protect themselves in Mega-Damage environments, like Rifts Earth.

Natural Armor Rating: Not applicable.

Horror Factor: Not applicable.

Size: 5 ft, 6 inches to 6 feet (1.65 to 1.8 m) tall from feet to head. Their tail adds another 6-7 feet (1.8 to 2.1 m) to their overall length. However, all Seleniak tend to crouch rather than stand straight and hunch their long neck and head forward, giving most people the impression that they are smaller and shorter than they really are; most people think of them as being 4-5 feet (1.2 to 1.5 m) tall.

Weight: 120 to 160 pounds (54 to 72 kg).

Life Span: 75 years on average, but some have lived to be 100.

P.P.E.: 4D6

Natural Abilities: As noted under *Special Seleniak R.C.C. Abilities & Bonuses*, presented earlier in this section.

R.C.C. Combat & Attacks Per Melee (special): Starts with three physical attacks plus those acquired through combat skills (if any). Also see Bonuses and Abilities of Note for details on extra, non-combat, melee "actions" per melee round.

Special attacks include:

Bite with Mandibles — 2D4 damage

Whipping Tail Strike — 2D6 damage +P.S. bonus, if any.

Head Butt — Equal to punch damage +P.S. bonus, if any.

Elbow Strike — 1D6 +P.S. bonus, if any.

+1D6 damage to all styles of kicks.

Rifts® Combat & Damage Note: Seleniak do not have supernatural P.S., so their punches and kicks do not inflict Mega-Damage (M.D.). **Heroes Unlimited™ Occupations and Skills:** The Seleniak are typically well educated (1-4 years of college) and can select any occupation. Determine education and skills the same as humans.

Rifts® Occupations and Skills: The Seleniak can be virtually any O.C.C., excluding those that require psionics. However, they naturally lean toward adventurers and scholars rather than Men at Arms. Of the warrior classes, Robot and Power Armor Pilot, Headhunter, Military Specialist/Spy, Bandit, and especially Sheriff, Deputy (lawmen in general) and Saddle Tramp would be among the most appealing. However, Seleniak are much more likely to be a Wilderness Scout, Operator, Rogue Scholar, Rogue Scientist, Cowboy, Vagabond or practitioner of magic.

Psionics: None

Magic: None. Like the rest of the people in the Charizolon System, Seleniak have no knowledge of magic or ley lines. However, if exposed to the mystic arts, they will find it fascinating and take to it easily.

Rifts® Note about Magic: Whether exposed to magic on Phase World or Rifts Earth, the Seleniak will find it alluring and fascinating. They will be most attracted to Wizardry/Ley Line Walker Magic, Techno-Wizardry, and Warlock magic, but can study and practice any (most will avoid Necromancy and Bio-Wizardry because they respect life too much). They will use magic items and enchanted weapons, especially TW creations.

Cybernetics & Other Augmentation: Generally, none, except for medical purposes. Until the Tarlok and Seeronians introduced the concept, the Seleniak had no cybernetic technology. Most just feel uncomfortable about mechanical augmentation, however, some may consider implants, MOM/Crazy augmentation and even partial or full conversion bionics. Likewise, most will not willingly participate in Splugorth Bio-Wizardry and magical augmentation. Juicer chemical augmentation won't work on their alien physiology.

Money: About the same as humans/Seeronians. Need a job to get money and possessions. Tarlok slaves (the majority) are provided for by their masters. Refugees and freedom fighters have whatever they can scrounge, steal or get from supporters.

Enemies: None, other than their old, long-time nemesis, the Lashreg, and their conquerors, the Tarlok and their minions. The Lashreg have been convinced by the Tarlok that the Seleniak and Seeronians were plotting against them. Consequently, most Lashreg have been duped into joining the Tarlok as (reasonably) loyal allies (the Tarlok consider them slaves, but treat them marginally better than most). The Lashreg are particularly vengeful toward the Seleniak and Seeronians and relish fighting and killing them. Seeron is overrun by them.

Allies: The Seeronians are their greatest allies.

Rifts® Notes on Enemies & Allies: Seleniak are, generally, peace-loving, good, honest people who get along with those of similar mind. Their plight with the Tarlok and friendship with the Seeronians will attract the Cosmo-Knights, True Atlanteans, and other heroes. The Prometheans view them with indifference, while most of the other people of the Three Galaxies have never heard of them. Those who have, including those on Phase World, know little about them, other than the fact that they are a conquered people condemned to a life of slavery under Tarlok domination. **Note:** Seleniak are definitely among the races that the Tarlok will sell to the Splugorth and others as slaves. In fact, to the Tarlok, their greatest value is as slaves for sale.

On Rifts Earth, the Seleniak are likely to become just another group of "D-Bee" refugees trying to find their place in the world. Most should advocate peaceful coexistence with the different races and are likely to gravitate to places like Lazlo, New Lazlo, Tolkeen, Kingsdale, Pyscape, and wilderness kingdoms. However, they will be targeted as monsters for extermination by the Coalition States, human supremacists, and similar tyrannical kingdoms. Their alien appearance may also make them targets of frightened D-Bees and humans. This can be an excellent character for any geographic setting on Rifts Earth.

Lashreg

The Lashreg resemble humanoid reptiles with large armor plates of tough cartilage that run from the neck down the back and tail. The plates are raised when angry and during combat to protect the back and tail, but lay flat the rest of the time. When excited or agitated, they lift up in a menacing display, and even flutter when the Lashreg is enraged. The tail is flexible and can be used as a lashing whip, but is not prehensile (i.e. it cannot grab or hold objects). The two long fingers and opposable thumb are tipped with sharp white claws. The small, round



head seems to merge indistinguishably into the long, thick neck. Black and red speckled fins protrude from above the eye ridge like a pair of long, wild eyebrows. A similar fin hangs from the chin like a goatee. The nose is actually two tiny holes between the eyes. The eyes are narrow, emerald green slits. The mouth is small and barely distinguishable when closed. Inside are rows of tiny, sharp teeth. Rough, scaly flesh covers the rest of the thin, and deceptively strong and wiry body. The scales are gold in color with black highlights surrounded by specks of crimson. The underbelly and underside of the neck are a creamy tan. The arms are unusually long and excellent for running on all fours in a loping style. The chest is heavily plated to protect the heart and lungs.

As noted earlier, the Lashreg appear to have evolved from reptilian ancestry. They live in clans composed of 10-60 (large) families. Since the female Lashreg is fertile many times a year and males are fertile only once a year, most females have a harem of husbands numbering from 3-12. Lashreg are hatched from eggs outside the womb in quantities of 4-8 hatchlings per fertility cycle. Thus, families can number upwards of 30 individuals after a few cycles, and clans can number above two thousand. Many of these tribesmen are still hatchlings or immature Lashreg. Prolific families are rewarded with money and increased social status. The more potential warriors born the sooner they can overrun the inferior civilizations. The second eldest female leads each clan with the eldest acting as an advisor. Females are intellectually superior to the stronger, more aggressive males. When provoked or put in dangerous circumstances, the females can be many times more cunning and savage than males. Loyalty to the clan supersedes family ties.

The Lashreg evolved from ground creatures and built complex living structures above and below ground. The earliest surface buildings resembled igloos built from mud and sticks. However, the Lashreg discovered the secrets of concrete and began to build larger, more elaborate domiciles along with pillars, bridges, and fortifications. Both the Lashreg and Seleniak discovered metalworking around the same time, with the Lashreg becoming legendary weaponsmiths in regard to body armor, swords, spears, and other blade weapons.

They are naturally aggressive, assertive, hot tempered and audacious. They fear no creature — not man nor god — and believe they shall inherit the universe. Those who stand in their way, threaten or challenge them are attacked, beaten into submission or destroyed. The Lashreg's solution to every problem is to bellow, threaten and physically strike out. They are easily insulted and lash out at the slightest provocation. Not surprisingly, they enjoy fighting, hunting and killing, although they are not particularly keen on competition — Lashreg are volatile bullies who like to win and be in charge. They are extremely poor losers and are vengeful in the extreme. Lashreg have been known to carry a grudge for generations, with kin and offspring carrying on the vendetta until their lust for revenge is finally satisfied. This pent up anger and frustration only adds to their volatility and aggressiveness. A saying among the people of Talavera is,

“The only way to escape the vengeance of a Lashreg is in death. Yours or his. And while you're at it, you'd better kill his friends and family, because they'll be looking for revenge next.”

Even among themselves, they quarrel, brawl and kill. There are thousands of clans who bicker and battle against one another. What helps to unify them is their belief that they are the ultimate power in the universe, and a paranoid outlook that all "outsiders" are out to get them.

Before the arrival of the Tarlok, the Lashreg were a comparatively low tech, although truly masterful metalworkers and makers of blade weapons, particularly swords. It had always frustrated them that the Seleniak were always years ahead of them in weapons, thus, they welcomed the introduction of high-tech Tarlok weapons. They are particularly fond of long-range energy rifles, explosives, energy melee weapons and power armor.

Special Lashreg R.C.C. Abilities & Bonuses:

1. Vision: Keen color vision, a notch or two better than humans, plus nightvision: 200 feet (61 m).

2. Bonuses: All are in addition to attribute bonuses.

+1 on initiative at levels 1, 2, 4, 6, 8, 10, 12 and 14.

+1 to pull punch

+2 to disarm (with tail, claws or weapon).

+1 to strike

+1 to parry and dodge

+3 to dodge when running; fast and low to the ground.

Paired Weapons — loves blade weapons, especially Tarlok axes and swords.

+1 to save vs psionic attacks.

+2 to save vs possession.

+10 to save vs Horror Factor.

3. Cold Penalties: Tends to be slower and sluggish in cold environments (50 degrees Fahrenheit or lower). Reduce attacks per melee round by one, speed by 20%, and all physical attributes by 10%.

Lashreg R.C.C. (pronounced lash-reg)

Player Character Note: Ideal for NPC villains. Any Lashreg used as a player character is likely to be one of those rare good guys with a good or selfish alignment (evil alignment is possible, but won't fit well among "heroes" and good guys). Those fighting against the Tarlok and/or fellow Lashreg will be regarded as insane and/or traitors to be tortured and destroyed.

Planet of Origin/Evolution: Talavera.

Alignment: Any, but most are evil; aberrant (15%), miscreant (30%), diabolic (30%), anarchist (20%), other (5%).

Gender: Females have more green highlights instead of black, and tend to be slightly smaller (10%) and weaker. Otherwise, there is little visible distinction between the sexes.

Attributes (Male): I.Q. 2D6+2, M.E. 2D6, M.A. 2D4, P.S. 4D6+18, P.P. 2D6+10, P.E. 2D6+8, P.B. 2D6, Spd. 6D6+44; run in a loping manner, low to the ground.

Attributes (Female): I.Q. 2D6+7, M.E. 3D6, M.A. 2D6+1, P.S. 3D6+10, P.P. 2D6+6, P.E. 2D6+4, P.B. 2D6+2, Spd. 4D6+44.

Attribute Note: In an S.D.C. setting, the Lashreg P.S. is considered equal to Extraordinary Strength. In *Rifts*® or other M.D. settings, the P.S. is considered supernatural.

Hit Points: Males: P.E. attribute number x2 +1D6 per level of experience. **Females:** P.E. attribute number +2D6 per level of experience.

S.D.C.: 1D6x10 +2D6 per level of experience.

M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts*®, the Hit Points and S.D.C. of the character are combined to determine the overall total of M.D.C. for the character's main body. They are considered minor M.D.C. creatures with supernatural P.S.

Natural Armor Rating: A.R. 12; A.R. is not applicable in *Rifts*® or other Mega-Damage settings.

Horror Factor: 9

Size: 6 to 6 ft, 6 inches (1.8 to 1.95 m) tall, fully erect; the tail is roughly four feet (1.2 m) long. Note that Lashreg stand crouched or

bent over, and run on all fours, giving them a low profile; about four feet (1.2 m) standing on all fours, and four and a half to five feet (1.35 to 1.5 m) in a normal standing position.

Weight: 220 to 300 pounds (67 to 135 kg).

Life Span: Up to 180 years, but most male warriors rarely live past the age of 40-50. A male over the age of 50 is considered a wise elder. By contrast, the average female will live to be 100-110, with roughly 10% living to 150-180 years old. Childbearing age stops around 100. A council of females typical lead the tribe.

P.P.E.: 2D6

Natural Abilities: As noted under *Special Lashreg R.C.C. Abilities & Bonuses*, presented earlier in this section.

R.C.C. Combat & Attacks Per Melee (special): Starts with four, plus any from hand to hand combat skills (typically Expert).

Physical attacks include:

Bite — 1D6 damage

Head Butt — 1D6 damage

Claw Strike (one hand) — 1D6+2 damage +P.S. bonus.

Claw Strike (two hands, simultaneous) — 2D6+4 +P.S. bonus; counts as one melee attack, but the Lashreg cannot parry or dodge the next attack leveled at him.

Tail Strike — 2D6 +P.S. bonus, if any.

+1D6 damage to body block/ram and kick attacks.

Rifts® Combat & Damage Note: As a creature with supernatural P.S., the Lashreg inflicts Mega-Damage (M.D.) from punches, kicks and head butts as is suitable for their supernatural P.S. (varies with the individual P.S.), with the following exceptions.

Bite — One M.D.

Head Butt — M.D. half that of a Supernatural P.S. punch.

Tail Strike — M.D. equal to Supernatural P.S. from a punch.

Claw Strike (one hand) — 1D6 M.D. plus Supernatural P.S. M.D.

Claw Strike (two hands, simultaneous) — 2D6 M.D., plus normal Supernatural P.S. punch damage; counts as one melee attack, but the character cannot parry or dodge the next attack leveled at him.

A single-hand claw strike can be used as a *power punch*, but the bite, tail strike, two-handed claw strike and other attacks cannot.

Loves Vibro-Blades and magic weapons.

Lashreg Warrior O.C.C.: The following skills are typical of the male Lashreg warriors.

Radio: Basic (+5%)

Climb

Prowl (+10%)

Fishing (+10%)

Camouflage (+15%)

Land Navigation (+20%)

Tracking (+10%)

Wilderness Survival (+15%)

Skin & Prepare Animal Hides (+10%)

Recognize Weapon Quality (+20%)

W.P. Energy Rifle

W.P. Energy Heavy Weapons

W.P. Sword

W.P. Ancient of choice (60% have W.P. Axe).

Additional Skills: Three Rogue or Espionage skills of choice, plus five skills of choice selected from any of the following categories: Communications, Domestic, Military, Pilot, Technical, Wilderness and W.P.

Psionics: None

Magic: None

Rifts® Note about Magic: Male Lashreg are not likely to study or practice magic (too complicated and demanding), but they will use magic items and love magic weapons. On the other hand, females might be attracted to Ley Line Wizardry, Warlock magic, and Necromancy.

Cybernetics: Have only recently been introduced to them, and they find bionics appealing. Thus, a Lashreg could get implants or partial to full conversion bionics.

Money: They hoard what little money and possessions the Tarlok let them keep. Free Lashreg (like those who might find their way to Rifts Earth) are as greedy as humans.

Enemies: The Lashreg consider the Seleniak, Seeronians and their allies to be their greatest enemies. The vindictive and petty Lashreg eagerly accepted the Tarlok's claims that the Seleniak and Seeronians were conspiring to destroy them, so now the Lashreg are bent on bloody revenge. As part of this revenge, they encourage the sale of Seleniak and Seeronians into slavery, engage in torture sanctioned by the Tarlok, and are dedicated to hunting down all who refuse to submit to their and the Tarlok's will. Millions of Lashreg have been assigned to Seeron to police and keep the peace on the planet, as well as destroy rebels and superbeings.

Allies: Although they have accepted the Tarlok (in the minds of the Lashreg) as "allies," they don't particularly trust them, although they do find them likeable. The big advantage to their alliance is that it gives them the chance for *revenge* against their ancient enemy and rival, the Seleniak, and their "evil conspirators," the Seeronians.

Rifts® Notes on Enemies & Allies: The Lashreg are just another chest-thumping, hot-headed race of warring, barbarian D-Bees looking for trouble and kingdoms to conquer. They will only ally themselves with other D-Bees and will regard *humans* as like their hated Seeronian enemies. This will make them the mortal enemy of all humans. Most are likely to become assassins, enforcers, thieves, bandits, Pecos Raiders, bounty hunters, murderous mercenaries and all manner of savage cutthroats. This can be an excellent character (particularly villains) for any geographic setting on Rifts Earth, from North America to monster infested China and Russia. However, they will find hot, tropical and subtropical regions (southern US, Southern Mexico, South America, Africa, Asia, etc.) the most appealing. Lashreg may send raiding parties into the north during the warm seasons, but will make their homes in regions that are warm year round.

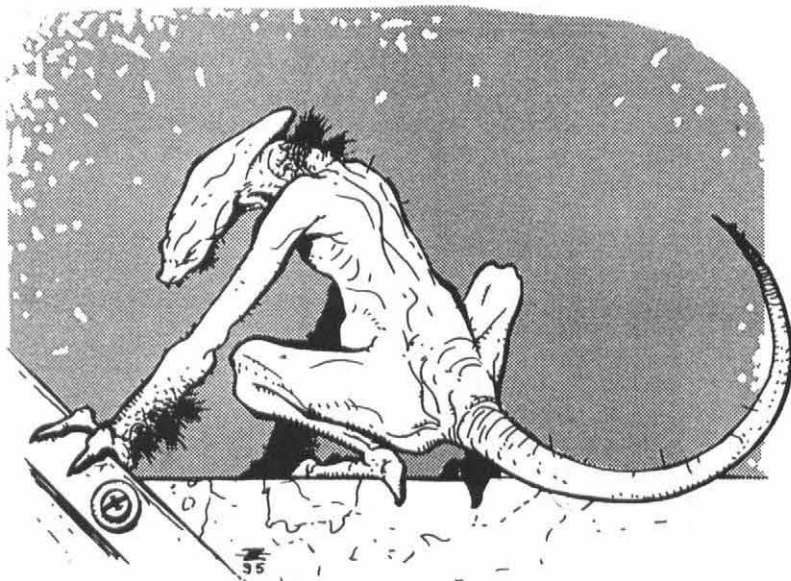
veloped for leaping and climbing through the trees. To this end, their feet are prehensile, with two, long, clawed toes and a "heel toe" that works like a thumb. The tail is also prehensile and used for climbing, grabbing, and swinging from trees. The eyes are tiny black slits which give the appearance of constantly squinting.

In the trees, the smaller, lemur-like Shrlit are even faster and more agile than the Seleniak. Their smaller size and lighter weight also enables them to climb, swing and live higher up in the thinner branches. In their natural habitat, the towering trees of the Talavera rain forests, the Shrlit are vagabond nomads who live off the land, eating insects, fruits, nuts, certain flowers, and occasionally, carrion, as well as the leftovers and edible garbage of other people. They come down from the trees only to be nosy, play and rummage through the garbage of others. When the Seleniak and, later, the Tarlok, began to build cities and tall buildings (the Lashreg made low buildings and underground lairs), many Shrlit moved in. They find life on the rooftops, ledges and girders of tall buildings just as pleasant as life in the trees, and twice as exciting. Additionally, finding a variety of different foods, from cockroaches/Wikkles to yummy garbage.

Shrlit have an insatiable curiosity, are gentle, and have a playful (too playful) disposition, and childlike innocence. They love to play and can be extremely boisterous; chattering, laughing and cooing for hours over the simplest or silliest things. Their level of intelligence and level of maturity are roughly equal to a 6-10 year old human child. They have an excellent grasp of spoken languages, learn languages quickly, and have a keen sense of body language. Shrlit can speak in short sentences, using simple words, and they can understand instructions. They like to be around other people and like to help. They are especially good with children and sick people with whom they exhibit an uncharacteristically long attention span, devotion, patience and maturity caring for and protecting them. Unfortunately, in most other matters, Shrlit have the attention span of a flea. They are easily distracted and lazy. Like mischievous pixies, curious Shrlit will invade a campsite, village or building looking for edibles and things to use as toys, tools, and clown clothes. They love to dress up and "clown" around — act silly, dance, sing and perform acrobatics and gymnastics. In the wild, they'll make costumes out of vines, flowers, feathers, fur, and anything else that does the trick. In the modern Seleniak, Lashreg, Tarlok and Seeronian cities, they steal clothes (usually oversized), hats, scarves, rags, pots, cans, bags, and other items to make what they call, "fun clothes." Also like pixies, their idea of fun, play and humor can be annoying, dangerous, and sometimes mean-spirited. For example, they will often steal items from a campsite or backpack, or anything left laying on the ground or against a tree even for a minute. In the cities, they are bold and brash, and will invade a house or apartment (sneaking through an open window, door or air vent) and literally ransack the place, as well as take "toys" and food. Against people they dislike or consider mean, bold individuals or groups (courage in numbers) of Shrlit will play tricks on them. This can include hiding valuables, weapons and tools, turning machinery on and/or off, startling people by jumping out of trees (sometimes on top of them), making noises, pointing out those in hiding/waiting in ambush, racing through camp and knocking things over, starting fires, and pelting people with food, mud or feces, just to name some of their most common antics. The Lashreg (and now Tarlok) suffer such indignities and harassment on a regular basis, which has earned the Shrlit their everlasting hatred.

Although gentle, innocent and caring, the Shrlit's child-like innocence can wear thin when balanced with their child-like exuberance, constant prattle and mischievous antics. This has branded them as annoying "pests," especially by people without a sense of humor, like the Tarlok and Lashreg. As pests, they have been targeted for extermination. A task the mean-spirited and humorless Lashreg have accepted with pleasure.

A few hundred Shrlit were foolishly brought to the city of Rylor on Seeron, to help rid them of cockroach-like insect pests known as Wikkles. Shrlit are omnivorous scavengers known to eat insects, fruits, nuts,



Shrlit

The Shrlit are the primitive tree people of Talavera. Based on their general appearance and arboreal lifestyle, it is possible that the Shrlit are distant cousins to the Seleniak, and may share a common evolutionary ancestor. Their head is similar in shape to the Seleniak, but is longer in the front, less pointed in the back, and the mouth is small and opens up and down, rather than the mandibles of the Seleniak. The neck is short, thick and covered in coarse black hair, like a scraggly lion's mane. Tufts of hair also grow under the chin and on the underside of the forearms. Strands of hair also dot the body, particularly the tail. The arms and legs of the Shrlit are long and thin, almost emaciated looking, but are supple and strong. The legs are double-jointed and de-

and garbage. They are smart enough (although rarely disciplined enough) to understand simple instructions and earlier experiments showed they loved the taste of Wikkles. Consequently, it was thought that Shrilts already urbanized in Seleniak cities, could become a Wikkle extermination force. Their Seleniak advisors had cautioned against this novel ideal, so they were not surprised that the plan did not work well. The lazy and playful Shrilts seldom finish their job at completely exterminating a Wikkle infestation, although they do love to eat them. It was just that there were too many things that captured their attention, not to mention a smorgasbord of other edible delights. Worse, hundreds of Shrilts escaped into the city where they made wonderful new homes in the towering "skraypers" of Seeron. Without natural predators, and being masters of escape, they eluded capture, prospered and multiplied. When the Tarlok arrived, there were already at least one hundred thousand living in Rylor, with smaller populations scattered throughout the neighboring megalopolises. This has earned them the nickname, Girder Rats.

Special Shrilts R.C.C. Abilities & Bonuses:

1. Natural Climbers & Acrobats: Same as the Seleniak.

2. Leaping Great Distances: A Shrilts can leap, from a standing position, 15 feet (4.6 m) high or 8 feet (2.4 m) lengthwise +2 feet (0.6 m) per level of experience. Double that distance if leaping from a running start or from a great height to a lower one, and increase by 150% if swinging through the air (in trees, from wires or poles, etc.).

3. Landing on One's Feet: 83% +1% per level of experience to land on feet without injury or losing a step. This can be done safely from a drop of up to 150 feet (45.7 m; a 15 story building)! If successful, the character lands and can keep moving — perform a melee action or attack — without pause.

-10% penalty to the success ratio for each 50 feet (15.2 m) of height above 150 feet (45.7 m).

A failed roll means the character lands badly, stumbles and hurts himself. Damage is 2D6 points per every 50 feet (15.2 m) of height, plus the character loses two melee actions and initiative.

4. Precision Leaping and Grabbing (special targeting): Same as the Seleniak character, except the odds of the small, light Shrilts knocking a larger opponent off his feet with a leaping tackle is only 01-35%.

To pull an item from an opponent's hand, the small leaping Shrilts has momentum and surprise to compensate against opponents with superior strength, but that may not be enough to pull it away. Roll 1D20 for surprise; high roll wins. Then roll 1D20 to pull the item loose. The leaping Shrilts is +2 if he also has surprise; high roll wins, defender always wins ties.

5. Vision. Keen, sharp, color, hawk-like vision, but no special night-vision or supersenses; can see a flagpole a mile and a half (2.4 km) away.

6. Bonuses & Abilities of Note: All are in addition to attribute and skill bonuses. The long prehensile tail, prehensile grasping feet, and long fingers all contribute to the Shrilts's climbing, leaping and acrobatic abilities.

Double jointed throughout his body, plus the little fellow can pop his hip joints in and out as necessary.

Ambidextrous; can use both hands with equal dexterity, although the Shrilts does not have the manual dexterity of a human or Seleniak.

Prehensile Feet can be used with nearly the same dexterity as one's hands and can grasp, hold, and carry. The feet can also be used to perform skills almost as well as the hands (-10% penalty).

Prehensile tail can be used like a fifth grasping limb. It can grab, hold and carry objects, use hand-held melee weapons (clubs, swords, and similar), and can whip out with surprising speed and accuracy.

Note: See combat for attacks per melee round.

Other bonuses:

+1 on initiative at levels 1, 2, 3, 4, 6, 9, 12 and 15.

+1 to strike (all strike and parry bonuses apply to the tail, as well).

+4 to dodge when running, leaping or swinging.

+1 to save vs poisons, toxins and drugs.

Shrilts R.C.C. (a.k.a. Girder Rat)

Optional Player Character Note: Ideal as mischievous, gentle and child-like player characters or NPCs. Note that some can be selfish or evil and make villainous spies, thieves and assassins.

Planet of Origin/Evolution: Talavera

Alignment: Any, although the majority are unprincipled (45%) or anarchist (30%).

Attributes: I.Q. 1D4+4, M.E. 2D6, M.A. 4D6, P.S. 3D6, P.P. 3D6+6, P.E. 3D6+6, P.B. 2D6, Spd. 4D6+28, double when climbing and/or swinging from trees or rooftops. Very agile, naturally acrobatic, and fearless when it comes to heights.

Gender: Females have a pair of small breasts, a larger mane of hair on their neck and a trail of short black fur along the spine of the tail. Shrilts are warm-blooded mammals and give birth to two or three live young. They make nests out of rags, fur, sticks, leaves, and paper in high, inaccessible places. Young are swinging from the trees by the age of three (till then they cling to their parent and ride piggyback like a chimp). Shrilts reach full maturity by age eight.

Hit Points: P.E. attribute number +1D6 per level of experience. S.D.C.: 2D4x10

M.D.C. Conversion Notes: Shrilts are *not* Mega-Damage creatures and need M.D.C. armor or magic to protect themselves in Mega-Damage environments, like Rifts Earth.

Natural Armor Rating: Not applicable.

Horror Factor: Not applicable.

Size: 3 ft, 6 inches to 4 feet (1 to 1.2 m) tall from feet to head. Their tail adds another 4-5 feet (1.2 to 1.5 m) to their overall length. Shrilts always crouch and run on all fours.

Weight: 50 to 80 pounds (22.6 to 36 kg).

Life Span: 45 years on average, but some have lived to reach 70.

P.P.E.: 5D6

Natural Abilities: As noted under *Special Shrilts R.C.C. Abilities & Bonuses*, presented earlier in this section.

Magic: None

Psionics: None

R.C.C. Combat & Attacks Per Melee (special): Starts with three physical attacks, +1 at levels 2, 5, 8, 11, and 15. The use of the tail counts as one extra attack/action per round. Shrilts are not aggressive or fighters.

Special attacks include:

Bite — 1D4 damage

Whipping Tail Strike — Equal to punch damage.

Head Butt — Equal to punch damage.

Claw Strike (one handed) — 1D6 +P.S. punch damage.

+1 point of damage to all styles of kicks.

Can use simple tools and light weapons, including pistols.

Rifts® Combat & Damage Note: Shrilts do not have supernatural P.S., so their punches and kicks do not inflict Mega-Damage (M.D.).

R.C.C. Skills: The following skills are known to all Shrilts.

Understands and speaks Talaveran, Seeronian and one language of choice (+20%).

Gymnastics

Swim

Dance

Escape Artist (+10%)

Palming

Pick Locks (-10%; yes, minus).

Identify Plants & Fruits (+10%)

Land Navigation (+20%)

Wilderness Survival (+20%)

Additional Skills (Heroes Unlimited™ or Rifts®): The Shrlit can learn four additional skills at level one, plus one additional skill at levels 2, 4, 6, 8, 10 and 14. Skills are limited to the Skill Categories of *Domestic*, *Rogue* (excluding card sharp, computer hacking, and safecracking), *Technical* (art and understand/speak languages only; +10%), *Wilderness* and *W.P.* (limited to rudimentary and light weapons).

Rifts® Occupations and Skills: The Shrlit is an R.C.C. with the skills and limitations noted above. An O.C.C. cannot be selected.

Magic: None, and lacks the intelligence and discipline to learn. However, they may use simple magic items.

Cybernetics & Other Augmentation: None, and why would anybody give them any except for medical/health purposes? It is possible that a Shrlit serving as a slave or minion might get minor, simple implants or partial bionics, like a sensor or weapon hand/arm.

Money: Don't have any real use for it, especially under Tarlok domination where most Shrlit aren't even considered slaves, although they may be sold to others as such (they're pests marked for extermination). Shrlit do collect and keep items that strike their fancy, and do grasp the concept that money can buy them food and toys. However, they cannot count.

Enemies: None per se, although most Shrlit recognize the Lashreg, Tarlok and their minions as dangerous "bad guys" — hunter-killers. Shrlit tend to hide and avoid those they regard as dangerous, but may come to the aid of others menaced by these villains.

Allies: Most Shrlit recognize Seeronians, Seleniak and humans as being potential friends and allies. There are Shrlit who are smart or intuitive enough to understand the bigger picture and actively work with freedom fighters and heroes against the Tarlok and their minions. They function primarily as informants, spies, thieves, scouts, lookouts and messengers.

Rifts® Notes on Enemies & Allies: On Rifts Earth, the Shrlit are likely to become just another "D-Bee" refugee group trying to find their place in the world. They are accepting of those who accept them and run and hide from those who attack them. They will feel most comfortable around humans and human-looking races, and at home in jungles, forests, cities with tall buildings, and the 'Burbs (they'll love Chi-Town if they can get inside). Warm climates are preferred but not a necessity.

The Splugorth, slavers and other diabolic races may find them attractive as pets, simple-minded henchmen/spies/thieves, or as test subjects for magical or medical experiments. Others will see them only as worthless pests, or as "food."

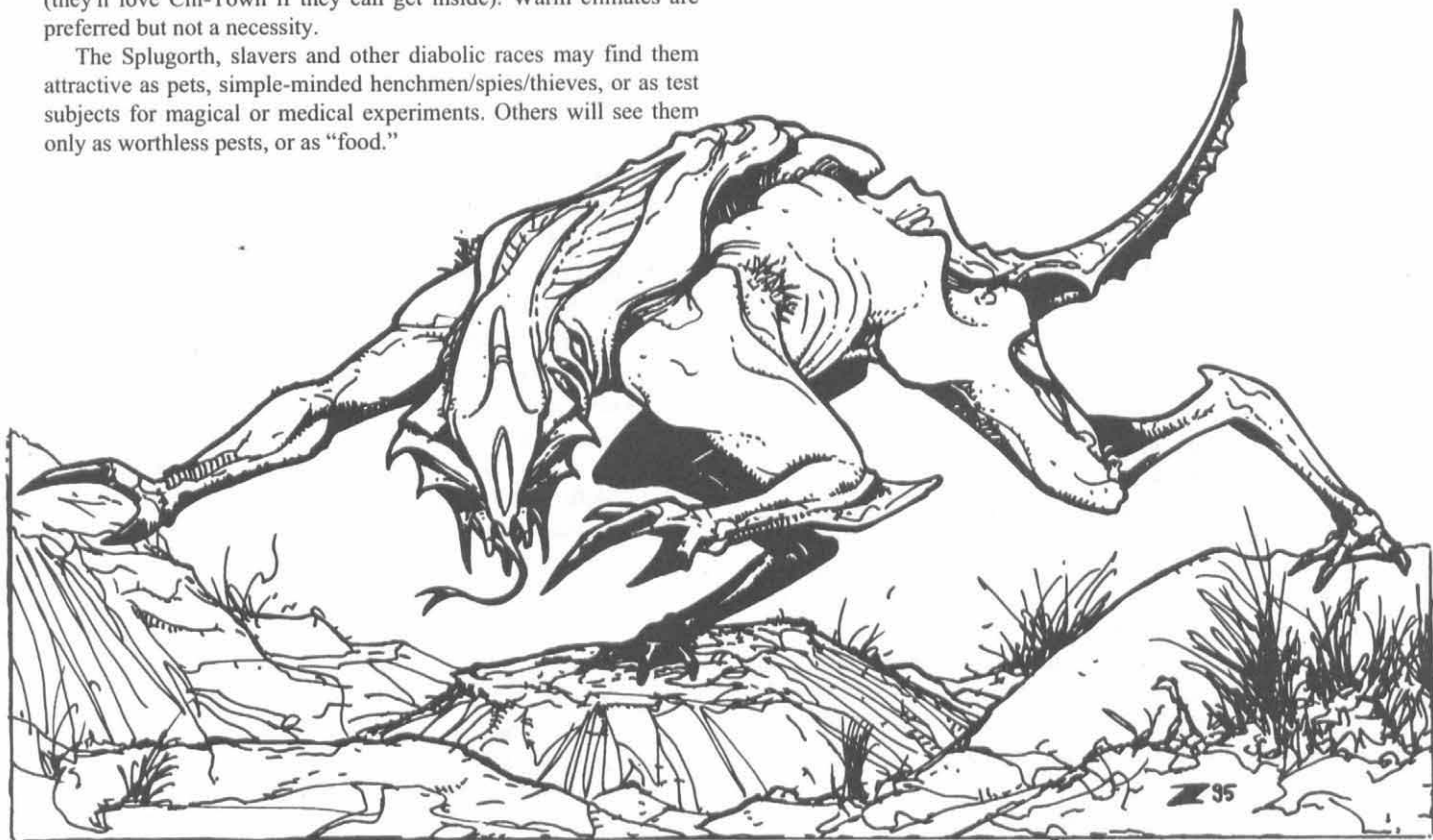
Belangial

The Belangial is a fearsome, aggressive predator from the planet Talavera. It has been somewhat domesticated by the Lashreg, who use the beast as a hunting and guard animal. They are found both in the wild and among the Lashreg civilization.

This muscular creature ranges in size from a coyote to a tiger; the older they are, the bigger they get. It has a high animal intelligence and exhibits frighteningly human characteristics. They are patient, lay in wait/ambush, stalk, and, when in a pack, work as members of a coordinated team, circling prey, attacking in tandem or in waves, setting ambushes, etc. Whether a lone hunter or a member of a pack (5-30 animals), Belangial are equally fearless and aggressive.

The creature is an alien looking monster that seems to be a conglomeration of a dog, lizard and insect. The front paws have three toes, with the center claw being a long blade. These sharp, dagger-like claws are used for climbing, digging and cutting apart the carcass of slain prey. The claws are also used to make a kill: stab, slash and cut prey to bring it down. The front legs are shorter than the rear ones and resemble human shape and form; an advantage in climbing. The hind legs are similar to a canine's, but the feet are tiny, each with four semi-prehensile toes that provide better grip and balance. The front feet are also semi-prehensile and can grab and hold, however, neither front nor hind feet have an opposable thumb and are not as articulated as the Shrlit or even Earth monkeys.

The head, back and spine are armor-plated right down to the tip of the tail. The legs are also tough and protected with bone and natural armor plates. This makes fighting it difficult, especially by other animals. The only vulnerable targets are the sides/ribs and underbelly. Its jaws open wide and are powerful enough to break a man's arm. The front part of the lower jaw is rimmed with sharp teeth, while the upper mouth sports a pair of fangs the length of small daggers. Its two foot (0.6 m) long, serpent's tongue only adds to the overall effect of this imposing predator.



Belangial — NPC Monster/Animal

Pronounced bel lan gile.

Also known as the “Talaveran Dirtrunner” and “Talaveran Tiger.”

Alignment: Considered a diabolic predator.

Attributes: High animal I.Q., M.E. 1D6+10, M.A. 2D6, P.S. 3D6+20, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D4+2, Spd 3D6+60 on the ground, half that speed climbing trees or steep terrain.

Hit Points: P.E. attribute number +1D6x10

S.D.C.: 1D4x10+40

M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts*®, the Hit Points and S.D.C. of the Belangial are combined to determine the overall total of M.D.C. for the creature's main body.

They are considered minor M.D.C. creatures, with supernatural P.S.

Natural Armor Rating: Top of body and legs, A.R. 16 — Underbelly A.R. 10. Armor Rating is not applicable in *Rifts*® or other Mega-Damage settings.

Horror Factor: 12, +4 when facing a group of four or more.

Natural Abilities & Skills: Climb 60%/15%; can climb trees and branches that can support their weight which limits them to the lower half. Furthermore, they cannot leap or swing from tree to tree. Their abilities and feet are not up to the task.

Leap 15 feet (4.6 m) high or lengthwise from a standing position, double with a running start.

Other abilities include Swim 55%, Prowl 55%, Land Navigation 80%, Wilderness Survival 90%, and can track by smell and sight at 75% (+15% to follow blood scent; -30% to locate invisible targets by scent). Also see combat.

R.C.C. Combat & Attacks Per Melee (special): Six by biting and/or claw attack. Physical attacks include:

Bite — 4D6 damage (no P.S. damage bonus applicable).

Power Bite — 6D6+8 damage but counts as two attacks.

Head Butt — 2D6 +P.S. damage bonus.

Claw Strike (one hand) — 2D6 damage +P.S. damage bonus.

Pounce/leap attack — 3D6 damage (claw and impact), plus there is a 01-86% chance of knocking its prey down/off its feet (01-40% if prey is giant-sized; 11 ft/3.3 m or bigger). If knocked down, the victim loses one melee action and initiative, plus there's a 01-40% chance human-sized prey (or smaller) is pinned and helpless to defend against biting attacks. Must have a P.S. of 40 to roll out from under or push off a Belangial.

Rifts® Combat & Damage Note: As a creature with supernatural P.S., it inflicts Mega-Damage (M.D.).

Bite — 4D6 M.D.

Power Bite — 6D6+8 M.D. but counts as two attacks.

Head Butt — M.D. equal to half that of a Supernatural P.S. punch.

Claw Strike (one hand) — 2D6 M.D. plus the usual Supernatural P.S. M.D.

Pounce/leap attack — 1D4 M.D.; the rest is fundamentally the same as above.

Magic: None

Psionics: None

Average Life Span: 9-16 years.

Habitat: The rain forests of Talavera, but adapts well to most environments. Dislikes cold (50 degrees Fahrenheit or less), but can survive freezing temperatures.

Enemies: Sees most animals and humanoids as potential meals.

Size: Stands four feet (1.2 m) tall at the shoulders; is 4-7 feet (1.2 to 2.1 m) from head to butt, the tail adds another two feet (0.6 m).

Weight: 200 to 600 pounds (90 to 270 kg), depending on size/age.

Value: Evil beings will pay 1000-2000 dollars/credits for one as an attack/guard/hunting animal.

Standard Equipment: None; animal.

Money: None; animal.

Cybernetics: Not possible.

Dilm

Dilm: Pronounced Dil um.

Diameter (equatorial): 9,669 miles (15,470.4 km); about 23% larger than the Earth.

Average distance from sun: 110 million miles (176 million km)

Average daytime surface temperature: 60 degrees Fahrenheit

Rotation/Hours in a Day: 35.7

Surface Gravity (as compared to Earth = 1): 0.86

Population Breakdown (planet):

Klied — 556 Million

Nikari — 912 Million

Others: Tarlok — 580,000

Others: Tarlok slave races: — 438 Million

Population Off-World:

Klied — 350 Million (97% slaves)

Nikari — 47 Million (98% slaves)

Moons: One, Nel-Nel. A small Tarlok defensive post, including three fighter squadrons and a communications substation, is found on this lifeless moon. Approximately 100,000 total Tarlok.

The fourth planet in the Charizolon System is a world of rock, mountains and water. Other than its many zigzagging rivers, occasional lakes, and two small, but deep oceans (31% of the planet is water), the planet is primarily a land mass.

It is clear from the omnipresent mountains, plateaus and towering extinct volcanoes, that Dilm was once very geologically active and unstable. However, that was millions of years ago. The core has since cooled and the shifting of the planet's crust has slowed to a crawl. Today, earthquakes are uncommon, and there are only 14 active volcanoes; the tallest (1200 feet/366 m) is only a third the height of its many ancient cousins. Today, rain, and the flash floods that come with it, represents the greatest threat from nature. Rainwater runs off the cliffs, mountain paths, and rocky surface into gullies, canyons, gorges, and rapid streams — flash floods can sweep away anything in their path.

The Southern Hemisphere appears largely as one long expanse of endless canyons, plateaus, and low mountains (9,000 to 15,000 feet/2743 to 4572 m). The deep canyons, gorges, bluffs, buttes, mesas, arches, talus slopes, uplifts and troughs reveal that glacial activity once carved up this land, followed by a period in which massive, mighty rivers dominated the landscape. In fact, the Southern Hemisphere of Dilm is very reminiscent of the rock deserts, canyons and plateaus of Utah and Arizona, only they span thousands of miles and stand 50-100% bigger/taller. Vegetation is sparse even in the rocky flatlands. Light forests, tall grass and marshlands are found in scattered pockets, typically in mountain valleys, and around fresh water (rivers, streams, etc.). Level regions, as well as fertile soil, are scarce on Dilm and found mostly in the south. Temperatures here are also warmer in the summer months, reaching 75 degrees Fahrenheit, and seldom plummeting below 50.

The Northern Hemisphere is an endless range of giant rocks and incredibly tall mountain ranges, one after another. Many of the cliff facings are steep and sheer and valleys are deep. The smallest of these mountains equals the height of Mount Everest at approximately 30,000 feet (9,144 m), with the rest ranging from 34,000 to 42,000 feet (10,363 to 12,802 m). What little vegetation there is, is mostly tundra, limited to lowland grass, mosses, lichens, algae, and scrub (small bushes, vines, and hardy plants). The persistent winds help to keep the bush vegetation low and flattened. Rare trees, even in low, mountain valleys or along the occasional river, are short, scraggly and scattered. From about 16,000 feet (4,876 m), the mountain is cold and snow covered year round. From 30,000 feet (9144 m) the mountain is glacial, covered in ice.

The South Pole is capped in ice up to four miles (6.4 km) thick, and the North Pole is a wintry wonderland of snow, ice and tundra scrubland.

The Tarlok have established a few outposts and several mining operations on the planet, as well as regular capturing and selling the people into forced slavery.

Klied R.C.C.

The *Klied* are a race of winged humanoids who live primarily in the (comparative) warmth of the Southern Hemisphere. They make their homes in the walls of the massive canyons, atop buttes and plateaus, and in the craggy cliffs of the southern mountains. They build cities cut into the stone of sheer cliff walls or castles made of stone and metal on the top of buttes, mountain peaks and pillars of stone that reach into the sky. Sociologically, the *Klied* are a fairly advanced civilization. Technologically, they are roughly equal to 17th Century Europe. Their primary skills involve working with metal and stone, building and hunting. The *Klied* have also made some endeavors in agriculture. For the most part, they are a peaceful people, although there have been clashes between clans and with their more monstrous cousins in the north. A *Klied* community can be as small as a few dozen to over 10,000.

The first impression of Earthlings is likely to be that the *Klied* are humanoids evolved from pterodactyls. They are large, graceful humanoids with leather wings of iridescent bronze, red, and yellow, with a creamy white and pink color to the inner portion. Their bodies are muscular and hairless. Their skin, a smooth, tough hide that is bronze in color, with red and white highlights. Like most life forms in the Charizolon System, they have two thick fingers and an opposable thumb. Their legs are animal-like. Their two toes are long and prehensile, for better balance from rocky perches. However, the feet do not have a thumb appendage, so grabbing, holding and skill performance with them is nowhere near as impressive as other races like the *Seleniak*. The heads is oblong and comes to a point at the top. Their golden eyes are small but keen, with excellent distance vision. The nose is represented by two small holes in the beakish point of their face. The mouth, filled with 80 tiny, sharp teeth, is large and bird-like, extending beyond the corner of the eye. Above the corner of the jaw is a narrow, pointed, sliver of an ear. Despite their size and apparent bulk, the *Klied* are lightweight, yet powerful; their tight, wiry muscles giving them impressive strength.

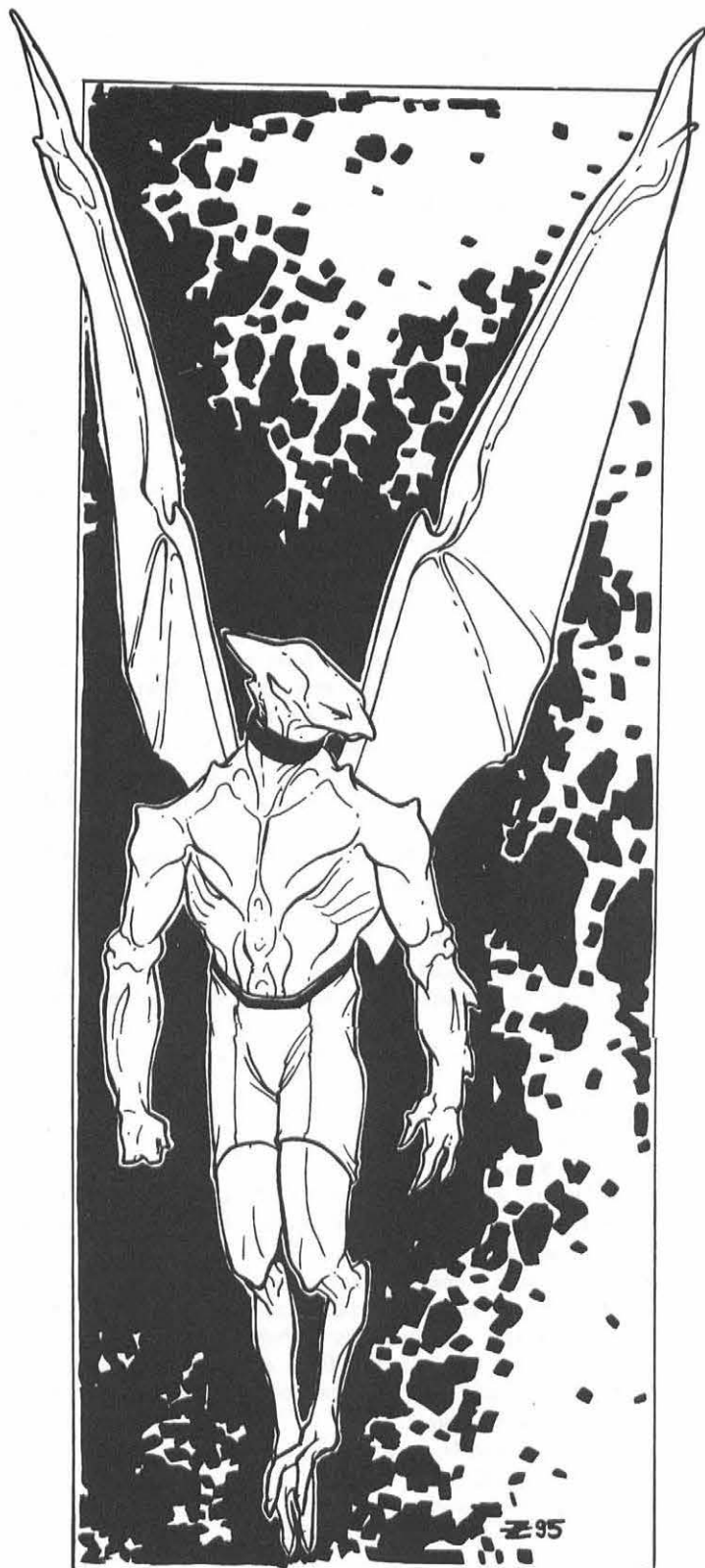
While not particularly aggressive, the *Klied* have no problem defending themselves or protecting their territory, and retribution is definitely part of their vocabulary. Nearly all male and some female youths are trained in the ways of the hunter/warrior. Males are also the builders and architects. The females are the care-givers, healers, teachers and artisans — truly superb metal and weaponsmiths, sculptors, engravers, jewelers and crafts people. Childbearing age begins as early as age 16. Female *Klied* give birth to one or two young after an 18 month gestation period and carry their young in pouches until their fourth month of life.

Before the Tarlok invasion, the spectacular canyon walls and canyons of southern Dilm were covered in elaborate carvings, statues, doors and arches denoting *Klied* cities. Eighty percent of their metropolitan areas now lie in ruin. Dilm fell to the Tarlok 132 years ago. Of the original population, 32% died either from the Tarlok plague or the ensuing war that followed. Another 40% have been sold into slavery to aliens beyond the Charizolon System (their strength, intelligence and exotic appearance make the *Klied* a desirable commodity). The survivors serve as the slaves of the Tarlok, forced into labor, and made to breed in order to produce more slave stock.

Special *Klied* R.C.C. Abilities & Bonuses:

1. **Vision.** Keen, sharp, color, hawk-like vision, but no special night-vision or supersenses; can see a cactus or a rabbit two miles (3.2 km) away (equal to the power: Advanced Sight).

2. **Super Energy Expulsion: Electricity!** See the Major Super Ability description for details.



3. Energy Resistance. See the Minor Super Ability description for details.

4. Superhuman P.S. The P.S. attribute of the Klieid is equal to the Minor Super Ability. Can carry 200 times P.S. in pounds and can lift weights 300 times the P.S. Considered supernatural P.S. in *Rifts*® or any Mega-Damage setting. Do not roll for increased strength, it's been factored into the attribute number already.

5. Radar Super Ability. See the Minor Super Ability description for details.

6. Bonuses & Abilities of Note: All are in addition to attribute and skill bonuses.

Prehensile Feet/Toes can be used to get a better foothold. They can also be used to grasp, hold, and carry. However, the feet of the Klieid don't have a thumb appendage, so the long toes must curl around the item. This means a weapon cannot be used with the feet and a skill penalty of -40% applies to all skills that are attempted to be executed using the toes.

+1 on initiative at levels 1, 3, 6, 9, 12 and 15.

+2 to save vs Horror Factor.

+2 to pull punch

+4 to roll with punch, fall or impact.

+1 to strike and parry when flying.

+4 to dodge when flying.

Klieid R.C.C. (pronounced "clyde"/cleye-duh)

Optional Player Character Note: Ideal as heroic player characters, NPCs and villains/henchmen. No limitations.

Planet of Origin/Evolution: Dilm

Alignment: Any

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 4D6+33, P.P. 3D6, P.E. 3D6, P.B. 2D6+6, Spd. 3D6 running and climbing, but 6D6+80 flying (double when diving from on high, but -3 to parry, dodge, and pull punch when in a dive).

Gender: Females have a slight build, and a kangaroo-type pouch for carrying and suckling (milk sacs in the pouch). Klieid are warm-blooded mammals and give birth to one or two live young.

Hit Points: P.E. attribute number +2D6 per level of experience. S.D.C.: 2D4x10 plus those acquired from physical skills.

M.D.C. Conversion Notes: Klieid are *not* Mega-Damage creatures (although resistant to energy attacks) and need M.D.C. armor or magic to protect themselves in Mega-Damage environments. Klieid welcome technology and don't mind wearing light to medium body armor (30 to 60 M.D.C.), even though it will reduce their flying speed by 10%. Heavy armor reduces flying speed by 30% and the flying dodge bonus by half, and the usual encumbrance penalties apply.

Natural Armor Rating: Not applicable.

Horror/Awe Factor: 10

Size: 7 feet to 7 ft, 6 inches (2.1. to 2.25 m) tall from head to toe. The wings add another nine feet (2.7 m) to the overall height, and have a wingspan of about 20 feet (6 m); no tail.

Weight: 120 to 160 pounds (54 to 72 kg).

Life Span: 80 years on average, but some have lived to be 100.

Average Level of Experience (NPC): 1D4+3

P.P.E.: 4D6

Natural Abilities: As noted under *Special Klieid R.C.C. Abilities & Bonuses*, presented earlier in this section. Considered a superbeing.

Magic: None

Psionics: None

R.C.C. Combat & Attacks Per Melee (special): Two, plus those acquired through combat skills.

Rifts® Combat & Damage Note: Klieid have supernatural P.S. in Mega-Damage environments like *Rifts*®, and their punches and kicks inflict M.D. in those settings.

R.C.C. Skills: All Klieid, regardless of additional education and occupation, possess the following skills:

Climb (+10%)

Basic Math (+20%)

Navigation (+10%)

Land Navigation (+20%)

Wilderness Survival (+15%)

Skill Penalties: -20% (yes minus) to swim and prowl, plus disguise and gymnastics are impossible; wings can be a liability sometimes.

Heroes Unlimited™ Occupations and Skills: Free Klieid can have any range of education and select any occupation. Before the Tarlok invasion, most had the equivalent of trade school training or 1-2 years of college. As slaves, their education can range from Street Schooled to Trade School to Four Years of College, but tend to be Street Schooled or Trade School. Determine education and skills the same as humans.

Rifts® Occupations and Skills: The Klieid can be virtually any O.C.C., excluding those that require psionics. However, they naturally lean toward engineers/builders/stone and metal workers, healers, wilderness scouts, adventurers, and Men at Arms.

Magic: None. Like the rest of the people in the Charizolon System, Klieid have no knowledge of magic or ley lines.

Rifts® Note about Magic: Klieid in a *Rifts*® setting can learn about magic and become practitioners of magic; Ley Line Walker Wizardry, Warlock magic, and Stone Magic (*Rifts*® *Atlantis*) will be the three most appealing. They may also use magic items and enchanted weapons.

Cybernetics & Other Augmentation: Generally, none, except for medical purposes. Until the Tarlok and Seeronians introduced the concept, the Klieid had no cybernetic technology. Most just feel uncomfortable about mechanical augmentation, however, some may consider implants, and even partial bionics. Likewise, most will not willingly participate in Splugorth Bio-Wizardry and magical augmentation. Juicer chemical and M.O.M. augmentation won't work on their alien physiology.

Equipment: Player characters start with light body armor (A.R. 15, 120 S.D.C. or 60 M.D.C.; heavier types a armor capable of withstanding twice the damage and +2 to A.R., are available but will reduce flying speed by 30%, have the usual encumbrance penalties, and combat bonuses are reduced by one point each).

Other items include three weapons of choice and 1D4+2 additional E-clip/ammo, a knife, backpack, utility belt, web belt, 1D4 sacks, a language translator, and some personal items. Additional equipment must be acquired. NPCs will have whatever equipment is necessary for their current job.

Money: About the same as humans/Seeronians. Need a job to get money and possessions. Slaves (the majority) are provided for by their masters. Refugees and freedom fighters have whatever they can scrounge, steal or get from supporters.

Enemies: The Tarlok and their minions. The Klieid hate Tarlok and few work with or for them willingly, they just don't have the resources and numbers to mount a full rebellion. However, they do often resist or defy their masters (Tarlok and others) and often try to escape and live free (in the Dilm wilderness or on other worlds). On Seeron, many have joined the resistance and dream of one day freeing that planet.

Allies: Any enemy of the Tarlok is a potential friend of the Klieid. Several thousand escaped Klieid slaves have joined the various Seeronian freedom fighter groups, while others live in hiding as refugees.

Rifts® Notes on Enemies & Allies: Klieid are, generally, peace-loving people who get along with those of similar mind. Their plight with the Tarlok and friendship with the Seeronians may attract the Cosmo-Knights, True Atlanteans, and other heroes. The Prometheans view them with indifference, while most of the other people of the Three Galaxies have never heard of them. Those who have, including those on Phase World, know little about them, other than the fact that they are a conquered people condemned to a life of slavery under Tarlok domination.

The exotic and intelligent Klieid are highly prized on the slave market. The Splugorth will want hundreds of thousands of them, mainly for resale on the slave market. This means the Klieid can be found in Atlantis (Rifts Earth), and runaway slaves might be found anywhere in the world, particularly North America because of its geographic location.

On Rifts Earth, the Klieid are likely to be regarded as one of the more beautiful and acceptable D-Bee refugees trying to find their place in the world. Those who advocate peaceful coexistence will be accepted by like minds. Those who are selfish, evil or bitter will associate with mercenaries, criminals, and others of similar inclination. Most will prefer mountainous and/or canyon terrain, which means the west, northwest and southwest regions of North America will seem the most like home. Klieid will find the heat of the Southwest to be oppressive, but the northwest wonderful. The mountains of Alaska are nice but too cold in the winter, which may lead to seasonal migrations north and south or south to east. Those in the southwest will inevitably meet the Lyn-Srial. These golden winged warriors will befriend and accept, as equals, any Klieid who wishes to join their civilization. Independent Klieid (and Nikari) will accept them as friendly neighbors, unless their actions dictate otherwise.

Nikari R.C.C.

The Nikari and Klieid consider themselves cousins, and may have a common ancestor, but at some point, these two races evolved on two very different paths. The Nikari are huge, heavily armored and winged monstrosities. Their lower body resembles that of an insect, complete with a pair of wicked looking stingers the size of a sword and a dagger respectively — these physical features combined with their ferocious behavior when angered has earned them the nickname “Devil Hornets.” To add to the insect appearance, six tiny, segmented legs extend from the lower part of the abdomen. The upper body is thick and massive, covered in a black and purple exoskeleton. The rest of the body is also protected by an exoskeleton, but is pale grey in color. The upper arm is comparatively thin, but the forearm is thick, heavily armor plated and rimmed with 3-4 massive spikes used to stab and rake enemies. The head is similarly shaped like the Klieid, but it too is protected in a black exoskeleton with a pair of spines coming down from the chin, and narrow black spikes protruding forward and upward from behind the jaw. A fin crowns the back of the head and another serves to help protect the back of the neck. The wings seem a trifle too small for the large armored body, but the Nikari somehow fly at speeds equal to the lighter Klieid. The coloration of the body is pale, warm to cool grays and purple, with black highlights on the head and wings.

The Nikari are less personable than the Klieid and tend to be loners. They also tend to be suspicious and intolerant of others. When provoked, threatened or betrayed, they live up to their “Devil Hornet” nickname, attacking quickly, efficiently and relentlessly. Nikari, male and female, show no mercy and ask for none in return. Although fierce fighters, they are not hot-tempered and fight “like a devil” only when they feel they need to. Unfortunately, they are very pragmatic, practical and linear in their thinking. Most view things in terms of black or white, this or that. Thus, if an antagonist threatens a Nikari’s life (or the life of a friend or loved one), the Nikari assumes it is a fight to the death, and respond accordingly. This life and death viewpoint toward combat typically extends to the act of drawing a weapon. To a Nikari, one does not enter into combat lightly, so drawing a weapon is typically seen as a challenge to life or death battle. It’s not that they are cold-hearted, that’s just how they see things. On the other hand, this means most Devil Hornets won’t attack or fight over trivial matters (including their reputation), rarely bluff, and rarely issue a challenge unless they are prepared to carry it through. This means an opponent almost always knows where he stands when facing a Nikari. If the creature offers an opponent the opportunity to put down his weapon and walk away or surrender, the Nikari is sincere, and it will be the only

time the offer is made. Nikari who have lived among people of other cultures, including humans, Seeronians, and Talaverans, sometimes learn to be more merciful and to see a few shades of gray.

Nikari usually gather in small clans of 4-16, and even the largest tribal communities seldom exceed two or three thousand. They live in the towering mountains of the Northern Hemisphere and enjoy cool to freezing weather. They enjoy riding on the rapid icy winds and make their homes in both rocks and glaciers. This remote and inhospitable terrain has proven to be incredibly difficult for the Tarlok and has helped to preserve the Nikari from their pillaging. The plague affected only 10% of the overall Nikari population, and most small Tarlok vehicles, including jet packs and hovercraft, have difficulty functioning in the high winds and freezing cold at altitudes above 20,000 feet (6096 m) — 80% of the Nikari live above that altitude. Trying to blast the massive stone mountains apart is impossible, so the Nikari have managed to survive the onslaught. Only 26% of their population has fallen victim to the Tarlok, most are captured and sold into slavery. Since the majority of the pragmatic Nikari keep to the mountain tops and generally avoid conflicts with Tarlok operations on the planet (including their rape of the Klieid civilization), the Tarlok usually allow the Nikari to coexist without trouble. The only time the Nikari are attacked by Tarlok is when they visit the lowlands, interfere with Tarlok forces, and when Tarlok slavers are on the prowl. The most vulnerable Nikari are those who live or travel at 20,000 feet (6096 m) or lower.

Special Nikari R.C.C. Abilities & Bonuses:

1. Vision. Keen, sharp, color, hawk-like vision, but no special night-vision or supersenses; can see a cactus or a rabbit two miles (3.2 km) away (equal to the power: Advanced Sight).

2. Super Energy Expulsion: Fire! See the Major Super Ability description for details.

3. Superhuman P.S. The P.S. attribute of the Nikari is equal to the Minor Super Ability. Can carry 200 times P.S. in pounds and can lift weights 300 times the P.S. Considered supernatural P.S. in *Rifts*® or any Mega-Damage setting. Do not roll for increased strength, its been factored into the attribute number already.

4. Radar Super Ability. See the Minor Super Ability description for details.

5. High Tolerance to Cold: The Nikari feel comfortable in temperatures ranging from about 60 degrees Fahrenheit, to 60 degrees below zero! Temperatures higher than 75 degrees feel hot, and 90 degrees or higher is like an inferno. Meanwhile, temperatures below 60 degree Fahrenheit down to 120 below zero, are tolerable for short periods or with additional protective covering, but will hurt over time; roughly equal to a human in a light jacket and gloves in temperatures around zero degrees (frostbite, hypothermia, etc.).

6. Natural Exoskeleton/Body Armor. See S.D.C. and A.R. below.

7. Bonuses & Abilities of Note: All are in addition to attribute and skill bonuses.

+1 on initiative at levels 1, 3, 6, 9, 12 and 15.

+4 to save vs Horror Factor.

+3 to pull punch

+4 to roll with punch, fall or impact.

+1 to strike and parry when flying.

+4 to dodge when flying.

Note: Their ability to fly may be considered superhuman rather than entirely natural.

Nikari R.C.C. (pronounced “nih car ee”)

Also known as “Devil Hornets.”

Optional Player Character Note: The size and alien appearance of the Nikari may make them a bit more difficult to handle as player characters, however, experienced players should have minimal problems, and they make great NPCs and villains/henchmen. The Tarlok have managed to get a number of Devil Hornets to serve



them as henchmen, and they can become criminals and supervillains as easily as humans.

Planet of Origin/Evolution: Dilm

Alignment: Any

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+28, P.P. 3D6+4, P.E. 3D6+6, P.B. 2D6, Spd. 2D6 running and climbing, but 6D6+90 flying (double when diving from on high, but -3 to parry, dodge, and pull punch when in a dive). Supernatural P.S. in *Rifts*®.

Gender: Females are lighter in color and more purple and violet than grey and black. Nikari are warm-blooded mammals and give birth to one or two live young as often as once every three years.

Hit Points: P.E. attribute number +2D6 per level of experience.

S.D.C.: 1D6x100 +5D6 per level of experience! The Nikari are covered in a natural, rock-hard exoskeleton.

M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts*®, the Hit Points and S.D.C. of the character are combined to determine the overall total of M.D.C. for the character's main body. They are considered Mega-Damage creatures, with supernatural P.S., and extremely dangerous.

Natural Armor Rating: 17! Not applicable in a Mega-Damage setting.
Horror/Awe Factor: 16

Size: Approx. 4-5 feet (1.2 to 1.5 m) tall when standing on their six tiny legs. 12 to 15 feet (3.6 to 4.6 m) long from head to stinger. The wings add another eight feet (2.4 m) to the overall height, and have a wingspan of about 20 feet (6 m).

Weight: 600 to 700 pounds (270 to 315 kg).

Life Span: 60 years on average, but some have lived to be 90.

Average Level of Experience (NPC): 1D4+2

P.P.E.: 5D6

Natural Abilities: As noted under *Special Nikari R.C.C. Abilities & Bonuses*, presented earlier in this section. Considered a superbeing.

Magic: None

Psionics: None

R.C.C. Combat & Attacks Per Melee (special): Starts with three physical attacks, +1 at levels 2, 4, 6, 8, 11, and 14. The tail or rear of the body has a pair of stingers. This portion of the body is very flexible and can move in a similar way to a bee or hornet. However, the Nikari can stab or slash. The largest stinger spine is as long as a sword, the smaller one, the size of a long dagger. **Note:** Use of the tail counts as one extra attack/action per round.

Special attacks include:

Wing Strike — Equal to punch damage +P.S. damage bonus.

Head Butt — 2D6 +P.S. damage bonus.

Bite — 1D6 damage

Stinger Slash — 3D6 +P.S. damage bonus.

Stinger Stab — 4D6 +P.S. damage bonus.

Forearm Strike — 3D6 +P.S. damage bonus.

Claw Strike (one handed) — 2D6 +P.S. damage bonus.

Claw Strike (two hands, simultaneous) — 5D6 +P.S. damage bonus; counts as one melee attack, but the Nikari cannot parry or dodge the next attack leveled at him.

Can also use tools and weapons, and Energy Expulsion: Fire.

Rifts® Combat & Damage Notes: As a creature with supernatural P.S., the Nikari inflicts Mega-Damage (M.D.) from punches, kicks and head butts as is suitable for their supernatural P.S. (varies with the individual P.S.), with the following exceptions.

Wing Strike — Equal to supernatural M.D. punch.

Head Butt — 1D6 M.D. plus Supernatural P.S. M.D.

Bite — 1D6 S.D.C. damage only.

Stinger Slash — 2D6 M.D. plus Supernatural P.S. M.D.

Stinger Stab — 3D6 M.D. plus Supernatural P.S. M.D.

Forearm Strike — 2D6 M.D. plus Supernatural P.S. M.D.

Claw Strike (one handed) — 2D6 M.D. plus Supernatural P.S. M.D.

Claw Strike (two hands, simultaneous) — 4D6 M.D. plus normal Supernatural P.S. punch damage; counts as one melee attack, but the character cannot parry or dodge the next attack leveled at him.

Flying Claw, Forearm or Stinger — 6D6 M.D. plus normal Supernatural P.S. punch damage; counts as two melee attacks, and can only be performed if flying at a speed of 50 or higher.

A single-handed claw strike can be used as a *power punch*, but the bite, tail strike, two-handed claw strike and other attacks cannot.

R.C.C. Skills: The following skills are known to all Nikari.

Understand/speak Dilmean and two languages of choice (+10%)

Climb (+5%)

Camouflage (+10%)

Basic Math (+10%)

Navigation (+10%)

Land Navigation (+20%)

Wilderness Survival (+20%)

Skill Penalties: -20% (yes minus), to swim and prowl, plus disguise and gymnastics are impossible; wings can be a liability sometimes.

Additional Skills (Heroes Unlimited™ or Rifts®): The character can learn five additional skills at level one, plus two additional skills at levels 2, 4, 7, 10 and 14. Skills are limited to the Skill Categories of *Communication, Domestic, Espionage, Military, Rogue, Science (math only), Technical, Wilderness and W.P.*

Rifts® Occupations and Skills: The Nikari is an R.C.C. with the skills and limitations noted above. An O.C.C. cannot be selected, but the same range of skills as noted for *Heroes Unlimited™* can be selected.

Magic: None. Like the rest of the people in the Charizolon System, Nikari have no knowledge of magic or ley lines.

Rifts® Note about Magic: In a *Rifts®* setting, Nikari would have the opportunity to learn about magic, but most will have no interest in becoming a practitioner of magic. The tiny few who might, will find Ley Line Walker Wizardry, Warlock magic, and Stone Magic (*Rifts® Atlantis*) the most appealing. They may also use magic items and enchanted weapons.

Equipment: Player characters start with a two weapons of choice and 1D4+2 additional E-clip/ammo, a knife, backpack, utility belt, web belt, 1D4 sacks, a language translator, and some personal items. Additional equipment must be acquired. NPCs will have whatever equipment is necessary for their current job.

Cybernetics & Other Augmentation: None and will avoid them.

Money: About the same as humans/Seeronians. Need a job to get money and possessions. Slaves (the majority) are provided for by their masters. Refugees and freedom fighters have whatever they can scrounge, steal or get from supporters.

Enemies: The Tarlok and their minions. The Nikari see the Tarlok as invaders and destroyers, but accept that they cannot fight them. Consequently, most Nikari live in peace, high in the mountains where the Tarlok cannot get them. A few hundred escaped slaves can be found on Seeron. Likewise, a number of evil Nikari work for the Tarlok as loyal slaves and hunters.

Allies: Any enemy of the Tarlok is a potential friend of the Nikari. However, Nikari tend to keep to themselves and their own kind. Basically an isolationist attitude.

Rifts® Notes on Enemies & Allies: Fundamentally the same as the Klid.

Seeron

Seeron is the sixth planet in the Charizolon planetary system and is populated by superbeings, heroes and freedom fighters who have yet to relent to the invading Tarlok. A complete history and description of the planet and its people is presented in its own section, following this one.

Trath

Diameter (equatorial): 11,869 miles (18,990.4 km).

Average distance from sun: 276 million miles (441.6 million km).

Average daytime surface temperature: 50 degrees Fahrenheit.

Rotation/Hours in a Day: 17.4

Surface Gravity (as compared to Earth = 1): 1.4

Population Breakdown (planet): The planet has no indigenous life, but the Tarlok have established a spaceport and mining operation on its surface, near the sea of Otpan.

Tarlok — 4.2 million

Tarlok Slave Races — 7 million

Moons: None

Trath is the farthest planet in the Charizolon System. Once thought lifeless, the Tarlok have found that Trath possesses a thin atmosphere (mostly carbon dioxide and nitrogen), a small sea, two small ice caps

and a system of huge caverns and tunnels created by an ancient underground waterway. In fact, water still flows through underground tunnel networks and subterranean lakes and rivers continue to thrive. Patches of bioluminescent fungi grow among the minerals and crystals of the caverns' interiors, and the waters are filled with microscopic organisms and plant life adapted to a life of darkness. Meanwhile, the sea is filled with a variety of organisms, microbes, plants and tiny fish. The rest of the surface is largely rock and packed earth.

The value of Trath lies in its vast deposits of minerals and crystal. The Tarlok have established a few mining facilities and a domed spaceport on the surface. The spaceport functions as a jump-off station to the rest of the galaxy more than anything else. Communications and satellite warning-defense systems (missiles and lasers) orbit the planet. They are not intended to defend the planet, but to alert the inner planetary core of inhabited worlds of the approach of beings from outside the Charizolon System. Trath currently marks the outermost border of the Tarlok Empire.

Beyond Charizolon

The Charizolon Planetary System is located in a Corkscrew Galaxy that is part of a cluster of galaxies. The Tarlok have been sending unmanned probes and manned exploratory expeditions into the galaxy around them for over 400 years (their systematic conquest of the Charizolon System has gone on for nearly one thousand years). However, it has only been in the last century that they have begun to explore what lies beyond the range of their own system and the galaxy in earnest. Their interstellar exploration has uncovered a few different sentient races. One is the hated *Blhaze* aliens, an enigmatic race of energy beings who have a vendetta against the Tarlok. Another is the mysterious *Rithe*, and the most recent, the *Tandori*. The Tarlok consider the latter two loose allies, or at least trade partners; both purchase slaves on a huge scale. The *Blhaze* are a thorn in their side because they are self-proclaimed heroes who champion the cause of Seeron.

The descriptions of these three races are presented in the pages that follow, but remember, **Skraypers™** is modular in design and can be "dropped" into or combined with virtually any of Palladium's other games. It is intended to be yet another part of the infinite Palladium Megaverse®. It can be easily tied to the many worlds and otherworldly beings of *Aliens Unlimited™* and the Earth of *Heroes Unlimited, 2nd Edition*. Or it can be used with *Robotech®* or *Robotech® II: The Sentinels™*, invaded by *The Mechanoids®*, or made part of the *Rifts® Megaverse®*, whether linked to Phase World™ and the Three Galaxies (as I've set up in this book) or directly to Rifts Earth via dimensional Rifts (or both). However you decide to build your Megaverse, the details are left to your imagination.

Blhaze An Alien Superbeing

Blhaze are alien, energy beings (and Mega-Heroes) of unknown origin with a big hatred for Tarlok and most forces of evil. Very little is publicly known about them (they confide in only a very few close non-Blhaze friends, and even with them they seldom discuss their origins, fears or desires). According to legend, their homeworld (a blazing sun?) was attacked by a powerful invasion force intent on enslaving them. When the Blhaze proved to be too powerful to conquer easily, the enemy obliterated their world, and destroyed 90% of the popula-

tion. The survivors are said to have sworn vengeance against the destroyers of their race and to oppose all tyrants like them.

Highly intelligent and socially interactive with most peace-loving, intelligent beings, they are known throughout the Charizolon System, and a score of others (**Rifts® Note:** Including the *Three Galaxies*, *Phase World* and other neighboring galaxies. They are also known to True Atlanteans and Cosmo-Knights [occasional allies of both], and hated by the Splugorth, Naruni and other dimension travelling slavers, worldbeaters and villains. Some legends suggest it was the Splugorth who destroyed the Blhaze homeworld).

Their society and culture seems to be highly moral and structured, but little is known of it because their homeworld was destroyed millennia ago. Today, they soar throughout the cosmos like knights-errant, searching for adventure, wrongs to right, and innocents to defend. However, their prime objective seems to be toppling the kingdoms, nations, armies and empires of those who would destroy or enslave and oppress entire worlds. Supernatural monsters, superhuman beings and fanatical individuals, religions and organizations are among their favorite targets (**Rifts® Note:** Including the Splugorth, Naruni, and Kreegor). Such people and organizations are to be undermined by helping the oppressed and enslaved to rise up and reclaim their freedom.

Blhaze never take a direct hand against the heart and soul of the tyranny, although they will inspire and lead armies and protect important leaders. Their logic? That slaves cannot be free or a war won unless the people want freedom and are willing to struggle to free themselves. The Blhaze abhor slavery in any form and will fight to free the enslaved from the shackles of their oppressors whenever possible. All Blhaze are intelligent and compassionate, so they do not incite insurrection or start a war unless they and the people they hope to save have a genuine chance of succeeding. If winning is not possible, the Blhaze will either try to help in some small way, or help as many as they can to escape.

Two such champions, *Victor* and *Nebular*, have, for the moment, adopted Seeron as their current cause. Victor came upon the Seeronians only a few years after the Tarlok's conquest of Seeron, roughly 30 years ago. Nebular is a comparative newcomer, arriving on the scene about seven years ago. The Tarlok consider both to be among the most feared and hated "superheroes" operating on Seeron. Nebular actually makes her domicile on the smallest of Seeron's twin moons, and nobody knows where Victor holes up when he's not fighting Tarlok oppressors and traitorous supervillains. Something of a legendary figure, children's stories claim he makes his home "in" the sun!

Blhaze aliens have no internal organs or skeletal structure but can somehow assume a humanoid form, or, perhaps more accurately, an outer skin or casing composed of some sort of silicon. This exterior skin ranges from a hard rubbery texture, like that of a wet suit or bicycle tire, to a glossy smooth surface like thick latex or smooth stone with a bit of give to it. Close examination of the skin shows that it has a slight texture as if composed of a million tiny pebbles made smooth and polished. The skin/shell is cool to the touch and is typically a light pastel color ranging from cool hues of white, blue, and green, to warm yellows, reds, and off-white. At a glance, the Blhaze looks quite human. Most also wear some sort of uniform, costume or identifying garb in the tradition of superheroes, adding to their human appearance. Of course, upon closer inspection, one notices the odd, hairless skin, the feet with two, long, taloned toes, their strange eyes, the light inside their mouths and the changing skin hues from the energy and light contained inside. The most obvious openings are the eyes and mouth, but the Blhaze have the ability to change and create openings in their fingertips to fire energy blasts and on the top of their heads to create a sort of stylized energy-hair — or at least the appearance of energy for hair. This is also used for personal expression and to create an appearance they find pleasing.

The inner energy and light that makes up the body is always visible through any variety of openings in its epidermal layer and is typically blue, purple, violet or bright yellow or whitish-yellow. They span the entire visible color spectrum from cool blues to glaring yellow-orange,



with black and white Bhlazes being exceptionally rare — there are no grays or muted colors among this race.

The energy and light can be seen moving and changing under the outer skin casing as their emotions change. When angry or ready to un-

leash their energy in combat, the face becomes flushed with energy, wisps of energy may trail or even crackle from the eyes, the hands and forearms begin to glow, and energy hair (if any) flares and undulates with a life of its own. The nose and ears are typically sculpted silicon

rather than genuine orifices. However, a Blhaze can create openings in them from which energy could stream (for intimidation effect) to make it look as if smoke/steam and/or energy were coming from them; not unlike smoke and flame coming from the nose (and/or ears) of an enraged, snorting, cartoon bull. Some Blhaze may also use this natural (minor) shapeshifting power to make it seem as if the mouth transforms into a large, horrible, energy breathing maw, or to make it seem as if the face (silicon) dissolves away to reveal the radiant energy within. This can be used with great dramatic effect and adds one point to the character's Horror/Awe Factor. **Note:** When necessary, Blhaze can close the openings of the eyes and mouth to be mere slits and make any "energy hair" disappear by closing the openings. This can be important at night and occasions when a glowing light might make an easy target, or alert an enemy.

As energy beings, Blhaze can leave their skins for periods of a few minutes to a few hours, depending on their age and level of experience. After shedding their skin, it falls empty like a pair of overalls (weighs 50-100 lbs/22.6 to 90 kg). If left unclaimed for more than a few hours, it crumbles into a stone powder. While outside of their containment skin, they appear in a variety of different shapes from humanoid to spherical, star-like, or a pulsating blob in a rainbow of colored energy. Remaining outside of the skin too long results in a potentially deadly loss of control over the energy that is their body. Most Blhaze cannot hold their uncontained energy essence together for more than a few minutes.

Complete energy dissipation is the same as death. There have been reports of a Blhaze reforming after complete dissipation, but it is a rare occurrence, and the individual is never quite the same again. Furthermore, it said that only the oldest and most experienced (3000+ years) Blhaze can attempt this with any real hope for success. This "out of body experience" is both physically and emotionally draining, so it is used primarily in life or death circumstances. The advantage to temporarily shedding one's skin (an existing one can be rehhabited or a new one created at will) is increased speed and power (see #9, below). Being bound by energy dampening shackles, sustaining more damage than the outer casing/skin can withstand, being physically trapped or needing to slip through a tiny opening or crack are some common reasons a Blhaze may find it necessary to vacate his skin (see R.C.C. abilities from more details).

Special Blhaze R.C.C. Mega-Powers

The following are the unique *Mega-Powers* of the Blhaze energy beings.

1. Super-Energy Expulsion: Energy and Light (Major Super Ability): See description elsewhere in this book. However, double the normal range (1200 ft/365.7 m instead of 600 ft) in an atmosphere and increase range five times (3000 ft/914 m) in outer space.

2. Super-Energy Pulse Attack (Special to Blhaze only): This is a rapid burst of energy blasts fired in a *volley* or rapid pulse one split second after another. This rapid-fire pulse can only be directed at one target to do a significant amount of damage as follows:

6D6+6 (S.D.C. or M.D.), counts as one melee attack;

1D6x10 (S.D.C. or M.D.), counts as two melee attacks;

2D4x10 (S.D.C. or M.D.), counts as three melee attacks;

2D6x10 (S.D.C. or M.D.), counts as four melee attacks.

Range of a pulse blast is 1200 feet (365.7 m); 4000 feet (1219 m) in space.

3. Resistant to Energy: Lasers, plasma, ion blasts, particle beams and similar types of energy only do half damage to Blhaze aliens, both in their containment skins and as their energy essence.

Physical attacks (normal punches, kicks, melee weapons, arrows, bullets, falls, thrown objects, etc.) also do half damage to the containment skin (S.D.C.), but blows from extraordinary, supernatural P.S., rail guns, and powerful explosive force (most full-size missiles) inflict full damage, as does magic and psionics. See Vulnerabilities for more details.

4. Other Super Abilities: All are available in any form.

Bend Light	Sonic Flight
Control Static Electricity	Supernatural Strength
Energy Absorption	Super Vision (all)

5. Self-Regeneration of Outer Skin (special): Blhaze can regenerate their containment skin, and thus the S.D.C. and physical matter of the skin. This is done at a rate of 1D4x10 per melee round, but counts as one melee attack/action. Each point of S.D.C. damage inflicted to the outer shell/skin is repaired as damage is regenerated. When S.D.C. is reduced to half, or worse, the outer shell will appear to be cracking like an eggshell, with several holes where energy and light can be seen, but still mostly contained, so energy is *not* freely shooting out of the openings and hurting those around him.

When the containment skin is destroyed (all S.D.C. reduced to zero), the natural energy being is revealed and damage is done to Hit Points. When all Hit Points are destroyed, the Blhaze is seemingly vaporized. This is called energy dissipation, the scattering of the energy essence. An occurrence which most Blhaze can not survive (See *Reforming after complete dissipation*, for details). Consequently, most Blhaze will flee and try to create a new containment skin before it is too late (see *Shedding energy containment skin*),

6. Recreate Outer Casing/Skin (special): A Blhaze can completely recreate his outer skin should the original be destroyed (cannot be lost or stolen because the energy being can always sense and trail its exact location). The creation process takes 1D4+1 minutes and during its creation, the Blhaze can take no other action — it requires his or her complete attention. Furthermore, it momentarily weakens the character: Reduce attacks per melee round, speed and damage from energy blasts by 50% for 2D4 minutes after the new skin is created.

Base S.D.C. is P.E. x4 +20 per level of experience.

7. Shedding energy containment skin (special): Three minutes per level of experience. Each *melee round* (15 seconds) after this period of time, the character must roll on the following table to determine if or how well he is managing to hold together.

01-33 Keeps control. No (further?) loss of energy, and holds at current power level.

34-66 Some loss of control. Reduce Hit Points and S.D.C. (or M.D.C.) and range of energy blasts by 10%, reduce bonuses and number of melee attacks by one point, and reduce skill performance by 5%.

67-00 Serious loss of control as energy dissipates dramatically. Reduce Hit Points and S.D.C. (or M.D.C.) by 25%, reduce bonuses and the number of melee attacks by two, reduce range and power level (damage) of energy blasts, flying speed and P.S. attribute (and corresponding damage from punches and kicks) by 20%, and reduce skill performance by 20%.

Note: All penalties are cumulative. When *bonuses* are reduced to zero, any further reductions become penalties (minuses) to strike, parry, etc., subtracted from the roll of the dice.

Attacks per melee round bottom out at one; *P.S.* at 10.

Skill performance can go down to zero making the character all thumbs, and incapable of doing the simplest tasks.

When *Hit Points* and *S.D.C.* (or *M.D.C.*, as the case may be) are reduced to zero, the character shrinks to a dim sphere of light about the size of a baseball. He or she must return to the containment skin or die within 1D6 melee rounds. If damage is greater than zero (-10, -25, etc., to infinity), the character completely dissipates with little hope of reforming (see *Reforming after complete dissipation*).

8. Fly at the speed of light (special): Travel at the speed of light (or any speed in between) is possible only when the physical containment skin is shed and the energy essence released. Take note of the dangers above and below.

9. Reforming after complete dissipation: A Blhaze energy being has a slim chance of surviving complete dissipation and apparent death.

Dissipation can occur when the character abandons his/her containment skin or when he or she suffers such tremendous damage that the containment skin is atomized; S.D.C. (or M.D.C.) is reduced to zero or lower! When this happens, the character is seemingly obliterated! However, there is a slim possibility that the energy was simply dispersed and scattered, rather than transformed and thus, killing the character.

Success Ratio: The Blhaze alien has a 2% chance of reforming per level of experience, +10% at levels 7, 14 and 21.

Other Penalties from Dissipation: This is a traumatic experience that forever alters the character in the following ways:

Takes 6D6 hours to reform.

Once reformed, the character is at half power when it comes to speed, damage from energy blasts, range and combat, as if he were temporarily reduced in experience levels. Only skill performance is not affected. The Blhaze is in this weakened state for 2D6 days. At the end of this period the energy being recovers the equivalent of one level of experience/power per every 48 hours.

Reroll the M.E. and M.A. attributes. The new attribute numbers may be higher or lower than before.

Reduce P.S. by 1D6; does not recover for 2D4x10 years or until a new level of experience is achieved, whichever comes first.

Reduce S.D.C. by 2D4 percent. This is a permanent loss!

10. Things of Note: The color of energy has no bearing on abilities. The level and range of powers is quite varied, some are high powered while others are weak. All Blhaze have the power of flight.

Blhaze do not need to breathe air, eat, or drink and only need four hours of rest/meditation a day to function at full mental capacity. Impervious to normal heat, fire, cold, disease, gases and fumes. Audio communication is done by manipulating energy and radio waves — Blhaze understand *all* spoken languages.

In *energy form* (temporarily leaving the physical body), the Blhaze can hover, fly, discharge energy bolts at 50% greater range, the energy being gets one extra attack per melee round, is +2 on initiative, and communicates as usual. As energy, the Blhaze can travel through small openings, holes and cracks as easily as a beam of light. They can also accurately sense the direction of light and trace it back to its source with a base skill of 10% +5% per level of experience.

11. Achilles' Heel/Weaknesses: Blhaze have a few.

a) Vulnerable to *magic* and *psionics*. Magic spells, weapons, creatures of magic (dragons, the magically endowed, etc.), and supernatural beings, as well as psionics inflict *full* damage.

b) Explosions, punches and attacks from beings with extraordinary or supernatural P.S., sonic speed attacks, and tremendous impacts or falls from great heights all do *full*, normal damage.

c) They are attracted to human and similar humanoids, but can never be truly human themselves and cannot have a physical/sexual relationship with humans or most other mortal humanoids.

d) As an energy being, the Blhaze can assume a humanoid shape, but their touch (in energy form) does 1D6 damage (or 1D6 M.D.) to humans and most ordinary S.D.C./Hit Point creatures and objects.

Blhaze R.C.C.

Pronounced: Blaze or Blayz

Player Note: Blhaze can be used as optional player characters, but as Mega-Heroes, they are incredibly powerful. This makes them more suitable as Non-Player Characters and NPC villains than player characters. Speaking of NPCs, see the heroes *Victor & Nebular* described elsewhere.

Planet of Origin/Evolution: Blhaze are from a different galaxy, thousands of light years away.

Alignment: Any, with scrupulous (34%), principled (29%) and unprincipled (12%) being the most common. However, not all Blhaze are heroes. Approximately 12% are anarchist, and 13% evil (any).

Gender: Although energy beings, there are Blhaze of both sexes, male and female. This is not just a simple choice of a particular physical

form, but who they are, and never changes. The outer skin always reflects the true gender of the character. **Note:** Blhaze can slightly alter and, to a limited degree, shape their bodies. However, they cannot assume the opposite gender, nor mold their face to look like another person. They always appear as attractive humanoids.

Attributes: I.Q. 2D6+9, M.E. 3D6+8, M.A. 3D6+10, P.S. 6D6+18, P.P. 3D6+8, P.E. 3D6+10, P.B. 3D6+8, Spd. Running: 4D6+88 (approx. 65 mph/104 km). P.S. and P.E. are supernatural.

Spd. Flying in humanoid form: Sonic Flight super ability (700 mph/1126 km; see *Heroes Unlimited, 2nd Ed.*, page 289).

Spd. Flying as an energy being: Up to the speed of light, but only for a very limited period of time.

Hit Points: P.E. x3 +2D6 per level of experience. Hit points apply only to the energy essence, so damage must either be inflicted first to S.D.C. or bypass it (some super abilities, psionic and magic attacks go direct to Hit Points). In *Rifts®*, the M.D.C. of the outer skin must be depleted before the M.D.C. (i.e. Hit Points equivalent) of the energy being are affected.

S.D.C. (or M.D.C.) of Outer Skin/Shell: P.E. x4 +20 per level of experience.

A.R.: Not applicable.

Height: One would imagine that as energy beings, the Blhaze could assume any size (or shape) they desired, but it is not true. All range between 6.5-7 feet (1.95 to 2.1 m) in humanoid form, and a proportional size appearance in energy form.

Weight: 50-100 pounds (22.6 to 90 kg) in humanoid form.

Average Life Span: Unknown. At least up to 3,000 years, probably several times longer. Some stories suggest that the Blhaze are over 30,000 years old; they may be immortal. Since there is a range of young to elder/experienced Blhaze, it is presumed they can procreate, but nobody knows how, nor how often (presumably only once every several thousand years).

Average Level of Experience (NPC): 1D6+5; ancient ones are 2D4+10.

Attacks Per Melee (special): Five physical (punch, kick, sword strike, etc.) +1 at levels 5, 10, 15, 20 and 25.

Or six energy attacks +1 at levels 3, 6, 9, 12, 15, 20 and 25 (+1 attack and +2 on initiative when in energy form).

Combat Bonuses (in addition to Attribute and Power Bonuses): +4 on initiative, +4 to strike, +4 to parry, +5 to dodge, +17 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact and +3 to save vs Horror Factor.

Skills: The typical Blhaze relies on his formidable natural powers, cunning and compassion rather than learning a large number of skills. Most know the following:

Basic and Advanced Math (+30%)	Navigation: Space (+10%)
Intelligence	Land Navigation (+20%)
Navigation (+10%)	W.P. Ancient: One of choice

Plus 1D4+2 from any of the following Skill Categories: Communications, Electrical, Science, and Technical; no bonuses apply.

Psionics: None **Magic:** None

Cybernetics: Not possible.

Equipment: A costume, two spares, basic equipment and some personal items. Tends to rely on natural powers.

Allies: Blhaze are known to help all sorts of good people in need, and may (momentarily to indefinitely) join forces with any group of heroes or adventurers (in the latter case, sometimes to bring out the good in people or to make known a great evil).

Money: Most Blhaze have little need for great wealth or material possessions, thus heroes tend to use their money to help the less fortunate. However, there are some Blhaze, particularly evil rogues, who have been known to amass vast fortunes.

Enemies: Evil in all its guises, particularly slave runners, evil dictators, world conquerors/enslavers, dark gods and powerful supernatural forces. Their planet was destroyed by alien invaders, so now they make it their crusade to fight such enslavers of worlds.

The Tarlok have only recently come to their attention. Rumor has it, the Tarlok have enlisted the help of an evil, rogue Blhaze (an ancient and powerful one at that; said to be 12-18th level) to help them destroy Victor and Nebular. This rumor is unsubstantiated, and may have no truth to it.

Rifts® Notes on Enemies & Allies: As stated above, Blhaze are known to associate with heroes and good-hearted adventurers of all races. They are known to the Cosmo-Knights and sometimes join forces with them. They are also known to Temporal Raiders, many adult dragons, True Atlanteans, Prometheans, Phase World (sometimes visit or come to use the portals), as well as many of the people, heroes, dimensional travellers, and tyrants of the Three Galaxies. They have crossed paths with the Splugorth, Naruni, and Kreegor on many occasions, and have battled evil dictators, diabolical practitioners of magic, dark gods, alien intelligences, demons, and other evil supernatural beings. However, the Splugorth, Vampire Intelligences and similar alien intelligences, and their minions, are the most hated.

Some rumors suggest that a handful of ancient Blhaze helped to hide the Cosmic Forge and that these aliens *may* know its location. The Blhaze deny this, but the Kreeghor and other dark forces suspect (without reason) otherwise.

Not a single Blhaze is known to have ever visited the Earth/Rifts Earth, past or present. A pair are said to have fought and died on *Wormwood* centuries ago.

Rithe

The Rithe are a race of powerful psionic creatures from a distant system. Like the Tarlok, they are reputed to have conquered their system. Unlike the Tarlok, the Rithe have discovered a space warp system of travel that carries them to other galaxies. The Tarlok have lobbied to acquire this knowledge, but the Rithe have politely declined to share it. The normally belligerent Tarlok have (at least for now) accepted this because they know they are not ready to leap headlong into a war with creatures from a distant planetary system (perhaps even a galaxy) and which they know little about. In addition, the Rithe represent themselves to be world conquerors in their part of the galaxy, while at the same time, showing genuine respect and appreciation for the Tarlok, supposedly because they see them as fellow interstellar powers.

The Rithe have a trade agreement with the Tarlok that has lasted 230 years. They mainly trade weapons, spacecraft and raw materials for certain goods and slaves from the Tarlok — millions and millions of slaves. Exactly what the Rithe do with all these people (they claim they need them for slave labor) is unknown, not that the Tarlok really care. The Rithe are fascinated by the superbeings on Seeron, and have agreed to pay obscene amounts for them. The Tarlok have shrewdly whet the Rithe's appetite by selling them a few hundred, but are now holding out for the secrets of space warp technology (and the Rithe are considering it).

Fewer than five thousand Rithe are scattered throughout the Chari-zolon System. All are known to the Tarlok and are friends, advisors, traders, or guests of the Tarlok Empire. About half have been party to invasion operations as advisors and consultants, for like the Tarlok, the Rithe enjoy conflict and war. Approximately 1000 Rithe are currently involved in affairs on Seeron. Their primary area of interest: The study and suppression of the rebel superbeings. Rithe have found the containment of these powerful mutants to be a strategic challenge (they love mind games, manipulation and the breaking of wills and spirits of other people). Rithe (generally given the unofficial status of Warlor Gar) have become heavily involved in efforts involving espionage, infiltration, interrogation and the scientific study of superbeings (medical and psychological studies, torture and experimentation). They are also involved in propaganda and the pacification of the Seeronian population in general.

Physically, the Rithe are quite alien. They have a thick, "V" shaped body that tapers into a long, spiked, flexible tail. They have no neck and the head is little more than a lump between the shoulders. The eyes are large, dark and almond-shaped. The mouth, a black, toothless hole between a pair of whisker-like lips that open from side to side rather than up and down. Each of their two "arms" are more like a cluster of three tentacles that start where the biceps should be. These extend from each of the wide shoulders and are extremely articulated. Four tiny, crab-like legs are located on the lower abdomen, but are fairly useless, the remnants of evolution when they relied on legs, rather than telekinesis to get around. Several pairs of small, triangular spikes are located on the back between the shoulders, and behind the shoulders and shoulder blades. The body is smooth and hairless, the skin white, with either light violet or blue highlights at the base of the head and along the folds of their skin.

The Rithe are typically proud and stoic, although when angered, their wrath is swift and terrible. They are cold, calculating and deliberate; little is left to chance by these beings. To survive on other worlds, the Rithe use a number of impressive psionic abilities, including force fields. However, they are equally quick to use technology and wear environmental body armor and power armor whenever necessary.

Special Rithe R.C.C. Abilities & Bonuses:

1. Vision. Exceptional, keen, and sharp, but no special nightvision or supersenses.

2. Natural Ability to Float and Hover: The Rithe's natural state of being is one of floating in the air, like a macabre balloon. Maximum flying speed is 30 mph (48 km). Maximum altitude: 10,000 feet (3048 m).

3. Super Abilities: Cloaking (invisible to all forms of mechanical detection) and Heightened Sense of Touch; natural to all Rithe.

4. Bonuses & Abilities of Note: All are in addition to attribute and skill bonuses.

Rithe have *prehensile tentacles* instead of hands and fingers. They are not quite as capable as the human hand, but close to it. They can use human/Tarlok style weapons, operate machines and are especially good with skills that involve a sensitive and/or delicate touch (+10% to card sharp, palming, concealment, pick pockets, pick locks and all electronic, mechanical and medical skills) — the tips of the tentacles are extremely sensitive (see Minor Super Ability of *Heightened Sense of Touch*). In fact, the tentacles can be thought of as extremely long and nimble fingers.

Bladed prehensile tail: All Rithe have a long prehensile tail that is tipped with a pair of blades at the end. The long blade is razor sharp on both sides and can be used for stabbing and slashing; 2D6 damage. The smaller natural blade is serrated and used for cutting and sawing through bone and other tough substructures. It can also be used to stab; 1D6 damage to stab, 2D6 damage when sawing. Damage is M.D. in *Rifts®* and similar M.D. settings. **Note:** As a natural appendage, the Rithe can make a Psi-Sword extend from the large blade of its tail, effectively doubling the length of the blade and inflicting considerably more damage. Also see psionics.

+1 on initiative at levels 1, 2, 4, 6, 8, 10 and 12.

+6 to save vs Horror Factor.

+4 to save vs possession.

+3 to save vs illusions.

+3 to pull punch

+1 to strike and parry when flying.

+2 to dodge when flying.

Rithe R.C.C. (pronounced "rye th")

Optional Player Character Note: The Rithe are generally present for use as NPCs and villainous masterminds (What is their agenda? After 230 years, the Tarlok still don't know). Any Rithe used as a player character will be a young, inexperienced one.

Planet of Origin/Evolution: Vek; location unknown.

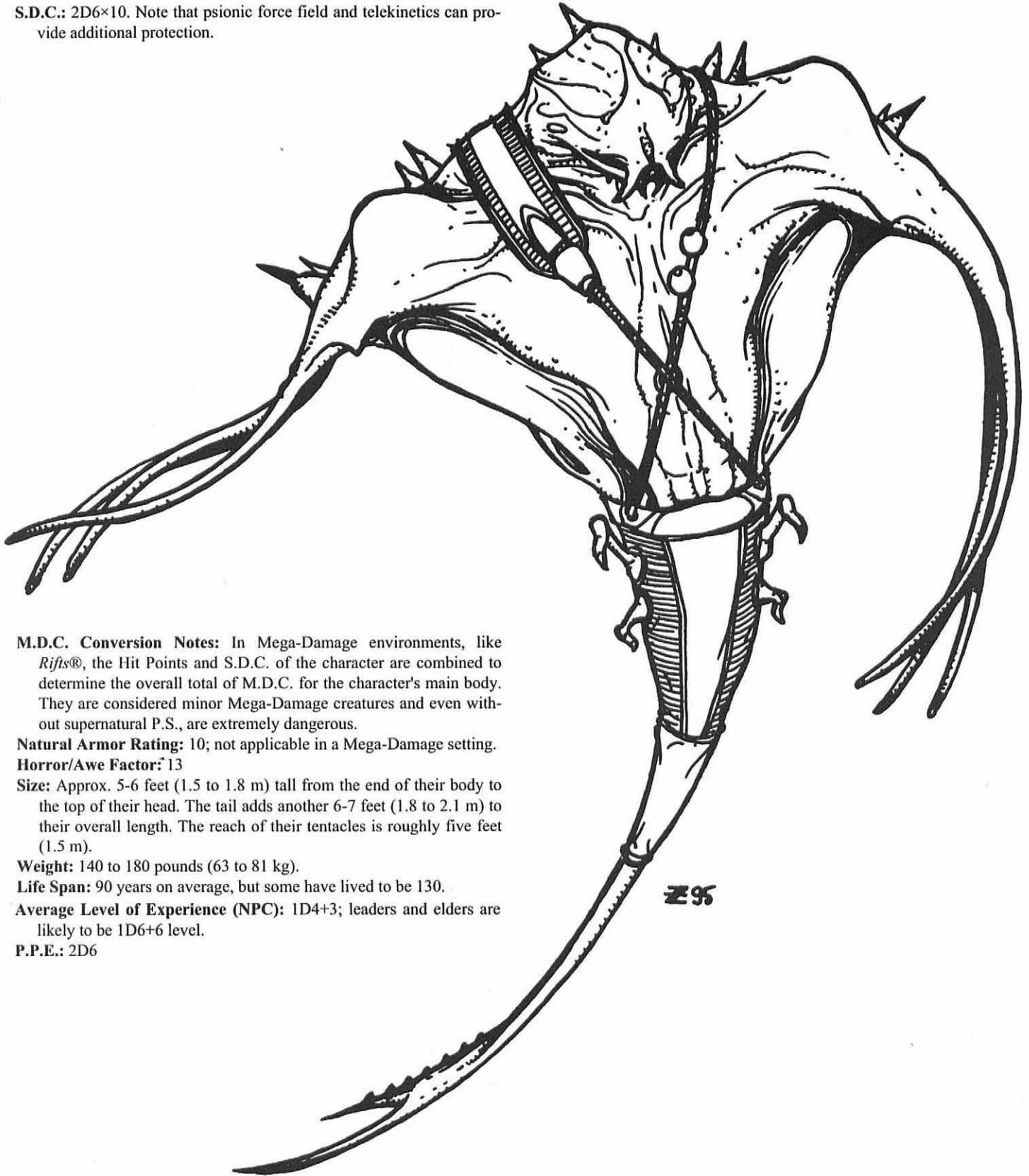
Alignment: Any, although most are aberrant (30%), miscreant (25%), diabolic (25%) or anarchist (15%).

Attributes: I.Q. 3D6, M.E. 4D6+6, M.A. 4D6, P.S. 2D6+6, P.P. 2D6+6, P.E. 3D6+6, P.B. 1D6, Spd. 2D6 walking/crawling or natural floating ability (30 mph/48 km).

Gender: Females are indistinguishable to most humanoids. They are typically 2% larger. Their birth cycle is unknown.

Hit Points: P.E. attribute number x3 +1D6 per level of experience.

S.D.C.: 2D6x10. Note that psionic force field and telekinetics can provide additional protection.



M.D.C. Conversion Notes: In Mega-Damage environments, like *Rifts*®, the Hit Points and S.D.C. of the character are combined to determine the overall total of M.D.C. for the character's main body. They are considered minor Mega-Damage creatures and even without supernatural P.S., are extremely dangerous.

Natural Armor Rating: 10; not applicable in a Mega-Damage setting.

Horror/Awe Factor: 13

Size: Approx. 5-6 feet (1.5 to 1.8 m) tall from the end of their body to the top of their head. The tail adds another 6-7 feet (1.8 to 2.1 m) to their overall length. The reach of their tentacles is roughly five feet (1.5 m).

Weight: 140 to 180 pounds (63 to 81 kg).

Life Span: 90 years on average, but some have lived to be 130.

Average Level of Experience (NPC): 1D4+3; leaders and elders are likely to be 1D6+6 level.

P.P.E.: 2D6

Natural Abilities: As noted under *Special Rithe R.C.C. Abilities & Bonuses*, presented earlier in this section and *Psionics*, below. **Magic:** None. Although the Rithe are from a different sector of space, they have no knowledge of magic or ley lines.

Rifts® Note about Magic: In a *Rifts®* setting, the Rithe would have the opportunity to see that magic was real. While they might learn magic lore, most will have no interest in becoming practitioners of magic. They rely on their natural and psionic abilities, which are second nature to them. A tiny handful *might* become Mystics. They may also use magic items and enchanted weapons.

Psionics (Heroes Unlimited™, 2nd Ed.): A Master Psychic. All Rithe start with the following psi-powers:

- Bio-Regeneration (super)
- Psi-Sword (super)
- Telekinetic Force Field (super)
- Telekinetics (super)
- Telekinetics (lesser)
- Telekinetic Punch
- Telekinetic Push
- Levitate
- Telepathy
- Mind Block

In addition, the Rithe can select a total of three psionic abilities from any of the three lesser categories (Healing, Physical and/or Sensitive) plus one Super-Psionic power per each level of experience, starting with level two.

Psi-Sword Note: A Rithe can make a Psi-Sword extend from the large blade of its tail, effectively doubling the length of the tail blade and inflicting considerably more damage (M.D. in *Rifts®*). Furthermore, the Rithe can create a Psi-Sword for *each* of the three tentacles (typically only one arm/three tentacles at a time)! The cost to create a Psi-Sword for each tentacle of one arm is, the initial I.S.P. to create one sword and an additional 15 I.S.P. for the two additional tentacle blades (60 I.S.P. total); each does the same amount of damage and appears as a long tongue of energy radiating from the tip of each tentacle.

Psionics (Rifts®): Considered a Master Psychic with the same abilities as above, plus the following:

- Telekinetic Lift
- Mask I.S.P. & Psionics
- Read Dimensional Portal
- Sense Dimensional Anomaly
- Psychic Body Field (super)

... likewise, the psionics described in *Rifts® Pyscape®* are also available for selection at levels 4, 8, and 12.

I.S.P.: M.E. attribute $x6 + 3D6$ per level of experience.

R.C.C. Combat & Attacks Per Melee (special): Starts with five total; three physical attacks with the tentacles, plus two from the tail weapon, or five via psionic attacks. +1 physical attack (tentacles or tail) at levels 3, 6, 9, 12, and 15. Do not select a Hand to Hand Combat skill for the Rithe, regardless of O.C.C.

Rifts® Combat & Damage Notes: Rithe are not supernatural nor do they possess M.D. strength, however, many of their psionic powers inflict Mega-Damage. Furthermore, as technologically advanced creatures, they can use all manner of M.D. weaponry.

Heroes Unlimited™ Occupations and Skills: The Rithe are advanced, highly educated (1-4+ years of college) and can select any occupation. Determine education and skills the same as humans.

Rifts® Occupations and Skills: The Rithe can be virtually any O.C.C. but gets half the normal O.C.C. Related skills and half the Second Skills (due to their reliance on psionics). They cannot become cyborgs, Juicers, Crazies and other O.C.C.s requiring similar augmentation.

Equipment: Suit of protective body armor (A.R. 16 and 140 S.D.C. or 90 M.D.C.), 2D4 grenades of choice, two hand-held weapons of choice; each energy weapon has 1D4+4 E-Clips. Plus utility belt,

shoulder/chest vest that crisscrosses the chest and back, backpack, language translator, and personal items. Additional equipment must be acquired. NPCs will have whatever equipment is necessary for their current job.

Cybernetics & Other Augmentation: None, and will avoid them.

Money: Generally speaking, the Rithe involved with the Tarlok are wealthy and influential members of their civilization. Like many humans and Tarlok, they tend to crave wealth and power, and resent those who interfere with their acquisition of them. Most Rithe in the Charizolon System are basically criminal kingpins, wealthy slavers, politicians, military advisors, mercenaries and adventurers.

Enemies: Presumably, the Rithe have enemies outside the Charizolon System, but who they may be remains a mystery. Most of the conquered people of Charizolon hate the Rithe as much as the Tarlok — birds of a feather. The Rithe are openly friends and allies of the Tarlok and are actively involved in the slave trade (one of the Tarlok's major clients) and the pacification of conquered people, particularly on Talavera and Seeron. They are hated by the Seleniak and Seeronians and may have earned the enmity of Bhlaze aliens through Victor and Nebular.

Allies: In the Charizolon System, they are the allies of the dreaded Tarlok. As such, they are respected and feared by the Tarlok's minions like the Lashreg and Nazeer, and typically have the honorary rank of a Warlor (usually Warlor Gar). They have, through the Tarlok, also met and established relationships with the Tandori (whose description follows). The Rithe find the Tandori to be reliable and capable agents, enforcers and henchmen. If the Rithe have other allies (and presumably they do), they exist outside the Charizolon System.

Rifts® Notes on Enemies & Allies: In the *Phase World* setting, the Rithe are known as dangerously pathological, and are actually disliked by the Prometheans. Most Rithe are self-serving opportunists, sadistic slavers, criminal masterminds, high-priced mercenaries and cunning adventurers. They love to toy with others, and are notorious for interfering in the affairs of others and instigating trouble. They have countless ties to criminal organizations and other unsavory people. They enjoy playing mind games and battles of will and ingenuity, and are sort of like chess masters who use living beings as pawns in their cruel games. These games usually involve crime, subterfuge and betrayal in which all parties get hurt, except for the Rithe who usually walk away unscathed and with a profit. They love to play one group against the other, and are masterful strategists and manipulators.

They are relative newcomers in the community of transdimensional adventurers. It has been only in the last 1000 years that they discovered the secrets of not only space warp technology for travel in outer space, but dimensional travel through Rifts. As a result, they have made loose connections with the Splugorth and Naruni, using them both as fences and buyers of slaves, stolen goods, and information. They have had a few run-ins with True Atlanteans and have recently become involved with a group of Sunaj assassins.

The Rithe have heard fabulous stories about amazing opportunities on a planet called "Rifts Earth" and hope to find a way there to exploit the chaos and power struggles. They also hope that Rifts Earth will give greater knowledge and understanding about dimensional travel and allow them access to other worlds. Unfortunately, no Rithe has been able to find his way there yet. Note that the Rithe's exploitation of Rifts Earth will be a very competitive thing among their people, so they will not invade or try to conquer the planet as a global power. Instead, individuals, groups and organizations of Rithe will each try to "get a piece of the action," and carve out little territories for themselves.



Tandori

The Tandori are another group of cutthroats from beyond the Charizolon System who associate with the Tarlok. The Tandori and Tarlok don't particularly care for each other, but see advantages to working together. They also trade goods and services, and the Tandori are one of the Tarlok's main clients in the slave market.

Little is known about the Tandori, other than that they originate in another planetary system in the Corkscrew Galaxy and in addition to dealing in the slave trade, sell their services to the Tarlok as mercenaries, bounty hunters and spies. According to rumors, the Tandori are specialists in espionage, sabotage, smuggling and assassination. The implication is that the majority of the Tandori race have accepted this dubious career as their place in life. They are not world conquerors, but are said to have played a hand in the fall of numerous worlds and countless governments and global powers.

Tandori show very little emotion. They always seem cold, detached and dispassionate, even when facing death. Pragmatic and stoic, they accept the dangers of their chosen occupation and the grim consequences of their choices. They speak only when they have something to say and tend to be loners. They avoid contact and intimacy with others and rarely make friends. Even among their own kind they are quiet and aloof.

Most people have never seen the face of the Tandori. This is due in part, because they are suspicious of others and very secretive. They cannot breathe oxygen and must constantly wear environmental containment suits to survive on other worlds. Wearing the same basic armor and helmet gives them, as a society of assassins, anonymity and an air of mystery — it enhances their image and frightens and/or intimidates many of their opponents. They are known to be humanoid bipeds, and rumored to be part snake or reptile. This rumor is due to the pair of long tongues that slither and snake from their mouths. Tongues so long that they cannot fit inside the mouth and always stick out 8-15 inches (roughly 0.2 m). Even their body armor is designed to accommodate and protect their tongues.

Tandori R.C.C.

Pronounced: Tan door ee; **Nickname:** "Two-Tongue Louies"

Optional Player Character Note: Tandori who are heroic adventurers or good guys tend to be uncommon, but not unheard of. Nor are they looked upon by their fellow Tandori as traitors. These altruistic characters are just seen as idyllic fools who are wasting their talents. Those who sell their services as mercenaries and make a good living get approval even if their clientele is repugnant (i.e. an organization or people representing a good cause, good guys, superheroes, innocents, people in opposition to the Tarlok or other regular Tandori clients, etc.). Of course, such noble characters may find themselves in opposition to fellow Tandori. The opposing or rival Tandori is not angered or insulted by this, in fact most Tandori exhibit little emotion and tend to accept things as they come, they simply do what has to be done. If that means killing a fellow Tandori, so be it. In fact, going up against a fellow Tandori at least gives the opponents a good idea of what they can expect from each other. Many times (about 80%), the opposing Tandori will secretly meet to "pow-wow." These talks are always calm, rational and free of any duplicity or treachery. The opposing Tandori (leaders of groups if large factions are involved) meet and discuss whether one or the other can step away from the conflict without breaking a contract or losing respect. If possible, a timetable is discussed (time is always of the essence). If not, both sides will assure the other that they will kill the other the next time they meet, and will do everything in their power to fulfill their contract and help their client win.

Tandori have no qualms about killing their own, and will do so without any sense of fair play. Once they have warned each other, and if the opposing side proceeds in opposition, they are open targets. Being what they are, this means shooting opposing Tandori in



the back, assassination, sabotage, and the use of every dirty trick in the book is not only fair play, but expected. Most Tandori believe and practice the old Earth saying that all is fair in love and war. Once a meeting has occurred and the two know the score, the kid-gloves are off, and anything goes.

Planet of Origin/Evolution: Keilaga, located in neighboring planetary system several hundred thousand lightyears away; the exact location, unknown.

Alignment: Any, although most are aberrant (33%), miscreant (20%), diabolic (15%), or anarchist (15%).

Attributes: I.Q. 3D6, M.E. 4D6, M.A. 2D6+10, P.S. 4D6, P.P. 3D6+6, P.E. 3D6, P.B. 1D6, Spd. 6D6.

Gender: Females are indistinguishable to most humanoids; they are typically 5% smaller. Their birth cycle is unknown.

Hit Points: P.E. attribute number x3 +1D6 per level of experience.
S.D.C.: 2D4x10, plus those gained from physical skills. Note that Tandori are extremely high-tech and regularly wear environmental body armor or power armor. In fact, few people have ever seen their natural faces.

M.D.C. Conversion Notes: Tandori are *not* Mega-Damage creatures and need M.D.C. armor or magic to protect themselves in Mega-Damage environments, like Rifts Earth. They cannot breathe Earth air or oxygen and must wear environmental power armor or similar means of protection. A ruptured suit means death, unless medical help and a satisfactory environmental capsule is available to house the character.

Natural Armor Rating: Not applicable in any setting; protected by armor only.

Horror/Awe Factor: 12

Size: Approx. 6-7 feet (1.8 to 2.1 m) tall, add 10% when in power armor.

Weight: 160 to 200 pounds (72 to 90 kg).

Life Span: 90 years on average, but some have lived to be 140.

Average Level of Experience (NPC): 1D4+3; leaders and experienced mercenaries are likely to be 2D4+6 level.

P.P.E.: 3D6

Natural Abilities: None in particular, but see stats for *Special EVA Body Armor* and *Serpent Power Armor*. Roughly 12% are partial cyborgs and 20% are full conversion 'Borgs.

Magic: None. Although the Tandori are from a different sector of space, they have no knowledge of magic or ley lines.

Rifts® Note about Magic: In a *Rifts®* setting, they would have the opportunity to see that magic was real. However, to the high-tech Tandori, magic seems alien, dangerous and frightening, almost on a phobic level. Thus, the vast majority (99.5 %) will avoid magic like the plague. Many (95%) won't even consider using magic weapons or items, and will come to regard the supernatural, creatures of magic and users of magic as dangerous monsters (the first to be targeted and eliminated). If not for the fact that they are inhuman D-Bees, these guys would join the CS as strident allies. As it is, the Tandori will sometimes be used by CS Military Specialists as assassins, spies, mercs, and informants in the 'Burbs and wilderness regions, including the CS campaigns against Tolkeen and the Federation of Magic.

R.C.C. Combat & Attacks Per Melee (special): Starts with two plus those gained from the Hand to Hand: Martial Arts skill. Also see bonuses provided by body armor and/or power armor.

Rifts® Combat & Damage Notes: As per power armor or bionics.

Heroes Unlimited™ Occupations and Skills: Effectively a spy or espionage agent and robot exoskeleton (power armor) pilot combined.

All Tandori Agents have the following skills:

Basic Math (+15%)

Radio: Basic (+15%)

Surveillance Systems (+10%)

W.P. Sword or Knives

W.P. Energy Rifle

W.P. Two of choice.

Hand to Hand: Martial Arts or Assassin (pick one).

One Espionage Skill Program.

One Piloting Skill Program.

Plus six secondary skills.

Rifts® Occupations and Skills: Roughly 12% are partial cyborgs/Headhunters and 20% are full conversion 'Borgs; select skills as are appropriate for those O.C.C.s plus they get the additional skills of Basic Math (+15%), Surveillance Systems (+10%) and Tracking (+15%).

However, most (68%) are Tandori Agents trained as Robot/Power Armor Pilots with a background in espionage. This is the typical Tandori character, with skills as follows.

Tandori Agent O.C.C. Skills:

Basic Math (+15%)

Radio: Basic (+15%)

Surveillance Systems (+10%)

Intelligence (+20%)

Tracking (humanoids; +10%)

Prowl (+10%)

Pilot: Robots & Power Armor (+10%)

Pilot: Robot Combat Elite: Light, Mobile Power Armor (including SAMAS, Titan and Triax types of light, flying suits).

Pilot: Two of choice.

W.P. Sword (includes Vibro-Blades).

W.P. Energy Rifle

W.P. Two of choice.

Hand to Hand: Martial Arts or Assassin (pick one).

Rifts® O.C.C. Related Skills: Select two skills from the Rogue or Military category (+10%), plus four skills of choice from the following.

Communications: Any (+5%)

Physical: Any

Cowboy: None

Pilot: Any (+5%)

Domestic: Any

Pilot Related: Any (+10%)

Electrical: Basic Electronics only.

Rogue: Any (+10%)

Mechanical: Basic Mechanics only.

Science: Any

Medical: Paramedic (+5%) only.

Technical: Any (+5%)

Military: Any (+10%)

W.P.: Any

Wilderness: Any

Rifts® Secondary Skills: The character gets two secondary skills at level one and one additional skill at levels 2, 4, 6, 8, 10 and 14. All Secondary Skills start at the base skill level and are limited to those noted above without any bonuses.

Cybernetics & Other Augmentation: None to start for power armor/robot pilots; as is applicable for cyborg characters.

Equipment: Suit of Serpent-Tongue exoskeleton/body armor, suit of standard Serpent power armor, jet pack flight Wing, energy pistol, energy rifle, and one weapon of choice, utility belt, backpack, satchel and personal items. Each energy weapon has 2D4+2 E-Clips. Additional equipment must be acquired. NPCs will have whatever equipment is necessary for their current job.

Money: Money and power are important to Tandori. Player characters start with 2D6x1,000 credits/dollars, and basic equipment.

Enemies: The Tandori have many enemies. In the Charizolon System, they are the allies of the Tarlok and the enemies of all who dare to resist Tarlok domination. They are especially numerous on Seeron and Talavera.

Allies: The Tandori have "clients" rather than allies. They are not world conquerors themselves, but hirelings who offer their services to other world conquerors. They have a long and excellent reputation as consummate professionals who live by a code of ethics and pragmatic business sense that make them extremely reliable and trustworthy. If a Tandori cannot fulfill a contract, most will refund the money in full or minus reasonable expenses (no more than 25% of the contract fee).

In the Charizolon System, they are the allies of the dreaded Tarlok and the Rithe. As such, they are respected and feared as Tarlok assassins, spies, bounty hunters and elite minions. If the Tandori have other allies (and presumably they do), they exist outside the Charizolon System.

Rifts® Notes on Enemies & Allies: In the *Phase World/Rifts* setting, the Tandori have been hired by Splugorth, Naruni, Kreeghor, and countless other criminal, business and military powers, and powerful individuals. Their growing reputation has made the Sunaj assassins begin to think of them as serious competitors.

On Rifts Earth, they will quickly become premier mercenaries, spies, assassins and smugglers commanding top dollar. As is their custom, the Tandori will consider working for anybody who can afford them, including the CS, Free Quebec, Whykin, Pecos Empire and others. Their only self-imposed restrictions will be working for creatures of magic, demons, and practitioners of magic in general, although a rare few Tandori will even consider working for them.

Tandori Robot Power Armor

Serpent's Tongue EVA Body Armor

An all-purpose military body armor that is a combination of light-weight (mega-damage) padding, ceramic, metal, padding and material all bonded on a molecular level and combined with an exoskeleton to augment the pilot/wearer. The exoskeleton responds to the movements of the body and voice, so it requires little in the way of additional commands or operation. Each suit is a self-contained unit making it a complete environmental system like a spacesuit. Air filters, circulation, cooling, and an independent air supply (which engages as needed) prevent toxic gases (like Earth air), smoke and irritants from affecting the

character; unless the armor is breached. All Tandori body armor has the same basic design, although some of the features and level of protection may vary.

The exoskeleton is less powerful than power armor, but does add to the strength and speed of the individual wearing it. It also reduces fatigue and mobility penalties.

A.R. 17

160 S.D.C. (or 80 M.D.C.)

Weight: 40 lbs (18 kg)

Exoskeleton augmentation to wearer of the armor:

+6 to P.S., +11 to Spd., +10 feet (3 m) to leaps, +10% to climb skill, and reduce the rate of fatigue by 50%.

Encumbrance: Very good mobility, no penalties for Tandori (-10% to any other humanoid race who might acquire one).

Penalty: Takes two times longer than normal to suit-up.

Market Cost: 500,000 Tandori Credits/dollars; excellent availability to Tandori, very poor for others.

Colors: Various, with light and dark grey, silver, black and camouflage being the most popular.

Special Systems of Note:

Voice activated sensor response system.

Multi-screen Heads-Up Display (HUD).

Wide and narrow band radio (transmits and receives) and language translator built into the helmet.

On-board computer with voice and video imaging; functions as a computer, compass, calendar, calculator and clock indicating time (can be used as a stopwatch, timer and alarm clock).

Computerized damage warning system: Keeps the pilot aware of damage to the armor as it occurs, indicates system errors within the armor, damage levels, and air supply.

Laser distancer: Indicates distance of a target or item, with an effective range of 1000 feet (305 m); Maximum range: 2000 feet (610 m); 2D6% margin for error).

Laser Targeting: Adds a +1 strike bonus with all hand-held weapons and armor weapon systems. Effective range is 2000 feet (610 m); maximum range: 4000 feet (610 m, but no special strike bonus applies).

Bio-monitor system (pilot's vital signs).

Computer & Video Interface: Can be patched into computers, televisions, cameras, monitors and sensory equipment. This means video transmissions and encoded audio-video signals can be displayed directly on the HUD. This requires "plugging in" with a universal adaptor concealed in the forearm.

Rifts® Note: Has all standard military, environmental body armor features and properties; equal to Triax in quality.

Accessories:

1. Detachable Jet Pack Accessory Unit: Maximum Speed: 200 mph (321.8 km). Maximum Altitude: 5,000 feet (1524 m).

Maximum Range: 1000 miles (1600 km) when considering the suggested cooling period and maintenance of the jet pack. The range can be extended to effectively unlimited if the pilot is willing to take the risk. The jet pack begins to overheat if used continuously for more than three hours. Overheating will burn out the internal systems, destroying the jet pack. It should be allowed to cool for 20 minutes after every three hours of continuous flight/use. Every hour after the initial, it three has a chance of overheating and burning out the jet pack, 01-40% +15% per each additional hour of flight past the initial three.

A.R. 12, 75 S.D.C. (or 38 M.D.C.)

Weight: 35 lbs (15.75 kg); colors match armor.

Weapons: None

Cost: 500,000 Tandori Credits, may be available upon assignment. The jet pack is fairly standard.

2. A variety of Robot Weapon Features can be added. Maximum of one hand weapon, one forearm weapon per arm, and/or one back or shoulder weapon (like mini-missile launchers, etc.). **Rifts®** players can

modify the armor by using the basic weapons found in other light power armor or bionics.

Tandori Serpent Power Armor

The Serpent power armor is nearly identical in appearance to the light exoskeleton body armor. This is done deliberately to keep one's opponent guessing and off balance. In fact, most Tandori wear a poncho or cloak type covering to further conceal the armor underneath. The big difference is the power armor is 15% bigger and bulkier looking, often with obvious weapon systems and a built-in propulsion system. It is an ultra-light infantry and reconnaissance armor easily overpowered by heavier robots and power armor, but is ideal for espionage work and capable of going toe to toe with most light to medium cyborgs, robots and similar types of power armor. It is fast and maneuverable. **Note:** The Tandori have a variety of other types of power armor and robots, but they are not presented in this book.

Model Type: Tandori "Serpent" TS Power Armor

Class: Strategic Armor Military Exoskeleton

Crew: One

A.R.: 18

S.D.C. by Location:

Rear Jet Pack (1) — 100

Rear Mini-Missile Launcher (1) — 100

Forearm Laser (2, one each arm) — 40 each

* Helmet/Head — 160

** Main Body — 400

Rifts® M.D.C. by Location:

Rear Jet Pack (1) — 50 each

Rear Mini-Missile Launcher (1) — 50

Forearm Lasers (2, one each arm) — 20 each

* Helmet/Head — 90

** Main Body — 200

* Destroying the head/helmet has a 1-70% chance of knocking the pilot unconscious. If conscious, the pilot has 3 problems. One, no power armor combat bonuses to strike, parry, and dodge. Two, the head is now vulnerable to attack. Three, any atmosphere breathable to humans is toxic to Tandori (has difficulty breathing; reduce attacks per round, combat bonuses, and speed by half). The Tandori can survive like this for 2D6x10 minutes before he collapses into a coma. He will die unless given medical treatment: A proper methane, nitrogen mixture to breathe. **Note:** The head is a small and difficult target to hit, and can only be hit when an attacker makes a called shot, but with a penalty of -3 to strike.

** Depleting the S.D.C./M.D.C. of the main body will shut the armor down completely, making it useless. Destroying the jet pack will ground the power armor.

Speed

Running: 40 mph (64 km) maximum. The act of running does tire its operator, but at 20% the normal fatigue rate.

Leaping: A height of approximately 15 feet (4.6 m) straight up or lengthwise is possible unassisted by the thruster. A jet thruster assisted leap from a stationary position can propel the unit up to 200 feet (61 m) high and across without actually attaining flight or requiring a running start.

Limited Flight: Hover and fly. Maximum flying speed is 100 mph (160 km), but cruising speed is considered to be around 60 mph (96.5 km). Maximum altitude is limited to about 2000 feet (610 m). Speed can be increased to 300 mph (914 m) and an altitude of 10,000 feet (3048 m) by attaching a jet propelled "Flight Wing" modular propulsion system (resembles the SAMAS wings and jets, and requires 2-3 people to attach it). Adds 300 pounds (135 kg).

Effectively unlimited range, but the same time constraints and overheating problems as the jet pack apply to both of these flight systems.

Statistical Data

Height: 7.6 to 8 feet (2.26 to 2.4 m).

Width: 3 feet (0.9 m); 12 feet (3.6 m) with the Flight Wing.

Length: About 2.5 feet (0.7 m); 5 feet (1.5 m) with Flight Wing.

Weight: 200 lbs (90 kg) with standard systems.

Physical Strength: Equal to robot P.S. of 26.

Cargo: None

Power System: Nuclear, average life is 10 years.

Market Cost: 750,000 Tandori credits/dollars. Poor availability to non-Tandori.

Standard Power Armor Systems, Sensors and Optics: The helmet is equipped with full optical systems including laser targeting, telescopic sight, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus a built-in language translator, and all features common to power armor.

Sensor Bonuses: +1 to strike is applicable to long-range weapon combat only. Hand to hand: +1 to parry and dodge, automatically +2 to dodge while traveling by means of power jumps (See *Power Armor Combat Training* in the Robot Combat section of the *Rifts RPG*, page 45, for other bonuses).

Standard "Serpent" Weapon Systems

1. Forearm Lasers (2): A lightweight laser is built into each of the forearms. The suit's operator need only point and shoot.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: Built into the power armor.

Damage: Two damage settings: 1D6 or 3D6 S.D.C./M.D. per single blast.

Rate of Fire: Equal to the number of combined hand to hand attacks of the person in the suit (usually 4-6).

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

2. Back-mounted Mini-Missile Launcher: A small mini-missile launcher is hooked onto the back of the jet pack.

Primary Purpose: Anti-Aircraft/Anti-Flyers/Superbeings.

Secondary Purpose: Defense

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 S.D.C./M.D.) or plasma (1D6x10 S.D.C./M.D.). Fragmentation will be used for anti-personnel operations.

Damage: Varies with missile type (S.D.C. or M.D. depending on setting).

Range: Usually about a mile (1.6 km).

Rate of Fire: One at a time or volleys of two.

Payload: Six

3. Energy Rifle, Light Rail Gun, and other man-size weapons can be carried into combat. Sidearm (pistol), knife, sword, hand grenades, etc., can be carried on a belt at the waist or across the chest.

4. Customized Weapon Systems: A variety of Robot Weapon Features can be added. Maximum of one hand weapon, two forearm weapons per arm, and/or one back or shoulder weapon (like mini-missile launchers, etc.). *Rifts*® players can modify the armor by using the basic weapons found in other light power armor or bionics.

The Story of Seeron

Ours is a simple story. The gruesome details are unimportant.

Alien invaders ...

They saw.

They came.

They conquered.

Human and superhuman defenders fought desperately to save their world. Thousands of supermen perished. Thousands of others saw their people fall to chaos and millions slaughtered. Rather than let their world be decimated, they surrendered and saw it enslaved. When the heroes fell. Their world soon followed.

Those superhumans who survived — or came later — have gone underground where they continue to fight for freedom.

Over the last two decades, many of our people have tragically accepted their fate as an enslaved people. But the war isn't over yet. The battle continues and we will win.

Nearly 30 years have passed.

We freedom fighters are hunted and destroyed like animals, yet, somehow, we persevere and our ranks swell. Among us, a new generation of bold, young (often foolish) superbeings can barely contain themselves; anxious to strike at the Tarlok tyrants and their inhuman minions. They are confident (perhaps overly confident) that they have the courage and power to free our world. I pray they are right. Together, us cagey veterans and the impudent (and inexperienced) youths prepare to launch our greatest offensive. This should be the spark that ignites the global rebellion we've all been waiting for. The beginning of the end of Tarlok rule.

Although I fear it will be a long and arduous road we embark on, I feel an exuberance (newfound hope?) I haven't felt in years.

However, the alien monsters are as cunning, resourceful and ruthless, as they are powerful. They have recruited Seeronian supervillains who have forsaken their heritage, as well as create an army of

native Seeronian superbeings bred and brainwashed to hunt their own kind and destroy us.

An epic battle between good and evil is about to erupt. I pray, that I will stand tall among the heroes and that my blood will help to wash away tyranny and free my world from all evil men.

*— From the Journal of Ar'rel Glinnt
a.k.a. Freedom Storm*

Yes, gentle reader, that is the foundation of the adventure you are about to embark on. A tale of hope, dreams, and unbreakable spirit. A saga of heroes and courage, mixed with a large helping of evil, villainy, treachery and betrayal.

From a role-playing point of view, this can be a fast paced, butt kicking adventure played over the course of a summer, or an epic campaign that could last for years. If linked to the *Rifts*® *Megaverse*®, adventures and strange turns of fate could carry your heroes to adventures on a hundred different worlds, and back to Seeron. Realistically, even without globe hopping, the battle to free Seeron from the Tarlok is likely to take years, and then you just know the Tarlok are going to try to take the planet back. You know it! And along the way they'll try to extract bloody vengeance. And then there's the rest of the Charizolon System and hints of other evil among the Tarlok's other-worldly allies.

Exactly how events unfold are left up to you and your imagination. A planet and the lives of billions of innocent people hang in the balance. And your super-characters, heroes or traitors, will play an integral part in this drama.



Seeron

Diameter (equatorial): 5,869 miles (9,390.4 km); roughly two thirds the size of Earth.

Average distance from sun: 202 million miles (323.2 million km).

Average daytime surface temperature: 81 degrees Fahrenheit

Rotation/Hours in a Day: 23.45

Surface Gravity (as compared to Earth = 1): 0.96

Population Breakdown (planet): An estimated 33% possess super abilities or psionics. All population figures are estimates. An exact census is impossible because so many Seeronians avoid it and/or have gone underground.

Seeronian Humans — 7.6 billion

Seeronian Seerman (psychics) — 4.9 billion

Seeronian Talus — 6.4 billion

Seeronian Bio-Freaks — 1 billion

* Seleniak — 7.9 million

Shrilt — 200-500 thousand, possibly more.

Blhaze Aliens — 5-10; most are very young.

Others (mostly refugees) — 500,000 to 1 million

Population Off-World: Most sold into slavery.

Humans — 15 million

Seerman — 38 million

Talus — 42 million

Bio-Freaks — 18 million

Tarlok Occupation Force on Seeron:

Tarlok — 3.3 Billion

** Others: Tarlok slave races, minions & allies
— 450 Million

* Nine million Seleniak lived on Seeron as naturalized citizens before the Tarlok invasion. During the first decade after the Talavera invasion, the Seeronians were able to smuggle an additional million to the (momentary) safety of Seeron. Millions were persecuted and killed after the Tarlok occupation of Seeron. The numbers listed above are the current population figures some 30 years after the Tarlok occupation of Seeron.

** All Tarlok slave races are found on Seeron, including Nikari, Glinerach, and Cyden, but the *Lashreg*, *Nazeer*, and *Seleniak* are found in the greatest numbers (millions). A relatively large number of Rithe Aliens (1000) and Tandori (50,000) are included in this number.

Moons: Three: *Etopia* was once the exotic vacation resort and pleasure world of Seeron's wealthy. It was decimated during the invasion and will never be the same. The Tarlok have replaced the resorts with three military bases (including Seeronian Sector Space Fleet Command), and are currently working on finishing three Tarlok cities. Current population: 11 million Tarlok, one million minions, and 12 million Seeronian slaves. Four full space fleets (500,000 troops) are divided in orbits around Seeron and Etopia. *Texlor*, once a massive penal colony, the criminals it holds today are superhumans and freedom fighters.

Zeg, a barren rock with a small Tarlok military outpost and space fleet dry-dock manned by 30,000 warrior minions, 20,000 Seeronian slaves, and 600 Tarlok officers.

Seeron is the sixth planet in the Charizolon Planetary system. It is also the most technologically advanced, and the Tarlok's most recent acquisition. Accidental exposure to the Tarlok plague on Talavera had made the Seeronians immune to its effects, as well as a variety of other strains of the plague. The plague also had the inexplicable effect of mutating Seeronians on a genetic level and bestowing them with superpowers, especially humans and Talus. The manifestation of super abilities and the frightening genetic mutations would ultimately work in the Tarlok's favor, causing terror, panic, and division among the people of Seeron. Add to this drama the horrors and devastation of interplanetary war, and Seeron was destined to fall.

The Tarlok's invasion and conquest of Talavera had forewarned the Seeronians of their coming. To this effect, they labored at building a

space fleet and missile defenses on their moons. Unfortunately, when the Tarlok invaders arrived, approximately eight years after the fall of Talavera, the Seeronian fleet was woefully inadequate. It was destroyed without a single survivor within the first three hours of battle with the Tarlok's first arriving war fleet.

The Tarlok invasion force struck approximately 33 years ago. The Seeronians' unexpected resistance to the Tarlok's tried and true biological attacks forced the world conquerors to engage in conventional warfare. The siege on Seeron lasted three and a half years. One heartbreaking defeat after another led to the Seeronians' surrender to the Tarlok monsters.

The first defeat was the Tarlok's capture of Texlor, the prison moon. This gave the invaders the strategic advantage of having "natives" (including supervillains and the worst criminals) who could give them the lay of the land, and help them make educated strikes against strategic targets on their homeworld. It also provided them with spies, assassins and "native" agents who, in exchange for freedom and a promise of revenge and favored status among the Tarlok's "allies" (slavish dupes), would infiltrate, spy upon and sabotage their own people.

The absolute decimation of Etopia, the pleasure moon, was another blow to the Seeronians' morale and war efforts. After seven months of near constant battle (spearheaded by the first generation of superpowered mutants), the forces on Etopia crumbled and reluctantly surrendered. After they had assured the Tarlok that they had laid down their arms, the alien invaders bombarded the moon, killing nearly every man, woman and child. Of 23 million, only 53,791 survived, and most of them (75%) died under torture and vivisection at the hands of their Shertar interrogators.

It was a devastating barrage from space that killed over 200 million in a single day, followed by the surprise siege and occupation of the city of Rylor (capital of the western sector of Seeron), that brought the Seeronians to their knees. Having lost 17% of their world population in only three and a half years, and left with a terrorized civilian population and plummeting morale, surrender seemed the only way to save their world. However, their surrender would be a strategic one.

Part of their decision was based on the rising panic caused by the increasing number of genetic mutations and the manifestation of bizarre and frightening superhuman "powers." The people were convinced that these horrible things were part of the Tarlok's invasion plans. In a way it was, but in an ironic, out of left field sort of way. The biological warfare used by the Tarlok to "soften" the resistance of people marked for invasion is designed to affect their victims on a genetic level. The plague unleashed on Talavera was specifically designed for the races on that planet. However, the plague had mutated, and as fate would have it, the Seeronians arrived on Talavera shortly after the mutant plague had been unleashed. Unknown to the Seeronian pioneers, the plague was carried back to Seeron. It proved to be lethal to less than a half a percent of the indigenous population. For those it did not kill, it had a profound influence on their genetic makeup, altering them forever.

The first hints of genetic mutation and the appearance of superhuman abilities began to appear within a decade after the first contact with the Talaverans. However, it was the next generation that signaled the alarming news that roughly one quarter of all children were deformed and/or possessed inexplicable superhuman powers. These powers ranged from incredible strength to the abilities to fly, move at sonic speed, unleash torrents of energy, and scores of others. For reasons that remain a mystery, energy related "powers" are among the most common to the Seeronian supermen, particularly humans. Physical mutation and deformity commonly accompany the appearance of super abilities in the Talus and Seerman.

The beleaguered leaders of the planet Seeron took into consideration the manifestation of "supermen" and reasoned that if they could bide their time, a full third to half of the population *should* develop an impressive range of superhuman powers — a giant leap in the evolution

of their mixed peoples. If true, within a generation or two (20-40 years), their people might be so powerful that they could rise up against their monstrous conquerors and reclaim their world.

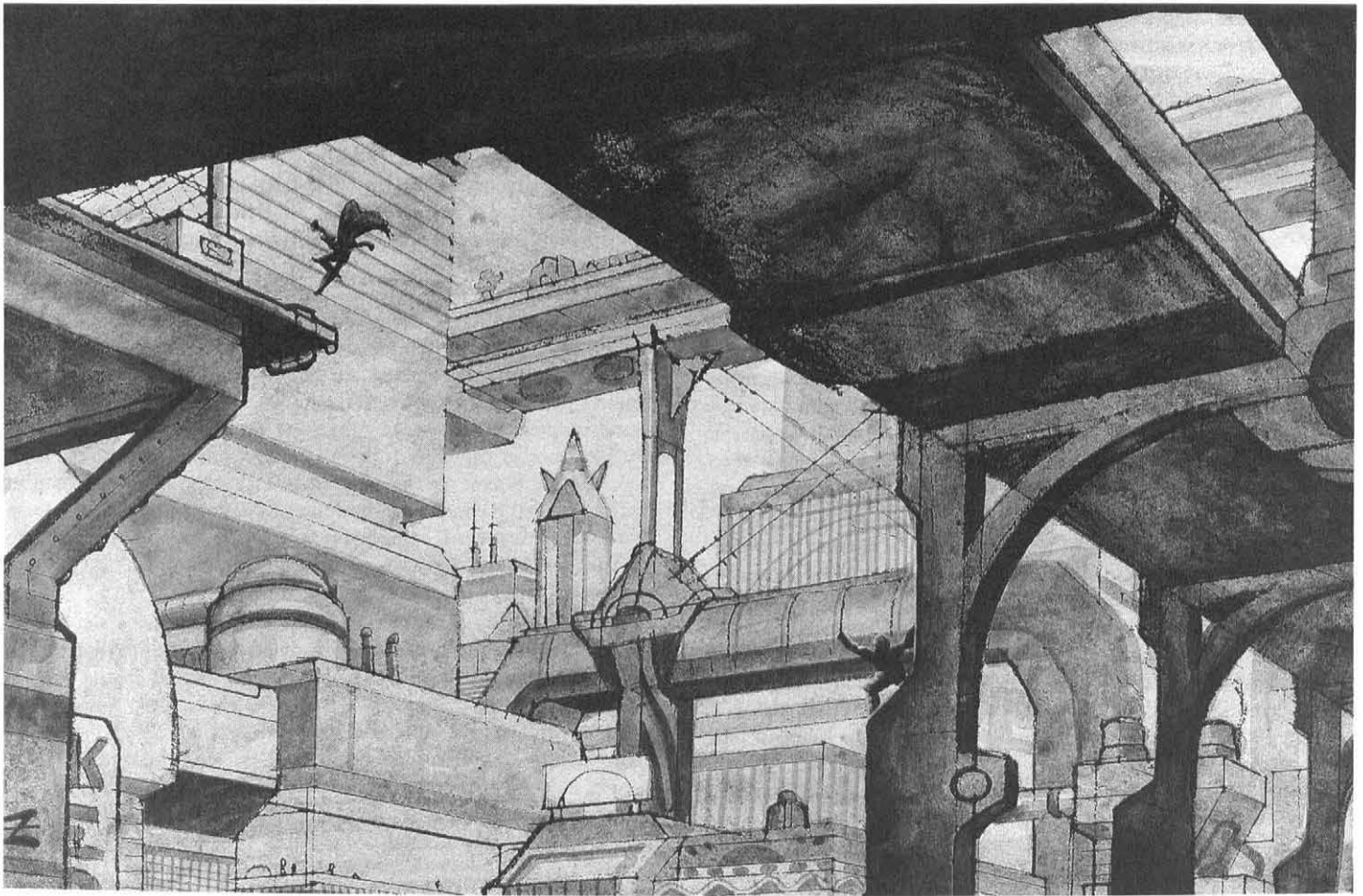
To insure this wild, yet somehow plausible scheme could have a chance of success, the political and military leaders established a secret infrastructure before the Tarlok could seize dominion over the majority of the planet (actually, they've never been able to control more than 50% of the planet at any given time). An infrastructure that established a powerful sense of morality, history, global identity and purpose that the invaders could never stomp out. An underground of freedom fighters was formed, led by a secret branch of the old Seeronian global government, with secret caches of weapons, equipment and finances, all hidden away before the Tarlok invaders could take hold of the planet. An infrastructure that insured the flames of freedom and resistance would continue to burn in Seerons citizens. The organization has a thousand different branches and subgroups, so if one is discovered and crushed, another can take its place. A secret operation that represents hope and the future. An organization so insinuated into the Seeronian civilization that it could never be completely uprooted. A belief system that continually renews, brings new, young (superpowered) people into the fold, and which spawns a growing dissatisfaction with the planet's slave masters and a quest to be free.

Seeron has always been too large, developed, advanced and heavily populated for the Tarlok to ever honestly control more than half of it at any given time. There are places in cities like Rylor, infested by the Tarlok and their minions, which they have never seen. Ancient sub-cities, catacombs, and antiquated sewer systems underneath the current strata of amazing Seeronian megalopolises have become the new homes, hideaways and domains of refugees, freedom fighters and superheroes alike. Meanwhile, there are heroes and agents concealed by secret identities and normal occupations, plus countless others who sympathize with the movement, who live and work under Tarlok rule, seemingly subservient to the Tarlok. They share hope and one dream: to be free from Tarlok domination.

Domination of Seeron has been a constant juggling act for the Tarlok. Never have they been forced to deal with a people so advanced and blessed (or cursed, depending on one's view) with super abilities. The combination of Seeron being so distant from the heart of the Tarlok empire, plus the advanced civilization of the Seeronians, their high level of technology and science, immunity to Tarlok plagues, dense population and the advent of superpowers has made Seeron a constant source of consternation and trouble. Keeping the peace on Seeron is a struggle, stealing away the Tarlok's most capable leaders and elite troops. Keeping the people crushed and sedate under their heel has taxed Tarlok resources more than any other planet in the history of the Tarlok Empire. Stubborn and vindictive, the Tarlok refuse to accept that Seeron may be more than they can handle, and simply continue to flush manpower and resources down the Seeronian drain. Furthermore, they are dedicated to discovering the reason behind the superpowers and how to replicate the process (an unlikely turn of events). Even more dangerous, the Tarlok's excursions into the galaxy around Charizolon stretch their formidable military a bit thin and cast upon them the eyes of a larger universe. The Tarlok don't even realize that Seeron's continued resistance has begun to spark rebellion in the hearts of other enslaved people, and attracts the sympathy of people outside the Charizolon System.

The Cities of Seeron

Before the Tarlok, Seeron was a unified planet with a global society and government. The planet is divided into four "sectors," East, West, North and South. Their advanced technology was easily that of 22nd Century Earth. They have advanced medicine, bionics, engineering and technology. One of their achievements was the creation of huge, sprawling cities with towering skyscrapers 100-200 stories high.



Bridges, overhead walkways, monorails and tunnels connected the buildings, as well as other megalopolises. Parks and playgrounds could be found atop buildings and inside solariums. Nature Preserves protected select expanses of land kept in its (more or less) natural state for historical and scientific reasons; about half served as natural parks. The cities are incredible accomplishments and well maintained. The lower sections tend to be the oldest (like Earth's New York City, developers tended to add upon existing building structures, and kept going higher and higher). In most cities, the *ground/street level* tends to be the poorer (often seedy and dangerous) sections of town, and/or the sites of industrial, manufacturing and storage facilities. However, poor and "bad" neighborhoods can include entire blocks of buildings. Since the Tarlok invasion, many buildings have sustained damage, and about 30% have fallen into disrepair. They are not yet structurally dangerous, but without repairs and maintenance, they'll become so.

Most cities of Seeron have an air transit system using hover vehicles allowed to fly along established traffic pathways and sky-bridges — streets and transit systems are often a part of the buildings, at least on a particular level/floor. A vast underground subway transit system is also part of most cities. Many of the buildings have an entire sub-network of concealed access ways, service tunnels, catwalks and maintenance compartments between the floors, walls and ceilings that are invisible to the public. These often serve heroes, mutants, rebels and refugees as momentary hiding places, accessways to the inaccessible, hidden places for storage, and out of the way means of traversing the buildings without being seen. The same holds true of exterior rooftops, balconies, ledges, arches, bridges, and girders, although these are coming under increasing scrutiny from Tarlok aerial patrols, hover vehicles, Tarbulls with jet packs, Tandori assassins, Nikari and Klieid henchmen, as well as flying Seeronian superbeings brainwashed or intimidated into serving the Tarlok.

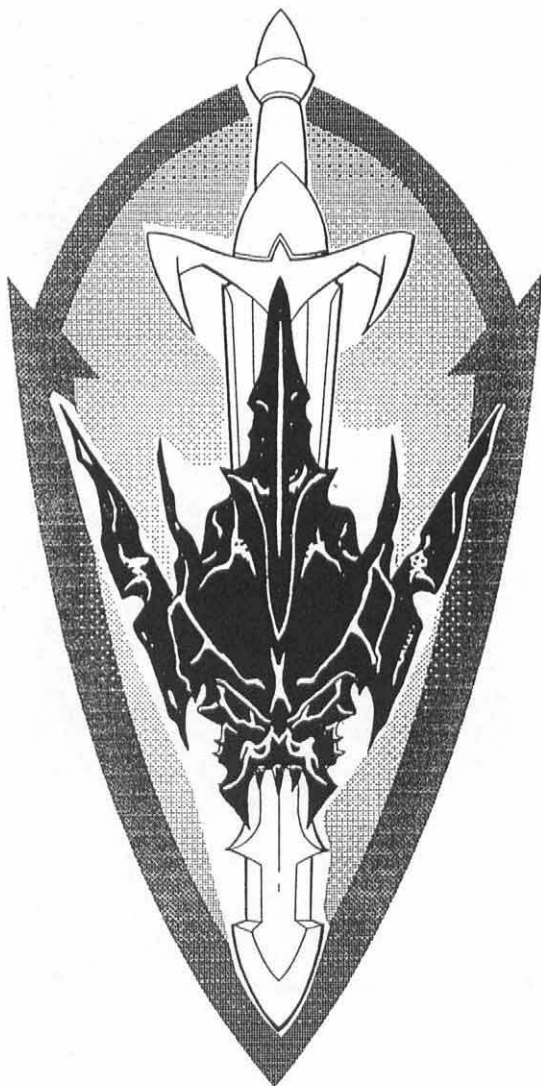
Many of the older cities (like Rylor) not only have sections of town that are clearly older than others (there's a unique blend of new and old architectural styles), but structures which are built over old cities. This includes sections of entire buildings, basements, parking garages, old subways, sewer systems, etc., that still survive as subterranean relics of the past — and places where refugees and rebels can hide and even live. Unfortunately, the Tarlok have unleashed Belangial/Dirrunners and Chyknz Worms into these places, as well as regularly dispatched patrols of Lashreg, Nazeer, and Dreadlor on "extermination" runs.

The City of Rylor has always been the largest and most populated city on Seeron. It is an enormous urban complex roughly the size of Earth's Texas and populated by one billion residents. It has been selected by the Tarlok as the new capital of Seeron and the Tarlok planet-side Headquarters for Military Operations and Pacification. The Tarlok occupy every major city on Seeron, with the greatest concentration of Tarlok forces in Rylor and a few others. Skirmishes with Skraypers and freedom fighters break out throughout the occupied areas on a weekly, sometimes daily, basis.

"Control"

The Bureau of Control & Registration

The BCR — Bureau of Control and Registration — is more commonly referred to only as "Control." The BCR has several important responsibilities: The registration, classification and monitoring of all superbeings, superbeing recruitment (to serve the Tarlok) and police action and containment of rebellious or hostile superbeings. They are to file reports and maintain databases on all known Skraypers. All aspects of the Skraypers' lives are to be scrutinized and recorded; everything from their political ties to daily dining habits. In short, to monitor and "control" the superbeings of Seeron. Unfortunately, the Tarlok's idea of control is to dominate and destroy.



One of Control's most ardent tasks is to hunt down and eliminate rogue Skraypers and freedom fighters. This can involve manhunts, search and seizure (no search warrants are necessary because Seeronians are slaves with no rights), harassing, threatening and torturing suspects and suspected sympathizers, and the systematic tracking and extermination of wanted super-powered fugitives. They also engage in intelligence gathering operations on criminal groups, freedom fighters, and subversive organizations, particularly those with Skraypers among their membership. This involves identification of the group, its members and leaders (sometimes infiltration), and then its eradication; i.e. raid the group, kill and capture as many as possible and cause the rest to disperse and go underground. Captured and troublesome superpowered offenders, including children, teens, adults, and females, are often (90%) sold into slavery after interrogation — to permanently get rid of troublemakers and make a profit at the same time.

The registration and monitoring of the superhuman population is intended to help the Tarlok's pacification efforts and as a means to identify rebels and sympathizers (i.e. those who refuse or protest must be dissidents). The mandate is that all "diseased" individuals are required to register with Control.

Control agents are headed by a corps of Dreadmasters, a legion of Dreadlor, Tandori special agents, loyal minions (largely Nazeer and Lashreg, among others), and Seeronian traitors (mostly superbeings and ex-criminals). The Seeronian Agents are less conspicuous and more capable of walking among their people without raising suspicion. They are used to gather clues and intelligence from an unsuspecting civilian population as well as to target suspicious individuals, engage in sting operations, ferret out organizations, and infiltrate, spy, undermine and destroy dangerous superbeings, rebels and dissidents (groups and indi-

viduals). The Tarlok love this, and sit back and laugh as Seeronians fight amongst themselves. Of course, Seeronian traitors and those human, Talus and Seerman Agents leveraged and blackmailed to work for the Tarlok are watched closely and considered highly "expendable."

Criminals and villainous Skraypers are also targeted, but are usually (75% of the time) offered a chance to "reform" and "make amends" by serving the Tarlok as Control, Police or other special operatives. All Control Agents are well trained for their respective jobs and equally well equipped by Control. BCR Agents are dispersed throughout the world to enforce the Tarlok's will. Several Rithe aliens and Tandori are involved in the BCR as advisors and/or agents, and the Shertar head the BCR interrogation department.

This project is a monumental task and the Tarlok leadership is currently satisfied if approximately half of the world population is registered, provided Control keeps things hot for superpowered troublemakers and shows results. Control has become the symbol of Tarlok tyranny and its operatives are the most hated and feared of all Tarlok. BCR Headquarter is located in Rylor. **Note:** The Tarlok Military and Police (as a division of the Military) also engage in operations against rebels, terrorists and superbeings.

Skraypers

"Skraypers" is the name given to the freedom fighting and heroic superbeings of Seeron. It was adopted a year after the Tarlok seized control of the planet, and began with a series of conflicts between Tarlok authorities and a band of rooftop heroes operating in Rylor. It seems a particularly flamboyant band of young rebels were operating among the skyscrapers of this great city. These gruff, streetwise warriors dared to defy the Tarlok when it seemed all others had gone into hiding. They wore outrageous, flashy costumes to fly in the face of the Tarlok who had decreed a specific dress code and pressed restrictive laws upon the people. They did not have state of the art weapons, but they had attitude, spirit and super abilities. Twenty or so mutants with superpowers; mostly kids under the age of 23. Basically, blue-collar heroes who refused to submit to Tarlok domination, and who quickly won the hearts of the people in Rylor and soon afterward, Seeronians worldwide.

This band of heroes operated on a Robin Hood principle: They used hit and run tactics to rescue citizens being wrongly punished or cruelly mistreated, harassed and slew Tarlok enforcers, stole food and equipment and gave to the poor, and openly defied and mocked the Tarlok. They seldom caused the Tarlok great damage, but they had become an embarrassment and a source of outrage.

They always managed to escape the Tarlok by disappearing among one particular area of the city, among the tallest of the skyscrapers. As much as the authorities tried, they could not uncover their hiding places or find any leads as to their true identities. Worse, the people hailed them as heroes, would cheer at their very sight, and other rebels in Rylor began to emulate them.

Outraged and infuriated, *Tarlok BloodChief Krynok* issued a public warning denouncing these "ruffnecks" and all who supported them. He talked about the skyscrapers serving as the rebels' battlefield of choice and how they used the maze of towering buildings to escape, hide, and launch new attacks. The BloodChief used the slang term, "scrapers" to refer to the gleaming 100-200 story skyscrapers of Rylor. However, the people took his words to be a metaphor for the heroes themselves.

"The 'scrapers stand bold and tall in the sun and you think they are strong. You think they can protect you. You take refuge in these 'scrapers, but they cannot shield or hide you forever. No doubt, you have found some secret network within the buildings that shield you from us like rats scurrying into their holes. We are new, but we will learn the 'scrapers' secrets. We will sniff you out and, when found, we'll tear out



your hearts and eat them. If all else fails, we will obliterate your 'scrapers and you with them. 'Scrapers are nothing to us. Do not press me on this. Stay in your rat holes. We don't care. Dare to rebuff us, and you and the 'scrapers shall be smashed into oblivion."

The "scraper rebels" increased their activities and continued to elude capture. Three months later, true to his word, the BloodChief, convinced that the local citizen in that sector of town were helping the rebels, made an example of them by having the space fleet atomize seven city blocks of Rylor. One hundred and sixty-two thousand people were killed. Apparently, the rebels along with them, for they were never seen again.

From that day forward, superbeings who dared to defy the will of the Tarlok became known as "Skraypers." The "K" substituted for the "C" and the "Y" added to make a distinction between the buildings and the heroes.

Skraypers come from all walks of life, from the affluent to the poorest of the poor. Part of the superheroic tradition of the Skraypers demands these heroic glamour boys be flamboyant, defiant and cocky. Knowing they could die tomorrow, many adopt a swashbuckling, devil-may-care attitude and take reckless and often unnecessary chances. Their motto: "Better to die a hero than live as a slave." And an often unspoken sentiment, "better to die in the street than under torture from Tarlok interrogators." The horror stories about Tarlok interrogation and torture are so hideous and prevalent that most heroes, especially the young and inexperienced, would rather die than have to face it.

Complete with capes, bold insignias and brightly colored costumes, these brave warriors have tremendous self-confidence, large egos and a (often misguided) sense of indestructibility. These things are especially true of bold and idealistic teenagers and young superhumans who find the exciting, romantic life of a Skrayper tremendously appealing. For them, death ("if it happens to me") is just part of the game. Unfortunately, the mortality rate among young (low, 1-4th level) Skraypers is

67%; most die before their 28th birthday. Likewise, most Skrayper wannabes find out too late for them to turn back, that the life they have chosen is far from romantic or glamorous.

Truth be told, once branded a Skrayper by the Tarlok, the individual really does have only three choices: One, to fight and die as a Skrayper; two, surrender and be interrogated and killed, or sold into slavery (probably off-world); or, three, turn traitor, denounce his old way of life and join the Tarlok in hunting down and destroying their old comrades and other foolish Skraypers. There is a fourth option, but it is seldom an effective one. Forsake the life, and go underground. This usually means a bleak life on the run, always looking over one's shoulder and, sooner or later, being discovered. Even those who successfully adopt new identities (a minority) live in fear that their past will be uncovered, and they will be brought to Tarlok justice (torture and death, or slavery).

Ironically, while the most visible and notorious participants in the freedom movement, many (at least 50%) Skraypers are not officially part of a formal resistance movement. Instead they join existing bands of Skraypers who function more like street gangs, or "Street Knights" as many prefer to call themselves. As a "gang," members of a group often adopt a particular costume motif (cape, hat, mask, color scheme, etc.), type of name, or insignia (i.e. identifying gang colors). Many have their own system of codes and slang, and most operate on their particular "turf" — an area of the city they patrol, keep safe and consider "theirs." Many Skraypers only associate with other Skraypers and outcasts (other refugees, Bio-Freaks, criminals and freedom fighters), and sometimes lose touch with the ordinary people around them. Many boast of their incredible feats against Seeron's evildoers and have come to live for combat. Some fight for freedom, some for justice, others like the thrill of adventure, or want revenge. Still others do it for fame and glory, and some just because they like it. Regardless of their motivations, origins, and triumphs, Skraypers have come to symbolize the in-

domitable Seeronian spirit. **Note:** The most common alignments are principled, scrupulous and unprincipled, but can be any. Anti-Heroes tend to be unprincipled, anarchist and aberrant evil.

Independent Skraypers

Independents are not “officially” members of any resistance group, nor do they belong to any large group. Most independents have their own agenda and work alone, or in pairs or small groups of 3-6 members. While some hate the Tarlok and do whatever they can to hurt, annoy, and embarrass them, other Independents could care less. Some are neighborhood gang leaders, others are vigilantes dedicated to the defense of their neighborhood from *anyone* who might threaten it — Tarlok, criminals, supervillains, overzealous freedom fighters, terrorists, etc. Others are swashbuckling nomads drifting from place to place and job to job, going wherever their “special” gifts can be put to good use and earn a hot meal and a warm bed. Others are mercenaries for hire, detectives, sensei style teachers, or freebooters — opportunists with their own personal code, willing to work for almost anybody under the right conditions, with the possible exception of the Tarlok.

Many are young superbeings, full of hope and enthusiasm. They think of themselves as different, smarter, and more resourceful. Most are too young to remember the invasion. Many weren't even born yet, so to them, the invasion is a story and the fearsome Tarlok, cardboard bogeymen. The most optimistic and cocky heroes don't think the Tarlok and their superhuman and monstrous lackeys look so tough, and anxiously await confronting them. All they know is that they can smell revolution in the air, and want to be part of it.

Seventy-five percent of all independents are regional, lone-wolves who avoid collusion with large or notorious groups of Skraypers, nor are they officially part of any freedom fighter group. To do otherwise would destroy their independence and personal freedom and make them sympathizers, allies, or pawns of one side or the other. In fact, many (50%) don't trust the freedom fighting organizations and sometimes interfere with their operations. This can stem from a sense of impudence (“don't come into my town and tell me what to do”), competition, or a feeling that the rebel organization does not have the best interests of the (local) people at heart. Independent Skraypers get the shivers when they hear comments about “the greater good,” or “you don't see the big picture,” or “you're too young (small-time, inexperienced, regional, etc.) to understand what we're trying to do.” Independents (as well as other Skraypers and factions of the Resistance) may feel some freedom fighting groups and factions are too extreme/fanatical and/or overzealous. A number of Independent Skraypers also feel that many Skraypers and rebels forced to live underground are removed from “real life” and have lost their understanding of the streets and the needs, hopes and dreams of ordinary people. This last sentiment sums up the Independents, for they are “urban heroes,” typically born in the working class and who struggle to help ordinary people in their day to day struggles to survive. Thus, they are crime-fighters, vigilantes, protectors and champions of the “every man.” People come first, the “greater cause” and the dream of freedom, second.

Of course, not all Independents are noble heroes looking out for the little guy that others forget. Some are tough street-punks, bullies, glory hounds with delusions of fame and comic book heroes, anti-heroes, and self-serving individuals who are little more than hoodlums offering protection to those willing to pay it (usually in the way of reasonable money, gifts, retail discounts, favors, and respect). Others can be arrogant punks, insane or fanatics themselves, usually on a self-appointed mission (typically revenge). The worst do as they please with little or no regard for the innocent lives they may endanger or the consequences of their actions (particularly to others). **Note:** Most common alignments are scrupulous, unprincipled and anarchist. Most also keep to one particular neighborhood area or section of a city.

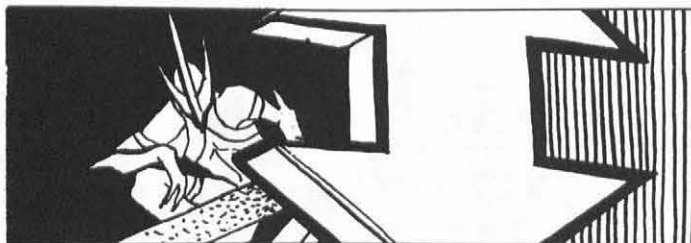
Survival as a Skrayper

With their priorities being freedom and justice, typical Skraypers go without the finer things in life and maintain a very modest life style. Unfortunately, chasing villains and invading aliens is not a paying occupation. This means most Skraypers need to get money in one way or another. Those who are part of an established freedom fighter organization may have their basic needs and equipment provided for by the organization. This can include costumes, false identity papers, equipment and even safe-houses where they can rest and hide. Others survive like Robin Hood, stealing from their oppressors to continue their fight, and living on the street, or below them in the ancient substrata of the great cities, or in secret places inside the walls of the skyscrapers themselves. This is especially true of “independents,” fugitives and superheroes committed to full-time action against the Tarlok. The *average Skrayper* (about half) maintains a secret identity and is gainfully employed to support his heroic endeavors (60% have been forced to register with the BRC, so they must work to keep their identity secret. The rest have been able to conceal their unique super abilities).

Working for their daily bread while secretly defending the people of Seeron can be accomplished several ways. The obvious one is as a weekend hero who engages in actions against the Tarlok after work hours and on weekends. Another is having an understanding, patriotic, Tarlok-hating employer who turns the other way, or who is secretly a sympathizer or secretly active in the underground freedom movement (both are more common than one might think, and as long as they are not implicated, eager to help). Another solution is to have several flexible, part-time jobs, being self-employed, or having an occupation that offers freedom of movement. Such things are possible because Seeron is so heavily populated and the technology so advanced; the Tarlok need the Seeronians to continue to work in order to preserve the great cities and industries that make Seeron valuable to them. Seeron is especially valuable as a manufacturer of bionic systems, energy weapons, and advanced electronics, and a major manufacturer of spacecraft, especially for exploring space beyond the edge of the Charizolon System.

In Rylor, and other cities, secret, underground foundations have been established by members of the general populace. These foundations offer suggestions on how to support Skraypers without being overt about it. Tactics like leaving foodstuffs, clothing, valuables, personal items and information (newspapers, televisions playing, talking loudly by an open window, etc.) where Skraypers can find and access them without fear of reprisal. Some members of these foundations and/or freedom groups also collect materials and money secretly donated by the citizens to show their gratitude for defending their city from Tarlok injustice. Furthermore, restaurants and merchants often give known freedom fighters and Skraypers food or (supposedly) scrap material, and whatever minor assistance they can without implicating themselves as subversives. A handful of underground, black market operations have built their entire business on catering specifically to Skraypers, freedom fighters, criminals and other refugees. Sadly they are criminals motivated by profit rather than patriotism. While most can be reasonably trusted, even the most reputable are likely to sell out their clients to save their own necks.

While the vast majority of Skraypers possess psionic or super abilities, they have become more clearly defined by an attitude and a spirit. They are tough, noble, righteous individuals who refuse to accept a life as slaves, and fight against tyranny and injustice.



Young Heroes

Young Heroes, whether independents or on their way to becoming legendary Skraypers, represent the majority of superbeings currently active on Seeron; the median age is 15-25 years old. Some were only children when Invasion Day occurred and barely remember it (others have nightmares about it or suffer a loss to this day). Many other young heroes were born afterward and don't remember a time when the Tarlok weren't an omnipresent force. As one might expect, even under the harrowing and oppressive rule of the Tarlok, most of these youngsters are idealistic, bold, impudent and defiant. However, they are equally reckless, overconfident and inexperienced. Even surrounded by oppression, injustice and death, they somehow believe that they are too young or powerful to die, and that death will come for "the other guy," not them; they're too smart, quick, powerful ... fill in the blank. They die in droves like blazing meteors that fill the sky with a burst of light for a brief instant before crashing to earth as smoldering husks.

Young superbeings are recruited by Skraypers, freedom fighters, gangs, criminals, and the Tarlok. Horribly, the Tarlok and traitorous Seeronians have managed to indoctrinate and brainwash thousands of young superbeings (one of the triumphs of the BCR). Some of these "recruits" are evil, power hungry men and women who see working with the Tarlok as a means to power. Others see little alternative, and the most dedicated Tarlok supporters seem to honestly believe that the Tarlok offer a better way. That under their guidance, Seeron will flourish and reach new heights of greatness. According to these Hitler-Youth styled loyalists, it is the jealous and ignoble rebels and anarchist Skraypers who cause problems and stir up trouble on Seeron. Accord-

ing to the Supermen of the Tarlok, the Skraypers and so-called freedom fighters are nothing more than vile criminals, murderers, madmen and terrorists. When asked about the extreme punishments, murder and slavery at the hands of the Tarlok, these deluded miscreants spout propaganda about the need for law, order and strong, firm enforcement, and how one must use extreme, perhaps even brutal measures to counter the kind of fanaticism, murderous fervor and chaos practiced by the Skraypers and their ilk — fight fire with fire. They actually seem to believe this and work diligently at bringing "peace" (the pacification of the people and domination of the Tarlok) to Seeron. **Note:** Superbeings who work for the Tarlok are generally referred to as supervillains, traitors and Tarlok lackeys. Those who work under Control are sometimes referred to as "Supercons." The most common alignments are anarchist, aberrant, miscreant and diabolic. While they may have started out as "good kids," they have been corrupted and made cruel, heartless and evil by years of lies and indoctrination. Many are as bad or worse than the Tarlok themselves. Those who break rank after having served as a Supercon are regarded as members of the Most Wanted, and hunted down like mad dogs.

Norms

These are the average, unremarkable, non-superpowered citizens of Seeron, and Charizolon in general. Other than their own individual race's attributes, they have no special talents or powers. However, they are the group the noble Skraypers are dedicated to protect. They have endured decades of economic, ecological and physical turmoil under Tarlok oppression. They include the poor, the middle class and the



(once) wealthy, as well as all mortal, sentient beings, human, Talus, Seerman, Seleniak, and others.

Since the invasion, thousands of surviving Norms have taken an active role in defending their cities and planets. Many took up arms and joined military efforts during the initial invasion. Since the Tarlok occupied their planet, hundreds of these brave citizens put their lives on the line daily as they stand side by side with Skraypers and Ruffnecks against the Tarlok. One could argue that their efforts, by all rights, should earn *them* the name Skraypers, for they face a terrible foe without benefit of superhuman powers.

Bio-Freaks

Bio-Freaks are superpowered humans, Seermans, Talus and any other sentient beings that have a monstrous or markedly inhuman appearance. Although they may associate with, be teammates of, or be as noble and courageous as any Skrayper, they are generally thought of (and often treated as) as a monstrous sub-class of superbeings. A lesser class. Why? Because they are too physically different and frighten, even disgust, some people. Few people ever refer to one of these mutants as a Skrayper. Good or evil, they are a class unto themselves, the class of Bio-Freak ... monster.

The Norms seem to forget that the Bio-Freaks were born as native citizens of Seeron. That they have the same heart, mind and dreams as any Seeronian. It's simply that they have the bodies of monsters. Paradoxically, the fear that Bio-Freaks (even the name is offensive) are somehow less human and more dangerous to all people, has caused Seeronians to reject, avoid, fear, and mistreat the misshaped mutants.

This, in turn, has bred hatred and contempt on the part of some mutants. Consequently, many Bio-Freaks have become bitter, mean, and even murderous toward "Norms" and Skraypers. The criminal underworld is filled with them, and many of the refugees and street people who live in the subterranean tunnels, slums and shadows of the cities are largely composed of Bio-Freaks.

Rejected by their own people (often their own families), a large number have joined forces with the Tarlok, serving as Control Agents or special operatives to extract revenge and hurt those who rejected and hurt them. Years of neglect and abuse have turned many into psychotic monsters and sociopaths. Tragically, many of these mutants see themselves as worthless monsters with little hope and less to live for. **Note:** Such misanthropes and embittered villains are typically selfish or evil alignments. Five percent are the product of new, Shertars genetic experiments.

While disfigurement, rejection and cruelty have crushed or twisted the spirit of some Bio-Freaks, many overcome it all. The mutant population is a significant force among freedom fighters and Skraypers alike. Furthermore, many grow up in loving, nurturing environments, although Norms who don't know them or who are ignorant or cruel, may run from them in fear or cringe at their touch. Many Bio-Freaks are as noble and heroic as the more attractive and flamboyant Skraypers, and many wear the name "Bio-Freak" as a badge of honor, determined to prove they are the equal to any man.



The Indigenous People of Seeron



Ruffnecks = Freedom Fighters

“Ruffnecks” is the term the Tarlok have chosen to refer to freedom fighters and rebels. In fact, they refuse to use the terms “freedom fighter” and “rebel” for fear that it sounds too noble and honorable. On the other hand, “ruffnecks” suggests (to their thinking anyway) a certain uncouth, crudity — a dirty, grimy, bunch of lowlifes and ruffians. “Terrorists,” “criminals” and “madmen” are three other words commonly used to describe those who dare to resist Tarlok domination.

Taking great care to not directly affect the average hard-working individual, most Ruffnecks/rebels/freedom fighters target the Tarlok, their holdings, military and police, and the greedy, cowardly or sinister Seeronians who willingly serve as Tarlok henchmen. Most money and resources captured/stolen from the Tarlok are used to “further the cause” and/or shared with the weak, poor and downtrodden. Shelters and crumb kitchens benefit as well from their criminal activities. Most freedom fighters/Ruffnecks see Seeronian criminals as vultures preying on the misery of their own people, and so they are a secondary target for their wrath. They are so bold as to steal from the holdings of organized crime rings and challenge criminal kingpins and supervillains whom they believe hurt the freedom movement. On the other hand, they look the other way and even buy from and sometimes work with criminals who openly oppose the Tarlok invaders. Such complicity is justified with the notions of a common enemy and the greater good. Many black market operations thrive on selling stolen and smuggled equipment and merchandise to rebels or fencing stolen property for them. Ruffnecks are proud of their role in aiding the poor and fighting the demonic invaders. They see no moral dilemma in taking from the fat, overstuffed pockets of the aloof and opulent well-to-do, traitors and alien invaders to help their people and free their world. Of course, this sentiment varies dramatically from group to group, and there are a good number of rebels who try to avoid involvement with the black market and other criminals.

A lengthy description of Seeron's past is unimportant in the face of its current situation and grim future. Let it suffice to say that its people had their share of violence and savagery, but over millennia became civilized and established a united and relatively peaceful world. Seeronians, even the Talus and Seermans, are fundamentally human. They share all the same traits, emotions, foibles, contradictions, strengths and weaknesses as Earthlings. Some are good, some evil, others self-serving. There have always been heroes and villains, the ethical and the lawless. Thus, there are misanthropes and villains who have thrown in with the Tarlok or who seek to profit from the innocent victims of their crimes.

Humans

Roughly one third of Seeron is human (*homo sapiens sapiens*). Those not affected by the genetic virus are known as “the norm” or simply as “norms.”

Although the people of Seeron believe they all originated on the planet Seeron (and it *is* possible that they evolved naturally, in a similar fashion as humans on Earth), it seems much more likely that the human Seeronians actually originate from another planet, possibly even Earth! If the latter is true, they could have been swept away by a dimensional disturbance thousands (perhaps even hundreds of thousands) of years before the rise of human civilization as we know it; probably between 5000 and 20,000 B.C.E., before the rise of Egypt. For that matter, it is possible that they are the descendants of any number of lost, legendary Earth civilizations including Atlantis and Lemuria.

The Earth connection is supported and yet confused by the fact that they use an alphabet and form of speech very similar to Earth English. While this may support the concept of an Earth connection, the English language is relatively new (at least by historical standards) so English speaking humans could not be the ancestors of human Seeronians. Or could they? Dimensional Rifts are tears in space and time, so it possible. It may also be possible that English speaking visitors came later in history. As is the case with most cultures, the Seeronians have myths about gods and heroes, some of whom are responsible for bringing culture and language to mortal man. It is possible that these myths are actually records of dimensional visitors who affected the development of the indigenous population.

Seeron's history shows that all three races seemed to come into prominence approximately 30,000 years ago, with some Talus artifacts dating back about 200,000 years. Written history only goes back to about 3200 years ago, when the people seemed to undergo a cultural explosion. It was a few hundred years after this that (what we Earthlings know as) English seemed to become a predominant spoken and written language. A few other languages and pictographic writings were used among the ancient humans, Talus and Seermans, but by their year 2000, English had replaced them. To the Seeronians, English (of course they call it Seeronian) just happened to evolve naturally. They will be shocked to discover the Earth “version” of their language, and will find it even harder to accept that Earth *may* be the birthplace of human Seeronians. This connection (and dimensional travel) is further supported by the fact that Seeron has many ancient sites where druids and mysterious builders erected massive stone megaliths very similar to those of Stonehenge, New Grange, and others. The questions about this conundrum may never be answered.

Rifts® Note: The few ancient megaliths of Seeron that have been preserved *are* built at ley line nexuses. The ley line/magic energy of



Seeron has been at low ebb — barely detectable levels — for thousands of years, but that was not always the case. The negligible amount of mystic energy on Seeron (and throughout the Charizolon System) is why magic has never been practiced. In fact, visiting practitioners of magic will be unable to draw upon ley line P.P.E. anywhere on the planet, and must rely on their own reserves and/or P.P.E. from living beings. The only exception is during planetary alignments (1D6x100 P.P.E. is available for 1D6 minutes). However, the ley lines still serve as a connection to the greater Megaverse and creatures of great power and experience in dimensional travel can open a dimensional portal at one of these locations for 1D6 melee rounds. Reopening it to return home requires three times the normal amount of P.P.E. (3000 points), and all of the magic energy must come from an outside source(s).

Humans of Seeron — Homo-Sapiens Sapiens

Planet of Origin/Evolution: Presumably, Seeron, but possibly Earth (*Rifts*® Note: True Atlanteans are convinced the humans of Seeron are one of the lost clans of Atlantis. An unknown number of Atlanteans were scattered throughout the Megaverse during the dimensional cataclysm that destroyed ancient Atlantis over 10,000 years ago).

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

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 2D6+10 plus those gained from physical skills.

Average Height: Six foot (1.8 m) average.

Average Weight: 158 pounds

Average Life Span: Before the arrival of the Tarlok, the Seeronians had made great strides in medicine, making the life span of the average Seeronian human roughly 100 years, with some living to 140. Since the Tarlok invasion, the quality of life and medical care have dropped severely. This is likely to reduce life spans by 10-20%, and the rate of death from violence has increased 600%.

Average Level of Experience (NPC): 1D4+2; while leaders and experienced professionals are likely to be 1D6+5 level, sometimes higher.

P.P.E.: 3D6

Attacks Per Melee: Standard. In *Heroes Unlimited, 2nd Ed.*, the average player character (presumably a hero a cut above the norm) starts with two, plus those acquired through hand to hand combat skills and boxing.

Natural Powers: None per se.

Human Super Abilities: None before the Tarlok plague, but now, approximately 28% of all humans have mutated into superbeings with one or more super abilities. Approximately 12% became Bio-Freaks.

For some reason, Seeronian humans seem to develop *energy* related abilities. They can have other super abilities, and some have no energy related powers at all, but the majority do. Roll on the following table:

Determining the Super Abilities of Seeronian Humans:

Pick one of the following or make a random roll. The table is designed to reflect the powers most common to Seeronian humans. In the alternative, players may elect to use the tables in *Heroes Unlimited, 2nd Edition*.

01-07 Intangibility and one Minor ability, or Alter Physical Structure (limited to energy forms only).

08-14 Manipulate Kinetic Energy plus any one Major super ability of choice.

15-21 Energy Expulsion (pick any one), plus Wingless Flight and one Major ability of choice.

22-29 Energy Expulsion Super (any) and Wingless Flight, plus one Major or two Minor abilities.

30-37 Energy Resistance, Wingless Flight and any two Energy Expulsion powers of choice (can include Power Channelling)!

38-44 Energy Absorption (Major) plus any one Major ability or three Minor abilities of choice.

45-51 Power Channelling, plus any two Minor abilities or one Major ability.

52-58 One Major or two Minor abilities plus ...

Energy Weapon Extensions (a "New" Major power). The ability to form deadly energy from one's hands in the form/shape of a simple weapon (sword, sickle, axe, trident, etc.). Similar to a Psi-Sword only it is a different manifestation of energy and very powerful. Each creation of the energy weapon appendage counts as one melee action (as many as one per hand, plus tail in the case of Talus).

Range: Self

Damage: 6D6 +2 points per level of experience.

Duration: Five minutes per level of experience; can make it vanish at will.

Size/Length: Six inches (0.15 m) per level of experience.

Bonuses: +1 on initiative, +1 to strike and parry.

59-65 Invulnerability and two Minor or one Major ability of choice.

66-72 Supernatural Strength plus two Minor or one Major ability of choice.

73-79 Healing Factor and all Heightened Senses, or all super visions.

80-86 Extraordinary Speed and one Major or two Minor abilities.

87-93 Choice of one Major ability and two Minor ones.

94-00 Choice of two Major abilities and one Minor.

Appearance/Unusual Physical Characteristics: Before the Tarlok plague, they were identical to Earth humans in every way. Most, even superhumans, still look human, but their genetic structure has been changed in subtle yet dramatic ways. In fact, they may represent an entirely new breed of humans from those on Earth.

Heroes Unlimited™ Occupations and Skills: The humans of Seeron can be any occupation from street cleaner to engineer. Before the Tarlok invasion, most had the equivalent of trade school training (30%) or 3-5 years of college (50%), while 20% enjoyed higher education (doctoral). Since Tarlok domination, 55% of the young Seeronians do not advance beyond High School, 35% get Trade School training for a specific job, and only 10% get a higher education. Determine education and skills the same as any human in *Heroes Unlimited*. Modify as is appropriate from the notes above. Seeronians over the age of 50 (in school before the Tarlok invasion) are typically the ones with the higher level of education.

Rifts® Occupations and Skills: Seeron humans can select virtually any O.C.C. that Earthlings can. The average person of the two most recent generations born and raised on Seeron is likely to be the equivalent of a *City Rat* or *Vagabond/Laborer*. The small percentage of better educated Seeronians may have skills in the O.C.C. categories of *Military Grunt/Soldier*, *Police*, *Headhunter*, *Operator*, *Rogue Scholar*, and *Rogue Scientist*. Occasionally, a cyborg (partial or full conversion), *Mind Melter*, or any of the other psychic classes found in *Rifts® Psyscape™*. However, the Tarlok target all people with "dangerous gifts" for special examination, registration, indoctrination (brainwashing), and work or extermination.

Ordinary freedom fighters (non-superhumans) may be the equivalent of any Military O.C.C. or Man at Arms (thief, smuggler, etc.).

Psionics: Roughly 7% exhibit Latent Psionics and 0.5% Master Psionics.

Magic: None. Like the rest of the people in the Charizolon System, they have no knowledge of magic or ley lines.

Rifts® Note about Magic: In a *Rifts®* setting, humans can learn about magic and become practitioners of magic. They may also use magic items and enchanted weapons.

Cybernetics & Other Augmentation: Seeronian science and technology includes advanced cybernetics and bionics (equal to *Triax* on Rifts Earth). Unless a specific character is deliberately designed to

be a superbeing with bionics, the average citizen has none, except for medical purposes. See *Ninjas & Superspies* (or various *Rifts®* titles, like the *Rifts® RPG* and *Triax & the NGR*) for additional cybernetics, gadgets and stuff that may be applicable.

Equipment: Most player characters will start with light body armor (A.R. 15, 120 S.D.C. or 60 M.D.C.); heavier types of armor, capable of withstanding twice the damage and +2 to A.R., are less readily available. All superbeings will have a costume and a spare, plus basic gear like a backpack, satchel or sack, utility belt, rope, flashlight, canteen, binoculars, walkie-talkie or helmet with a built-in radio system, a language translator, 1D4 markers or pens, pad of paper, a common weapon or two (knife, club, pistol and similar close combat, comparatively common and inexpensive items) and a handful of personal items. Additional equipment, like recorders and cameras (both restricted by the Tarlok), must be acquired later.

Note: Players using *Heroes Unlimited™* can roll for *Money and Equipment* (apartment, vehicle, etc.) as presented on page 24 of the Second Edition. The *Optional Rules* for rounding out one's character (page 25) can also be used.

NPCs will have whatever equipment is necessary for their job or position.

Money: About the same as human Earthlings. Everyone needs a job to get money and possessions. Slaves (the majority) are provided for by their masters. Refugees and freedom fighters have whatever they can scrounge, steal or get from supporters.

Enemies: The Tarlok, their evil minions and other dark forces.

Allies: There was little racial prejudice on Seeron before the Tarlok arrived. Most Seeronians accept other races as equals and have been allies with the Seleniak for decades. Many humans even have a soft spot for the Shrlit and associate with other nonhuman escaped slaves and aliens. Generally speaking, any enemy of the Tarlok is a potential friend. However, average humans, especially "norms," tend to fear and avoid Bio-Freaks.

Seerman

Homo-Sapiens Olecrus

The Seermans are another race that appears to be indigenous to the planet Seeron. They, like the Talus, are fundamentally human, but have evolved in a slightly different way. The most notable physical distinctions include their rough skin, protruding elbow bone spines, bony ridge above and between the eyes, pronounced, high cheek bones, and a bony protrusion from the center of the chin. About 15% of the Seerman males have a pair of small tusks or spines that appear on either side of their chin. The ears of most Seermans tend to be small and less than ten percent have any facial or body hair other than the hair on the top of their heads (typically thick, coarse, black or brown hair). Skin color is a warm tan. The thicker, somewhat scaly, less sensitive skin is believed to have evolved to survive the rough conditions and acid rain of the lower hemisphere where the Seerman race seems to originate. Otherwise they are human in every way and can mate and bear offspring with Earth humans and Talus.

The most impressive aspect of the Seermans is that virtually all are *Latent/Major Psychics*, with about 20% possessing *Master Psionic* abilities.

Seerman — Homo-Sapiens Olecrus

Planet of Origin/Evolution: Presumably, Seeron.

Alignment: Any

Attributes: I.Q. 3D6, M.E. 3D6+6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6+4, Spd 3D6

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 3D6+10 plus those gained from physical skills.

Average Height: Six to six feet, six inches (1.8 to 1.95 m).

Average Weight: 150-200 pounds (67.5 to 90 kg).



Average Life Span: Before the arrival of the Tarlok, the Seeronians had made great strides in medicine, making the life span of the average Seerman roughly 100 years, with some living to 140. Since the Tarlok invasion, the quality of life and medical care have dropped severely. This is likely to reduce life spans by 10-20%, and the rate of death from violence has increased 600%.

Average Level of Experience (NPC): 1D4+2; while leaders and experienced professionals are likely to be 1D6+5 level, sometimes higher.

P.P.E.: 2D6

Attacks Per Melee: Standard. In *Heroes Unlimited, 2nd Ed.*, the average player character (presumably a hero a cut above the norm) starts with two, plus those acquired through hand to hand combat skills and boxing.

Natural Powers: See Psionics.

Seerman Super Abilities: Psionic abilities have always been natural to the Seerman, but before the Tarlok plague, only 5% were Master Psychics, 55% Minor Psychics and 40% Major. Now 20% are Masters and 47% are Major Psychics.

For some reason, Seermans are much more resistant to the genetic mutation and receiving super abilities than the Seeronian humans and Talus.

Only about 10% of the Seermans possess super abilities and half of those become Bio-Freaks. Seermans with super abilities only re-

tain the four basic psionic powers plus two lesser ability of choice, are considered Minor Psychics, and have minimal I.S.P. (M.E. attribute +1D6 points per level of experience).

Roll to determine the type and number of super abilities:

01-30 Four Minor super abilities, plus one additional lesser psionic power of choice.

31-60 One Major super ability and two Minor ability.

61-90 Two Major abilities.

91-00 Two Major abilities and one Minor.

Furthermore, the selection of super abilities is limited to the following powers:

Minor Super Abilities

Extraordinary M.A.
Extraordinary M.E.
Healing Factor
Heightened Senses (any)
Metal Stun
Nightstalking
Radar
Super Vision (any)

Major Super Abilities

Control Others or *any* Control Powers
Adapt to Environment
Bio-Ghost
Cloaking
Disruptive Touch
Divine Aura
Holographic Memory Projection
Karmic Power
Mimic
Negate Super Abilities
Transferal/Possession

Appearance/Unusual Physical Characteristics: As noted in the description above. Those with super abilities often have larger, more pronounced bony spurs on the face and elbows. Most, even superhumans and Master psychics, still look like ordinary Seermans, but their genetic structure has been changed in subtle yet dramatic ways.

Heroes Unlimited™ Occupations and Skills: Seermans can be any occupation from garbage collector to engineer. Before the Tarlok invasion, most had the equivalent of trade school training (30%) or 3-5 years of college (50%), while 20% enjoyed higher education (doctoral). Since Tarlok domination, 55% of the young Seeronians do not advance beyond High School, 35% get Trade School training for a specific job, and only 10% get a higher education. Determine education and skills the same as any human in *Heroes Unlimited™*. Modify as is appropriate from the notes above. Seeronians over the age of 50 (in school before the Tarlok invasion) are typically the ones with the higher level of education.

Rifts® Occupations and Skills: Seermans with Minor or Major psionics can select virtually any O.C.C. that Earthlings can. The average person born in the two most recent generations and raised on Seeron is likely to be the equivalent of a *City Rat* or a *Vagabond* or *Laborer*. The small percentage of better educated Seeronians may have skills in any of the O.C.C. categories including, but not limited to, *Military*, *Operator*, *Rogue Scholar*, *Rogue Scientist* or any applicable "psychic" O.C.C. (see **Rifts® Coalition War Campaign™** and **Psyscape™**). Many will be Mind Melters. However, the Tarlok are suspicious of all people with "dangerous gifts," especially Master Psychics. They are targeted for abuse and recruitment in Control and the Military (warrior and espionage slaves), as well as required to register with the BCR. **Note:** Psychics usually avoid bionics and other forms of augmentation, as it negates their psionic powers.

Psionics (H.U. 2): All seermans have the following psychic abilities.
Clairvoyance Mind Block
Sense Evil Meditation

... then roll to determine the level of power and the number of additional psionic abilities to be selected.

01-33% Minor Psionic — Select a total of three additional psionics from any one of the three lesser categories of Healing, Physical or Sensitive.

34-80% Latent (Major) Psionic — Standard, see H.U. 2, page 190.

81-00% Natural (Master) Psionic — Standard, see H.U. 2, page 190.

I.S.P. (H.U. 2): Minor Psionic: M.E. attribute plus 2D6, and 1D6 I.S.P. per level of experience.

Latent (Major) Psionic: M.E. attribute number x2 plus 1D4x10. The character gets 1D6+1 I.S.P. per each level of experience. **Note:** These are the correct I.S.P. stats for the Latent Psychic. The first printing of H.U. 2 had listed them incorrectly.

Natural (Master) Psionic: M.E. attribute x2 plus 2D6x10. The character gets 10 I.S.P. per level of experience. **Note:** These are the correct I.S.P. stats for the Natural/Master Psychic. The first printing of H.U. 2 had listed them incorrectly.

Psionics (H.U. 2): All seermans have the following psychic abilities.

Clairvoyance Mind Block
Sense Evil Meditation

... then roll to determine the level of power and the number of additional psionic abilities to be selected.

01-33% Minor Psionic — Select a total of three additional psi-powers from any one of the three lesser categories of Healing, Physical or Sensitive.

34-80% Major Psionic — Standard; the character can select eight psi-powers from *one* of the three lesser categories of Healing, Physical or Sensitive, or a total of six if selections are made from two or more of those categories.

81-00% Master Psionic — Standard Mind Melter or other Master Psychic which means the character can select any of the Psychic O.C.C.s presented in **Rifts® World Book 12: Psyscape™**; some of these may be available to *Major* psychics also. Furthermore, youngsters (new characters starting at first level) can become *Mystics*, and use both magic and psionics. Likewise, psionic powers described in *Psyscape™* are available for selection.

Rifts® I.S.P.: Standard; Master Psionic: M.E. attribute number plus 3D6x10 and gets 10 I.S.P. per level of experience.

Magic: None. Like the rest of the people in the Charizolon System, they have no knowledge of magic or ley lines.

Rifts® Note about Magic: In a *Rifts®* setting, Seermans may learn about magic, but can not become practitioners of magic, other than the Mystic; they prefer to rely on their natural psionics. They may, however, use magic items and enchanted weapons.

Cybernetics & Other Augmentation: Seeronian science and technology includes advanced cybernetics and bionics (equal to *Triax* on Rifts Earth), but Seermans will avoid them because implants interfere with their psychic powers (reduce range, duration and damage by half), while partial and full reconstruction completely destroys psionics.

Equipment: Most player characters will start with light body armor (A.R. 15, 120 S.D.C. or 60 M.D.C.); heavier types of armor, capable of withstanding twice the damage and +2 to A.R., are less readily available. All superbeings will have a costume and a spare, plus basic gear like a backpack, satchel or sack, utility belt, rope, flashlight, canteen, binoculars, walkie-talkie or helmet with a built-in radio system, a language translator, 1D4 markers or pens, pad of paper, a common weapon or two (knife, club, pistol and similar close combat, comparatively common and inexpensive items) and a handful of personal items. Additional equipment, like recorders and cameras (both restricted by the Tarlok), must be acquired later.

Note: Players using *Heroes Unlimited™* can roll for *Money and Equipment* (apartment, vehicle, etc.) as presented on page 24 of the Second Edition. The *Optional Rules* for rounding out one's character (page 25) can also be used.

NPCs will have whatever equipment is necessary for their job or position.

Money: About the same as Earth humans. They need a job to get money and possessions. Slaves (the majority) are provided for by their masters. Refugees and freedom fighters have whatever they can scrounge, steal or get from supporters.

Enemies: The Tarlok, their evil minions and other dark forces.

Allies: There is no racial prejudice among the three original Seeronian races, humans, Seermans, and Talus, but Bio-Freaks are generally

considered second-class citizens, if not outright monsters. The Seermans are the least prejudiced against these unfortunate mutants, mainly because their psionic powers make them more aware and sensitive to the Bio-Freaks' feelings. Generally, an enemy of the Tarlok is viewed as a potential friend.

Talus

Homo-Sapiens Talus

Fundamentally human, the Talus are identical to humans with the notable exceptions of a small nose, pronounced cheek bones, and a long, prehensile tail; the tail may not always be passed on to cross-breeds. The tail acts as a fifth limb and is extremely sensitive and coordinated. This allows Talus increased dexterity and physical prowess. Both striking and shooting weapons have been modified in many variations to attach to or be held by this extra appendage. Most have little or no body hair except on the head, and facial hair is usually kept shaved. The skin of both sexes is extremely smooth, soft and supple.

Among the human species their curiosity and cleverness is second to none. They are creative thinkers and enjoy any challenge to "build a better mouse trap". Unfortunately their curiosity and inventiveness sometimes gets the best of them.

Most are strong, have quick reflexes and are generally athletic. The typical family emphasizes the maintenance of the body and engages in sports and physical activities. Unfortunately, this has marked them by the Tarlok as the ideal labor force. They are also recruited as warrior slaves used in law enforcement and the military.

Like most Seeronians, Talus generally respect all life and freedom. They share a great concern for the well-being of their people and the future of their homeworld.

The Talus are especially gifted climbers and acrobats which makes using the rooftops and swinging or climbing along bridges, underpasses, and from building to building as natural as walking. This also gives them an edge in combat, for their speed, balance and agility can be astonishing. Most Talus men, women, and children also practice the ancient martial art of Talitsu. This martial arts form was developed thousands of years ago and is part of most every (82%) Talus' life starting at age three. It combines body building, acrobatics and the use of the tail with combat arts. The Tarlok are seriously considering banning it. **Note:** The importance of the tail means the art is not suitable to humans and most tailless humanoid.

Special R.C.C./Martial Arts Abilities and Bonuses

Talitsu (pronounced T al it zu): A special form of martial arts combat involving the use of the tail, balance, leaps, climbing and acrobatics.

Skill Equivalents: All appropriate skill bonuses are added to the character's attributes, S.D.C. and other bonuses.

Acrobatics

Body Building

Climbing (+10%)

Hand to Hand: Martial Arts

Talitsu Bonuses: All the basic skills and bonuses per level of the standard Martial Arts combat skill, plus the bonuses and abilities provided by the physical skills above, and the those that follow:

Moves

Automatic Body Flip

Automatic Dodge

Back Flip

Bonuses:

+1 attack with tail at levels 1, 3, 6, 10 and 14.

Tail Strike does 2D6 damage (+1D6 if spiked at the end, +2D6 if the entire tail is spiked the spines are a foot/0.3 m long or longer).

+1 on initiative.

+2 to disarm.

+1 to automatic dodge.

+4D6 to S.D.C.

+2 to pull punch.



Talus of Seeron — Homo-Sapiens Talus

Planet of Origin/Evolution: Presumably, Seeron.

Alignment: Any

Attributes: I.Q. 2D6+4, M.E. 3D6, M.A. 3D6, P.S. 4D6, P.P. 4D6, P.E. 3D6, P.B. 2D6+4, Spd 5D6

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 4D6+12 plus those gained from physical skills.

Average Height: Six to seven feet (1.8 to 2.1 m) tall.

Average Weight: 160 to 250 pounds (72 to 112.5 kg), usually of muscle.

Average Life Span: Before the arrival of the Tarlok, the Seeronians had made great strides in medicine, making the life span of the aver-

age Talus is roughly 100 years, with some living to 140. Since the Tarlok invasion, the quality of life and medical care have dropped severely. This is likely to reduce life spans by 10-20%, and the rate of death from violence has increased 600%.

Average Level of Experience (NPC): 1D4+2; while leaders and experienced professionals are likely to be 1D6+5 level, sometimes higher.

P.P.E.: 3D6

Attacks Per Melee: Standard. In *Heroes Unlimited, 2nd Ed.*, the average player character (presumably a hero a cut above the norm) starts with two, plus those acquired through hand to hand combat skills and boxing. See Talitsu bonuses above.

Natural Powers: None per se.

Talus Super Abilities: None before the Tarlok plague, but now, approximately 37% of all Talus have mutated into superbeings with one or more super abilities, and approximately 23% become Bio-Freaks. For some reason, Talus seem more inclined to physical mutation.

Determining the Super Abilities of Talus Seeronians:

Pick one of the following or make a random roll. The table is designed to reflect the powers and physical mutations most common to Talus. In the alternative, players may elect to use the tables in *Heroes Unlimited, 2nd Edition*. If the Talus has superhuman or supernatural P.S., a spiked tail does 1D6 or 2D6 M.D. in addition to the character's supernatural P.S. punch damage.

01-05 Small spikes cover the entire length of the prehensile tail (+2D6 damage). Super Abilities: Superhuman Strength (does M.D. in Mega-Damage settings), Invulnerability or Invisibility and one Minor power of choice.

06-15 End of tail is spiked (like the Earth Stegosaurus; +1D6 damage) and there are black or brown colored patches on the body. Super Abilities: Supernatural Strength and one Major or two Minor abilities of choice.

16-25 Small spikes cover the entire length of the prehensile tail (+2D6 damage). Super Abilities: Extraordinary Strength (does not do M.D. in any setting), Extraordinary Speed and one Minor and one Major ability of choice.

26-35 Each forearm has 1D4 spikes (+1D6 damage to backhand strikes) and the end of the tail is spiked (like the Earth Stegosaurus; +1D6 damage). Super Abilities: Extraordinary Strength plus any one of the other Minor Extraordinary powers, and one Major ability.

36-45 Small spikes cover the entire length of the prehensile tail (+2D6 damage). Super Abilities: One Minor ability of choice and *Energy Weapon Extensions*. The ability to form deadly energy from one's hands in the form/shape of a simple weapon (sword, sickle, axe, trident, etc.; 6D6 +2 points of damage per level of experience).

46-55 Ordinary tail and features. Super Abilities: Alter Limbs, Alter Metabolism and either one Major ability or two minor.

56-60 Disfigured by bony ridges on the face and small spikes on the arms and shoulders. The tail is covered in foot long (0.3 m) spikes (+2D6 damage). Super Abilities: Superhuman Strength (does M.D. in Mega-Damage settings), plus one Major or two Minor abilities.

61-70 1D4+1 foot long (0.3 m) spikes on the top of the head (may run down the back of the head like a mohawk, horn-like or crown-like), and the tail is spiked at the end (long or short, like the Earth Stegosaurus; +1D6 damage for short, 2D6 for long). Super Abilities: Supernatural Strength and one Major or two Minor abilities of choice.

71-75 Small spikes on tail (just the end or entire length), plus 1D4 spikes on each forearm (+1D6 damage to backhand strikes). Super Abilities: Four Minor or one Major and one Minor abilities.

76-80 Either ordinary looking or with a spiked tail (short or long it does +1D6 damage). Super Abilities: *Energy Weapon Extensions*, but with the tail only! Plus one Major ability or three Minor ones.

81-86 Ordinary features with a normal or spiked tail. Choice of one Major ability and two Minor, or five Minor ones, or two Major ones.

87-93 Ordinary tail and features, but has black or brown colored patches. Choice of one Major ability and two Minor ones.

94-00 Ordinary tail and features. Choice of two Major abilities and one minor.

Appearance/Unusual Physical Characteristics: Before the plague, most Talus shared the same basic features. However, the Tarlok plague has induced dramatic physical changes. Not only does a comparatively huge number develop super abilities (60% including Bio-Freaks), but roughly 70% of those super-empowered have some physical deformity; most commonly the spiked tail. In fact, they may represent an entirely new breed of humans/Talus.

Heroes Unlimited™ Occupations and Skills: Talus can be any occupation from street cleaner to engineer. Before the Tarlok invasion, most had the equivalent of trade school training (30%) or 3-5 years of college (50%), while 20% enjoyed higher education (doctoral). Since Tarlok domination 55% of the young Talus do not advance beyond High School, 35% get Trade School training for a specific job, and only 10% get a higher education. Determine education and skills the same as any human in *Heroes Unlimited™*. Modify as is appropriate from the notes above. Talus typically over the age of 50 (in school before the Tarlok invasion) are the ones with the higher level of education.

Rifts® Occupations and Skills: Talus can select virtually any O.C.C. that Earthlings can. The average person born of the two most recent generations, and raised on Seeron, are likely to be the equivalent of a *City Rat* or a *Vagabond/Laborer*. The small percentage of better educated Seeronians may have skills in any of the O.C.C. categories.

Ordinary freedom fighters (non-superhumans) may be the equivalent of any Military O.C.C. or any Men at Arms (thief, smuggler, etc.).

Psionics: Roughly 5% exhibit Latent Psionics and 0.5% Master Psionics.

Magic: None. Like the rest of the people in the Charizolon System, they have no knowledge of magic or ley lines.

Rifts® Note about Magic: In a *Rifts®* setting, Talus characters can learn about magic and become practitioners of magic. They may also use magic items and enchanted weapons.

Cybernetics & Other Augmentation: Seeronian science and technology includes advanced cybernetics and bionics (equal to *Triax* on Rifts Earth). Unless a specific character is deliberately designed to be a superbeing with bionics, the average citizen has none, except for medical purposes. See *Ninjas & Superspies* (or various *Rifts®* titles, like the *Rifts® RPG* and *Triax & the NGR*) for additional cybernetics, gadgets and stuff that may be applicable.

Equipment: Most player characters will start with light body armor (A.R. 15, 120 S.D.C. or 60 M.D.C.); heavier types of armor capable of withstanding twice the damage and +2 to A.R., are less readily available. All superbeings will have a costume and a spare, plus basic gear like a backpack, satchel or sack, utility belt, rope, flashlight, canteen, binoculars, walkie-talkie or helmet with built-in radio system, a language translator, ID6 markers or pens, pad of paper, a common weapon or two (knife, club, pistol and similar close combat, comparatively common and inexpensive items) and a handful of personal items. Additional equipment, even things like recorders and cameras (both restricted by the Tarlok), must be acquired later.

Note: Players using *Heroes Unlimited™* can roll for *Money and Equipment* (apartment, vehicle, etc.) as presented on page 24 of the Second Edition. The *Optional Rules* for rounding out one's character (page 25) can also be used.

NPCs will have whatever equipment is necessary for their job or position.

Money: About the same as human Earthlings. They need a job to get money and possessions. Slaves (the majority) are provided for by their masters. Refugees and freedom fighters have whatever they can scrounge, steal or get from supporters.

Enemies: The Tarlok, their evil minions and other dark forces.

Allies: There was little racial prejudice on Seeron before the Tarlok arrived. Most Seeronians accepted other races as equals and have been allies with the Seleniak for decades. Ironically, normal or slightly mutated Talus are repulsed and frightened by Bio-Freaks, many of whom were born of Talus parents — ordinary and superpowered Talus live in constant fear that their offspring will be Bio-Freaks, but generally speaking, any enemy of the Tarlok is a potential friend.

Bio-Freak R.C.C.

Bio-Freak is the rather crass term used to describe Humans, Seermans, and Talus whose genetic structure has been so altered that they've experienced tremendous physical change. In some cases, these physical mutations are so dramatic that it is difficult to tell exactly what they once were.

The majority of Bio-Freaks are Seeronians affected by the Tarlok plague originally unleashed on the planet Talavera, but they can include members of any race that has undergone a genetic mutation. Approximately 10% of the Bio-Freaks are the product of Tarlok (or more to the point, Shertar) biological and genetic experiments.

Not even the Shertar know why the Seeronians responded the way they did, and are not likely to ever find an answer, nor replicate the process. What happened was a biological agent used against the indigenous people of Talavera was accidentally flawed — mutated — to begin with. While the plague decimated the people of Talavera, it had a profoundly different effect on the people of Seeron. Seeronians contracted the Tarlok's bio-warfare agent by accident when they began to visit that world. More of it was carried to Seeron by unsuspecting Talaveran visitors. The plague sparked a small outbreak of disease that made about 29% of the world population ill, but was fatal to less than one percent. It was only about a decade later that birth defects and strange mutations began to appear. One of these "mutations" was the manifestation of incredible superhuman abilities. These abilities, quickly dubbed "superpowers," could appear in a seemingly ordinary looking Seeronian or a physically mutated one. It would take several more decades to discover the link between the mutation and the Tarlok's biological warfare on Talavera.

At first the physical mutations were minor and the appearance of super abilities was uncommon. However, with each passing year, both increased by disturbingly large percentages. By the time the Tarlok invaded, Seeron was being swept by an epidemic of superpowers and frequent, often bizarre or grotesque, physical mutations and deformities. This epidemic created a panic across the world. People didn't know what was happening to them and there were no good answers. Infanticide, child abuse, murder and suicide leaped to unprecedented highs. Government and science agencies were deluged with questions and demands. Some cities experienced rioting. Seeronian society became fragmented for the first time in one thousand years. Enter the Tarlok.

As fate would have it, it was during this period that the Tarlok invasion force entered Seeron orbit and launched their attack. Already in the throes of civil unrest, panic and anarchy, the world government was weakened and divided, and the people were lost to fear. The appearance of invading monsters was more than the people and their government could handle, and undoubtedly contributed to Seeron's defeat.

Today, the range of genetic mutations seems to have stabilized and evened out. The manifestations in humans, Seermans and Talus are pretty consistent, although the Talus continue to suffer the greatest incidence of physical deformity. Roughly 25% of all Bio-Freaks are from Talus descent.

Bio-Freaks are superbeings who are the most inhuman and monstrous looking of the mutants. They are generally shunned and feared

by the masses. Rejection and cruelty from their fellow Seeronians, often from their own families, has turned some of them into reclusive refugees. These outcasts live in ancient subterranean catacombs and sewers, on rooftops, and in slums and abandoned buildings where they can avoid human contact. These homeless vagabonds survive by scrounging garbage, begging and stealing food and bare essentials. These lost souls have given up on ever becoming anything more and eke out a basic existence. Many hate non-mutants and will attack them with the slightest provocation. Others have taken to banditry, robbing unsuspecting pedestrians, breaking into vehicles and homes, and plun-



dering fellow Bio-Freaks and refugees. This having been said, some of these lost souls can be touched by kindness and their spirits rekindled.

The worst have taken to serious crime, finding employment in the Black Market, gangs and other criminal organizations. They function as guards, runners, enforcers, hit men, burglars, smugglers, and just about anything else one can think of. This also gives them the camaraderie and the feeling that they "belong" that so many are desperately looking for.

Bio-Freaks can also find refuge and camaraderie among groups of rebels, freedom fighters and Skraypers. This is an excellent fit, because these organizations (like the underworld) are secret and function outside the law and out of view. As members of such a group, they usually have a safe, clean, warm place to live, food to eat and all their basic needs provided for. The lucky ones will also enjoy genuine friendship and closeness with some, if not all, of the team members. Unfortunately, even among groups of other outcasts, Bio-Freaks are often treated like lackeys, second-class citizens, slaves or animals. At one point or another in their lives, most have suffered mental and physical

abuse, and they constantly endure frightened glances, pointing fingers, nervous whispers, cruel words and obvious revulsion.

All of this paints a pretty dismal and sad picture of Bio-Freaks, and it is this portrait of the pathetic, broken-spirited, and misunderstood monsters that is the common stereotype. A stereotype that many Bio-Freaks fight, because for every miscreant, scoundrel, or reclusive bum, there are two noble and ethical mutants trying to carve their place in the world. Bio-Freaks can be courageous, loving, hard-working people who strive to better themselves and to help others. Superhumans who use their fantastic powers to make the world a better place. Superheroes who fight to protect and defend all people, and who are worthy of the name "Skrapper." These are people (not monsters) who through it all, never give up on themselves, on their friends, or on their ideals.

Bio-Freaks of Seeron — Mutants

Planet of Origin/Evolution: Primarily Seeron.

Races of Origin: 24% Human, 49% Talus, 8% Seerman, 3% Seleniak, and 16% others. **Note:** Any race subjected to Tarlok experimentation can be turned into a Bio-Freak (if they survive, that is). In *Rifts*®, Gene-Splicers or the CS Lone Star Genetics Division may be responsible for creating genetic monstrosities. Likewise, other experiments and strange mishaps can transform ordinary characters into something inhuman. Seeronians and Tarlok consider any mutant that looks inhuman, or transforms into something inhuman looking, to be a Bio-Freak. Those with *Superhuman* or *Supernatural P.S.* in an S.D.C. environment will have the equivalent supernatural P.S. and inflict Mega-Damage from punches, kicks and tail strikes in M.D. settings.

Alignment: Any

Attributes: As per race, or generally, I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 1D6+1, Spd 3D6.

Hit Points: As per originating race.

S.D.C.: 6D6+10, in addition to those that *may* be gained from physical mutation and super abilities.

Average Height: Roll 3D4 to determine average height; 3-12 feet (0.9 to 3.6 m). Some may still be larger or smaller depending on super abilities and other mutation factors.

Average Weight: Approximately 25 pounds (11.3 kg) per one foot (0.3 m) of height (add 200 lbs/90 kg if 10 ft/3 m or taller), but some may be unusually skinny or heavy.

Average Life Span: 60 years, but some have lived to be 150; depends on the mutation and lifestyle. An alarming 56% of all Bio-Freaks will have a violent death.

Average Level of Experience (NPC): 1D4+2; while leaders and experienced professionals are likely to be 1D6+5 level.

P.P.E.: 6D6

Attacks Per Melee: Standard, as per racial characteristics (i.e. Talus have extra tail attacks), training and super abilities. In *Heroes Unlimited, 2nd Ed.*, the average player character (presumably somebody a cut above the norm) starts with two, plus those acquired through hand to hand combat skills and boxing.

Natural Powers: Some Bio-Freaks get bonuses, extra S.D.C. and features from their mutation; see the mutations listed with the super abilities, below.

Bio-Freak Super Abilities: Bio-Freaks are the product of genetic mutations typically caused by the Talaveran plague or inflicted by Tarlok genetic experimentation. Most Bio-Freaks are born of Seeronian parents. More Talus have mutated into Bio-Freaks than any other race on Seeron.

Determining the Super Abilities of Bio-Freaks:

Pick one of the following or make a random roll. The table is designed to reflect the powers and physical mutations most common to Bio-Freaks. In the alternative, players may elect to use the tables in *Heroes Unlimited, 2nd Edition*.

Note: In addition to super abilities, all Bio-Freaks are completely immune to Tarlok biological warfare and are +4 to save vs disease, +2



to save vs poison (and magic potions) and +3 to save vs Horror Factor. Three percent are *Mega-Heroes* (typically NPCs; G.M. must authorize player characters); see H.U. 2 page 178.

01-05 Oversized and muscular legs. Super Abilities: Radar and Sonic Speed or Vibration power, plus one minor ability.

06-10 Thick, lumpy or pitted and pockmarked skin (A.R. 10, +6D6 S.D.C., H.F. 10), with strange spines and protrusions, and a monstrous, demonic face. Maximum for the P.B. attribute possible is 8 (2D4). Super Abilities: Two Major and two Minor, or three Major abilities!

11-14 Wings (the exact type and look of the wings is up to the player), monstrous, alien or demonic features or strange musculature. Super Abilities: Winged Flight plus two Major abilities, or one Major and two Minor.

15-19 Monstrous, alien appearance (player or G.M.'s choice) that doesn't resemble anything in the Charizolon System! Super Abilities: Five Minor or Two Major and two Minor.

20-24 Skin/body seems to be made of stone, pebbles, concrete/sand, bark, crystal and similar unnatural rough material (A.R. 12, 3D4x10). Super Abilities: Alter Physical Structure (any) and one Minor ability of choice, or one Major and one Minor ability.

25-29 Unnaturally elongated face and tall, thin body (may look skeletal); add 3D6+6 inches to height and arms reach to below the knees (about 25% longer than usual). Stays thin even if the character eats quite a bit. Super Powers: Stretching/Elasticity and one Major ability, or Stretching and three Minor abilities of choice.

30-34 Oversized arms and hands that are twice as long and muscular as normal. Super Abilities: Superhuman P.S. or Power Channeling plus one Major or two Minor abilities. In the alternative, Superhuman P.S. can be changed to Supernatural P.S. but only select one Major and one Minor ability.

35-40 Spine/Spiked covered body, like a monstrous porcupine. The spines do not come out and range in size from three inches to two feet (0.6 m). They serve as a natural body armor (A.R. 17, +3D6x10 S.D.C., but reduce P.B. by half). Super Abilities: 1D4+1 Minor or one Major and one Minor ability.

41-45 Large sized to huge, hulking, muscle-bound body; 3D4x10% larger and heavier than normal, +2D4x10 S.D.C., +1D4 to P.E. and +6 to P.S. Sometimes the head remains disproportionately small, giving the character a "pin-head" effect. The fingers and hands are large and thick, so there is a -15% skill penalty on skills that require a delicate touch and small, thin fingers. Super Abilities: Supernatural Strength, plus Invulnerability or Bio-Armor (or one Major ability of choice), and two Minor abilities.

46-50 Physical transformation necessary to use superpowers. Typically covered in fur and has animal features (clawed hands, fangs, animal-looking eyes, etc.; +1D6 damage from claw strikes, and bite does 2D6 damage). Super Abilities: Two Major or four Minor Abilities of choice.

51-55 Physical transformation necessary to use superpowers. Super Abilities: Tentacles (6) plus one Major or one Minor ability.

56-60 Physical transformation necessary to use powers. Looks small and frail, but when powers are used, the character turns into a large and powerfully built individual (increase P.B. and P.S. by 20%). Super Abilities: Bio-Armor or Growth, plus one Major or two Minor abilities.

61-65 Skin/body seems to be made of smooth, seamless metal that is chrome, silver, gold, bronze, steel/iron blue or steely grey in color. No body hair or facial features; the nose is two tiny holes, the mouth a thin line, the ears two reptilian circles, and the eyes may look normal or be oddly shaped. Otherwise, smooth and featureless. A.R. 12, +2D4x10 S.D.C. Super Abilities: Any Control ability of choice or Shapechange, plus one Major or 1D4 Minor abilities.

66-70 Semi-Transparent, like ice or smooth crystal, with different masses of pale, light colors (the internal organs). No body hair except on the top of the head. Super Abilities: Invisibility and Cloaking (or

Cloaking can be exchanged for one Major ability of choice), or Intangibility and one other Major power, or two Minor ones.

71-75 Black or dark colored (blue, red, etc.) skin or covered with small dark spikes or strange markings, and has strange eyes (Nightvision 1000 feet/305 m). Super Abilities: Nightstalking and Darkness control, or one Major ability and two Minor ones.

76-80 Deformed hands. Only two fingers and a thumb, or just two fingers (no thumb), plus the fingers and hands are misshaped and ugly (gnarled, spiny, lumpy, unusually long or insect-like, etc.). -10% skill penalty. Super Abilities: Body Weapons (Minor), Alter Limbs (Major) plus one Major ability of choice or two Minor ones.

81-85 Extra pair of arms and hands, plus blotchy and discolored skin. Super Abilities: Multiple Limbs plus one Major or two Minor abilities.

86-90 Animal Body. Walks on all fours, can stand erect for brief periods but rear legs are animal-shaped (canine or feline) and made for running. Hands are clawed (+1D6 to damage) but human shaped, with an opposable thumb. The head has the general shape and the features of an animal (any species), although the eyes sparkle with human intelligence and the character can speak clearly. Super Abilities: Extraordinary Speed, plus one Major and one Minor ability, or Extraordinary Speed plus four Minor abilities.

91-95 Oversized and strange-looking head (hairless, large eyebrows or skull ridges, pronounced forehead, bony, lumpy, etc.). Reduce P.B. by 1D4 points, increase I.Q. and M.E. by 1D4 points. Super Abilities: Control Others or Karmic Power, plus one Major or two Minor powers. In the alternative, this Bio-Freak could be a Master psychic (+1D4x10+19 I.S.P. bonus), selecting psionic abilities *instead* of super abilities.

96-00 Tiny, about the size of a ring-tailed lemur or large monkey, and has an alien, animal-like or mini-dragon appearance; sits on haunches, has a long semi-prehensile tail, animal features, but human intelligence, speech, and a pair of proportional human-like arms and hands with an opposable thumb (+10% to prowl, climb, and acrobatics skills). Super Abilities: Two Major or four Minor powers of choice.

Appearance/Unusual Physical Characteristics: All Bio-Freaks look inhuman and about 65% look absolutely monstrous. See the mutation listed with the super abilities, above, and NPCs for some direction as to common mutations.

Heroes Unlimited™ Occupations and Skills: Bio-Freaks can have most any occupation, but most (60%) have a poor education; rarely more than High School or Trade School Training — learned to fight, smuggle, steal, do mechanics, or whatever, on the streets or from a mentor or secret organization. Determine education and skills the same as any human in *Heroes Unlimited™*. Modify as is appropriate. Those recruited by rebels, criminals and the Tarlok, are likely to have the best training, but are also likely to have training limited to Military, Espionage, and Rogue type skills and occupations.

Rifts® Occupations and Skills: Technically, a Bio-Freak can select virtually any O.C.C. that Earthlings can. However, the majority will be *Men at Arms* (including bandit, thief, spy, merc, etc.), *City Rats* and *Vagabonds*. The small percentage of better educated Bio-Freaks may have skills in any of the O.C.C. categories, with the exceptions of Borg, Juicer, Crazy, and Psionics (a rarity). Likewise, few will pursue magic as an occupation.

Psionics: Roughly 5% exhibit Latent Psionics and 0.5% Master Psionics.

Magic: None. Like the rest of the people in the Charizolon System, they have no knowledge of magic or ley lines.

Rifts® Note about Magic: In a *Rifts®* setting, Bio-Freaks can learn about magic, but are not likely to become practitioners of magic. They tend to rely entirely on their unnatural mutant powers. However, they may use magic items, TW devices, and magic weapons.

Cybernetics & Other Augmentation: Bio-Freaks don't usually have access to bionic technology and tend to avoid them when they do.

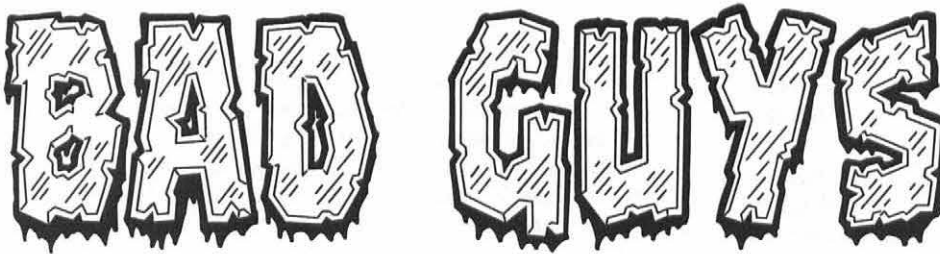
Equipment: Those who are runaway slaves, vagabonds or reclusive street people start with the shirt on their back and a handful of personal items.

Those involved with an organization or who have gainful employment will start with the usual start-up stuff.

NPCs will have whatever equipment is necessary for their job or position.

Money: About the same as human Earthlings. Needs a job to get money and possessions. Slaves and those associated with Control, criminal or rebel organizations have their basic needs provided for them. Refugees and freedom fighters have whatever they can scrounge, steal or get from supporters.

Enemies & Allies: This depends on the mutant's outlook on life, but many dislike and distrust everybody, with the possible exception of other Bio-Freaks. Some hate "norms" and are supervillains, bandits, or work for criminals, or are even willing to work for the Tarlok. The majority hold the Tarlok responsible for their plight, as well as hate them for invading their world and enslaving its people. The latter oppose the Tarlok and are likely to be associated or full partners with rebels/freedom fighters, or Skraypers.



The following is a selection of some of the notable superbeings on Seeron who have succumbed to darkness. Some are just self-serving criminals while others are supervillains with their own agendas.

Among the criminal variety are those who simply see opportunity — a silver lining, if you will — in even the most terrible circumstances. They take advantage of the chaotic situation to make money or to build their own little criminal empire. They don't support or cooperate with the Tarlok, but don't stand against them either. Instead, they plunder people caught in the middle. Sometimes their victims are the Tarlok and their minions, but more often than not, they avoid conflict with the powerful and brutal Tarlok authorities, and victimize their own people. After all, these vultures of society seek easy prey and scavenge the corpses of their victims. These are the con-artists, smugglers, dope-dealers, thieves, gangsters, bullies and superbeings who see an angle and exploit it.

The worst are Tarlok lapdogs — traitors, miscreants and madmen who serve the Tarlok by tracking down heroes and freedom fighters and bringing them to terrible Tarlok justice (for the lucky ones, that means a quick death).

Note: Character stats include all bonuses from powers, attributes, skills and other considerations.

Rifts® Notes: Energy powers always to the S.D.C. equivalent in M.D. in **Rifts®** and other Mega-Damage settings (i.e. 4D6 damage equals 4D6 M.D.). Supernatural and Superhuman P.S. both become supernatural strength in **Rift®**; use the **Rifts®** Supernatural Strength damage table. Extraordinary P.E. and Invulnerability always translate into M.D.C. in a Mega-Damage setting.

Notable Supervillains

The Scythe Organization	DangerDespair	The Power Brigade
The Burning Scythe	Dark Quorn	The Slinger
Three Eyes Klynt	Fightstik	Hammerjack
Pytr Piper	Shok	Nightwitch
Booma		Skullknocker
		Six-Barrel

The Scythe Organization

The Burning Scythe

The Burning Scythe (more commonly known simply as Scythe) is the most notorious supervillain in Seeronian history — a living legend. He was already a criminal mastermind when his super abilities appeared. He once controlled the black market and all organized crime (the equivalent of the Mafia) in the Eastern Sector of Seeron, with criminal ties throughout the world. He was a tremendous underworld power and secretly controlled much of the Eastern Sector of Seeron through puppet-leaders, corrupt authorities and other influential leaders in his pocket.

According to the legend, Scythe is a Talus who almost died from a mysterious illness (an early victim of the Talaveran plague). When he recovered, he was slightly mutated (two pairs of small spikes on his tail) and found he had incredible super abilities. Greatly empowered, his megalomaniacal dreams became delusions of ruling the world. He recruited other newborn superhumans and powerful Seerman psychics to spearhead an attempt to openly seize control of the government in the Eastern Sector. He called his legion of superbeings the **Epoch Riders**, because they were heralds of a new age on Seeron. The ensuing struggle was titanic. Thousands were killed and tens of thousands injured. Property damage climbed into the trillions. It was pure chance that Scythe was defeated at all, let alone apprehended. He was incarcerated on the prison moon, Texlor, awaiting the global government to reinstate the death penalty so that he and several key Epoch Riders could be executed.

Three days before his execution date, Scythe was given a reprieve when the Tarlok raided the moon and seized control of Texlor. On behalf of his fellow inmates (25% of whom were criminals who were Ep-



och Riders, or criminals who were part of Scythe's underworld organization), the Burning Scythe negotiated an alliance. He knew the only way to survive was to convince the Tarlok that he and his fellow inmates were, a) valuable to them, and, b) hated the people of Seeron enough to betray them. Scythe painted himself as a power-crazed psychopath anxious to strike at the world that had rejected and imprisoned him. A master organizer and manipulator, he punctuated the point by bringing to the forefront madmen and cutthroats who sincerely craved revenge and murder; men and women who would betray their homeworld with a smile on their lips. Convinced that they had found the perfect allies, the Tarlok agreed to let them live under their servitude.

The invaders scrutinized Scythe's every action, and were impressed with his (apparent) hatred for Seeron and amazing abilities to motivate and lead others. The Burning Scythe helped organize teams of hit men, spies and intelligence operatives who could help the Tarlok make significant strategic strikes and infiltrate the enemy. For good measure, Scythe would make certain the Eastern Sector would suffer the brunt of these actions (he felt it necessary because the Tarlok had his data files and knew his past. If he went lightly against the Eastern Sector, they might suspect something). Despite his convincing words and actions, the criminal mastermind had no intentions of betraying his world.

By the time the Tarlok realized something was amiss, Scythe had them scrambling. In a startling sequence of nearly synchronous events, he orchestrated getting thousands of "his" operatives safely back on the planet where they promptly disappeared rather than provide intelligence. He arranged for some of the most ruthless *traitors* to be uncovered by the Seeron authorities and stopped before they could do serious damage, and leaked damaging information about the Tarlok to the Seeronian military. However, he personally took part in his greatest triumph, the destruction of the Tarlok's Space Fleet Command Ship in orbit around Textlor. Its unexpected destruction sent 40,000 troops, the Fleet Command Staff, and the highest ranking StarChief in the fleet to a fiery grave. This action alone would stall the Tarlok offensive for nearly six months. Say what you want about Scythe, he is no traitor.

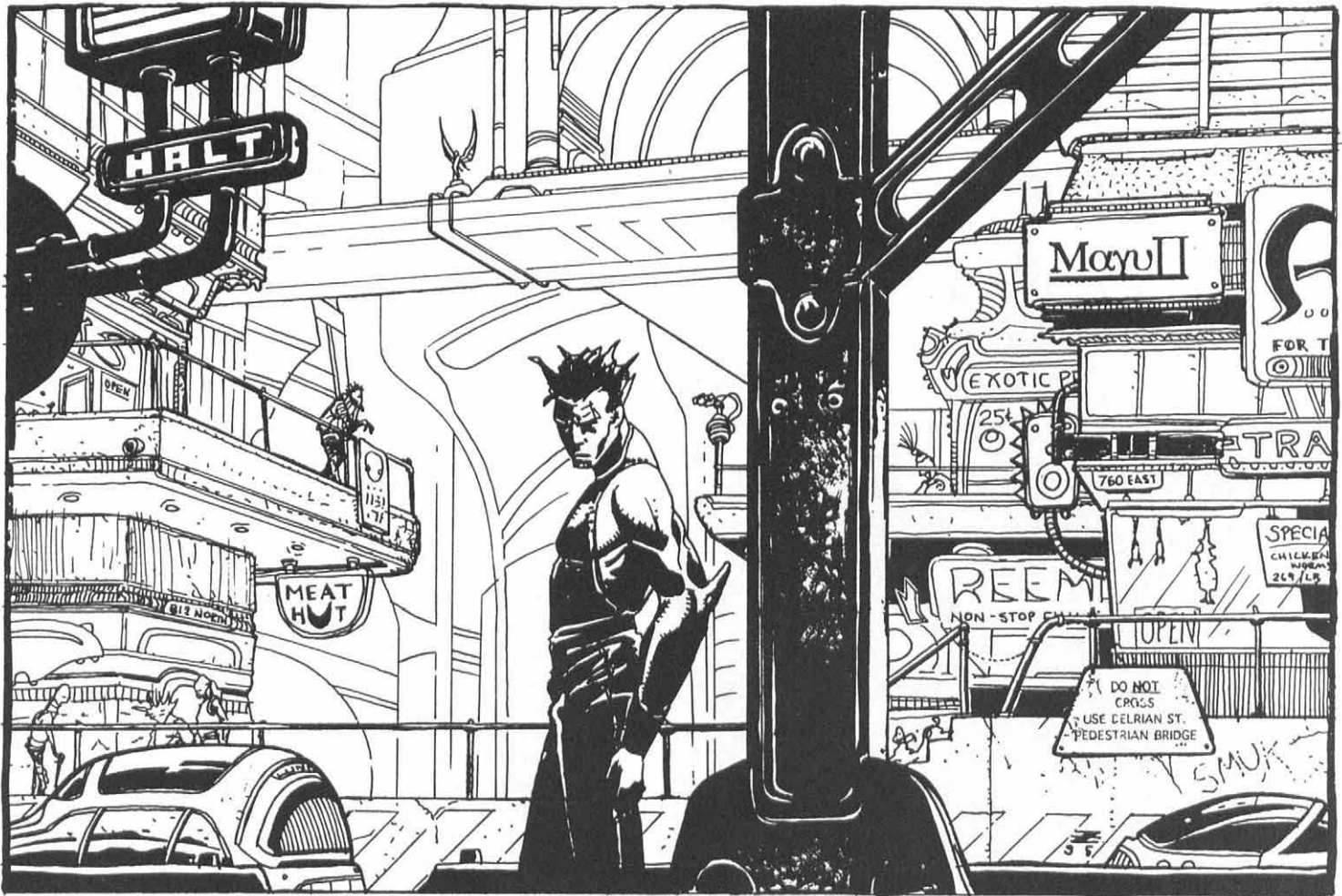
The Burning Scythe continued to strike at the Tarlok in his own unique way, independent of the Seeron government. Shortly before Seeron's surrender, he was reported killed while fighting Tarlok in the Eastern Sector. Although rumors persisted that he survived and went underground, Scythe remained among the missing for nearly 30 years, until he resurfaced three years ago. He again made a bid to seize control of the Eastern Sector, but this time as a liberator of the people, and something of a hero. He has spent the years preceding his reappearance rebuilding his underworld organization (there were plenty of rivals and opportunists who had taken control of the splintered organization that needed eliminating) and making special "arrangements." Six months ago, he declared war on the Tarlok, claiming that the Eastern Sector would be the first quarter of the planet to be free of Tarlok rule. This was followed by the reappearance of the *Epoch Riders*, this time a veritable army of superbeings, Bio-Freaks and Skraypers, and a series of strategic strikes, worldwide, by the Riders and legitimate freedom fighters, that has captured the Tarlok's attention.

According to word on the street, Scythe has in place the most organized, well financed, expansive and powerful underground network in the world.

However, before everybody gets ready to celebrate, here's the downside.

The foundation of the Scythe Organization is a Mafia-like, criminal based one. He and his organization controls 50% of the flourishing Black Market around the world (90% in the Eastern Sector), owns, operates, or has interests in 25% of all organized crime operations around the world, and is reputed to be pure evil!

Desperate and frustrated rebels, freedom fighters and even Skraypers in the Eastern Sector have thrown in with him because they believe he is their best shot at success — a deal with the devil to be sure, but, arguably, the lesser of two evils. Their logic is to stand united with supervillains, criminals, unaffiliated rebel factions, Independents, Bio-



Freaks, and Skraypers all working toward the same goal of liberation, and worry about Scythe later. Even the secret Seeron Government who organizes the primary freedom fighting factions, is considering following Scythe's lead, and launching their own massive offensive a few months earlier than they had planned.

What these heroes and patriots don't know is that Scythe and his right-hand man, Three Eyes Klynt, secretly manipulated events to undermine the many different factions in the Eastern Sector to get them to accept him as their only salvation. The Skraypers, Bio-Freaks, superbeings and rebels who fight under his regime are all pawns in his mad scheme to rule that sector (after all, who could deny such a great hero his due by awarding him with the Eastern Sector, or so he believes. And if not, who is going to try taking it from him?). These patriots are a bizarre hodgepodge of saints and sinners: Skraypers, Independents, wannabe heroes, trained freedom fighters and ordinary folk, to glory-hounds, opportunists, thugs, experienced criminals, evil Bio-Freaks, the vengeful and madmen. **Note:** These represent just the forces who have declared war against the Tarlok, the Mafia-like underworld infrastructure remains intact, and while supportive, continues with its own criminal agenda.

Conflicts within the many rebel subgroups are frequent, with unsanctioned assassinations and power struggles taking place regularly. Friction between those of good alignments and those of selfish and evil alignments are constant. This is especially true in regard to the value of life, establishing priorities, the safety of innocent bystanders, the treatment and interrogation (torture) of prisoners, and freebooting (taking loot not just from the Tarlok, but from fellow Seeronians) to general conduct and ethics. Many are serious revolutionaries committed to the cause, but the worst of the lot are nothing more than rampaging, murdering, cutthroats who steal, rape, kill, and hurt whoever gets in their way for fun and profit. Freedom is the least of their concerns, although killing Tarlok is fun and wins the favor of The Burning Scythe. On the

other hand, some groups, even absolutely villainous ones, are extremely organized and disciplined. Many have made a real difference and are in the makings of becoming heroes. Unfortunately, corruption of the soul and spirit is a constant danger, especially in this environment of loose morals, brutality, and devil-may-care attitudes. Many freedom fighters, Independents, and Skraypers who started out with the best of intentions are unaware that they are becoming hard and ruthless. Many have adopted the sentiments of, "the end justifies the means," and "might makes right." Many are losing sight of the greater good, the cause, and the qualities of mercy. Those who retain their nobility and goodness find themselves fighting both the Tarlok and moral decay. They try to be vocal about what is right and wrong, and lead by example. For many young and war-weary patriots, these valiant and good heroes shine like guiding lights that keep them from falling to (or help them to recover from) despair, vengeance, and loss of morals and direction.

While Scythe leaves the running of his Black Market and criminal operations to Three Eyed Klynt, he personally commands his elite Epoch Riders, and focuses his attention on rooting the Tarlok from the Eastern Sector. Always one to take advantage of a situation, he has recruited millions of Bio-Freaks into both his criminal and freedom fighting organizations. Consequently, fifty percent of the Epoch Riders are some of the most powerful and dangerous Bio-Freaks on the planet. He has *earned* their support, and even love, by treating them as equals and giving them purpose, power and opportunity. They are among his most loyal and devoted henchmen and enforcers.

Note: Should the Tarlok ever be forced from the planet, Scythe will claim the Eastern Sector as an independent nation under his rule and protection. He'll also generously offer to serve as leader of the entire planet. Scythe and his minions will not relinquish the Eastern Sector without a bloody battle. Furthermore, with the specter of the Tarlok returning, 30%+6D6% of the citizens in the Eastern Sector will nervously

want Scythe to rule and protect them — the first division of the global government on Seeron in centuries. Scythe's schemes won't stop with the Eastern Sector, and he and his minions will continue to threaten the peace and unity of the planet for years to come.

The Burning Scythe, Supervillain

Real Name: Unknown

Race: Talus mutant and Mega-Being.

Aliases: "The Burning Scythe" or "Scythe."

Alignment: Diabolic evil. Genuinely abhors the Tarlok.

Attributes: I.Q. 23, M.E. 21, M.A. 29, P.S. 24, P.P. 21, P.E. 18, P.B. 13, Spd. 26; P.S. and P.E. are supernatural.

Hit Points: 68 (part of M.D.C. in *Rifts*® or other Mega-Damage setting)

S.D.C.: 92 (In *Rifts*®, S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Seven feet (2.1 m); the spikes on the helmet add another foot of height (8 ft/2.4 m).

Weight: 220 pounds (99 kg).

Age: Unknown; at least 60 years old, but seems like a spry 25 year old.

Level of Experience: 10th

P.P.E.: 10

Natural Powers: Prehensile tail and Talitsu, as is common among the Talus race.

Mega-Powers:

1. **Range of all powers are Increased by 50%.**

2. **Supernatural P.S.:** Considered a supernatural being; does M.D. in *Rifts*® and other Mega-Damage environments.

3. **Breathe Without Air:** Can survive indefinitely in a vacuum, underwater, in a poisonous atmosphere, etc.

4. **Immortal!** As an immortal, he is immune to disease, recovers quickly, regenerates and is virtually unkillable. See *Heroes Unlimited, Second Edition*, page 181 for details. **Rifts**® **Note:** If you don't have a copy of H.U. 2, handy, play as follows: Regenerates damage at a rate of 4D6 M.D. per every 10 minutes. Can sustain damage up to 130 points below zero without losing consciousness but has no combat bonuses and only two attacks per round, until he recovers. Recovers 100% after 1D4 hours of rest or sleep, including regenerating hands, fingers and similar small body parts! Recovers missing limbs in 72 hours.

Falls into a coma if damage suffered takes him below -130; appears dead but rises again at 100% within 4D6+12 hours, completely restored. The only way to kill him is to atomize or incinerate him completely. **Note:** Nobody other than Three Eyes Klynt knows that Scythe is immortal and virtually unkillable.

5. **Vulnerabilities:** Magic does double damage and enchanted weapons inflict triple damage, and has no bonuses to save vs magic.

Super Abilities:

1. **Energy Weapon Extensions:** The ability to form deadly energy from one's hands in the form/shape of a simple weapon (sword, sickle, axe, trident, etc.). Similar to a Psi-Sword only it is a different manifestation of energy and very powerful. Each creation of the energy weapon appendage counts as one melee action (as many as one per hand, plus tail).

Range: Self; Damage: 6D6 +20; Duration: 50 minutes.

Size/Length of Energy Scythe/Sickle: Up to 60 inches/5 feet (1.5 m)! Bonus with energy Extensions: +1 on initiative, +1 to strike and parry.

2. **Energy Expulsion:** Energy: 900 foot (274 m) range, up to 1D6x10+12 damage (S.D.C. or M.D.) per blast.

3. **Wingless Flight:** 200 mph (321 km); see super ability description for full range of abilities and bonuses.

Attacks Per Melee: 10 total: Six by hand to hand or super abilities, plus four attacks with the tail!

Combat Skills: Hand to Hand: Talitsu

Combat Bonuses: All apply to the use of the hands and tail. +4 on initiative, +5 to strike (+9 with energy extensions), +6 to parry and dodge, +12 to damage, +6 to disarm, +5 to pull punch, +4 to roll with punch, fall or impact, kick attack does 1D6 points of damage, critical strike on unmodified roll of 18-20, +6 to save vs Horror Factor, +3 to save vs psionics, +2 to save vs possession, 96% to intimidate or evoke trust.

W.P. Bonuses: W.P. Energy Pistol and Rifle (includes bionic energy weapons): +5 to strike on an aimed shot, +1 to strike with a burst.

W.P. Sword (includes energy sickle and blades): +4 to strike and parry.

Education Level: Four Years of College.

Skills of Note: In addition to combat skills already noted: Body Building, Running, Basic and Advanced Math, Radio: Basic, Radio: Scrambler, Radio: Satellite, TV & Video; Computer Operation, Computer Programming, Computer Hacking, Intelligence, Research, and Basic Electronics, all at 96%! Prowl 50%, Streetwise 89%, and Seduction 68%.

Occupation: Criminal Kingpin and would be world ruler.

Psionics: None.

Magic: None.

Cybernetics & Other Augmentation: None.

Equipment of Note: His Red-Demon body armor: A.R. 17, S.D.C. 220 (110 M.D.C.).

Other equipment: Pretty much whatever he wants. As the undisputed crime lord of the Eastern Sector and kingpin of the Black Market (with links throughout the world), Scythe's organization is one of the most powerful in the world, second only to the secret underground Seeron Government.

Money: The richest man in the world. He has trillions in cash and liquid assets, and trillions more in properties and businesses holdings.

Enemies: The Tarlok, their evil minions and anybody else who gets in his way.

Allies: Scythe has an entire criminal network at his disposal, and has recently acquired the allegiance of Skraypers, Independents, and patriotic rebels he's using to free the Eastern Sector, as well as pawns for his own ends.

Three Eyes Klynt

Oh! Three Eyes is the Burning Scythe's most trusted lieutenant. Although he considers himself superior to most other life forms and has his own aspirations, Klynt recognizes the power and greatness of the Burning Scythe, the one man he considers to be better than him. Surprisingly, there is no jealousy (Three Eyes tends to be a realist). The simple fact is that Scythe is a superior superbeing and a truly brilliant criminal mastermind; Three Eyes admires him. Their relationship is cemented by the fact that Scythe gives Three Eyes Klynt his unquestioning trust and near absolute power and freedom. He answers only to Scythe and is a power unto himself. In fact, most underlings fear Three Eyes Klynt almost as much as Scythe, aside from the fact that they know if the cross Three Eyes, and live, they'll have to answer to Scythe for it.

Three Eyes Klynt is a Bio-Freak and Master Psionic born of normal Seerman parents. His parents actually tried to love him, but they were pathetic animals beneath his notice. As a 13 year old, he was recruited by the Tarlok, whom he found to be ignorant, thugish barbarians worse than anyone he has ever met on Seeron. He escaped their control while a mission by slaying the Dreadmaster and four Dreadlor with whom he was assigned as a special Control operative. Eventually, he crossed paths with the Burning Scythe. There was an instant connection and the two have been friends ever since. Three Eyes Klynt is operations manager of the entire Eastern Sector of Scythe's underworld empire. He also manages security and enforcement of the global organization. Those suspected of treachery are mind probed, tortured and executed by Three Eyes or one of his trusted Seerman Master Psychic henchmen.

Three Eyes serves Burning Scythe out of admiration and the fact that they can accomplish greater things *together* than they could independently.

Like his immortal colleague, Three Eyes Klynt is a masterful manipulator who uses his mutated Seerman psionic abilities to further his schemes. He gets his name from the fact that he has a third eye in the center of his forehead. He also has a bionic hand designed to his specification, that serves as both a weapon and multi-purpose torture device.

Three Eyes Klynt, Supervillain

Real Name: Klynt Lymhos

Race: Seerman

Aliases: "Three Eyes Klynt" or just, "Three Eyes."

Alignment: Aberrant evil.

Attributes: I.Q. 22, M.E. 26, M.A. 9, P.S. 18, P.P. 17, P.E. 15, P.B. 7, Spd. 18

Hit Points: 64 (part of the total M.D.C. in *Rifts*® or other Mega-Damage setting).

S.D.C.: 41 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Six feet (1.8 m).

Weight: 170 pounds (76.5 kg).

Age: 42

Level of Experience: 9th

P.P.E.: 5

Natural Powers: See Psionics

Human Super Abilities: Bio-Freak Master Psionic.

Psionic Abilities: A Natural/Master Psychic with the lesser abilities of Clairvoyance, Sense Evil, Sense Time, Detect Psionics, Mind Block, Meditation, Psychic Diagnosis, Bio-Regeneration, Telepathy, Speed Reading, Total Recall, Sixth Sense, See the Invisible, Nightvision, Induce Sleep, Psychic Surgery, Healing Touch, Deaden Senses, Impervious to Poisons & Toxins, Alter Aura, Resist Fatigue, Resist Hunger, Ectoplasm, Ectoplasmic Disguise, Telekinesis (physical), Telekinetic Punch, Telekinetic Leap, and Summon Inner Strength.

Super-Psionics include: Bio-Manipulation, Hypnotic Suggestion, Insert Memory, Mind Wipe, Mentally Possess Others, Psi-Sword and Telekinetic Force Field. **Rifts**® **Note:** In *Rifts*®/*Phase World*™ he also has Remote Viewing, Radiate Horror Factor and Psychic Body Field.

I.S.P.: 249

Attacks Per Melee: Six physical or psionic attacks, or any combination of the two.

Combat Skills: Hand to Hand: Expert

Combat Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, +6 to damage, +2 to disarm, +4 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points of damage, critical strike on an unmodified roll of 19 or 20, +5 to save vs Horror Factor, +6 to save vs psionic attack and mind control and +9 to save vs insanity.

Other Bonuses: W.P. Energy Pistol and Rifle (includes bionic energy weapons): +5 to strike on an aimed shot, +1 to strike with a burst.

W.P. Knife: +4 to strike and parry, and +3 to strike when thrown.

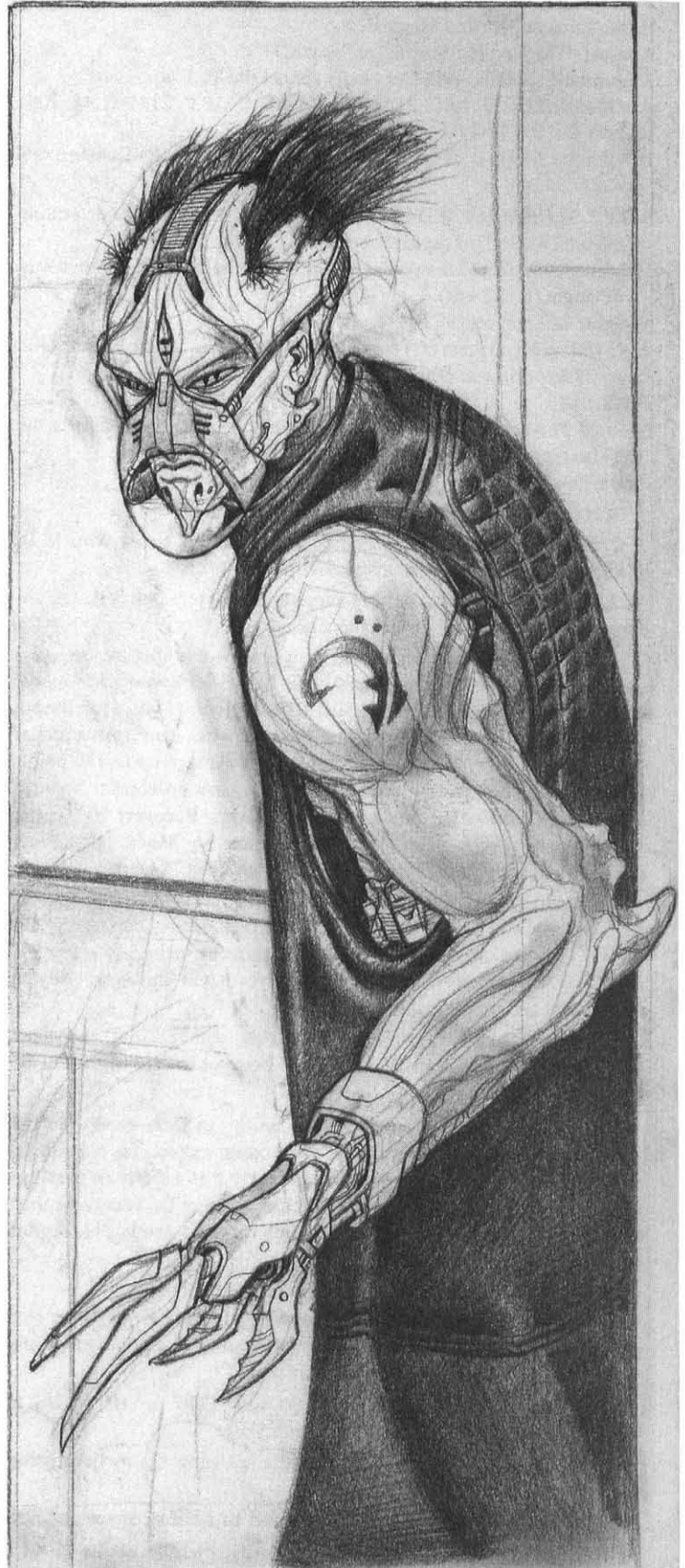
Education Level: Special Training (criminal/Military Specialist).

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Radio: Scrambler, Surveillance Systems, Computer Operation, Computer Programming, Computer Hacking, Research, Business & Finance, Intelligence, and Interrogation are all at 98%, plus Forgery at 88% and Streetwise 79%.

Occupation: Crime Lord; second in command of the Scythe Organization.

Magic: None.

Cybernetics & Other Augmentation: A bionic hand designed to his specifications that serves as both a weapon and multi-purpose torture/interrogation device.



- The bottom edge of the two, long, top fingers are sharp blades (Vibro-Blades in *Rifts*®) that inflict 1D6 S.D.C. (or 1D6 M.D.) each or 2D6 damage (or M.D.) when used as locking twin blades.
- A drill can be extended (and retracted) from the palm of the hand. Does 1D6 to 3D6 S.D.C. (or 1 to 1D4 M.D.).
- The two bottom, clamp-like thumbs are used to hold and crush (fingers, hands, etc.) and have a P.S. of 16. They can also slide forward to clamp against the finger blades to cut like scissors.
- Concealed Wrist Ion Blaster: 600 foot (183 m) range, 3D6 damage.

Equipment: All the resources of the Scythe Organization are at his disposal; weapons, armor, vehicles, drugs, money, women, manpower; anything.

Money: Three Eyes Klynt has over a hundred billion in cash and assets that are his, not to mention the resources of the worldwide Scythe Organization worth an untold fortune. He manages all the money and business aspects of the criminal organization without interference from Scythe who trusts him completely. It is a trust well placed, for Three Eyes would never betray him.

Enemies: The Tarlok, their evil minions and anybody who gets in his way. He also hates most Skraypers and goodie-two-shoes, and dislikes Bio-Freaks, even though he's a mutant himself.

Allies: Three Eyes has an entire criminal network at his disposal, as well as Scythe's recently acquired Skrayper, Independent, and freedom fighter pawns.

Two of his closest associates are Scythe (who he absolutely reveres and would sacrifice his life to protect) and Piper, who he trusts implicitly. There are a handful of others Three Eyes also trusts, but after that, he views everybody with suspicion and keeps a close eye on all the bosses and underbosses.

Pytr Piper

Piper ("just Piper") is an ordinary looking Seerman who is a Master Psychic and Three-Eyes Klynt's most trusted "Enforcer" —hit man, negotiator and special field "advisor." Piper loves to strong-arm people and is a master of intimidation and blackmail. He is sent out to "advise" bosses, underbosses, and lieutenants within the organization on how to better conduct their business (or themselves) and to warn them of concerns or suspected infractions. Everybody knows they only get one warning from Piper, so to ignore it is a death sentence. Those who don't comply are "removed." He is also one of The Burning Scythe's and Three Eyes' best assassins, used to "take out" troublemakers and traitors in the organization, as well as its enemies in the outside world.

Like his mentor, Three Eyes Klynt, Piper recognizes that he can accomplish more working for The Burning Scythe than he could on his own. He is given trust and more power and wealth by the two crime lords than he had ever imagined. He loves his life and faithfully serves Three Eyes, Scythe and the organization. He typically works alone but may also lead small groups of superbeings or thugs to get a job done.

Piper, Hit Man/Supervillain

Real Name: Pytr Piper

Race: Seerman

Aliases: "Piper," "Mister P," and "Mister Payback."

Alignment: Aberrant evil.

Attributes: I.Q. 15, M.E. 24, M.A. 18, P.S. 24, P.P. 22, P.E. 14, P.B. 16, Spd. 36

Hit Points: 61 (part of the total M.D.C. in *Rifts*® or other Mega-Damage setting).

S.D.C.: 41 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Six foot, four inches (1.9 m).

Weight: 190 pounds (76.5 kg).

Age: 31

Level of Experience: 8th

P.P.E.: 5

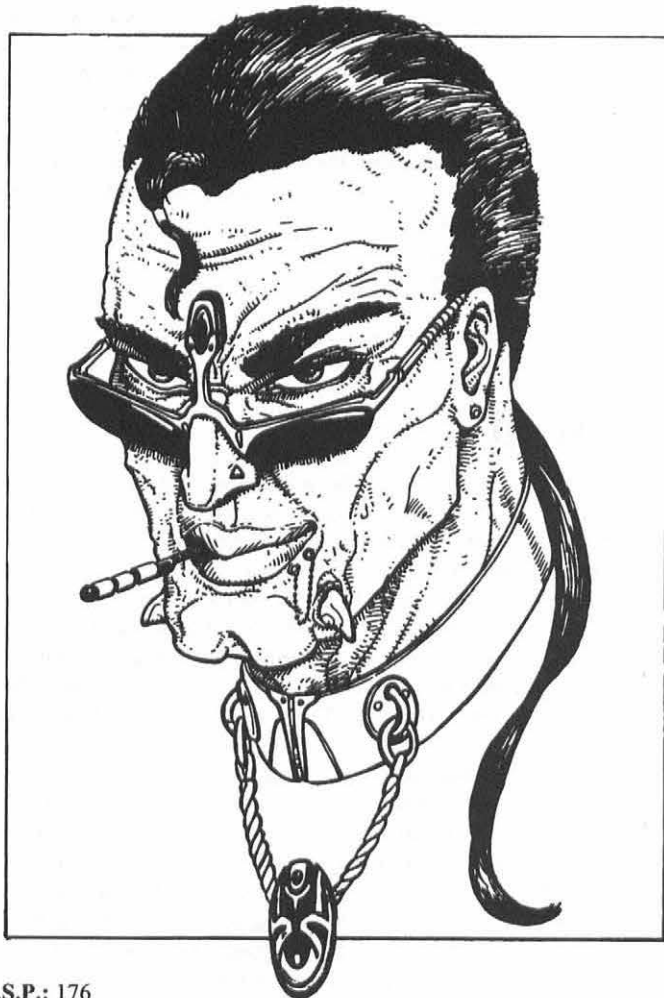
Natural Powers: See Psionics

Human Super Abilities: Bio-Freak Master Psionic.

Psionic Abilities: A Natural/Master Psychic with the lesser abilities of Clairvoyance, Sense Evil, Mind Block, Meditation, Death Trance, Alter Aura, Mask I.S.P. & Psionics, Ectoplasm, Ectoplasmic Disguise, Impervious to Cold, Impervious to Fire, Impervious to Poisons & Toxins, Resist Fatigue, Resist Hunger, Resist Thirst, Levitation, Spontaneous Combustion, Bio-Regeneration, Empathy, Telepathy, Total Recall, Object Read, See Aura, Sixth Sense, See the Invisible, Nightvision, Sense Time, Suppress Fear, Deaden Senses, Telekinetic Punch, Telekinetic Leap, and Summon Inner Strength.

Super-Psionics include: Psi-Shield, Psi-Sword, Electrokinesis, Invisible Haze, Mentally Possess Others, and Bio-Regeneration.

Rifts® Note: In *Rifts*®/*Phase World*™ he also has Remote Viewing, Telekinetic Acceleration Attack, Intuitive Combat, and Psychic Body Field.



I.S.P.: 176

Attacks Per Melee: Six physical or psionic attacks, or any combination of the two.

Combat Skills: Hand to Hand: Assassin and Boxing

Combat Bonuses: +3 on initiative, +6 to strike, +9 to parry and dodge, +13 to damage, +3 to disarm, +5 to pull punch, +4 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, Death Blow (must be announced), +5 to save vs Horror Factor, +5 to save vs psionic attack and mind control and +7 to save vs insanity.

W.P. Bonuses: W.P. Energy Pistol, Energy Rifle, Automatic Rifle, and Pistol: +5 to strike on an aimed shot, +1 to strike with a burst.

W.P Bolt-Action Rifle (and Laser Sniper Rifle): +7 to strike on an aimed shot, +1 to strike on a burst.

W.P. Blunt: +3 to strike and parry.

W.P. Knife: +4 to strike and parry, and +3 to strike when thrown.

Education Level: Special Training (criminal/Military Specialist).

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Surveillance Systems, Computer Operation, Research, Interrogation, and Pilot Hover Vehicle, all at 98%, plus Sniper, Disguise 80%, Tracking 80%, Intelligence 79%, Palming 75%, Street-wise 67%, Card Sharp 71%, General Athletics, Body Building, Boxing, Running, and Climbing 95%/85%.

Occupation: Mob enforcer and assassin.

Magic: None.

Cybernetics & Other Augmentation: None

Equipment: As an elite hit man, Piper has access to just about any type of weapon, armor, vehicle and equipment he may need (plus his own personal collection). He also has access to men (assistants, Bio-Freaks, backup, thugs, drivers, etc.). All the resources of the Scythe Organization are at his disposal; weapons, armor, vehicles, drugs, money, women, manpower; anything.

Money: Piper has over a hundred million in cash and property that are his, not to mention the resources (cash, equipment, safe-house, fake I.D., etc.) of the Scythe Organization. Piper is on excellent terms with Three Eyes and gets whatever he needs to do a job right.

Enemies: The enemies of Burning Scythe, Three Eyes Klynt and the Organization are his enemies. He hates the Tarlok and dislikes and distrusts most Skraypers, goodie-two-shoes, Bio-Freaks, and rival criminal organizations.

Allies: Scythe, Three Eyes (his mentor) and a number of other highly placed bosses and underbosses in the Scythe Organization, but after that, he tends to view everybody with suspicion and keeps a close eye on all the bosses and underbosses.

Booma

Booma was once a famous cyborg Skrayper of the Eastern Sector, but has turned evil. According to the stories, she was captured by Control Agents and tortured by Shertar interrogators for two weeks. When her Skrayper teammates finally rescued her, she was literally torn to pieces. Although they managed to get her body put back together, the heroine was emotionally scarred for life. She became a brutal, cold-blooded killing machine when it came to the Tarlok and their minions, and began to ignore the safety of innocent bystanders, and used leg-breaking tactics against criminals. This got her thrown out of the Skrayper team.

She went solo, fighting and killing Tarlok with a vengeance. Shortly thereafter, Booma was recruited by Scythe's criminal organization. In the four years since, she has become a highly placed lieutenant in the freedom fighting movement of organization. Three Eyes had suggested Booma's past high profile reputation as a famous Skrayper and dedicated opponent of the Tarlok would be a benefit to them. Her presence added credibility to their war against the Tarlok and help to win public support — after all, most people didn't care how brutal or murderous she may be against the hated Tarlok and their minions, especially Seeron traitors. If Booma became a liability, Three Eyes assured Scythe she'd simply be eliminated.

Booma's old teammate and former lover, Glory Guy, claimed this was all an elaborate scheme to infiltrate Scythe's organization and bring him to justice. Meanwhile Booma denounced her old teammates and insisted otherwise. Unfortunately, the public tended to believe the better rather than the worse, so to punctuate her position, she publicly confronted Glory Guy and killed him in combat. Two years later, the rumors that Booma is working undercover still persist, but most Skraypers fear otherwise.

Booma is consumed with vengeance. Her one goal in life is to bring them as much pain and death as possible. She hated the Tarlok long

before they dissected her, because they were responsible for slaughtering half her family during their invasion, her parents and little sister included. She had undergone full bionic reconstruction to battle them to begin with, but managed to retain some moral integrity and fought for justice and freedom. Torture by the Shertar tore away what little sanity and control she had managed to retain. Today, Booma fights only for bloody revenge. The welfare of her fellow Seerונים or the freedom of her planet are not her concern, only that the blood of the Tarlok bathes the streets.

Although Booma sometimes works with other rebels, superbeings and freedom fighters associated with Scythe's organization (sometimes even leading group assaults), she prefers to fight alone or in small groups of 2-5 superbeings who share her hard feelings. Booma shows no sign of compassion, mercy or remorse.

Booma, Supervillain

Real Name: EmaLee Hoystn

Race: Human, full conversion cyborg.

Aliases: "Booma"

Alignment: Miscreant evil.

Attributes: I.Q. 14, M.E. 8, M.A. 9, P.S. (bionic) 28, P.P. (bionic) 23, P.E. 19, P.B. 8, Spd. (bionic): 200 (140 mph/224 km).

Hit Points: 49

S.D.C. (bionic): 230 for the basic cyborg body/exoskeleton; A.R. 11. +700 S.D.C. and an A.R. of 19 when wearing full bionic armor, but is -30% on prowl, climb, acrobatics and similar physical skills.

Height: Six feet (1.8 m).

Weight: 250 pounds (112.5 kg).

Age: 29

Level of Experience: 8th

P.P.E.: 6

Natural Powers: None per se.

Human Super Abilities: Bionic:

Bio-Comp System

Gyro-Compass

Clock Calendar

Lungs: All

Mouth: Built-in Radio & Scrambler

Eyes: Multi-Optic System

Eyes (Left; special): Advanced, high-powered Laser: 1000 ft (305 m) range, 3D6 S.D.C. (or M.D.), each blast counts as one melee attack, and has an unlimited payload.

Right Hand — Chemical Spray: varies.

Right Arm — Twin Retractable Blades: 2D6+2 S.D.C. (or M.D.)

Left Hand — Finger Blaster: 110 ft (33.5 m) range, 2D4 S.D.C. (or M.D.), each blast counts as one melee attack, and has an unlimited payload.

Left Hand — Wrist Blaster: 600 foot (183 m) range, 3D6 S.D.C. (or M.D.), each blast counts as one melee attack, and has an unlimited payload.

Left Arm — Grapnel & Launcher

Concealed Chest Ion Blasters (2; one in each side): 600 foot (183 m) range, 4D6 S.D.C. (or M.D.) per single blast or 1D6x10 per simultaneous dual blasts, (each blast counts as one melee attack, while dual blasts also count as one attack) and has an unlimited payload.

Legs — Both legs have medium-sized concealed compartments.

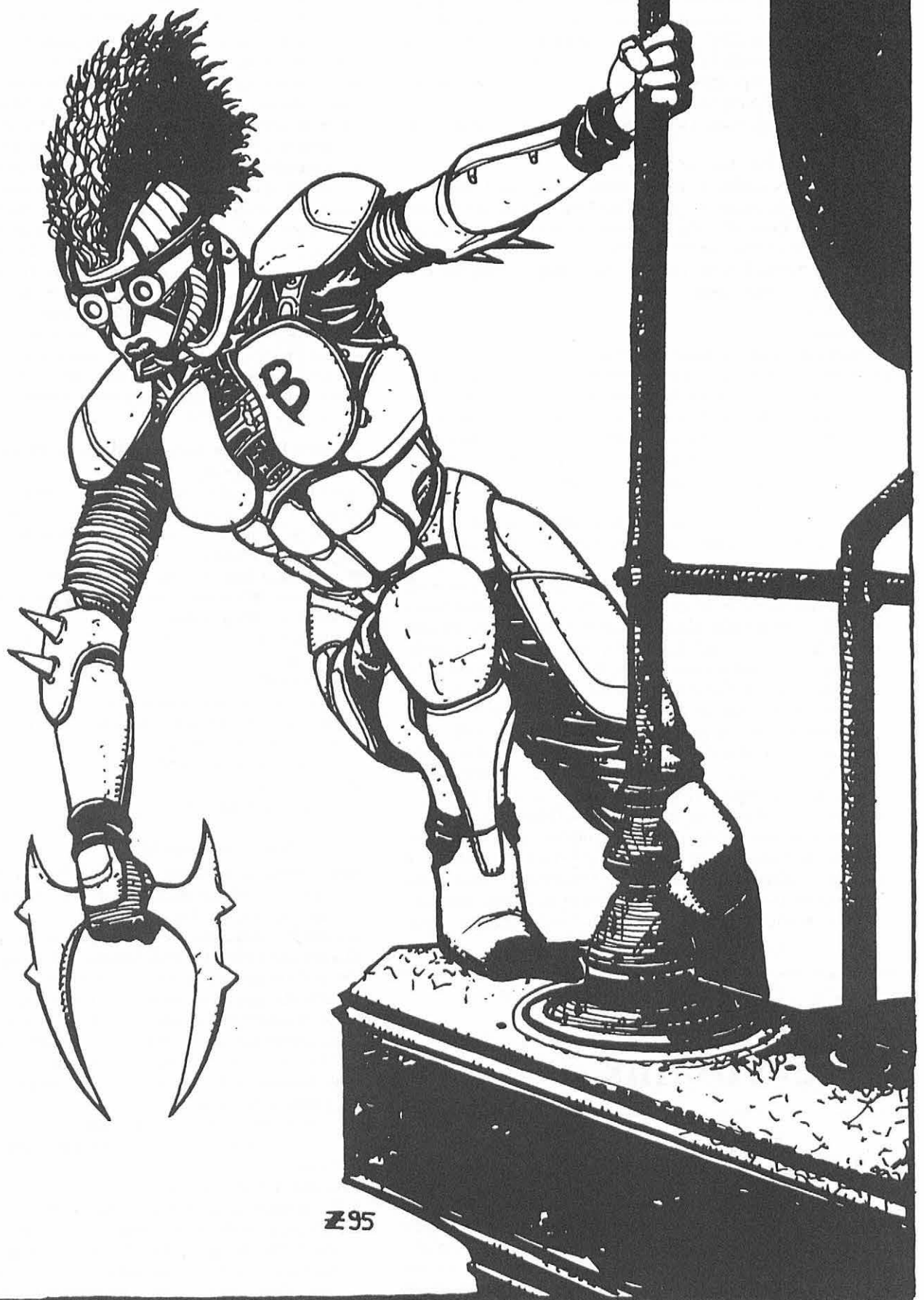
Optional Detachable Mini-Missile Forearm Launcher (Left or Right): One mile (1.6 km) range, 6D6 S.D.C. (or M.D.) missile damage, payload is two, but Booma usually carries eight additional mini-missiles in a case on her back (has 80 S.D.C. or 40 M.D.C.). It takes one full melee round (15 seconds) to reload.

Booma also uses conventional weapons and energy weapons.

Attacks Per Melee: Seven

Combat Skills: Hand to Hand: Expert and Boxing

Combat Bonuses: +2 on initiative, +6 to strike, +7 to parry and dodge, +16 to damage, +2 to disarm, +2 to pull punch, +2 to roll with



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punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +4 to save vs Horror Factor.

W.P. Bonuses: W.P. Energy Pistol and Rifle (includes bionic energy weapons): +5 to strike with an aimed shot, +1 to strike with a burst.

W.P. Targeting: +4 to strike with thrown weapons. **Note:** Among Booma's favorite weapons are a variety of special Vibro-Boomerangs (2D6 S.D.C. or M.D. and can be made to return via a radio signal). Typically has 3-6 with her at all times.

W.P. Knife: +4 to strike and parry, and +3 to strike when thrown (not counting targeting bonus of +4).

W.P. Sword (includes bionic retractable forearm blades): +3 to strike and parry.

Education Level: Two Years of College

Skills of Note: In addition to combat skills already noted: Basic and Advanced Math, Electrical Engineering 80%, Surveillance Systems 75%, Radio: Basic 96%, Radio: Scrambler 90%, Computer Operation 96%, Prowl 70%, and First Aid 85%.

Occupation: Psychotic rebel obsessed with fighting, hurting and killing Tarlok and their minions.

Psionics: None.

Magic: None.

Cybernetics & Other Augmentation: None

Equipment: As a highly prized member of the Scythe Organization, all her basic needs are provided for by the agency, including any weapons, bionics, bionic repairs, body armor, equipment and vehicles she may need. She is also allowed to keep any loot or equipment she collects, however Booma is rarely concerned with booty, although she does occasionally keep captured weapons, equipment and vehicles.

Money: Three Eyes Klynt is her immediate authority and he pays her 60,000 Seeronian Credits a month. Currently her bank account is over 2.7 million.

Enemies: The Tarlok, their evil minions and anybody who gets in her way. Booma tries to avoid clashes with Skraypers and other heroes and tries to use restraint when they interfere, but has little patience for goody-two-shoes and those she considers overly concerned about bystanders and preserving lives. She also has no patience for those who don't kill Tarlok and their traitorous Seeronian lapdogs. Her methods are extreme and murderous. Those who don't agree with them will have a problem. However, she will usually walk away from those who disagree with her because she doesn't care what they think. She will usually attack others (criminal allies, friends, rebels or opposing heroes) only when they attack her first.

Allies: She is an official member of the Scythe Criminal Organization and has associates within that organization, but doesn't really consider any of them as her friends or allies. She is a lone wolf with a mission. If joining the organization and sometimes working with small squads and large groups means hurting the Tarlok, then she's all for it. Booma is a tragic figure who has lost her soul to vengeance.

Other Notable Supervillains

DangerDespair

DangerDespair is a homicidal maniac, an infamous serial killer (has killed hundreds) and freelance enforcer/hit man. Even Scythe, Three Eyes and Piper want nothing to do with this lunatic, and have black-listed him from ever working in the Scythe Organization — he is just too deranged, sadistic and unpredictable to employ. That's okay for

DangerDespair because there are plenty of rival crime organizations, mercenaries, supervillains and independent operatives who *will* hire him. Conflicting rumors suggest that he is a Bio-Freak, while others claim he is an alien from another world brought to Seeron by the Tarlok. Who or whatever he may be, he seems unconcerned about the Tarlok, rebellion and war. He has his own twisted agenda.

DangerDespair is a bizarre and enigmatic being with no apparent motivation for his cruel and twisted actions, except perhaps the slight, wry smile that comes across his face near the end of his attacks. He is a sadistic monster who literally seems to appear out of nowhere to strike. When not employed as an enforcer or assassin, he amuses himself by engaging in crime and murder. A serial killer, he seems to select the most attractive of "the beautiful people," Skraypers and Bio-Freaks as his victims of choice. However, anybody who crosses him in the least may find themselves under attack — it is not wise to make DangerDespair angry. Those who fall prey to his attacks are usually first secretly stalked, often toyed with, and tortured before they are killed. The duration of his games and torture are limited only by Despair's own whims. When he's done, he vanishes again, sometimes disappearing for months at a time, other times reappearing for one murder after another. Furthermore, he sometimes targets Skraypers and other targets as part of some twisted game in which he'll appear, cause trouble, stalk and hurt the character (or loved ones) and vanish, only to return again and again over a period of months or even years. Presumably such cruel antics are part of some larger game.

DangerDespair, Supervillain & Madman

Real Name: Unknown

Race: Unknown; may be a Bio-Freak or an alien.

Aliases: "DangerDespair" and "No Hope" — he often carves the words "No Hope" into his victims or scrawls it in their blood.

Alignment: Diabolic evil.

Disposition: Always frowning and mean looking except when torturing or killing. Otherwise he has little to say and is cold and emotionless, with very little personality.

Attributes: I.Q. 15, M.E. 9, M.A. 6, P.S. 12, P.P. 21, P.E. 18, P.B. 6, Spd. 26.

Hit Points: 49

S.D.C.: 100 (sometimes uses body armor).

Height: Six feet, nine inches tall (2 m).

Weight: 195 pounds (88 kg).

Age: Unknown; looks 30ish?

Horror Factor: 14

Level of Experience: 7th

P.P.E.: 18

Natural Powers: See Super Abilities.

Super Abilities: Incredibly powerful, with three Major super abilities (very rare) and one Minor. Intangibility, Disruptive Touch, Negate Super Abilities and Wingless Flight!

Attacks Per Melee: Five hand to hand or via super abilities.

Combat Skills: Hand to Hand: Assassin and Boxing.

Combat Bonuses: +3 on initiative, +5 to strike, +8 to parry and dodge, +4 to damage, +3 to disarm, +5 to pull punch, +4 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, Death Blow (must be announced), +7 to save vs Horror Factor, and +1 to save vs magic and poison.

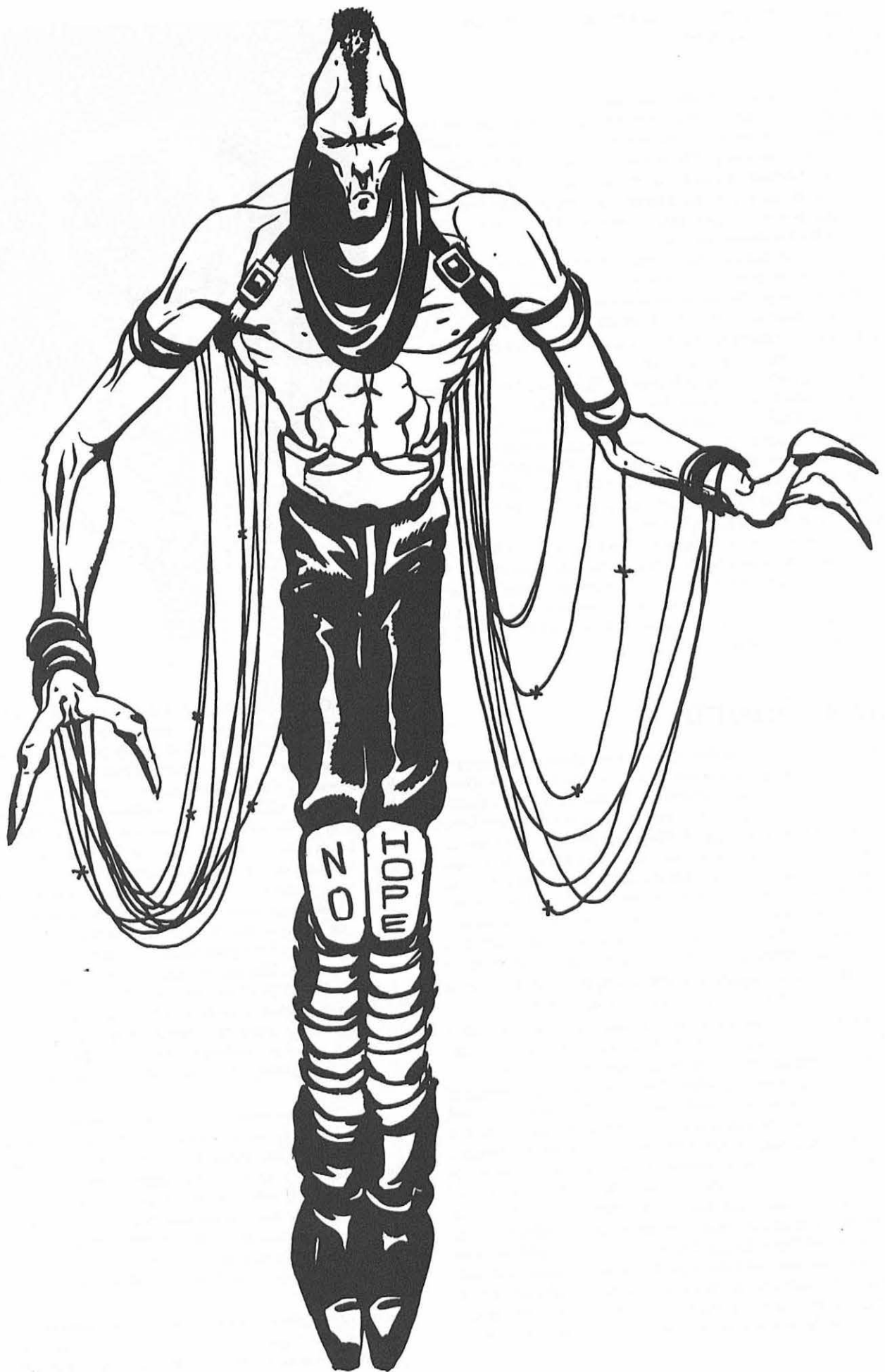
W.P. Bonuses: W.P. Energy Pistol: +4 to strike on an aimed shot, +1 to strike with a burst.

W.P. Blunt: +2 to strike and parry.

W.P. Knife: +3 to strike and parry, and +3 to strike when thrown.

Education Level: Unknown

Skills of Note: In addition to combat skills already noted: Basic and Advanced Math, Radio: Basic 96%, Computer Operation 96%, Prowl 70%, Escape Artist 80%, Imitate Voices 70%/50% and Impersonation 28%, Ventriloquism 59%, Interrogation 90%, Intelligence 83%, Tracking 75% and Prowl 95%; includes all bonuses.



Occupation: Psychotic killer who loves to kill and hurt others, especially Skraypers and Bio-Freaks.

Psionics: None.

Magic: None.

Cybernetics & Other Augmentation: None

Equipment: Four daggers concealed in his boots, two scalpels, an ice pick, and a blackjack concealed in his belt, razor blades, a Tarlok Battle Cleaver, an energy rifle and energy pistol (typically slung on his back), language translator, a roll of duct tape, three pairs of handcuffs, 30 feet of rope and a handful of personal items. **Note:** He loves ancient style energy weapons and Vibro-Blades (and on Rifts Earth, he'll adore magic weapons).

Money: Unknown; seems to have enough to get by, but probably has millions stashed away. As a freelance assassin and enforcer, DangerDespair charges his clients on a whim, but typically commands big bucks. However, he may take a job for pennies if it interests him or the target is somebody he doesn't like. On the other hand, the latter may be a reason to charge double.

Enemies: Everybody, especially Skraypers, Bio-Freaks, beautiful people and anybody who pisses him off. He dislikes, but admires Scythe and Three Eyes and has no vendetta against them or the Scythe Organization. Of course that doesn't mean he won't take contracts from rivals to hit other members of the organization. Although he occasionally menaces the Tarlok and their minions, DangerDespair has been hired on occasion by Control factions in both the Eastern and Western Sectors.

Allies: None per se, but may temporarily hook up with evil an character or group, the more vile the better, particularly supervillains and Bio-Freaks — both of whom he also victimizes; DangerDespair is chaotic and inconsistent in the extreme! Remember, other than his sadistic pleasure (and greed?), nobody knows what motivates or drives him to do anything.

Dark Quorn

Thelgiar Quorn is yet another deranged superbeing. According to rumors, he was a young Independent hero in the Western Sector operating near Rylor when he was captured and brainwashed by the Shertar. For a brief stint he was a Control slave warrior, but somehow broke their mind control and he escaped. Since that day, five years ago, he has functioned as the supervillain known as Dark Quorn. As a rogue minion, he is on Control's Most Wanted List, but has managed to elude capture hundreds of times. This has also made the Tarlok (particularly the Shertar, Dreadmasters, Dreadlor and Seeronian supervillain traitors) his most hated of adversaries. Thus, Dark Quorn is constantly attacking Tarlok Police and members of Control, as well as appearing out of nowhere to help criminals, superbeings, freedom fighters and occasionally even Skraypers escape their clutches, just to foil the Tarlok.

Unfortunately, he is no hero, and has established his own small crime ring. Counted among his henchmen are **Quizzler** (age 23, an aberrant, 5th level Natural Psionic Seerman), **Red Mad** (an aberrant, 26 year old, 4th level, monstrous, pinhead Bio-Freak with the powers of Invulnerability, Body Weapons and Supernatural P.S., an I.Q. of 5 and the emotional maturity of a ten year old child), **Bad Axe** (a 17 year old, 2nd level, anarchist, Talus mutant with the powers of Energy Weapon Extensions and Extraordinary Speed), **Nax Male, the Imitator** (a cocky, 19 year old, 3rd level human superbeing with the powers of Mimic, Energy Resistance and Bend Light), **Killer Klav** (an 18 year old, miscreant, 3rd level Bio-Freak, with the powers of Multiple Limbs, Healing Factor and Super Energy Expulsion), and a handful of young toughs, mostly humans and Talus, ages 16-24, and anarchist and aberrant alignments. Their primary targets are the Tarlok and other authority figures, but they also raid freedom fighters, rob innocent people, vandalize, extort "protection" money and engage in other criminal activities.



Dark Quorn is truly a tragic figure, for the old hero still lurks deep inside him. To cope with the torturous brainwashing by the Shertar, Thelgiar Quorn's mind splintered into at least three distinct personalities. Unfortunately, it is the aberrant evil persona, *Dark Quorn*, who has become the dominant personality. The old heroic Quorn cowers hidden inside, unable to accept his failure to resist the brainwashing or the bad things he did while under their influence. Instead, the angry Dark Quorn takes control to strike out like some dark avenging angel. It is he who seeks to punish the Tarlok for what they did to him and so many other good people. And it is Dark Quorn who lords over his tiny, petty, criminal organization. However, the old, principled good, Quorn, does come out from time to time, often when one might least expect it. The appearance of the good Quorn is usually fleeting, seldom lasting more than a few minutes, and often not more than a melee round (15 seconds). This flash of the old Quorn happens most frequently when Dark Quorn is about to make a rush to judgement, a snap decision, or do something that might hurt innocent people. This Quorn has appeared to stop his men from hurting women and children, from stealing from the poor, from hurting Bio-Freaks, or killing for pleasure, and similar circumstances.

Other incidents where the old Quorn could be glimpsed have been more public. There was an incident when a raging Dark Quorn turned his wrath from fallen Tarlok toward some innocent bystanders annoying him with pleas of mercy. He turned to them angrily, but suddenly became calm and gentle. He told them they had nothing to fear, assisted a frightened pregnant woman, and flew away. Another time, he had beaten one of his men to a pulp and seemed ready to kill him when he stopped, helped the man up, and softly said, "That's ... enough. We all make mistakes ... go ... go clean yourself up and be more careful next time. Okay?"

One of the most dramatic incidents was captured on video by a news team: Dark Quorn and his men were in the middle of a firefight and about to make good their escape, when an unsuspecting child stum-

bled into the fray. Quorn, one step from a clean getaway, dived to shield the child and took a pounding; one of his men was killed trying to protect their leader. Later the child reported that the, "nice Skrayper jus' held me in his arms an' tol' me not to cry or be 'fraid. That everything would be alright. An' it was." Without Quorn's quick, selfless intervention, the child would have been killed by angry Tarlok "peace" officers.

The third personality is one that is seldom seen, although dull-witted Red Mad and a number of Bio-Freak street people have. It is Quorn the innocent child, age seven or eight. A happy, sweet child (principled alignment) who hates fighting, shouting and bad men. A child who brings food and candy to the Bio-Freaks and plays games with the (other) children. A personality in which the tormented and confused Quorn tries to escape by going back to a time before he had super abilities or any life and death decisions to make.

Most Skraypers don't know exactly what to make of this strange character. Since he does fight the Tarlok and helps the neighborhood people more than he uses and abuses them, they tend to look away and focus on more pressing matters. Meanwhile, Dark Quorn professes to hold all Skraypers in contempt. He spits on their boots and makes fun of them (sometimes to their faces), yet he has appeared without warning or their request to cause diversions, lend a hand, or pull their fat out of the fire, often at the risk of his own life. Quorn's fellow superbeings and street thugs are all young and stupid. They are caught up in the grand adventure of it all and seldom question their leader's decisions and sudden mood swings.

Whether psychiatric treatment could help Quorn reassemble his shattered mind and emotions, and put Dark Quorn to rest, is unknown. Dark Quorn insists he doesn't have a problem and denies the existence of the other two personalities, and he's the guy in charge.

Dark Quorn

Real Name: Thelgiar Quorn

Race: Human

Aliases: "Dark Quorn"

Alignment: Dark Quorn is aberrant evil; good Quorn and child Quorn are both principled good.

Attributes: I.Q. 11, M.E. 8, M.A. 10, P.S. 45, P.P. 14, P.E. 19, P.B. 18, Spd. 20; P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 175 (H.P. are part of the total M.D.C. in *Rifts*® or other Mega-Damage settings).

S.D.C.: 254 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body; in this case, 429 M.D.C.)

Height: Six feet (1.8 m).

Weight: 200 pounds (90 kg) of muscle.

Age: 26

Level of Experience: 7th

P.P.E.: 7

Natural Powers: None per se.

Human Super Abilities: Invulnerable, Superhuman Strength, Wingless Flight, and Energy Expulsion: Electricity (1D6x10 for maximum damage; 400 ft/122 m range).

Psionic Abilities: None

Attacks Per Melee: Five

Combat Skills: Hand to Hand: Martial Arts and Boxing.

Combat Bonuses: +2 on initiative, +2 to strike, +2 to parry and dodge (+6 when flying), +30 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +20% to save vs coma/death, and 40% chance to charm/impress.

W.P. Bonuses: W.P. Energy Pistol: +4 to strike on an aimed shot, +1 to strike with a burst.

W.P. Blunt: +3 to strike and parry.

Education Level: High School

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Pilot Hover Vehicle, Automob-

ile, Cook and Fishing, all at 85%. Palming 60%, Streetwise 53%, Card Sharp 57%, Find Contraband 59%, General Athletics, Running, Climbing 90%/80%, and Swimming 95%.

Occupation: Vigilante/Criminal

Magic: None.

Cybernetics & Other Augmentation: The right eye was lost during the Shertar's torture/brainwashing and has been replaced with a cybernetic, multi-optics eye, and clock calendar implant.

Equipment of Note: Nothing special, his costume, bionic eye, walkie-talkie, a pair of handcuffs, and some personal items.

Money: About 20,000 in Seeronian Credits, and maybe another 20,000 in equipment, property, hideout, etc.

Enemies: The Tarlok and those who oppose him. He also claims to despise Skraypers and freedom fighters.

Allies: His gang of street punks and superbeings, plus a handful of citizens and wannabe gang kids who consider them either cool or their local protectors.

Fightstik

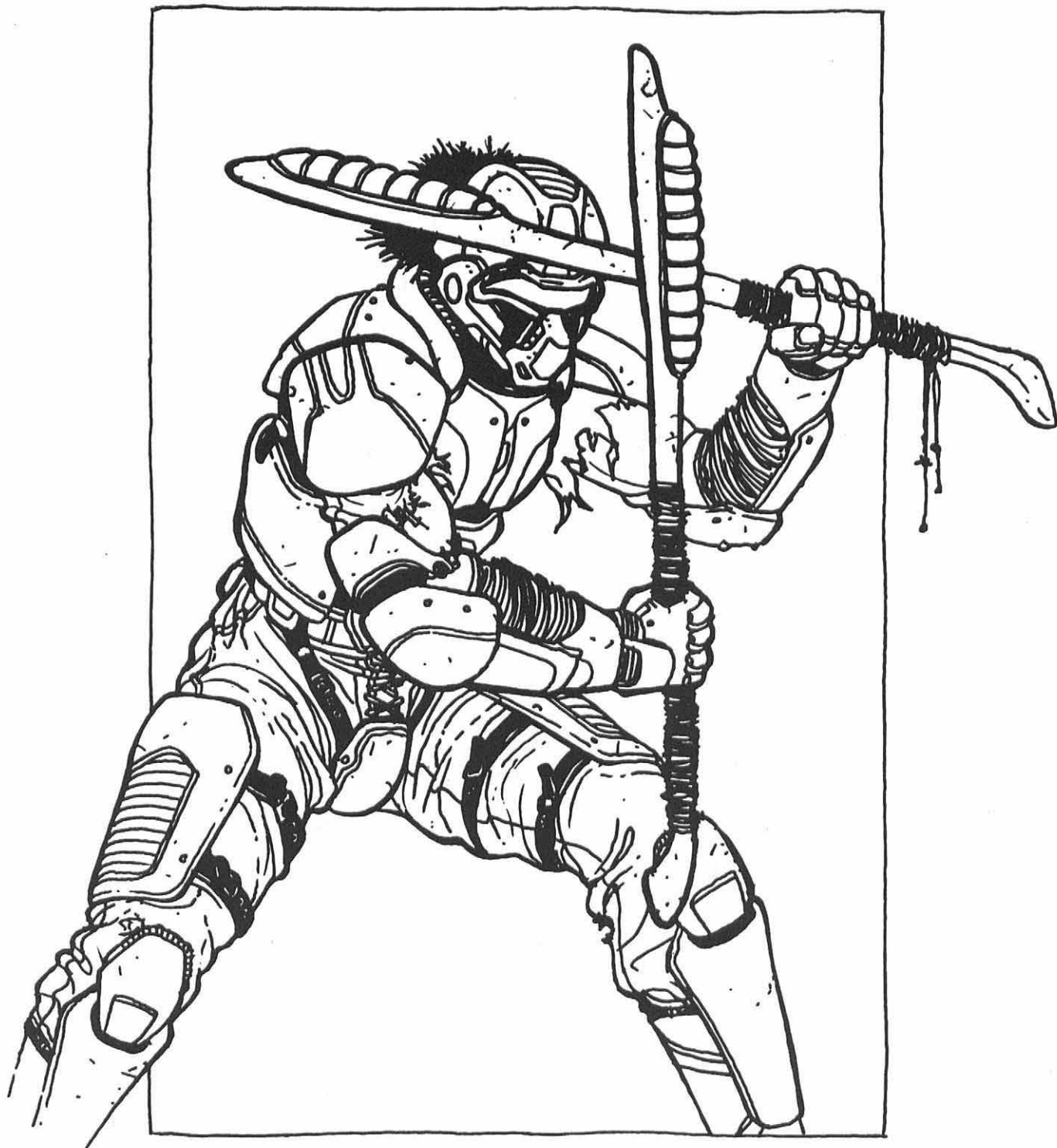
Taru Naka is the product of an illegal Seeronian genetics experiment. He was one of a batch of seven human embryos to be artificially birthed and manipulated by a group of fanatical genetic scientists. The illegal project had been going along quite successfully when it was discovered and shut down on moral grounds. Since the experimental embryos were days from full term, it was deemed wrong to destroy them. Furthermore, the scientists claimed they had done very little alteration of the genetic structure. In Taru's case, they had only "tweaked" his DNA slightly, with the intention of making him the "perfect" physical, human specimen. This was all transpiring during the last of the Tarlok siege years, so the seven children were saved and put into foster care, but the breakthrough science was destroyed during the Tarlok takeover of Rylor. In fact, the entire incident has fallen through the cracks. The Tarlok know nothing about the research or the children, nor does any faction of the underground Seeron Government. They are forgotten.

The result of their "tweaking" was an increased agility and stamina compared to that of a normal human. Until his late teens, the increased ability wasn't all that noticeable. The attractive child never got sick and just seemed to be an extremely gifted athlete. By age 27, Taru had won four amateur world titles and went on to capture six professional QuikStik World Championship titles (five consecutively). The Tarlok promoted the sport and its champions because they thought it would help pacify the people and because they enjoyed it themselves.

At the top of his game and a millionaire several times over, Taru was bored. The sport — life — lacked challenge. During his childhood he was an arrogant bully, troublemaker and shoplifter. As an adult, he had secretly engaged in gambling, point spread "fixing," and threw the one world match he lost — Taru made a killing from his win in his comeback match the next year. His underworld associations and gambling had brought him a little bit of excitement.

Bored with the empty challenges of QuikStik, Taru retired from the sport. He lives the opulent lifestyle of a spoiled playboy, sports star and millionaire. Unbeknownst to his adoring public (or the watchful Tarlok), he has turned to a secret life of crime. Calling himself Fightstik, Taru hides his identity behind a custom built suit of padded body armor, and a mask.

As a criminal, he has engaged in a number of daring robberies. These capers aren't for the money but rather the thrill and challenges. Fightstik has become increasingly bold and taunts his victims, Skraypers and the Tarlok authorities, daring them to stop him. He often leaves behind notes or messages at the crime scene to take credit for his actions and gives clues about his plans for his next crime. He has even been so brazen as to send out video interviews as Fightstik; a voice scrambler in his mask takes care of any voice recognition by his fans from his QuikStik days. However, this too quickly grew boring. Then,



he came up with the brilliant idea of challenging Skraypers. This worked out well, beating several Independents and a few young Skraypers in combat. He loved the publicity. But then he got trounced by the Skrayper Dragon Eye and fought Spike-Tail to a standstill (his first draw) — he hated losing (for the “champ,” a draw is like losing).

When a Dreadmaster and a team of supervillains came to Taru Naka's home to ask questions, he cut a deal to join Control. They revealed his true identity to the public, claimed his stint as a crook was simply to infiltrate the underworld, and that mission completed, he was now turning his attention toward bringing the “evil rebels and superhuman terrorists who plague our world,” to justice.

The plan was to win over millions of his QuikStik fans to the Tarlok. However, that plan backfired. Taru Naka, a.k.a. Fightstik, is one of the most hated men in the world. Rejected and criticized by his once

adoring public, Fightstik has become a cruel, unrelenting stooge of the BCR. As a top Control agent, he has free reign to engage “the enemy” (Skraypers, rebels and civilians alike) as a lone operative or as the head of special teams. These teams can include 3-8 Tarlok (any), supervillains or other (normal) agents.

Fightstik, Supervillain & Control Agent

Real Name: Taru Naka

Race: Human

Aliases: “Fightstik” and “Champ.”

Alignment: Miscreant evil.

Attributes: I.Q. 15, M.E. 12, M.A. 18, P.S. 30, P.P. 24, P.E. 15, P.B. 20, Spd. 26

Hit Points: 58; Taru is *not* a Mega-Damage being.

S.D.C.: 71, plus body armor; Taru is *not* a Mega-Damage being.

Height: Six foot, four inches (1.9 m).
Weight: 200 pounds (90 kg) of muscle.
Age: 31

Level of Experience: 8th

P.P.E.: 3

Natural Powers: Genetically enhanced.

Human Super Abilities: Natural Combat Ability and Healing Factor.

Psionic Abilities: None

Attacks Per Melee: Nine!

Combat Skills: Natural Combat Ability. Note, this ability enables the character to fight with the same skill level, style, moves and Hand to Hand bonuses as his opponent, plus his *own* bonuses from the *Natural Combat Ability* and *attributes* (listed below). The minimal bonuses to strike, parry and dodge are equal to Hand to Hand: Expert plus attribute bonuses. **Rifts® Note:** This means when facing a supernatural or M.D. opponent, the character *can* inflict Mega-Damage equal to his P.S. attribute.

Combat Bonuses (Natural Combat Ability & Attribute Bonuses only): These are added to those “matched” by an opponent. +5 on initiative, +5 to strike, +5 to parry and dodge, automatic dodge, +15 to damage, +4 to disarm, +6 to pull punch, +5 to roll with punch, fall or impact, paired weapons, punch does 1D6+2 damage, power punch 2D6+16 damage, head butt 1D6, kick attack does 2D4+2, Karate Kick does 2D6 points damage, +5 to save vs Horror Factor, +2 to save vs psionic attack and mind control, +20% to save vs coma/death, +3 to save vs magic and poison, and 50% chance to intimidate or evoke trust, or charm/impress.

W.P. Bonuses: Can use any weapon (effectively has all W.P.s) but only with a +2 bonus to strike and parry; energy and projectile weapons are +2 to strike on an aimed shot, +1 to strike with a burst.

Education Level: Two years of College.

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Pilot Hover Vehicle, Pilot Motorcycle, all at 98%. Pilot Jet Pack 89%, Palming 75%, Streetwise 67%, Card Sharp 71%, Seduction 59%, General Athletics, Body Building, Running, Climbing 95%/85%, Dance 85%, Swimming 98%.

Occupation: Ex-pro-athlete and criminal, currently a special Control Operative.

Magic: None.

Cybernetics & Other Augmentation: None

Equipment of Note: Specially designed body armor: A.R. 16, 150 S.D.C. with no encumbrance penalties. The Helmet has a built-in communication and HUD system, plus multi-optics. A pair of specially designed Fighting Sticks, similar to the Tarlok energy weapons, can be used as blunt weapons or energy weapons (2D6 S.D.C. damage blunt or 4D6 energy. As Rifts® weapons, they unleash an electrical or energy charge every time they strike, doing 2D6 M.D. or 2D6 S.D.C. as an uncharged S.D.C. weapon). Fightstik also usually carries a knife in his boot and has an energy pistol sidearm (any), plus other odds and ends. Many of the resources of the BCR are at his disposal; weapons, variant armor, vehicles, money, and additional manpower (human, Tarlok, and supervillain). **Note:** Don't forget that Fightstik can pick up and use any weapon with reasonable skill.

Money: Taru has 2.4 million in cash and another 12 million in property and assets; he spent the rest foolishly over the years. However, the Tarlok are paying him a modest salary (compared to what he's used to) of 200,000 Seeronian Credits a year. Fightstik will lose everything if he should ever betray them and become a wanted criminal again.

Enemies: The enemies of his Tarlok masters are his enemies. He hates all Skraypers and so-called heroes, especially Dragon Eye and Spike-Tail, and dislikes Bio-Freaks. Although he dislikes his position as a hated member of Control, he takes out his frustration on his victims and anybody who gets in his way. Since the public has come to despise him, he despises them back and has no regard for

public safety (nor do most Tarlok, so it's not a problem with the BCR).

Allies: The Tarlok and their minions in the BCR; even most of his old criminal connections have severed ties with this unpredictable misanthrope. He and Shok have worked together and feel a certain animal attraction, but each feels the other is too arrogant.

Shok

A stone cold knockout, Syrena Ely became a super model at the tender age of 15. Then at the age of seventeen her electric powers surfaced. Her long, beautiful blonde hair sizzled with electricity and shot up into the air. The crowd exploded in cheers as if this were just part of the show and remarkably, Syrena showed no surprise or panic at this transformation. Like a young lady destined for the spotlight, she continued on with the show which received rave reviews due to her electric performance. However, her career was over. The next day, agents from the Bureau of Control & Registration paid her a visit. An analysis by Shertar Interrogators revealed the young woman had the psychological profile to make a wonderful Control agent. Under their tutelage, Syrena mastered her powers and blossomed into a loyal minion. She loved the feelings of freedom and power her super abilities gave her, and enjoyed the extravagant and exciting lifestyle the BCR offered her.

Whatever the reasons, Syrena grew into a cold, mean and spiteful Control agent — code name: Shok. She doesn't particularly like the Tarlok or many of the Bio-Freaks and supervillains they have recruited (she thinks of herself as neither freak nor villain, but as a law officer of the new, Tarlok government). For her, it is a means to stay in the limelight, wield powers, do as she pleases, and enforce her will (and those of her masters) on others. She is especially annoyed by Skraypers and other people who treat her like a traitor or villain. Vindictive in the extreme, they have become her favorite targets. Shok is mean-spirited, petty, arrogant, cruel, vengeful and self-absorbed.

Shok, Supervillain & Control Agent

Real Name: Syrena Ely

Race: Human

Aliases: “Shok”

Alignment: Miscreant evil.

Attributes: I.Q. 12, M.E. 10, M.A. 14, P.S. 22, P.P. 14, P.E. 16, P.B. 24, Spd. 19

Hit Points: 71 (H.P. are part of the total M.D.C. in *Rifts®* or other Mega-Damage setting).

S.D.C.: 204 (In *Rifts®* S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Six feet (1.8 m).

Weight: 140 pounds (63 kg).

Age: 20

Level of Experience: 5th

P.P.E.: 3

Natural Powers: None per se.

Human Super Abilities: Extraordinary Endurance and Alter Physical Structure: Electricity.

Summary of Alter Physical Structure: Electricity: Rifts® Note: All energy blasts do the equivalent of M.D. in Mega-Damage settings.

Fire Electric Ray: 200 ft (61 m) range, 1D6x10+10 damage at maximum strength, +3 to strike;

Mini-Lightning Bolt: 200 ft (61 m) range, 5D6 damage at maximum strength, +3 to strike;

Lightning Bolt: 450 ft (137 m) range, 5D6+10 damage at maximum strength, +3 to strike;

Generate Electrical Field around self: anybody who touches her takes 2D6 damage;

Electric Flight: Transforms into a bolt of living energy with a speed of 300 mph (482 km), but a max. range of one mile (1.6 km);



Fire and energy attacks do half damage to her and Shok is impervious to electricity.

Psionic Abilities: None

Attacks Per Melee: Five hand to hand or by energy blasts.

Combat Skills: Hand to Hand: Expert.

Combat Bonuses: +2 on initiative, +2 to strike, +2 to parry and dodge (+6 when flying), +30 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +20% to save vs coma/death, and 40% chance to charm/impress.

W.P. Bonuses: W.P. Energy Pistol: +3 to strike on an aimed shot, +1 to strike with a burst.

W.P. Blunt: +2 to strike and parry.

Education Level: High School

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Pilot Hover vehicle, Cook, Dance, Sing, all at 75%. Seduction 59%, Find Contraband 49%, General Athletics, Running, Climbing 80%/70%, and Swimming 85%.

Occupation: Ex-fashion model, currently a special Control Operative.

Magic: None

Cybernetics & Other Augmentation: None

Equipment of Note: Many of the resources of the BCR are at her disposal; weapons, variant armor, vehicles, money, and additional manpower (human, Tarlok, and supervillain). However, Shok doesn't feel she needs much other than a flashy vehicle, a great apartment and money to spend, all of which she gets (relies heavily on her super abilities).

Money: The BCR provides for all of her basic needs, a flashy apartment, sports hovercar, and a salary of 150,000 Seeronian Credits a year, which she thinks is wonderful.

Enemies: The enemies of her Tarlok masters are her enemies, including Skraypers, so-called heroes, rogue Bio-Freaks, rebels and dissidents.

Allies: The Tarlok and their minions in the BCR. Shok doesn't really associate with norms anymore. She and Fightstik have worked together and feel a certain animal attraction, but each feels the other is too arrogant.

The Power Brigade

The Power Brigade is a notorious supervillain group that operates in the Western Sector of Seeron. While they are no friends of the Tarlok, and plunder them regularly, they are not friends of the people of Seeron either. They engage in all manner of crimes, including robbery, extortion, blackmail, murder, and assassination.

The Slinger

Jon Toran is a former freedom fighter who found a life of crime more rewarding and profitable. He is a notorious thief who plunders both Seeronians and Tarlok without discretion. He has also sold his services as a mercenary to members of the criminal underworld and unscrupulous individuals. He is currently a member of the Power Brigade, but still occasionally goes off on his own or takes work as a freelancer.

Slinger, Supervillain

Real Name: Jon Toran

Race: Human

Aliases: "Slinger" and "Jonny Slinger."

Alignment: Aberrant evil.



Attributes: I.Q. 10, M.E. 18, M.A. 12, P.S. 42, P.P. 19, P.E. 27, P.B. 19, Spd. 18; P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 105 (H.P. are part of the total M.D.C. in *Rifts*® or other Mega-Damage setting).

S.D.C.: 151 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Five feet, 10 inches (1.7 m).

Weight: 200 pounds (90 kg) of muscle.

Age: 29

Level of Experience: 8th

P.P.E.: 9

Natural Powers: None per se.

Human Super Abilities: Superhuman Strength, Extraordinary Endurance, Healing Factor and Manipulate Kinetic Energy.

Psionic Abilities: None

Attacks Per Melee: Five

Combat Skills: Hand to Hand: Martial Arts and Boxing.

Combat Bonuses: +2 on initiative, +3 to strike, +5 to parry and dodge, +27 to damage, +4 to disarm, +3 to pull punch, +3 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +44% to save vs

coma/death, +2 to save vs psionic attack, +6 to save vs magic, +6 to save vs poison and disease, and 45% chance to charm/impress.

W.P. Bonuses: W.P. Archery: Rate of Fire is seven per round, +4 to strike on an aimed shot.

W.P. Paired Weapons

W.P. Targeting: +4 to strike with thrown weapons/items.

W.P. Blunt: +3 to strike and parry.

W.P. Chain: +2 to strike and parry.

Education Level: High School

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Pilot Hover Vehicle, Pilot Motorcycle and Cook, all at 95%. Pilot Jet Pack 79%, Palming 60%, Pick Locks 75%, Safecracking 58%, Streetwise 58%, Card Sharp 62%, General Athletics, Running, and Climbing 90%/80%.

Occupation: Career criminal and supervillain.

Magic: None.

Cybernetics & Other Augmentation: None.

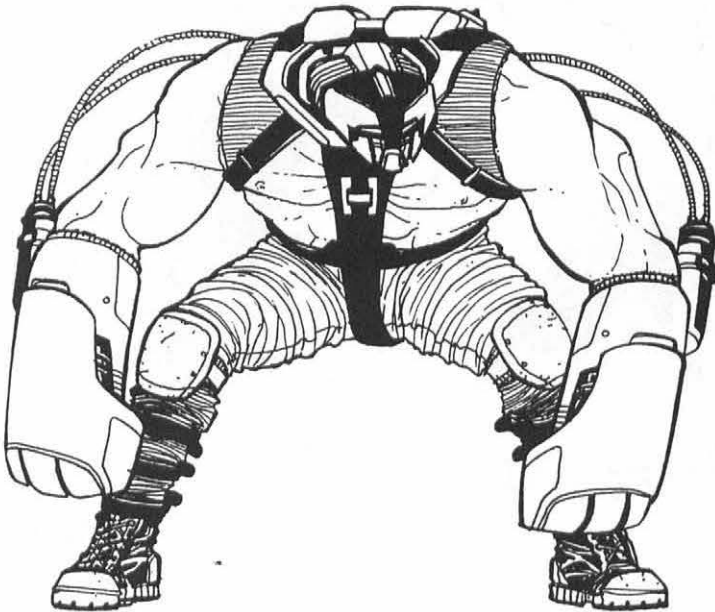
Equipment of Note: A simple costume that consists of a light grey jumpsuit with shoulder pads and numerous pockets (to hold things he can charge with kinetic energy and throw), utility belt with many pouches, military shoulder/chest harness, two throwing knives on the belt, two more in each of his boots, six shurikens, six throwing spikes, four large throwing irons (2D6 damage), two discus (2D4 damage), 12 golf ball-sized, metal ball bearings (2D4 damage, with an effective range of 40 ft/12.2 m), two smoke grenades, a compound bow, a back quiver with 24 arrows and a hip quiver with another dozen (manipulation of kinetic energy doubles the damage of all arrows and thrown items; damage listed is before it is doubled). Plus walkie-talkie, air filter and gas mask, canteen, a pair of hand-cuffs, and some personal items.

Slinger's favorite weapon is a wicked ball and chain item, only the ball section has three hooked blades (3D6 damage; 6D6 when energized) and the end has a sharp, bladed, arrowhead weight (2D4 damage; 4D4 when energized).

Money: Slinger has about a million in Seeronian Credits, and maybe another million in equipment and property.

Enemies: Whoever gets in his or the Power Brigade's way. The Tarlok and Skraypers are high on his list of dislikeable people. Doesn't care about war or freedom, he's just enjoying the good life.

Allies: The other members of the Power Brigade and a couple dozen underworld connections, including an acquaintance with Piper.



Hammerjack

Hammerjack is a Bio-Freak with a mean streak a mile long. His huge arms are more powerful than jackhammers and his hide is as tough as steel. He was recruited by Nightwitch to join her Power Brigade and life of crime. Although a miscreant alignment, Hammerjack is devoted to Nightwitch. He secretly loves her, but knows there can never be anything between him and her because he is a monster. Nightwitch is aware of his feelings and uses them to manipulate him and keep him loyal. Hammerjack is her unofficial enforcer.

Hammerjack dislikes most people of all races, mutants and norms, and is easily annoyed and aggravated. He is a brawler who prefers to settle arguments and all matters with his mighty fists. He's been doing so as far back as he can remember. Hammerjack is particularly tough on those who mistreat Bio-Freaks and is surprisingly kind and tolerant to most Freaks, especially children.

Hammerjack, Supervillain

Real Name: Treg Jax

Race: Human Bio-Freak

Aliases: "Hammerjack," "Jack Arms" and "Big Jack."

Alignment: Miscreant evil.

Attributes: I.Q. 9, M.E. 9, M.A. 8, P.S. 61, P.P. 17, P.E. 18, P.B. 9, Spd. 12; P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 165 (H.P. are part of the total M.D.C. in *Rifts*® or other Mega-Damage settings).

S.D.C.: 216 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Five feet, 6 inches (1.65 m).

Weight: 250 pounds (112.5 kg) of muscle.

Age: 27

Level of Experience: 7th

P.P.E.: 9

Natural Powers: None per se.

Human Super Abilities: Supernatural Strength and Invulnerability.

Psionic Abilities: None

Attacks Per Melee: Five

Combat Skills: Hand to Hand: Expert and Boxing.

Combat Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, +45 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points of damage, critical strike on unmodified roll of 19 or 20, +26% to save vs coma/death, and +2 to save vs magic.

W.P. Bonuses: W.P. Blunt: +3 to strike and parry.

Education Level: High School

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Pilot Hover Vehicle, Pilot Truck all at 90%. Pilot Jet Pack 74%, Streetwise 53%, General Athletics, Body Building, Running, Swimming 85%, and Climbing 85%/75%.

Occupation: Career criminal and supervillain.

Magic: None.

Cybernetics & Other Augmentation: None.

Equipment of Note: Jet pack (90 S.D.C./45 M.D.C.), ion blasters connected to a power pack (50 S.D.C./25 M.D.C.) on his back; one per each arm (4D6 S.D.C./M.D. per single blast, range 600 ft/183 m). Plus a helmet (80 S.D.C./40 M.D.C.) to protect his eyes and has a built-in communication system and language translator, a knife, and some personal items. The metal gauntlets are more for show than anything else.

Money: Most of Hammerjack's needs are taken care of by Nightwitch. He has about a half million in Seeronian Credits and loot.

Enemies: Whoever gets in his or the Power Brigade's way. The Tarlok and Skraypers are high on his list of dislikeable people. He doesn't care about war or freedom, he's just glad to have friends like Nightwitch and respect/fear (same thing as far as he's concerned).

Allies: The other members of the Power Brigade and a couple dozen Bio-Freak connections.

Nightwitch

Nightwitch has convinced herself that the fight against the Tarlok is hopeless, and that the world around her has fallen to chaos. In such a dark world, there is no clearly defined good or evil, or, for that matter, humans and monsters, only survivors. She has successfully pushed out of her mind any moral or political ambiguities, and has convinced herself that she and her teammates are doing nothing wrong. She reasons that the old Seeron is gone forever. In its place is a chaotic hell filled with monsters, where dog eats dog. She and her crew are only doing what is necessary to survive. Can she help it if they represent a pack of "big" dogs? No. And the sooner the little dogs accept this, the easier things will go on them.

Nightwitch was born Angel Bryz. She grew up in a run-down area of Rylor, the last child of four in an impoverished Seerman family. Her



parents did the best they could, but life was full of hardships. She hated working like a dog for scraps. Everything was hard for Angel, even mastery over her psychic abilities. She was only a minor psychic, which gave the other kids more ammunition to make fun of her. When her super abilities appeared at age 15, she saw it as her ticket out of poverty. By fifteen and a half, she had run away from home (and in so doing, avoided the BCR discovering she was superhuman). She joined a gang of Bio-Freaks and Seermans with aspirations of fame and fortune in the mob. She quickly found herself too clever for her street-rat associates and too independent to be just another cog in a big organization. Calling herself Nightwitch, Angel went Independent. As she grew in experience and raw power, the Nightwitch began to earn contracts from the criminal underworld, and build a reputation. Six years later, she was a notable player.

Fiercely competitive, driven and calculating, Nightwitch decided to build her own organization. Nothing too big and complicated, but an elite group of superbeings like her. Real powerhouses who could kick some ass and make a fortune in the process. So it was that the **Power Brigade** was conceived (the name seemed less pretentious at age twenty-two when she founded it). Today, more sophisticated and mature, she wishes she had named it differently, but the Power Brigade, childish name or no, has become a power to be feared. Nightwitch and her teammates are each in their own right, world renowned supervillains, but together, they are one of the most feared *groups* on the planet.

They have successfully avoided capture by the Tarlok, fought their share of Control Agents and Dreadmasters, and have bested most of the Skraypers they have faced. Nightwitch is the undisputed leader of group. On many occasions, it was her strategies, tactics and forethought that saved the day. She is methodical, analytical, calculating, and obsessively driven. In addition, Nightwitch has an indomitable will and self-assurance that borders on the megalomaniacal. She also has a keen sense of how to use and manipulate people, telling them and giving them what they want to do as she wishes.

Nightwitch, Supervillain

Real Name: Angel Bryz

Note: Founder and leader of the Power Brigade.

Race: Seerman Superhuman

Aliases: "Nightwitch," "Shadow Witch" and "The Witch."

Alignment: Miscreant evil.

Attributes: I.Q. 19, M.E. 19, M.A. 18, P.S. 22, P.P. 19, P.E. 18, P.B. 19, Spd. 12; P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 75; Nightwitch is *not* an M.D.C. being in any setting and needs armor for additional protection.

S.D.C.: 34 (50 at night); Nightwitch is *not* an M.D.C. being in any setting and needs armor for additional protection.

Height: Six foot, two inches (1.82 m).

Weight: 150 pounds (67.5 kg) of muscle.

Age: 31

Level of Experience: 10th

P.P.E.: 12

Natural Powers: See psionics.

Human Super Abilities: Control Elemental Forces: Air, Darkness Control, and Nightstalking.

Psionic Abilities: Clairvoyance, Mind Block, Meditation, Sense Evil, Telepathy, and Alter Aura.

Attacks Per Melee: Seven

Combat Skills: Hand to Hand: Martial Arts and Boxing.

Combat Bonuses: +3 on initiative, +4 to strike, +5 to parry and dodge, +7 to damage, +4 to disarm, +3 to pull punch, +3 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +26% to save vs coma/death, and +2 to save vs magic. Plus *Nightstalking* bonuses at night.

W.P. Bonuses: W.P. Blunt and W.P. Axe: +3 to strike and parry.

Education Level: Two years College.

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Computer Programming, Pilot Hover Vehicle, all at 98%, plus Computer Hacking 90%, Palming 85%, Pick Pockets 90%, Seduction 61%, Streetwise 70%, General Athletics, Body Building, Running, and Swimming 85%.

Occupation: Career criminal and supervillain.

Magic: None.

Cybernetics & Other Augmentation: None.

Equipment of Note: Body armor (A.R. 13, 70 S.D.C./35 M.D.C.) with a helmet-like face mask (70 S.D.C./35 M.D.C.) to protect the eyes and face; has a built-in communication system and language translator, plus a pair of knives, two smoke and two normal hand grenades, a pair of handcuffs, and some personal items. She sometimes uses energy melee weapons and energy pistols and rifles.

Nightwitch's favorite weapon is an energy Beaked Axe, a small, light, energy melee weapon that can stab (3D6 damage) or chop (4D6 damage; half damage when the weapon is not energized), and fire light blasts (2D6 damage, 400 ft/122 m range).

Money: The Nightwitch and her Power Brigade have been extremely successful. She has 30 million stashed away and 20 million in cash and resources put aside for the financing of future Brigade operations. **Enemies:** Whoever gets in her or the Power Brigade's way. The Tarlok and Skraypers are viewed with equal disdain.

Allies: The other members of the Power Brigade and some connections with the criminal underworld and select groups of Bio-Freaks.



Skullknocker

Skullknocker is an incredibly powerful, savage, yet cunning, Talus Bio-Freak. When Nightwitch found him, Skullknocker was the leader of a tribe of 300 Bio-Freaks and 6000 norm refugees living in the catacombs below Rylor. Not only was he their leader, but he actually had many of them worshipping him as an ancient Seeronian God of War. Nightwitch had heard rumors of this god, and came to investigate. Skullknocker is something of a primal force — a savage, gluttonous, slothful, craven juggernaut who never seems to be able to satisfy his base cravings and desires. Nightwitch managed to convince him that he was wasting his talents below the earth, and that as a "god" he should be known and worshiped by millions, not a few hundred. By joining her and her team, he would get recognition worthy of a god, as well as power and wealth. He couldn't argue with that and joined the team.

There is no doubt that Skullknocker is the powerhouse of the team and the second in command. He doesn't mind this position because everybody knows he could be leader if he wanted it (or so he says), but that's too much work. He'd rather let the meticulous and driven Nightwitch run the show and make the decisions. Amazing the public, catching headlines, fighting, winning, making a fortune and relaxing with booze and (mutant) women is all he's really interested in, anyway — all the fun stuff. He enjoys challenges against Skraypers, but doesn't necessarily look for conflicts or leaps into action without good reason. Despite his name, tremendous power, and appearance, he is actually a fun-loving, easy-going individual. In fact, he can be downright lazy and very complacent when things are going his way. However, he can be like the wrath of a god when truly angry or out to avenge his honor/reputation.

Skullknocker, Supervillain

Real Name: Unknown, it may well be Skullknocker

Race: Talus Bio-Freak, with a stunted tail; it's only about three feet (0.9 m) long (very short for an 8 foot/2.4 m guy), and useless as a weapon.

Aliases: "Skullknocker" and "War God."

Alignment: Anarchist with leanings toward miscreant evil.

Attributes: I.Q. 10, M.E. 19, M.A. 21, P.S. 50, P.P. 17, P.E. 18, P.B. 6, Spd. 15; P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 82 (H.P. are part of the total M.D.C. in *Rifts*® or other Mega-Damage settings).

S.D.C.: 186 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Eight feet (2.4 m).

Weight: 300 pounds (135 kg) of muscle.

Age: 33

Level of Experience: 7th; tends to be lazy.

P.P.E.: 29

Natural Powers: None per se.

Super Abilities: Superhuman Strength, Extraordinary Endurance, Gravity Manipulation, and Alter Physical Structure: Fire.

Summary of Alter Physical Structure Fire: Rifts® Note: All energy blasts do equivalents in M.D. in Mega-Damage settings.

A.R. 14, +40 to S.D.C. and Horror Factor 14 when transformed into fire, plus the character can fly at a speed of 60 mph (96.5 km), maximum altitude 2,000 feet (610 m);

Continuous Bolt of Flame: 54 ft (16.4 m) range, 9D6 or 1D4x10+14 damage at maximum strength, +4 to strike;

Fire Ball: 510 ft (155 m) range, 1D6x10 damage at maximum strength, +3 to strike;

Breathe Fire: 13 ft (4 m) range, 1D6+7 damage at maximum strength, +3 to strike;

Create Wall or Circle of Fire: Anybody who touches or tries to leap through the wall suffers 4D6 damage; 170 ft (51.8 m) range;

Electric Flight: Transforms into a bolt of living energy with a speed of 300 mph (482 km), but a max. range of one mile (1.6 km);

Impervious to fire and heat, energy attacks do full damage.

Must be careful not to set things on fire in this form.



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Psionic Abilities: None

Attacks Per Melee: Five

Combat Skills: Hand to Hand: Expert and Boxing.

Combat Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, +35 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +20% to save vs coma/death, +2 to save vs psionic attack/mind control, +3 to save vs magic, +3 to save vs poison and disease, and has a 65% chance of intimidating or evoking trust in others.

W.P. Bonuses: W.P. Targeting

W.P. Blunt: +3 to strike and parry.

W.P. Spear: +3 to strike and parry.

Education Level: High School

Skills of Note: In addition to combat skills already noted: Basic Math 85%, Radio: Basic 85%, Streetwise 53%, Land Navigation 68%, Carpentry/Whittling 60%, General Athletics, Body Building, Running, Swimming 85%, and Climbing 85%/75%.

Occupation: Career criminal and supervillain.

Magic: None.

Cybernetics & Other Augmentation: None.

Equipment of Note: Tarlok energy war club. Occasionally uses other weapons and may grab anything handy, like a lamp post as a club or spear (5D6 damage +P.S. bonus). Other odds and ends include a language translator and a walkie-talkie.

Money: Skullknocker spends money like water, but has managed to keep a cool million in savings. Most of his other needs are taken care of by Nightwitch, one of the perks of being a god.

Enemies: Whoever gets in his or the Power Brigade's way. He dislikes Tarlok, Skraypers and loud-mouthed Bio-Freaks (actually, loud-mouths in general) on general principle. He admires those superbeings who can give him a challenge, but he hates to lose and holds grudges. Rematches are brutal and never pretty. He doesn't care about war or freedom, he's just glad to have friends like Nightwitch and respect/fear (same thing as far as he's concerned).

Allies: The other members of the Power Brigade and hundreds of Bio-Freak friends and acquaintances, as well as a few underworld connections. He is actually fond of Nightwitch and Hammerjack, likes Slinger, but he finds the cantankerous Six-Barrel an annoying lout.

Six-Barrel

The story of Six-Barrel is a strange one. Blum Wriith was the "inside man" at Tyre Robotics who was to help the Power Brigade steal a robot prototype and the design plans for it. In this case, the Power Brigade had contracted with a well-funded rebel group (actually the secret underground Seeron government) to steal the robot and its plans so that the Tarlok couldn't use it, and the rebels could! In the ensuing battle, Blum got caught in the cross-fire and was literally blown to bits. With his last dying breath, he activated the mind transferal process that was part of the robot project. The gamble paid off, for a moment later he stood looking through the eyes of the robot prototype at his own dead body. The robot plans called for a living pilot (human or Tarlok) to temporarily transfer his mind into the body of the robot where he'd be able to mentally manipulate it as easily as his own body. Unfortunately, since his real body was dead, he was forever trapped inside it. Terrified and enraged, he tore the place apart, before finally helping the Power Brigade to escape. With no place to go and no other prospects available, he signed on as a member.

Six-Barrel has proven to be an excellent addition to the group in both intelligence and firepower. However, the man inside grows increasingly disgruntled, angry, and bitter. He constantly complains and criticizes everything. Nightwitch is beginning to fear Six-Barrel has lost any trace of his humanity and has come to despise all living

things. He is increasingly violent, sadistic, cruel and murderous, taking great pleasure in hurting and killing. As of late, Six-Barrel has taken to maiming, torturing and terrorizing his enemies, leaving them broken but alive, rather than killing them. When approached by Nightwitch about this, he commented in a frighteningly warm voice, "I've come to enjoy killing the human spirit. Anybody can take a life ... but the spirit ... a man's soul ... now, that's an accomplishment. And if I can't get that, I'll settle for heartfelt terror."

Six-Barrel, Supervillain

Real Name: Blum Wriith

Race: Originally a Talus, but is now a Type Two Robot prototype with a Transferred Intelligence.

Aliases: Only "Six-Barrel."

Alignment: Diabolic.

Attributes: I.Q. 18, M.E. 7, M.A. 8, P.S. (robot) 30, P.P. (robot) 24, P.E. n/a, P.B. 8, Spd. (robot): 300 mph (482 km)

Hit Points: Not applicable.

Robot S.D.C. (or M.D.C.) by Location:

Head — 120

Interchangeable Human-style Hand & Forearm (1 or 2) — 50 ea.

Weapon Forearms (2) — 100 each

Upper Arms (2) — 100 each

Legs (2) — 150 each

Main Body — 425 for the basic robot and an A.R. 16. +425 S.D.C. and an A.R. of 17 when wearing detachable, full robot armor.

Height: Seven feet (2.1 m).

Weight: 200 pounds (90 kg); +100 (45 kg) when wearing additional armor.

Age: The mind controlling the robot is a 35 year old.

Level of Experience: 5th as a robot/supervillain, 8th as an engineer.

P.P.E.: 1

Natural Powers: None per se.

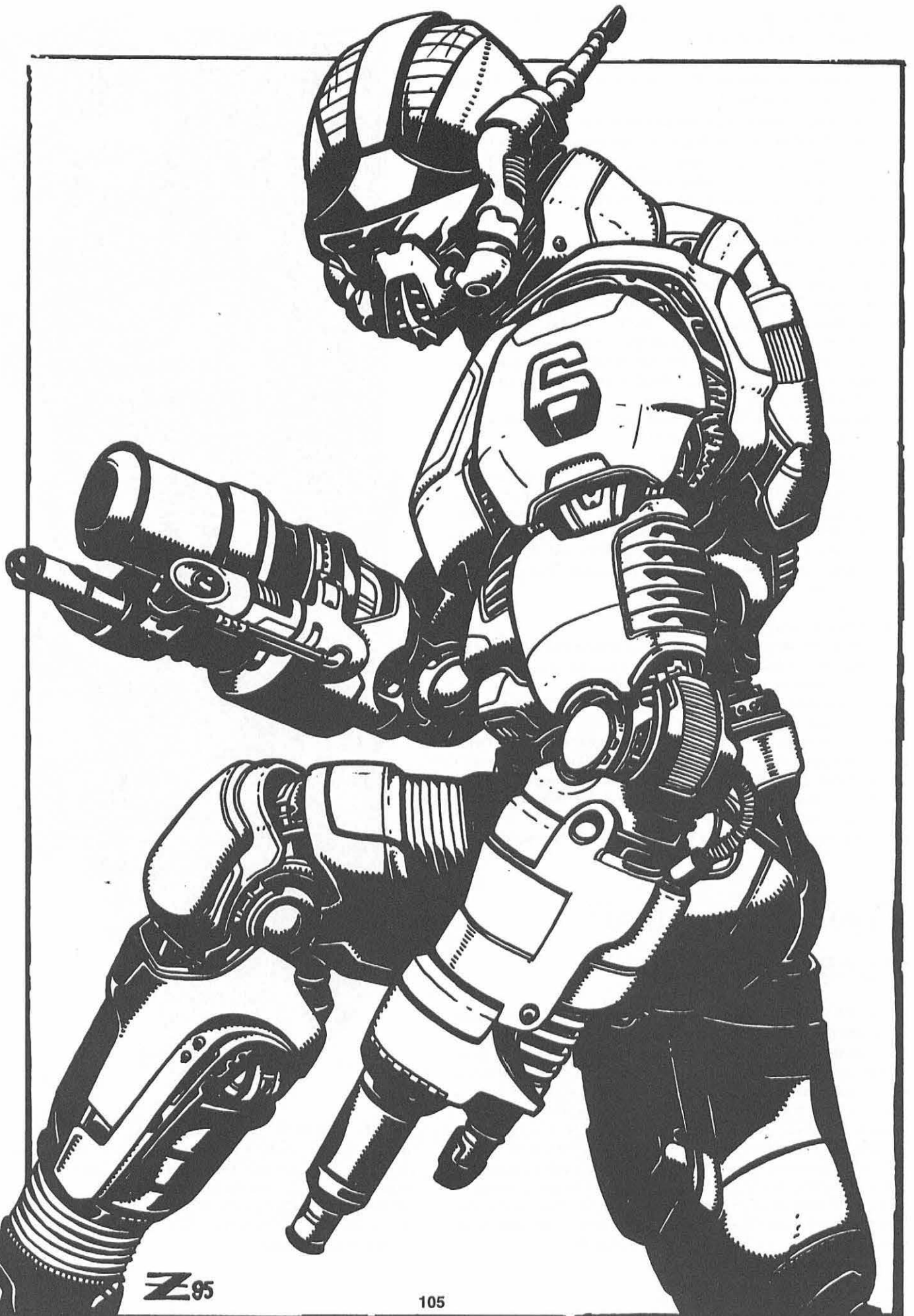
Super Abilities: Robot:

- Micro-Fusion Power System with a 30 year life.
- Concealed in the chest are a pair of small utility arms and hands; P.S. of 10, A.R. 10 and 30 S.D.C. each.
- Jump Jets in feet and back for assisted leaps; can jump 50 feet (15.2 m) high and across from a standing position; double with a running start.
- Running Speed: 300 mph (482 km)
- Underwater Capabilities.
- Advanced Audio System with loudspeaker, external audio pick-up, wide-band radio receiver and transmitter, radio scrambler, language translator, radar detector, and modulating voice synthesizer.
- Advanced Robot Optics with passive night-sight, thermo-imager, and laser targeting (+3 to strike when using long-range weapons).
- Micro-Radar: Can track 25 targets simultaneously; linked to combat computer.
- On-board Computer for calculations and computer interfacing, Blum Wriith does the thinking.
- Combat Computer (+2 to initiative, +1 to strike, parry and dodge).
- Modular Weapon Systems: Designed for interchangeable weapon arms with a variety of different weapons and types of hands and forearms. Six-Barrel only has those below and a pair of articulated human hands and forearm, which he rarely uses.

Six-Barrel's Standard Weapon Systems:

1. Right Hand: Grenade launcher: Range is 1200 feet (366 m), 6D6 or 1D4x10 damage depending on type, payload of four, but can be reloaded in two melee rounds.

2. Right Hand: High-powered laser: Range is 2000 feet (610 m), 2D6 or 4D6 damage depending on settings, payload is unlimited.



3. Right Arm: High-powered ion blaster: Range is 200 feet (61 m), 5D6 damage, payload is unlimited.

4. Right Arm: Retractable Blade (concealed): 2D4 S.D.C. (or M.D.)

5. Left Arm: Flamethrower: Range is 16 feet (4.9 m), 3D6 damage, payload is five short bursts.

6. Left Arm: A second, high-powered laser: Range is 2000 feet (610 m), 2D6 or 4D6 damage depending on settings, payload is unlimited.

7. Left Arm: Automatic weapon: Range is 1200 feet (366 m), 4D6 damage (6D6 damage for exploding rounds), payload of 80 rounds, but can be reloaded in two melee rounds. Can be fired one round at a time (suitable for sniping) or in bursts.

8. Right Leg: Concealed energy pistol

9. Left Leg: One medium-sized concealed compartment.

Attacks Per Melee: Six (does not increase with experience).

Combat Skills: Roughly equal to Hand to Hand: Expert.

Combat Bonuses (includes robot & sensor bonuses): +5 on initiative, +8 to strike, +9 to parry and dodge, +15 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +3 to save vs Horror Factor.

W.P. Bonuses: +4 to strike on an aimed shot, +1 to strike with a burst when using any robot weapon system.

Education Level: Ph.D in Engineering

Skills of Note: In addition to combat skills already noted: Basic and Advanced Math, Electrical Engineer, Mechanical Engineer, Robot Mechanics, Weapons Engineer, Surveillance Systems, Radio: Basic, Radio: Scramblers, Computer Operation, Computer Programming, Pilot Hover vehicles, Pilot Motor Boats and First Aid, all at 95%.

Occupation: Career criminal and psychopathic supervillain.

Psionics: None.

Magic: None.

Cybernetics & Other Augmentation: None.

Equipment: Six-Barrel has used his loot to build a secret robotics lab to make repairs and attach new weapon arms. He also occasionally keeps captured weapons, equipment and valuables.

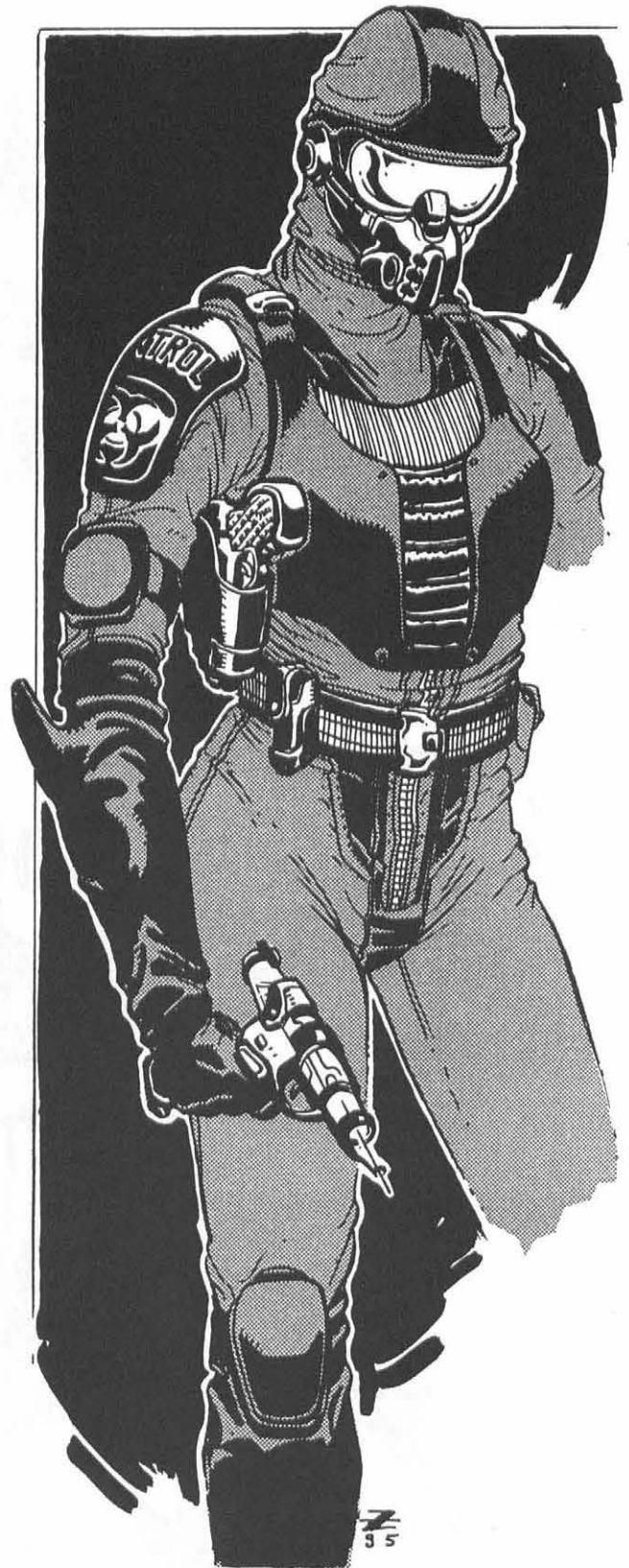
Money: In addition to his lab, Six-Barrel has about 300,000 in Seeronian Credits.

Enemies: Whoever gets in his or the Power Brigade's way. The Tarlok and Skraypers are viewed with equal disdain. Furthermore, just as Nightwitch fears, Six-Barrel hates all sentient beings, especially adored Skraypers, romantic couples and children, whom he enjoys hurting, maiming and killing.

Allies: The other members of the Power Brigade and that's about it.

Typical "Control" Agent O.C.C.

The following is the average non-Superhuman BCR Agent. Most are trained in surveillance, espionage and manhunting. Talus and Seerman Agents have the benefit of their natural racial abilities, as do Lashreg and other alien agents — many of the slave races are placed in the position of serving the Tarlok as Control Agents, law enforcement officers and slave warriors/soldiers. Most BCR Agents are willing participants and typically sadistic, cruel and bloodthirsty. Only about 15% are unwilling participants black mailed or extorted into service, while 25% are brainwashed into servitude (and arguably, willing members). **Note:** Superbeings are "Special" BCR Agents. Those young enough to be trained/indoctrinated will have similar skills as those noted here. Those recruited at an older age will have whatever skills they developed on their own; many have criminal backgrounds.



Control Agents — Manhunters

Minimum Attribute Requirements: I.Q. 10, P.S. 10 or higher; a high P.E., P.P. and Spd are also desirable but not necessary.

Alignments: Any, but usually anarchist or evil.

Average Level of Experience: 3-8th level.

O.C.C. Bonuses: 5D6+6 S.D.C., +2 on initiative, +1 to disarm, +4 to save vs Horror Factor.

O.C.C. Skills:

Speaks and literate in Native Language at 98%.
Select one additional Language of choice (+20%).
Basic Math (+20%)
Radio: Basic (+10%)
Surveillance Systems (+15%)
Computer Operation (+10%)
Pilot: Hover Vehicle (+10%)
Pilot: Jet Pack (+15%)
Intelligence (+15%)
Land Navigation (+15%)
Tracking (+15%)
Military Etiquette (+10%)
Find Contraband (+15%)
Streetwise (+4%)
General Athletics
Body Building
Running
Climbing (+10%)
W.P. Energy Pistol
W.P. Energy Rifle
W.P. of choice
Hand to Hand: Expert
Hand to Hand: Expert can be changed to Martial Arts or Assassin (if anarchist or evil) for the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select four skills from either the Espionage or Military categories (these four are +15%) and four other skills of choice. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any (+10%)
Electrical: Any
Espionage: Any (+5%)
Mechanical: Basic and Auto Mechanics only (+5%).
Medical: Paramedic only (+10%).
Military: Any (+5%)
Physical: Any, except Acrobatics.
Pilot: Any (+10%)
Pilot Related: Any
Rogue: Any (+5%)
Science: Math only (+10%).
Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: None

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 4, 8, 12 and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Standard Control, light environmental body armor (A.R. 15, 80 S.D.C./40 M.D.C.; no encumbrance penalties; black and grey colors) and heavy body armor (A.R. 17, 180 S.D.C./90 M.D.C.; -10% to prowl, climb, etc.); looks similar to the light armor depicted, only with heavy body plating), one energy pistol and five E-Clips, one energy rifle and six E-Clips, one tranquilizer pistol, one Tarlok energy melee weapon (axe, sword, etc.), survival knife, two smoke grenades, 1D4+1 flares, radio communicator built into helmet of armor, pocket flashlight, pocket computer, wristwatch, cigarette lighter, language translator, two pair of handcuffs, gloves, utility belt, fatigues, black jumpsuit, dress uniform, combat boots, backpack, canteen and personal items.

The character is likely to have access to additional weapons, explosives, equipment, and Control facilities, but heavy weapons and special equipment are usually only available for special assignments and very limited. **Note:** Players using *Heroes Unlimited™* can roll for *Money and Equipment* (apartment, vehicle, etc.) to determine

personal wealth, as presented on page 24 of the Second Edition. The *Optional Rules* for rounding out one's character (page 25) can also be used. NPCs are likely to have whatever equipment is necessary for their job or position.

Cybernetics: Most have none to start, and are usually restricted to medical implants and prosthetics, not augmentation. Any cyborgs would be considered Special Agents.

Money: All basic needs are provided for by the Tarlok, including living quarters, food and equipment. Agents are given a modest salary of 1,500 to 2,000 Credits a month, and the privilege of serving the Tarlok Empire and bringing order to a disharmonious world. The least scrupulous and most daring *may* secretly keep weapons, equipment and valuables found on the streets. However, this is considered stealing from the Tarlok Empire and punishment is harsh, and could lead to death if the offense is great enough.

Enemies: Skraypers, unregistered Bio-Freaks and superbeings, freedom fighters/rebels, and sympathizers.

Allies: Other Control operatives, the Tarlok and their minions (often work with the military), Rithe and Tandori, and other dark forces. Generally speaking, any enemy of the Skraypers and resistance fighters is a potential stool pigeon, pawn or ally.



GOOD GUYS

The following are just a few notable Skraypers and heroes.

Good Guys

Freedom Fighter O.C.C.

Elite Freedom Fighter/Saboteur O.C.C.

Victor

Nebular

Dragon Eye

Truk

Spike Tail

Freedom Fighter O.C.C.

The Freedom Fighters and rebels of Seeron come in all races, shapes and sizes. Most are ordinary Humans, Seermans and Talus (with their respective racial characteristics and bonuses), but none have super abilities, although Seermans have their psionic powers. This is a paramilitary O.C.C. adopted by men and women who have devoted their lives to freeing Seeron from the clutches of the invading Tarlok. The majority (about 65%) have civilian identities and jobs, meeting with other rebels in secret and engaging in subversive activities without the Tarlok's knowledge. When not engaged in activities in support of "the cause," they practice their skills the best they can and wait for the call to take arms against the Tarlok. Meanwhile, they engage the Tarlok and their minions in urban guerilla combat; mainly acts of defiance, vandalism, sabotage, subversion and small strikes against the enemy. They also come to the aid of the Skraypers whenever they can, providing shelter, hiding places, food, medical assistance, bits of equipment, information, small amounts of cash and, occasionally, firepower.

Only about 35% are full-time warriors who have completely abandoned a normal life to go underground. These full-time fighters represent the core of the freedom movement. **Note:** Superbeings can also be Freedom Fighters with the same basic skills, motives and ideals. However, they get only half the number of O.C.C. Related and Secondary Skills.

Freedom Fighter/Rebel O.C.C.

Minimum Attribute Requirements: I.Q. 7, P.S. 8 or higher; a high I.Q., M.E., P.E. and other attributes are ideal, but the main criteria is a genuine willingness to fight, and possibly die to free their planet.

Alignments: Any, but usually good or selfish ones.

Average Level of Experience: 1-5th level.

O.C.C. Bonuses: +3D6 S.D.C., +1 on initiative, +1 to save vs Horror Factor.

O.C.C. Skills:

Speaks and is literate in Native Language at 98%.

Select one additional Language of choice (+20%).

Basic Math (+15%)

Radio: Basic (+5%)

Computer Operation (+10%)

Pilot: Hover Vehicle (+10%)

Pilot: Jet Pack (+5%)

Land Navigation (+5%)

Intelligence (+10%)

Military Etiquette (+10%)

Find Contraband (+10%)

Streetwise (+2%)

Running

Climbing (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. of choice

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert for the cost of one O.C.C. Related skill, or to Martial Arts for the cost of two.

O.C.C. Related Skills: Select four skills from either the Military or Rogue (+5% for either) categories and four other skills of choice. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.



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Communications: Any (+5%)
 Domestic: Any (+10%)
 Electrical: Basic Electronics (+5%) only.
 Espionage: None
 Mechanical: Basic Mechanics (+5%) only.
 Medical: First Aid (+10%) only.
 Military: Any
 Physical: Any, except Acrobatics.
 Pilot: Any non-combat vehicles.
 Pilot Related: Any
 Rogue: Any
 Science: Math and Chemistry only.
 Technical: Any (+10%)
 Weapon Proficiencies: Any
 Wilderness: Any

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 3, 6, 10 and 14. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Light body armor, one energy pistol and 1D4+1 E-Clips (pistols are easy to conceal), one energy rifle or Tarlok energy melee weapon (axe, sword, etc.), one non-energy weapon of choice, survival knife, multi-blade pocket-knife, compass, wrist-watch, gloves, utility belt, first-aid kit, air filter and gas mask, fatigues, combat boots, backpack, canteen and personal items.

The character is likely to have access to additional weapons, explosives, equipment, forged documents and data from the freedom fighter organizations, although such resources are likely to only be available for special assignments and very limited. **Note:** Players using *Heroes Unlimited™* can roll for *Money and Equipment* (apartment, vehicle, etc.) as presented on page 24 of the Second Edition. The *Optional Rules* for rounding out one's character (page 25) can also be used. NPCs are likely to have whatever equipment is necessary for their job or position.

Cybernetics: Most have none to start, and are usually restricted to medical implants and prosthetics, not augmentation.

Money: About the same as human Earthlings. Everyone needs a job to get money and possessions. Those who are full-time rebels have their basic needs (food, shelter, basic equipment) provided for by the sponsoring organization, plus a small allowance of around 300 to 500 Seconian credits a month (this is a non-profit organization), while others have only whatever they can scrounge, steal or get from supporters/sympathizers.

Enemies: The Tarlok, their evil minions and other dark forces.

Allies: Other freedom fighters, Skraypers and sympathizers. Generally speaking, any enemy of the Tarlok is a potential friend.

Elite Freedom Fighter O.C.C.

These are warriors with specialized training and experience in espionage, guerilla warfare, demolitions and serious fighting. Most (90%) are full-time Freedom Fighters. **Note:** Superbeings can also be Elite Freedom Fighters with the same basic skills, motives and ideals. However, they get only half the number of O.C.C. Related and Secondary Skills.

Elite Freedom Fighter/Special Forces/Saboteur

Minimum Attribute Requirements: I.Q. 10, P.S. 10 or higher; a high M.E. and P.P. are ideal, but the main criteria is a genuine willingness to fight, and possibly die to free their planet.

Alignments: Any, but usually good or selfish ones.

Average Level of Experience: 2-7th level.

Bonuses: 4D6+10 S.D.C., +1 on initiative, +3 to save vs Horror Factor.

O.C.C. Skills:

Speaks and is literate in Native Language at 98%.	
Select one additional Language of choice (+20%).	
Basic Math (+20%)	Basic Electronics (+10%)
Radio: Basic (+5%)	Demolitions (+10%)
Computer Operation (+10%)	Demolitions: Disposal (+10%)
Pilot: Hover Vehicle (+10%)	General Athletics
Pilot: Jet Pack (+15%)	Running
Land Navigation (+15%)	Climbing (+10%)
Intelligence (+15%)	W.P. Energy Pistol
Military Etiquette (+10%)	W.P. Energy Rifle
Find Contraband (+20%)	W.P. of choice
Streetwise (+6%)	Hand to Hand: Expert
Pick Locks (+10%)	

Hand to Hand: Expert can be changed to Martial Arts or Assassin (if anarchist or evil) for the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select four skills from either the Espionage or Rogue (+10%) categories and three other skills of choice. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any (+10%)

Electrical: Any

Espionage: Any (+10%)

Mechanical: Basic and Auto Mechanics only (+5%).

Medical: Paramedic only (+10%).

Military: Any (+10%)

Physical: Any, except Acrobatics.

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: Math and Chemistry only (+10%).

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 4, 8, 12 and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parenthesis. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Light (A.R. 14, 80 S.D.C./40 M.D.C.) and heavy body armor (A.R. 17, 140 S.D.C./70 M.D.C.), one energy pistol and six E-Clips (pistols are easy to conceal), one energy rifle and six E-Clips, Vibro-Sword (3D6 S.D.C./2D6 M.D.) or Tarlok energy melee weapon (axe, sword, etc.), one non-energy weapon of choice, survival knife, 1D4+1 hand grenades, 1D4 flares, radio communicator built into helmet of armor, pocket calculator, pocket flashlight, compass, wristwatch, cigarette lighter, language translator, pair of handcuffs, lock-picking tools, gloves, utility belt, first-aid kit, air filter and gas mask, fatigues, black jumpsuit, combat boots, backpack, canteen and personal items.

The character is likely to have access to additional weapons, explosives, equipment, forged documents and data from the freedom fighter organization, although such resources are likely to only be available for special assignments and very limited. **Note:** Players using *Heroes Unlimited™* can roll for *Money and Equipment* (apartment, vehicle, etc.) as presented on page 24 of the Second Edition. The *Optional Rules* for rounding out one's character (page 25) can also be used. NPCs are likely to have whatever equipment is necessary for their job or position.

Cybernetics: Most have none to start, and are usually restricted to medical implants and prosthetics, not augmentation.

Money: About the same as human Earthlings. Everyone needs a job to get money and possessions. Those who are full-time rebels have their basic needs (food, shelter, basic equipment) provided for by the sponsoring organization, plus a small allowance of around 500 to 700 Seeronian credits a month (this is a non-profit organization), while others have only whatever they can scrounge, steal or get from supporters/sympathizers.

Enemies: The Tarlok, their evil minions and other dark forces.

Allies: Other freedom fighters, Skraypers and sympathizers. Generally speaking, any enemy of the Tarlok is a potential friend.



Skraypers of Note

Victor

As a member of the mysterious Blhaze race, Victor is a being of energy and light. He stumbled upon Seeron while exploring the universe and battling evil wherever it was found. Victor has adopted the planet and its people, and has been a force of good for nearly 30 years. He knows that “slaves” cannot be freed, or a war won, unless the people are willing to struggle and fight for themselves. Consequently, he is happy to see that the people of Seeron cling to hope and resist the Tarlok at every turn. The Blhaze abhor slavery in any form, so he fights at the side of Skraypers and ordinary mortals alike, and tries to inspire others to join the good fight.

The most famous and respected Skrayper in the world (Enemy Number One on the Tarlok's list, with the Burning Scythe number two), Victor has become a symbol of nobility, courage, compassion, and hope; a, seemingly, incorruptible power used for good. He appeared on the scene shortly after Seeron was surrendered to the Tarlok. A champion of freedom and life, he fights the Tarlok and joins other Skraypers and rebels in their fight against evil and slavery. He has been approached by the secret, underground, Seeron Government and often works with or for those freedom fighters. He believes they are well in-

tioned and the people's best chance to shed the yoke of Tarlok oppression and tyranny. Thus, he does what he can to help them and inspire others to join the cause. However, Victor opposes evil in all its guises. He also tries to encourage other superbeings to become heroic Skraypers and leads with both words and deeds.

Victor is not happy that the notorious villain, Scythe, has chosen to use the cause of freedom to further his own ends. The Mega-Hero worries about the corruption and extreme methods Scythe encourages in the Eastern Sector, and fears that as many heroes will fall to corruption as will fall to the Tarlok. He also fears that the ambitious supervillain will force the other freedom fighter groups to take action before they are ready — a turn of events that could doom the entire rebellion. Furthermore, Victor is savvy to Scythe's plans to claim the Eastern Sector as his domain. The two have clashed in the past, and he knows they will again in the future. For now, the hero has other, more pressing things that require his attention, but when the Tarlok are gone, or should Scythe push him too hard ... they will clash.

Revered by most young Skraypers (he's most heroes' ideal; what they aspire to be), he has fought by the side of hundreds of different Skraypers. However, there are few he considers true friends; Dragon Eye and Truk are two of them. Victor disapproves of his fellow Blhaze, Nebular, and sees her as trouble. In his eyes, she is too bitter, vengeful and overzealous, taking too direct a hand in the affairs of Seeron and letting her emotions (particularly anger) get the best of her.

A figure of renown, Victor has more than his fair share of enemies. He is absolutely hated and despised by the Tarlok, as well as a number of supervillains and evildoers (although even some of them respect and admire the hero). Nebular is one of the few heroes who dislikes and speaks badly of Victor, mainly because he has publicly admonished her, and refuses to work together.

When not fighting evil, defending the innocent, or battling crime, Victor keeps to himself. When a mission or crisis comes to an end, he quickly departs. Where he goes, remains a mystery. Some claim he has a hidden base under the sea, others that he has a secret identity and secretly lives among the people of his adopted home. However, the most popular children's stories claims he makes his home "in" the sun!

Victor — Blhaze Skrayper

Real Name: Unknown

Race: Blhaze Alien and a Mega-Hero.

Aliases: Known only as "Victor."

Alignment: Principled

Attributes: I.Q. 20, M.E. 19, M.A. 22, P.S. 32, P.P. 21, P.E. 23, P.B. 21, Spd. 110 (approx. 75 mph/120 km); P.S. and P.E. are supernatural.

Spd. Flying in humanoid form: Sonic Flight super ability.

Spd. Flying as an energy being: Up to the speed of light, but only for a very limited period of time.

Hit Points: 172 (part of M.D.C. in *Rifts*® or other Mega-Damage setting)

S.D.C. of Outer Shell: 232 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Seven feet (2.1 m) tall.

Weight: 60 pounds (27.2 kg).

Age: Unknown; at least 2,800 years old.

Awe/Horror Factor: 14

Level of Experience: 12th

P.P.E.: 10

Mega-Powers: See description for Blhaze Aliens.

Attacks Per Melee Round: When in physical form, Victor has seven physical attacks/actions (punches, etc.) or nine energy attacks (+1 attack and +2 on initiative when out of his physical shell and in energy form). If energy attacks are combined equally with physical attacks, the character has a total of seven attacks per round.

Bonuses: +4 on initiative, +7 to strike, +7 to parry, +8 to dodge, +17 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +3 to save vs Horror Factor), +2 to save vs psionics, +16% to save vs coma/death, and has a 70% chance of intimidating or evoking trust in others, and 55% to charm or impress others with P.B.

Vulnerabilities: -4 to save vs magic and magic attacks, and enchanted weapons inflict double their usual damage.

W.P. Bonuses: None

Skills of Note: Victor relies on his formidable natural powers, cunning and compassion rather than a large number of skills. Notable skills include: Basic and Advanced Math, Intelligence, Detect Ambush, Detect Concealment, Radio: Basic, Radio: Satellite, Read Sensory Equipment, Computer Operation, Astronomy, Navigation, Navigation: Space, Land Navigation, and speaks and reads English, Seleniak, and Tarlok, all at 98%.

Magic: None

Psionics: None

Cybernetics: Not possible.

Equipment: A costume, and two spares, with built-in communication system and some personal items. Tends to rely on natural powers.

Allies: Victor has strong ties to the premier freedom fighter organization controlled by the underground global government of Seeron (its weakest sub-sector is in the Eastern Sector, while it is headquartered in Rylor in the Western Sector and has strong support and presence in all other Sectors). Victor is beloved by most Skraypers and good

people. He has fought alongside Dragon Eye and Truk, and thinks highly of them.

Enemies: The Tarlok, their evil minions and all evildoers. Scythe is quickly becoming an arch-enemy.

Money: Has little need for wealth or material possessions, except to help the less fortunate and the freedom movement.

Nebular

Nebular is another famous Blhaze hero who fights to free Seeron from the Tarlok. Although considered a heroic Skrayper, she is often brutal and ruthless. She hates all slavers and tyrants and fights them with a vengeance. To her, the Tarlok are just one more evil force to be obliterated. This extreme view means Nebular will not be satisfied with the Tarlok being forced from Seeron and Talavera, but beaten so badly that their Empire will fall, and the Tarlok pushed back to their homeworld. Actually, she wouldn't mind if the Tarlok were wiped from existence, but she usually allows herself enough compassion to let an enemy near annihilation to survive, provided they are truly repentant. Nebular has helped topple more than a few empires and helped to exterminate one entire species. It is this condolence of genocide and absolute ruthlessness that Victor cannot abide. A sentiment that Nebular considers to be a sign of weakness.

The Tarlok and their minions are Nebular's current obsession. She knows that Victor will never allow their absolute destruction, which eats at her constantly. She has even considered throwing in with the Scythe Organization, except that she can't bring herself to associate with someone so manipulative and evil. Thus, Nebular wages her own war against the Tarlok, often joining (or coming to the aid of) Skraypers and freedom fighters.

Reclusive and suspicious of others, she has established a secret base on the moon Zeg. The Tarlok have heard this "rumor" but have been unable to find her or the base.

Nebular — Blhaze Skrayper

Real Name: Unknown

Race: Blhaze Alien and a Mega-Hero.

Aliases: Known only as "Nebular."

Alignment: Anarchist with leanings toward aberrant evil.

Attributes: I.Q. 21, M.E. 19, M.A. 14, P.S. 40, P.P. 19, P.E. 21, P.B. 20, Spd. 92 (approx. 65 mph/104 km); P.S. and P.E. are supernatural.

Spd. Flying in humanoid form: Sonic Flight super ability.

Spd. Flying as an energy being: Up to the speed of light, but only for a very limited period of time.

Hit Points: 131 (part of M.D.C. in *Rifts*® or other Mega-Damage setting).

S.D.C. of Outer Shell: 180 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Seven feet (2.1 m) tall.

Weight: 50 pounds (22.6 kg).

Age: Unknown; at least 1,200 years old.

Awe/Horror Factor: 13

Level of Experience: 9th

P.P.E.: 12

Mega-Powers: See description for Blhaze Aliens.

Attacks Per Melee Round: When in physical form, Nebular has six physical attacks/actions (punches, etc.) or eight energy attacks (+1 attack and +2 on initiative when out of her physical shell and in energy form). If energy attacks are combined equally with physical attacks, the character has a total of six attacks per round.

Bonuses: +4 on initiative, +6 to strike, +6 to parry, +7 to dodge, +25 to damage, +2 to disarm, +2 to pull punch, +2 to roll with punch, fall or impact, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +3 to save vs Horror Factor), +12% to save vs coma/death, and has a 50% chance to charm or impress others with P.B.



Vulnerabilities: Psionics; -4 to save vs psionic attacks, and psionic attacks (Psi-Sword, etc.) inflict double their usual damage.

W.P. Bonuses: None

Skills of Note: Nebular relies on her formidable natural powers, and cunning rather than a large number of skills. Notable skills include: Basic and Advanced Math, Intelligence, Detect Ambush, Radio: Basic, Read Sensory Equipment, Computer Operation, Navigation, Navigation: Space, Land Navigation, Dance and speaks and reads English and Tarlok, all at 90%. Seduction 61% and Find Contraband (70%).

Magic: None

Psionics: None

Cybernetics: Not possible.

Equipment: A costume, and two spares, with built-in communication system and some personal items. Tends to rely on natural powers.

Allies: Has ties to numerous freedom fighter factions and Skrayper groups, especially extremists. Nebular is well respected by most good people and many Skraypers, although there are those who fear her and wonder if her tactics aren't almost as bad as the Tarloks.

Enemies: The Tarlok, their evil minions and all evildoers. Dislikes Victor and other Skraypers who hold similar values. She'd like to destroy at least 80% of the Tarlok on and around Seeron — a message that might convince the Tarlok never to return. Nebular is cold, merciless, and vengeful — not much better than the bad guys. She believes in fighting fire with fire.

Money: Has little need for wealth or material possessions, except to fuel her campaign to destroy the Tarlok.

Dragon Eye

A veteran and hero of the Tarlok wars since the initial invasion, Dragon Eye was one of the first superhuman defenders to challenge the ruthless invaders on the outskirts of Rylor. He has seen dozens of friends and hundreds of compatriots die at his side by Tarlok hands, but still he fights on.

Dragon Eye is a world renowned hero, perhaps second only to Victor in fame and popularity, and he is a beloved, living legend in Rylor and the Western Sector where he usually operates. He has fought alongside numerous Skraypers and frequently organizes them for special operations to oppose the Tarlok and supervillains, as well as rescue missions and defending the innocent. A Bio-Freak himself (something most norms tend to forget), other good mutants hold him in the highest esteem and regard him with pride (many of those in Rylor will do anything he asks of them). Dragon Eye is also the leader of one of the largest freedom fighter groups in Rylor, and is an important agent for the underground Seeron government.

Dragon Eye gets his name from the fact that he has strange eyes, scaly skin and facial spurs and protuberances that gives him something of a dragon-like appearance.

Dragon Eye — Skrayper

Real Name: Reng-Lar Strell

Race: Seerman Bio-Freak.

Aliases: "Dragon Eye" and "Agent D."

Alignment: Scrupulous

Attributes: I.Q. 14, M.E. 22, M.A. 23, P.S. 45, P.P. 19, P.E. 19, P.B. 9, Spd. 17; P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 158 (H.P. are part of the total M.D.C. in *Rifts*® or other Mega-Damage setting).

S.D.C.: 278 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: Five feet, 11 inches (1.75 m).

Weight: 240 pounds (110 kg) of muscle.

Age: 49

Level of Experience: 10th



P.P.E.: 29

Human Super Abilities: Invulnerability, Control Fire, Superhuman Strength, and Mental Stun.

Psionic Abilities: Clairvoyance, Sense Evil, Mind Block, Meditation, See the Invisible and Empathy; considered a minor psionic with 61 I.S.P.

Attacks Per Melee: Seven

Combat Skills: Hand to Hand: Expert and Boxing.

Combat Bonuses: +2 on initiative, +4 to strike, +7 to parry and dodge, +30 to damage, +2 to disarm, +2 to pull punch, +3 to roll with punch, fall or impact, paired weapons, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +20% to save vs coma/death, +4 to save vs psionic attack/mind control, +2 to save vs magic, +3 to save vs poison and disease, and has a 70% chance of intimidating or evoking trust in others.

W.P. Bonuses: W.P. Energy Pistol & Energy Rifle: +4 to strike on an aimed shot, +1 to strike with a burst.

W.P. Blunt: +4 to strike and parry.

Education Level: Military Specialist

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Radio: Scramblers, Surveillance Systems, Read Sensory Equipment, Computer Operation, Research, Interrogation, Pilot Hover Vehicles, Tracking, Intelligence, Escape Artist, all at 98%, General Athletics, Body Building, Running, Swimming, Streetwise 75%, Tracking 95%, and Climbing 98%/88%.

Occupation: Career Skrayper and freedom fighter.

Magic: None.

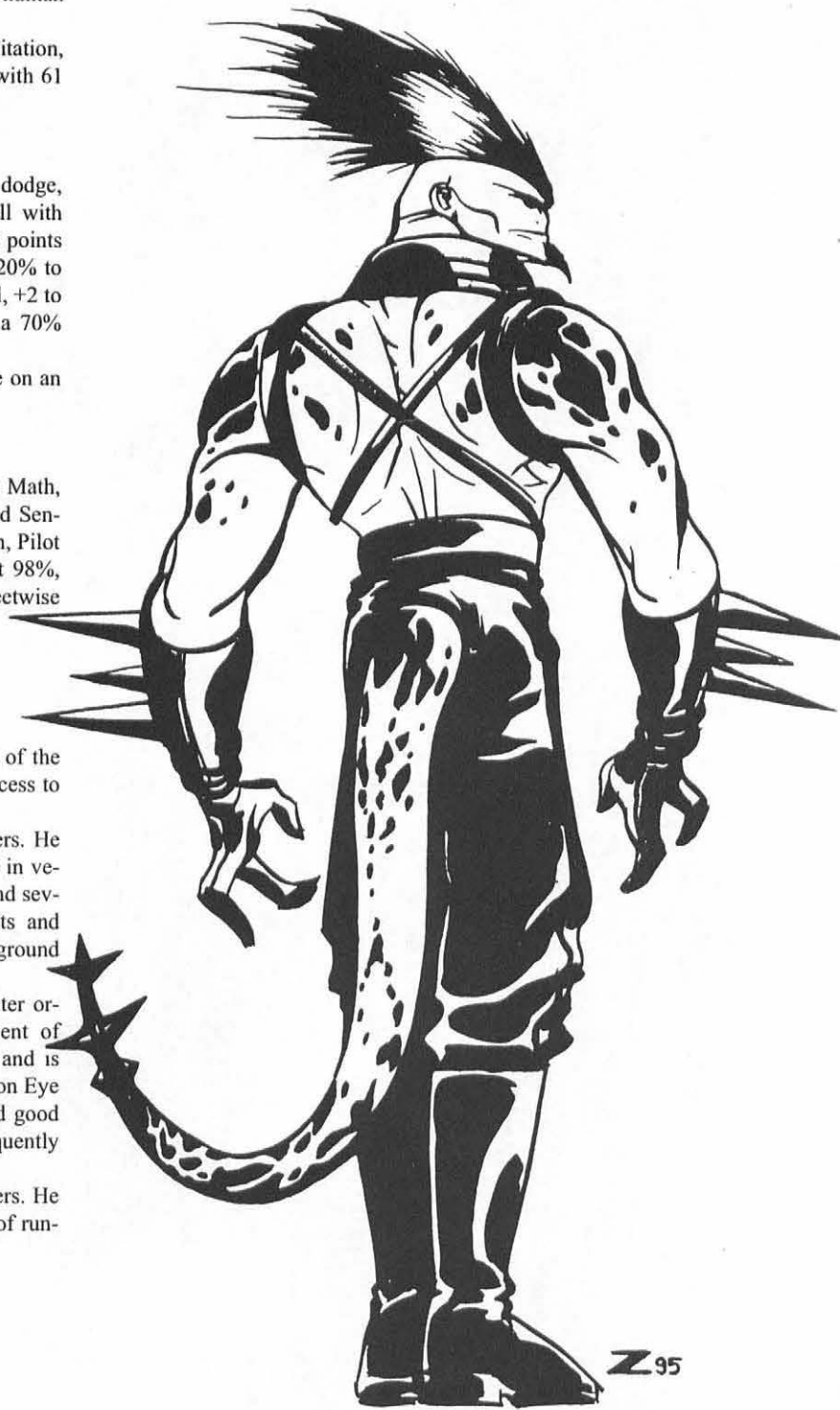
Cybernetics & Other Augmentation: None.

Equipment of Note: He has no special equipment, and as one of the top leaders of the freedom movement in Rylor, he can get access to just about anything he needs, provided it is justified.

Money: Dragon Eye tends to spend most of his money on others. He has about 100,000 as an emergency fund, and about 160,000 in vehicles and basic equipment (he has an underground hideout and several safe-houses), plus can get up to a half million credits and millions worth of equipment and weapons from the underground government.

Allies: Dragon Eye has strong ties to the premier freedom fighter organization controlled by the underground global government of Seeron. In fact, he helps lead the largest faction in Rylor, and is commander of a superbeing division (50% Bio-Freaks). Dragon Eye is loved and respected by most Skraypers, Independents, and good people in general. He has fought alongside Victor, and frequently joins forces with Truk, Spike Tail and others.

Enemies: The Tarlok, Control, their evil minions and all evildoers. He and Fightstik have a continuing feud, and he's had his share of run-ins with the Scythe Organization.



Spike Tail

Throughout his childhood, Rire Leenik hated school and defied the authority of his parents. He was always in trouble for everything from minor school pranks to joy riding in stolen hovercraft. A short stay in a juvenile correctional facility for Bio-Freaks made no impression on him and after his release he was recruited by the BCR, and given the ultimatum, "join or be sold as a slave." The decision was easy, at the age of sixteen he went underground. He had heard and seen enough about the Tarlok to know he wanted no part of them. He hoped his family would not be harmed for his actions, but they were law-abiding "norms," so he figured they'd be okay. Rire figured wrong. He didn't learn about it until six months later, but his parents were arrested as rebels and executed. What happened to his sister and little brother is unknown.

Rire probably would have become a criminal or been killed by the BCR, if not for the intervention of Dragon Eye. Enraged by the murder of his parents, Rire launched a vendetta against the Tarlok, calling himself Spike Tail. However, the youngster couldn't do it alone and fell into a bad group of young superhuman criminals. The next thing he knew, he was participating in an armed robbery, not against Tarlok, but fellow Talus. When five of his cohorts began roughing up the terrified victims and threatened to rape one of the women, Spike Tail to action to prevent it. Unknown to him, Dragon Eye had been watching and joined the fray. The two made short work of the brigands. Dragon Eye and Spike Tail talked for hours afterward. The elder Skrayper introduced Spike Tail to a rebel group who could teach him the ropes and

instill good values. This helped immensely, but the young hero discovered he just didn't work well with groups. Consequently, two years later, he went off on his own to become an Independent hero. He has made quite a career for himself and appears to be a rising star. Dragon Eye keeps tabs on him, and the two have worked together on several occasions. Likewise, Spike Tail does, from time to time, work with other heroes, rebels and groups, just not for long periods.

With the help of Dragon Eye and others, Rire has learned to control his anger and hatred of the Tarlok and has developed into a courageous and compassionate hero. He no longer lives for revenge, but despises the Tarlok and directs most of his efforts to disrupting their activities (especially recruiting and killing superbeings) and saving people from them, especially young mutants. Around town, Spike Tail is known as a flamboyant, swashbuckling, cocky young hero who keeps an eye out for the average guy. He has a few serious character flaws, in that he tends to take dangerous situations lightly, underestimates his opponents, overestimates his abilities and takes foolish chances.

Spike Tail — Independent Skrayper

Real Name: Rire Leenik

Race: Talus mutant

Aliases: Only known as "Spike Tail," although Dragon Eye calls him "Kid."

Alignment: Unprincipled

Attributes: I.Q. 12, M.E. 19, M.A. 21, P.S. 37, P.P. 25, P.E. 19, P.B. 11, Spd. 22; P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 53; a frail mortal like the rest of us.

S.D.C.: 59; Spike Tail is an S.D.C. creature who will need body armor to survive in *Rifts*® and other M.D. settings.

Height: Five feet, 9 inches (1.7 m).

Weight: 220 pounds (99 kg) of muscle.

Age: 21

Level of Experience: 5th

P.P.E.: 29

Natural Powers: Prehensile spiked tail (does 3D6 damage +P.S. damage bonus) and Talitsu, as is common among the Talus race.

Human Super Abilities: Extraordinary P.P., Healing Factor, Superhuman P.S., and Adhesion.

Psionic Abilities: None.

Attacks Per Melee: Seven

Combat Skills: Hand to Hand: Talitsu and Boxing.

Combat Bonuses: +3 on initiative, +7 to strike, +10 to parry and dodge, +22 to damage, +4 to disarm, +5 to pull punch, +3 to roll with punch, fall or impact, paired weapons, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +20% to save vs coma/death, +2 to save vs psionic attack/mind control, +5 to save vs magic, +5 to save vs poison and disease, and has a 65% chance of intimidating or evoking trust in others.

W.P. Bonuses: W.P. Energy Pistol: +3 to strike on an aimed shot, +1 to strike with a burst.

W.P. Blunt: +2 to strike and parry.

Education Level: Special Training

Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Research, Pilot Hover Vehicles, Pilot Jet Pack, Pilot Hovercycle, Tracking, Intelligence, Escape Artist, all at around 75%. Plus General Athletics, Body Building, Running, Swimming 90%, Prowl 65%, Streetwise 55%, and Climbing 80%/70%.

Occupation: Independent Skrayper and hero.

Magic: None.

Cybernetics & Other Augmentation: None.

Equipment of Note: He uses no special equipment other than a jet pack and hovercycle to get around and a bunch of basic stuff back at his hideout (television, computer, stereo system, personal effects, etc.). He rarely uses weapons.

Money: Not much. He tends to scrape by on the skin of his teeth. Will have 3D4x100 in Seeronian credits at any given time. Everything

else has been invested in his roomy hideout in a suburb of Rylor, or to help less fortunate refugees.

Allies: Dragon Eye and Truk are the two he works with on a fairly regular basis (once or twice a year), as well as the occasional other Independent, Skrayper or rebel group. He is well known and well liked by the superbeing community in and around Rylor. The fact that he has been seen with Dragon Eye, and once with Victor, has not hurt his reputation.

Enemies: The Tarlok, Control, their evil minions and all evildoers. Fightstik hates him, and he's had his share of run-ins with the Scythe Organization and two incidents with DangerDespair.

Truk

Truk is a Seerman subjected to genetic experimentation by Shertar. He was freed by Victor along with 2000 other slaves sold to Rithe Aliens and scheduled for shipment to their world. Truk has since dedicated his life to helping others as a Skrayper. He frequently associates with other superbeings, including Dragon Eye, Victor and Spike Tail, and has recently founded his own team of heroes. They include: **Night Tiger:** A 17 year old, 3rd level, scrupulous human, with the powers of Lycanthropy, Nightstalking and Energy Resistance; **Mad Melbone:** A 19 year old, unprincipled, 4th level, Talus male with the powers of Control Others and Mimic; and **Thrashmaster:** A 23 year old anarchist, 6th level woman with the powers of Sonic Speed, Extraordinary P.E., and Energy Expulsion: Energy. He's looking for a few others to round out the group.

Truk — Skrayper Bio-Freak

Real Name: Che Nyk

Race: Seeron Bio-Freak

Aliases: "Truk," "Big T" and "Black Mack."

Alignment: Scrupulous

Attributes: I.Q. 12, M.E. 25, M.A. 21, P.S. 52, P.P. 16, P.E. 20, P.B. 9, Spd. 360 (576 km); P.S. is considered supernatural in the *Rifts*® setting.

Hit Points: 197 (H.P. are part of the total M.D.C. in *Rifts*® or other Mega-Damage setting).

S.D.C.: 289 (In *Rifts*® S.D.C. is combined with Hit Points to determine the total M.D.C. of the main body).

Height: 10 feet (3 m).

Weight: 800 pounds (360 kg) of muscle.

Age: 27

Level of Experience: 7th

P.P.E.: 34

Natural Powers: See psionics

Human Super Abilities: Invulnerability, Superhuman P.S., Extraordinary M.E., Extraordinary Speed, Healing Factor, Superhuman P.S., and Adhesion.

Psionic Abilities: Clairvoyance, Sense Evil, Mind Block, Meditation, Levitate and Telepathy. Considered a Minor psychic with 58 I.S.P.

Attacks Per Melee: Seven

Combat Skills: Hand to Hand: Expert and Boxing.

Combat Bonuses: +7 on initiative, +7 to strike, +10 to parry and dodge, +37 to damage, +4 to disarm, +4 to pull punch, +4 to roll with punch, fall or impact, paired weapons, kick attack does 1D6 points damage, critical strike on an unmodified roll of 19 or 20, +20% to save vs coma/death, +5 to save vs psionic attack, +11 to save vs mind altering drugs, +7 to save vs magic, +7 to save vs poison and disease, +6 to save vs possession, +6 to save vs Horror Factor, and has a 65% chance of intimidating or evoking trust in others.

W.P. Bonuses: W.P. Energy Rifle: +3 to strike on an aimed shot, +1 to strike with a burst.

W.P. Blunt: +2 to strike and parry.

Education Level: Special Training



Skills of Note: In addition to combat skills already noted: Basic Math, Radio: Basic, Computer Operation, Research, Pilot Hover Vehicles, Land Navigation, Navigation, Intelligence, Detect Ambush, Detect Concealment, and Dance, all at around 70%. Plus General Athletics, Body Building, Running, Swimming 85%, and Climbing 75%/65%.

Occupation: Independent Skrayper and hero.

Magic: None.

Cybernetics & Other Augmentation: None.

Equipment of Note: He uses no special equipment other than a bunch of basic stuff back at his hideout (television, computer, stereo system, personal affects, etc.). He rarely uses weapons.

Money: Has about 50,000 in savings and 40,000 put aside for the formation of the new team. Everything else has been spent on helping less fortunate Bio-Freaks and refugees.

Allies: Dragon Eye and Spike Tail are the two he works with on a fairly regular basis (once or twice a year), as well as the occasional other Independent, Skrayper or rebel group. He is well known and well liked by the superbeing community in and around Rylor. Truk tends to be a bit naive and trusting — a big heart to match his gigantic body.

Enemies: The Tarlok and their evil minions, and all evildoers.

Weapons & Technology

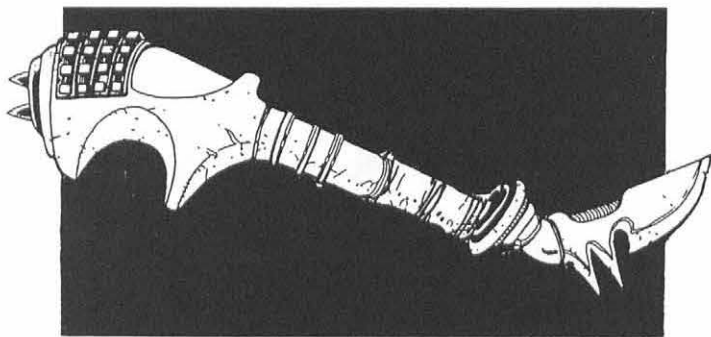
The Tarlok possess some of the most advanced technologies of the Charizolon System (Seeron is a close second and Talavera a not too distant third). The following are just a handful of the weapons, items and vehicles that are most appropriate for the setting of rebellion, Skraypers and conflict on Seeron and Talavera. No spaceships or robots are presented, and only a handful of vehicles are offered.

Tarlok Energy Melee Weapons

The favorite hand to hand weapons of the Tarlok are those based on traditional, hand-held melee weapons, like axes, swords, spears, clubs, etc., but which radiate energy to give the weapons a greater damage capacity and, in most cases, the ability to fire short-range blasts of energy. All Tarlok weapons are giant-sized, heavy and difficult to use by human-sized people (normal combat bonuses do not apply only unmodified dice rolls, and those with a P.S. of 20 or less are -4 to strike and parry with these weapons). The only exceptions are users who have a P.S. of 30 or greater, or who are nine feet (2.7 m) tall or taller. Tarlok weapon bonuses never apply to anybody except the Tarlok (requires strength and training).

Note: The Tarlok manufacture smaller, human-sized versions for use by their minions. Generally, reduce the "energized" damage inflicted by these items by 2D6, but blast damage is unchanged.

Rifts® Note: Stats for *Rifts®* are listed in parenthesis. Generally, range, duration and payload remain unchanged, and damage (S.D.C./Hit Point) typically translates one on one, i.e. 4D6 S.D.C. damage equals 4D6 M.D., unless stated otherwise.



Tarlok Energy War Club

This is one of the Tarlok's most elaborate and versatile energy weapons.

Size/Length: 4-6 feet (1.2 to 1.8 m) 50-60 lbs (22-27 kg)

Damage: 3D6 S.D.C. (M.D. not possible) as an ordinary, large, heavy blunt weapon, similar to the Hercules Club.

Energized Club: 5D6 damage +P.S. damage bonus (or 4D6 M.D.); applicable only when the head portion of the club is powered up.

Energy Blast: The club can also fire an energy bolt that inflicts 4D6 damage (or 4D6 M.D.); range: 200 feet (61 m).

Vibro-Blade: 2D6 damage (or 2D6 M.D.) from the wicked Vibro-Blade that extends from the handle; ideal for quick, upward swinging motions and jabbing backwards or to the side. Many are designed so that the blade is removable and can be used as a separate weapon.

Stun Prongs: A pair of prong-like spikes can be used to stab and stun an opponent similar to an Earth Taser or Stun-gun. Victims of this attack must roll a 16 or higher to save. A failed roll means they

are momentarily stunned for 2D4 melee rounds. During this period, speed, combat bonuses, attacks per melee and skill performance are reduced by half. The nasty jolt also inflicts 1D6 damage (**Rifts® Note:** The stun attack does not inflict M.D. and is ineffective against opponents in full environmental body armor, power armor, robots, creatures of magic, dragons, supernatural beings, or those who are invulnerable or intangible).

Note: Not designed for throwing; -3 to strike and effective range is only 30 feet (9 m).

Tarlok Energy Beaked Axe

A small, light energy weapon that the Tarlok use like a dagger or short sword. It is shaped somewhat like a Beaked Axe with a long, narrow blade extending beyond the jagged, hooked blade (sharp on both sides). It is popular with females and Shertar.

Size/length: 3-4 feet (0.9 to 1.2 m). 15 lbs (6.8 kg)

Damage: 1D6+4 as an ordinary S.D.C. blade weapon or small axe (M.D. not possible).

Energized: Stab does 3D6 damage +P.S. damage bonus (or 2D6 M.D.) or a chop does 3D6 damage (or 2D6 M.D.); human-sized versions do 2D6 damage.

Energy Blast: The weapon can also fire an energy bolt that inflicts 2D6 damage (or 2D6 M.D.); range: 400 ft (122 m).

Note: Not designed for throwing; -2 to strike and effective range is only 30 feet (9 m). This is the favorite weapon of the supervillain *Nightwitch*. Also a favorite of Shertar.



Tarlok Battlecleaver

This is a heavy, slashing, two-handed blade weapon whose design dates back thousands of years. The modern energy version is an exact replica of the traditional Battlecleaver, powered with an energy aura that inflicts great damage and can penetrate armor. It is an absolute favorite among Tarbulls and other Traditionalists. Most Battlecleavers are ornately decorated.

Size/length: 4-5 feet (1.2 to 1.5 m); 50-60 lbs (22 to 27 kg).

Damage: 3D6 damage as an S.D.C. weapon.

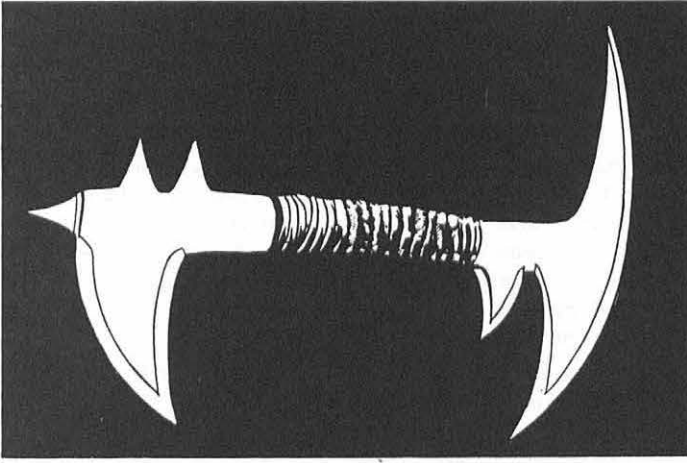
Energized: 6D6 damage (or 4D6 M.D.).

Energy Blast: The weapon can also fire an energy bolt that inflicts 3D6 damage (or 3D6 M.D.); range: 200 ft (61 m).

Note: Not designed for throwing, but isn't too bad; effective range is only 60 feet (18.3 m). This is the Tarbulls' favorite weapon.

Byomer-Axe

This is another ancient weapon of the Tarlok, and favored weapon of the Tarbulls. It is a comparatively small, two-headed axe with an axe head on both ends. One is a large, jagged blade with a long pick-like



blade extending toward the back of the main blade. The others axe head is a bit smaller. One side is a crescent shaped blade, sharp on both sides, with two small, triangular blades on the back side. The weapon is designed to parry and entangle swords, spears and picks, and to quickly counter with a flick of the wrist.

Old and new versions alike are perfectly balanced and weighted. The modern energy version is an exact replica of the traditional weapon. It is also designed for throwing with a sweeping, "Frisbee" motion.

Size/length: 3-4 feet (0.9 to 1.2 m); 25 lbs (11.3 kg).

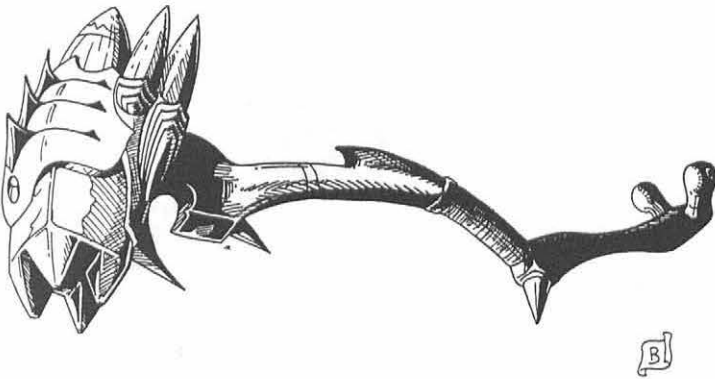
Damage: 2D6 as an S.D.C. weapon.

Energized: 5D6 damage (or 3D6 M.D.).

Energy Blast: Not applicable; typically a Vibro-Blade weapon.

Thrown: Same damage, with an effective range of 200 ft (61 m range). When thrown by a trained warrior it can fly and loop through the air with startling accuracy. This is another Tarbull favorite.

Tarlok Bonuses: +1 to strike in hand and to hand combat, +3 to strike when thrown, +2 to parry, and +2 to disarm an opponent.



Tarlok Energy Mace "Skullbasher"

A deceptively heavy weapon that can be used one or two handed. Each end of the mallet-like head has four spiked protrusions that have been likened to a meat tenderizing mallet. The energy blast comes from the small, circular indentation — point and shoot.

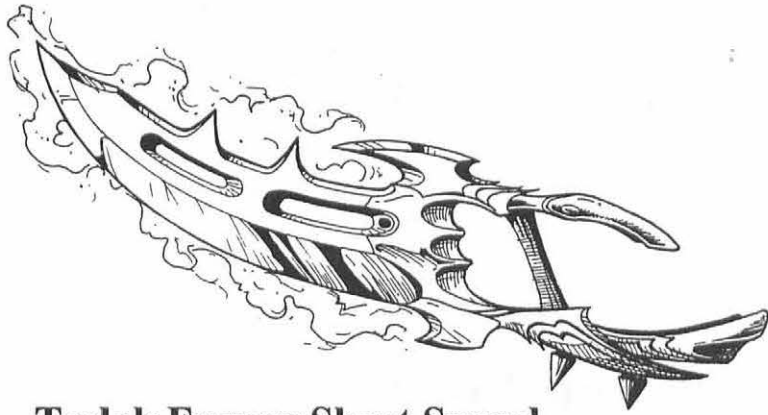
Size/length: 4-5 feet (1.2 to 1.5 m); 60-80 lbs (27 to 36 kg).

Damage: 3D6 S.D.C. as an ordinary blunt weapon.

Energized: 5D6 damage (or 4D6 M.D.)

Energy Blast: The weapon can also fire an energy bolt that inflicts 2D6 damage (or 2D6 M.D.); range: 400 ft (122 m).

Note: Although not designed for throwing, it can be hurled an effective range of 60 feet (18.3 m).



Tarlok Energy Short Sword

A handy weapon that is often used as a sidearm.

Size/length: 4 feet (1.2 m); 30 lbs (13.6 kg).

Damage: 2D6 as an S.D.C. weapon.

Energized: 4D6 damage (or 3D6 M.D.).

Energy Blast: The weapon can also fire an energy bolt that inflicts 3D6 damage (or 3D6 M.D.); range: 200 ft (61 m).

Note: Not designed for throwing, but isn't too bad; effective range is only 80 feet (24.4 m).



Tarlok Energy Dread Axe

This weapon is so named because it is a favorite of the Dreadlor; used one handed.

Size/length: 5-6 feet (1.5 to 1.8 m); 50 lbs (22.6 kg).

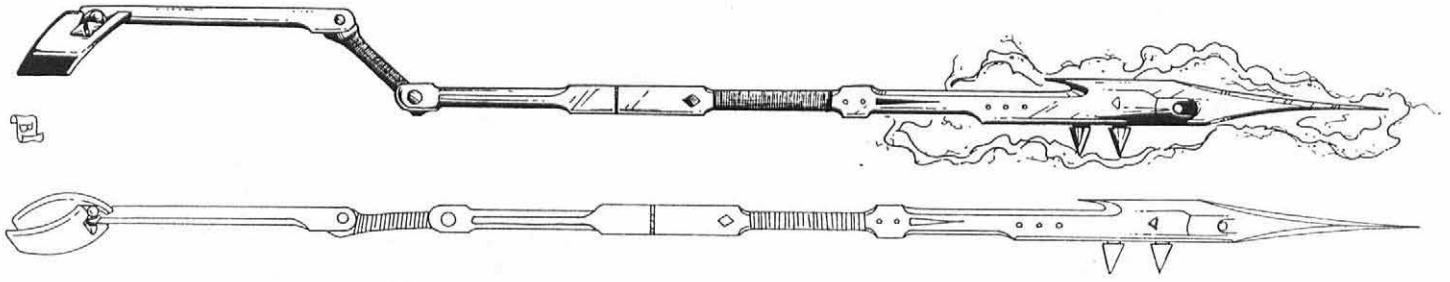
Damage: 3D6 as an S.D.C. weapon.

Energized: 5D6 damage (or 3D6 M.D.).

Energy Blast: Not applicable; typically a Vibro-Blade weapon.

Tarlok Bonus: +1 to strike.

Note: A favorite of the Dreadlor.



Tarlok Energy Spear

A long, stabbing and throwing weapon with adjustable handle; can fire energy blasts in either configuration.

Size/length: 9-10 feet (2.7 to 3 m); 60 lbs (27 kg).

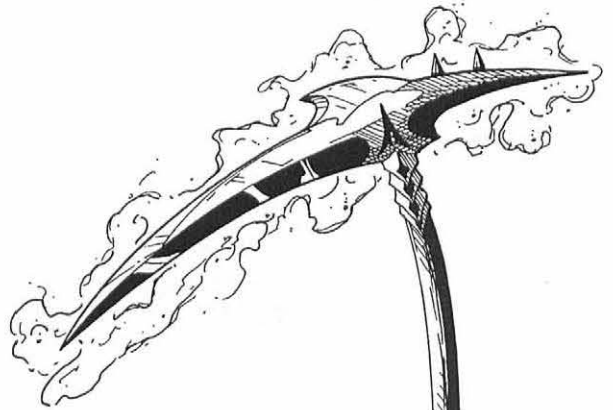
Damage: 3D6 as an ordinary S.D.C. weapon.

Energized: 5D6 damage (or 3D6 M.D.)

Energy Blast: The weapon can also fire an energy bolt that inflicts 3D6 damage (or 3D6 M.D.); range: 600 ft (183 m).

Bonuses: +1 to strike, +2 to parry and +2 to disarm.

Note: Can be thrown an effective range of 200 feet (61 m). This is a favorite weapon of the Tarbulls, Dreadlor, Dreadmasters and law enforcement officers.



Tarlok Energy Death Pike

A large weapon with a long, double-edged blade on one side and a short pick on the other. The shape of the shaft gives it a sort of scythe-like or Grim Reaper appearance. This weapon gives the user the advantage of length of reach and chopping or slashing actions.

Size/length: 9-10 feet (2.7 to 3 m); 60 lbs (27 kg).

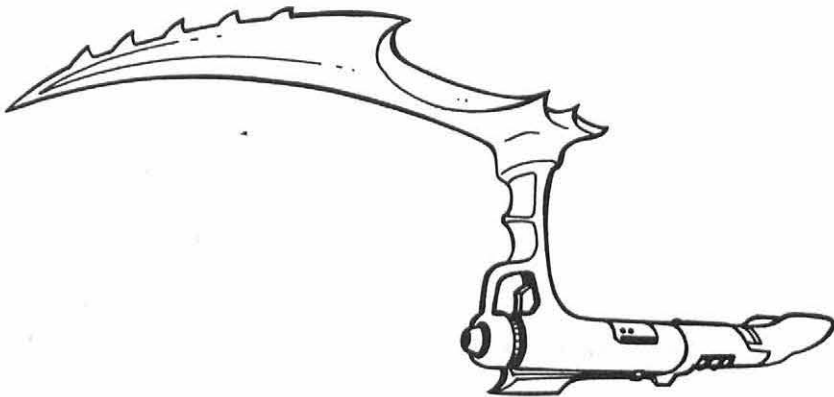
Damage: 3D6 as an ordinary S.D.C. weapon.

Energized: 5D6 damage (or 4D6 M.D.)

Energy Blast: The weapon can also fire an energy bolt that inflicts 4D6 damage (or 4D6 M.D.); range: 200 ft (61 m).

Bonuses: +1 on initiative, +1 to strike, and +3 to parry.

Note: Cannot be thrown. This is the favorite weapon of the Dreadlor.



Tarlok Slayzer

A light energy weapon that has a curved, sickle-blade, serrated on one side, sharp on both, attached to a laser rod.

Size/length: 3 feet (0.9 m); 15 lbs (6.8 kg).

Damage: 2D4 as an S.D.C. weapon.

Energized: 3D6 damage (or 2D6 M.D.).

Energy Blast: The weapon can also fire a laser beam that inflicts 2D6 damage (or 2D6 M.D.); range: 1200 ft (366 m).

Note: Not designed for throwing, but isn't too bad; effective range is only 80 feet (24.4 m).

Guns, Rifles & Cannons

Tarlok Tranquilizer Gun

Mainly used by human-sized agents in the BCR and Shertar to subdue an opponent with tranquilizing drugs.

Weight: 2.5 lbs (1.1 kg)

Damage: 1D4 damage (no M.D.) plus the effect of the drug. Victims must roll a 16 or higher to save vs nonlethal poison/toxin. A failed roll means the character immediately feels groggy and dizzy (reduce speed, the number of melee attacks, combat bonuses and skill performance by half). Most victims fall unconscious for 1D4 minutes within half a melee round (7 seconds). Characters with a high P.E. can resist the effects for one melee round (15 seconds) for every 2 P.E. points above 18.

Rate of Fire: Each shot counts as one melee attack.

Effective Range: 50 feet (15.2 m).

Payload: Four shot clip.

Black Market Cost: 12,000 credits for the weapon, plus chemical and dart cost (about 100 credits each).



Tarlok Ripper Pistol

A small, heavy-duty ion pistol with a small bayonet. A favorite among Shertar and BCR Agents. Ideal for close combat.

Weight: 5 lbs (2.5 kg)

Damage: 2D6 damage (or 2D6 M.D.) per single blast, 4D6 per double blast.

Rate of Fire: Each shot, whether single or double, counts as one melee attack.

Effective Range: 600 feet (183 m).

Payload: 30 single shots per standard short E-clip, or 50 single shots with a long E-clip.

Black Market Cost: 26,000 credits for the weapon.



Tarlok Tri-Blaster

A triple barrel laser that can be fired one handed or two. It is extremely popular among all branches of the Tarlok military and BCR. It comes standard with laser targeting (+1 to strike). Its advantages are long range and versatility of firepower.

Weight: 10 lbs (4.5 kg)

Damage: 1D6 damage (or 1D6 M.D.) per single blast, 2D6 per double blast and 3D6 per simultaneous triple blast (three simultaneous shots).

Rate of Fire: Each shot, whether single, double or triple, counts as one melee attack.

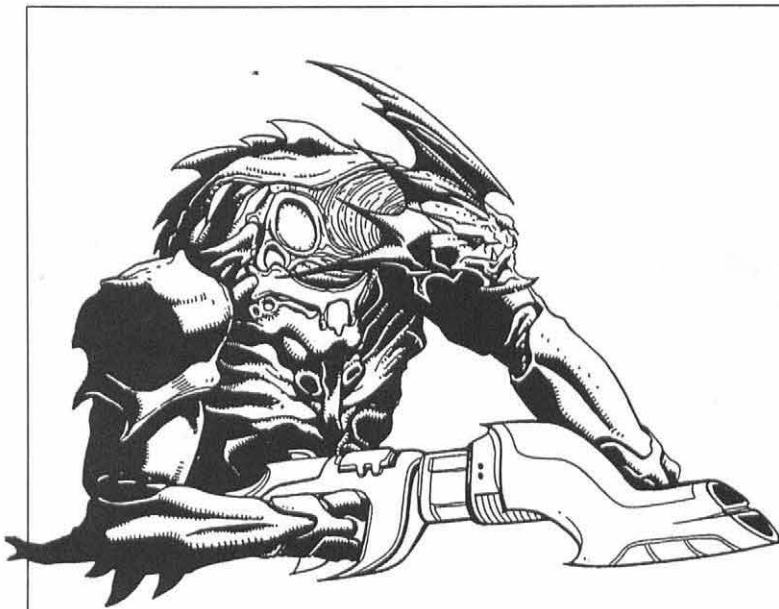
Effective Range: 1600 feet (488 m).

Payload: 30 single shots per standard short E-clip, or 50 single shots with a long E-clip.

Special Payload: The standard E-Clip can be replaced with a clip connected with an energy cable to a portable hip or backpack carried energy canister (both are the same size). The energy canister provides 160 single blasts or 53 triple blasts. The weight of the energy pack is 20 lbs (9). This is commonly used with Loksuits.

Laser Targeting: Add +1 to strike on an aimed shot.

Black Market Cost: 36,000 credits for the weapon; 90,000 for the portable generator.



Tarlok Sidewinder Plasma Cannon

A heavy plasma weapon with excellent damage capacity and range capacity. Its advantages are long-range and heavy firepower. Standard issue to all Tarlok infantry troopers.

Weight: 35 lbs (15.7 kg).

Damage: 4D6+3 damage (or 4D6+3 M.D.) per single blast, 1D6x10 per double blast!

Rate of Fire: Each shot, whether single or double, counts as one melee attack.

Effective Range: 1600 feet (488 m).

Payload: 15 single shots per standard short E-clip, or 30 single shots with a long E-clip.

Special Payload: The standard E-Clip can be replaced with a clip connected by an energy cable to a portable hip or backpack carried energy canister (both are the same size). The energy canister provides 80 single blasts or 40 double blasts. The weight of the energy pack is 20 lbs (9 kg). This is commonly used with Loksuits.

Laser Targeting: Add +1 to strike on an aimed shot.

Black Market Cost: 66,000 credits for the weapon; 90,000 for the portable backpack.



Loksuit Power Armor

The "Loksuit" is the standard Tarlok environmental combat armor used by the infantry, young Tarlok and members of the Space Fleet for use in outer space. Comes standard with a detachable jet pack. Loksuits offer excellent protection from striking weapons as well as energy and projectile attacks. It provides very little in the way of strength augmentation.

Class: LSK-7 Light Infantry Power Armor.

Size: 8 ft, 6 inches (2.6 m) to 9 ft, 6 inches (2.9 m).

Weight: 150 pounds (67.5 kg).

Mobility: Good; -5% to climb and -10% to prowl, swim, perform acrobatics and similar physical skills/performance. The penalties for the heavy version are double these.

A.R.: 18

S.D.C. by Location:

Head/Helmet — 100

Arms — 100 each

Legs — 120 each

Main Body — 230 S.D.C. (or 115 M.D.C.)

Note: A heavy version has the same appearance, only bulkier, A.R. 18 but S.D.C. is double (230 M.D.C.).

Black Market Price: Not available; exclusive to the Tarlok military.

Special Features:

1. **HUD Multi-Screen:** A Heads Up Display (HUD) that can project data, charts or transmissions on the visor of the helmet for the wearer to see. As many as six different viewing sections/images can be projected without impairing the vision of the wearer.

2. **Computer & Video Link:** The helmet can be patched into computers, televisions, cameras, monitors and sensory equipment. This means video transmissions and encoded audio or video signals can be displayed directly on the HUD. This requires "plugging in." Located in the ear section of the helmet is a universal headjack.

3. **Optical Enhancements:** Passive nightvision (2000 ft/610 m range), telescopic (10x magnification, 6000 ft/1830 m range), macro-lens (6x magnification), thermo-imager (1000 ft/305 m range) and light filters.

4. **Laser distancer:** Measures and indicates the exact distance of a target or item. Effective range: 1000 feet (305 m). Maximum range: 2000 feet (610 m) with a 20% margin of error.

5. **Laser Targeting:** Adds a +1 strike bonus. Effective range: 1000 feet (305 m). Maximum range: 2000 feet (610 m); no bonus to strike.

6. **All Standard Power Armor Features.**

Weapon Systems:

1. **Retractable Vibro-Sword (1):** Typically the right arm houses a single, large Vibro-Blade, roughly equivalent to a broadsword due to the Tarlok's large size.

Damage: 4D6 S.D.C. (3D6 M.D.)

2. **Tri-Laser Forearm gun (1; optional):** Typically the left arm; depicted on the back cover.

Damage: 1D6+3 damage (or 1D6+3 M.D.) per single blast, or 2D6+6 per simultaneous double blast, and 3D6+9 per triple blast!

Rate of Fire: Each shot, whether single, double, or triple, counts as one melee attack.

Effective Range: 1600 feet (488 m).

Payload: Effectively unlimited.

Laser Targeting: Add +1 to strike on an aimed shot.

3. **Multi-Weapon Arm (1; optional):** Typically the left arm; not depicted.

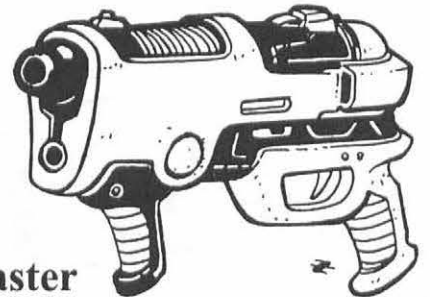
Grappling Hook and Line: Used for climbing, scaling walls, boarding spacecraft and similar.

Damage: As a weapon, the large spike or grappling hook does 2D6 S.D.C. damage (1D6 M.D.)

Laser: 2D6 damage (or 2D6 M.D.), 2000 ft (610 m) range, unlimited payload.

Ion Blaster: 4D6 damage (or 4D6 M.D.), 600 ft (183 m) range, unlimited payload.

Seeronian Weapons



Seer-10 Ion Blaster

A small, powerful ion pistol. A favorite among rebels, street gangs and criminals. Ideal for close combat and inexpensive.

Weight: 3 lbs (1.3 kg)

Damage: 3D6 damage (or 3D6 M.D.) per single blast.

Rate of Fire: Each shot counts as one melee attack.

Effective Range: 600 feet (183 m).

Payload: 25 shots per standard short E-clip, or 40 single shots with a long E-clip.

Black Market Cost: 16,000 credits.



Seer-15 Laser Mini-Pistol

An excellent, comparatively long-range pistol that is lightweight and very small for easy concealment. A favorite among rebels and criminals. Ideal for close combat.

Weight: 1.5 lbs (0.67 kg)

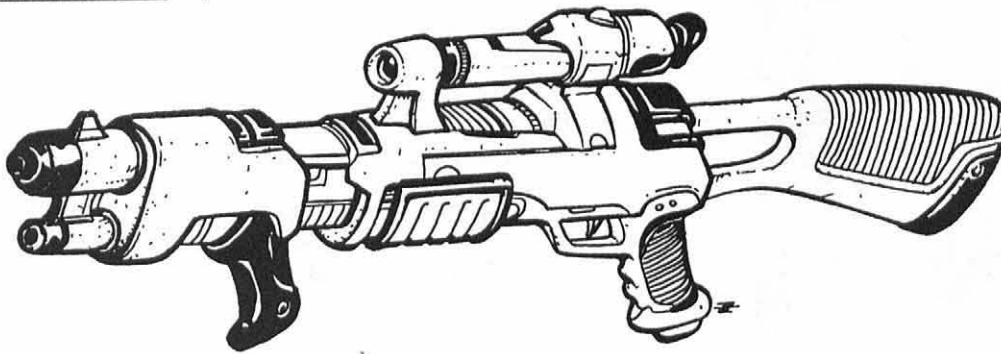
Damage: 2D6 damage (or 2D6 M.D.) per single blast.

Rate of Fire: Each shot counts as one melee attack.

Effective Range: 800 feet (224 m).

Payload: 40 shots per standard short E-clip, or 60 single shots with a long E-clip.

Black Market Cost: 19,000 credits.



Seer-200 Double-Rifle

A popular over and under heavy infantry weapon with high marks for durability and reliability. The top barrel is an experimental particle beam weapon, while the barrel underneath it is a high-powered laser. Both weapons have their own E-Clips. Comes standard with a telescopic scope.

Weight: 10 lbs (4.5 kg)

Damage: P-Beam does 1D4x10+10 S.D.C. damage (or 1D4x10 M.D.).

Laser does 4D6 S.D.C. (or 3D6 M.D.).

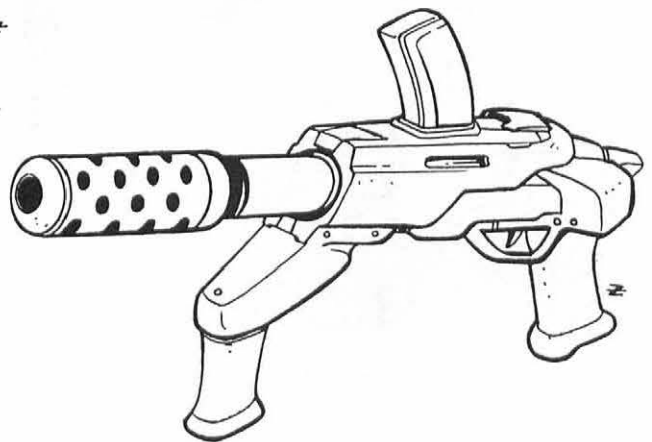
Rate of Fire: Each shot counts as one melee action.

Effective Range: P-Beam is 1200 feet (365 m).

Laser is 2000 feet (610 m).

Payload: Particle Beam gun is 10 blasts, the laser is 20; double with a long E-Clip.

Black Market Cost: 50,000 credits, and is a hot commodity.



SR-05 Sub-Machinegun

An old style sub-machinegun used by rebel forces and the criminal underworld.

Weight: 6 lbs (2.7 kg)

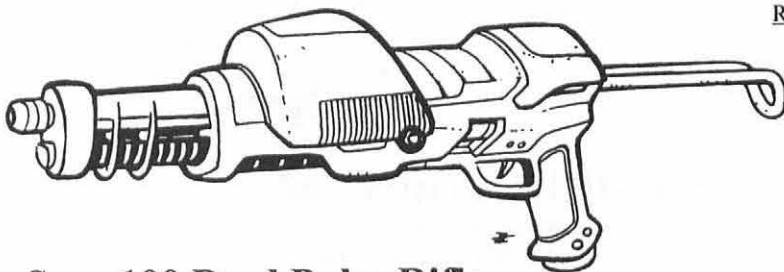
Damage: 3D6 S.D.C. per round (no M.D. equivalent).

Rate of Fire: Aimed, burst, wild; see Modern Weapon Proficiencies.

Effective Range: 800 feet (224 m).

Payload: 15 or 40 shot clip.

Black Market Cost: 2,000 credits



Seer-100 Dual Pulse Rifle

The Seer-100 can be used as a single shot *sniper rifle* or a rapid-fire pulse rifle. It has excellent range and is known for its accuracy and durability in the field.

Weight: 5 lbs (2.3 kg)

Damage: 3D6 S.D.C. (or 2D6 M.D.) for a single sniper shot, or 1D6x10 (or 6D6 M.D.) for a rapid-fire pulse (three simultaneous blasts fired one microsecond after another).

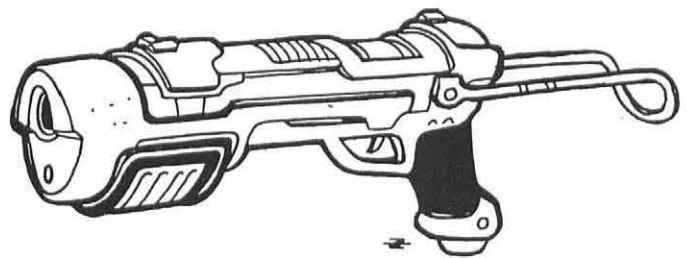
Rate of Fire: Aimed, burst, wild; see Modern Weapon Proficiencies.

Effective Range: 2000 feet (610 m)

Payload: 20 blasts from a standard E-Clip or 30 from a long E-Clip.

Laser Targeting: Add +2 to strike on an "aimed shot."

Black Market Cost: 26,000 credits for the rifle. Standard clip and recharge costs.



Seer-230 Shattergun

An experimental plasma rifle developed by the underground Seeron government for their rebel forces.

Weight: 12 lbs (5.4 kg)

Damage: 1D4x10 damage (or 6D6 M.D.) per blast.

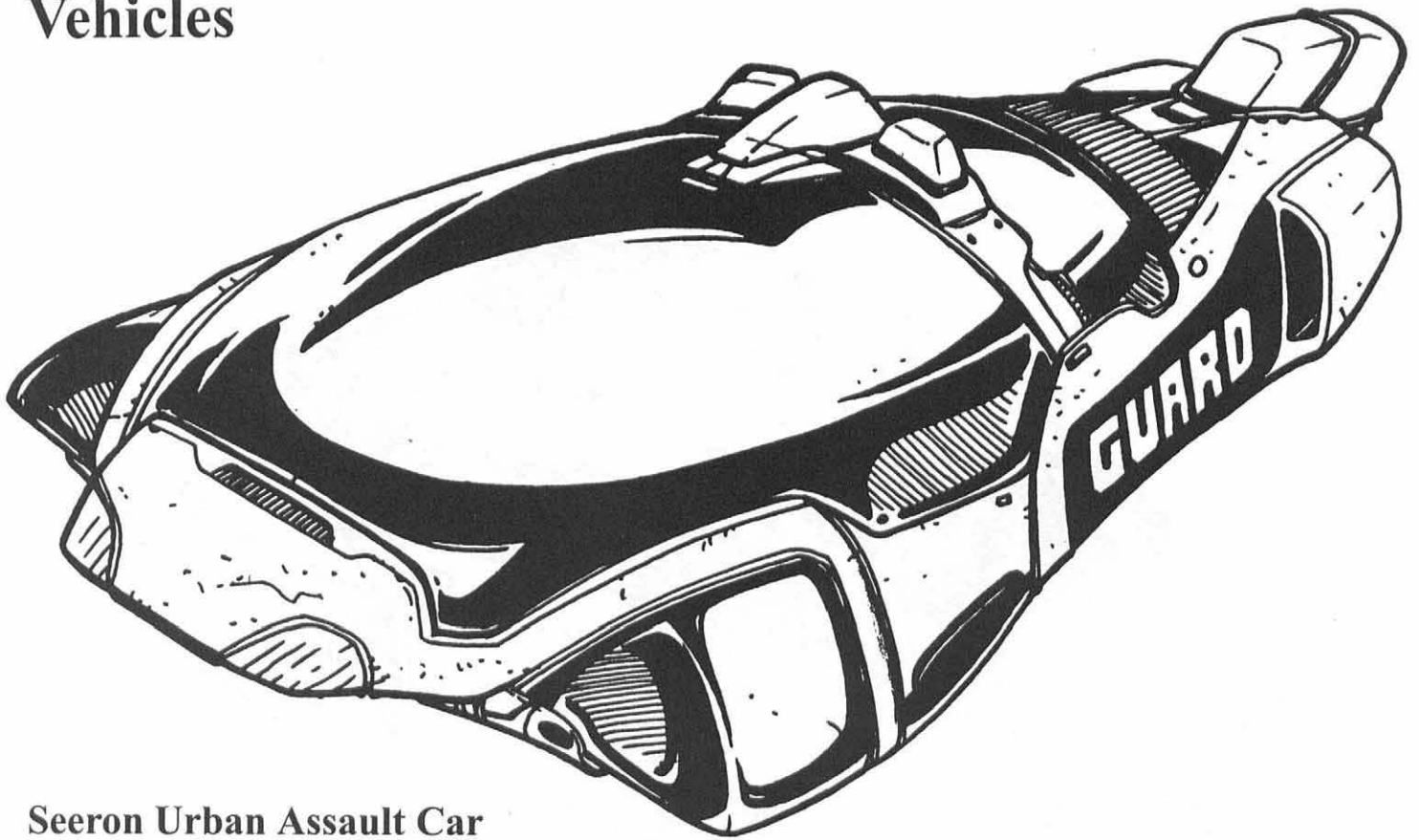
Rate of Fire: Each shot counts as one melee attack.

Effective Range: 1600 feet (488 km).

Payload: Five blasts per standard E-Clip or eight per Long-Clip, or 30 with a 20 lb (9 kg) power pack (worn on the back).

Black Market Cost: 36,000

Vehicles



Seeron Urban Assault Car

Basically an armored police hover vehicle with rear jets for high altitude flying, quick turns and high-speed pursuits. It is a Seeronian design adopted by the Tarlok. The front compartment can seat the driver/pilot and one passenger (three for a tight fit and a -10% piloting skill penalty). The rear compartment holds four passengers or prisoners. A fifth or sixth can be squeezed in, but makes for cramped, uncomfortable conditions. The passenger compartment is reinforced, and can be sealed airtight with its own environmental system. A tranquilizer gas can be released in that sealed compartment to control unruly prisoners. Windows are concealed by sliding metal shields (can be piloted by instruments and video feed — three video cameras are also concealed in the vehicle). The standard for BCR Agents.

Class: Armored police vehicle.

Crew: One, a pilot/police officer/Control Agent, and usually his partner.

S.D.C. & M.D.C. by Location:

- * Front Lasers (2; bottom front) — 60 (or 30 M.D.C) each
- * Mini-Missile Launcher (1, rear) — 100 (or 50 M.D.C.) each
- Front Windshield (1) — 80 (or 40 M.D.C.)
- Side Windows (6) — 40 S.D.C. (or 20 M.D.C.) each
- Police Lights (1 strip) — 20 S.D.C. (or 10 M.D.C.)
- Doors (4) — 100 S.D.C. (or 50 M.D.C.) each
- * Infrared Headlights (2) — 10 S.D.C. (or 5 M.D.C.) each
- * Bottom Hover Jets (5) — 80 S.D.C. (or 40 M.D.C.) each
- Rear Jets (3) — 100 S.D.C. (or 50 M.D.C.) each
- ** Main Body — 480 S.D.C. (or 240 M.D.C.)

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destroying one of the bottom hover jets reduces speed by 10%. Destroying one of the rear jets reduces speed by 20%.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

Speed

Flying: 320 mph (512 km), but cruising speed is considered to range between 80 and 150 mph (128 and 240 km). VTOL capable, can hover stationary, retractable landing gear. Maximum altitude is limited to about 5,000 feet (1524 m).

Water: The vehicle can also skim across the surface of water at a speed of 110 mph (160 km/93.5 knots). However, it is *not* submersible.

Flying Range: The nuclear power system gives the vehicle decades of life and can be used continuously without fear of overheating.

Statistical Data

Height: 6 feet (1.8 m)

Width: 6 feet (1.8 m)

Length: 22 feet (6.7 m)

Weight: 2.6 tons.

Cargo: Minimal storage space.

Power System: Nuclear; average energy life is 20 years.

Black Market: 1.8 million credits for the Police and BCR. The Black Market sells "knock-offs" (copies), complete with weapon systems, for 2.4 million credits; 1.4 million for a rebuilt. Poor availability.

Weapon Systems

1. Front Forward Lasers (2): Two forward facing lasers are built into the front of the vehicle, one on each side.

Primary Purpose: Anti-personnel

Secondary Purpose: Defense

Damage: 4D6 S.D.C. (or 3D6 M.D.) per single blast or 8D6 S.D.C. (or 6D6 M.D.) per simultaneous dual blasts.

Range: 2000 feet (610 m)

Rate of Fire: Equal to the number of hand to hand attacks per melee round of the pilot or gunner (usually 4 to 6).

Payload: Effectively unlimited.

2. Concealed Mini-Missile Launcher (1): A mini-missile launcher rises out of the back, top area near the rocket jets. **Primary Purpose:** Anti-Personnel

Secondary Purpose: Anti-Armor

Missile Type: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 S.D.C./M.D.) and plasma (1D6x10).

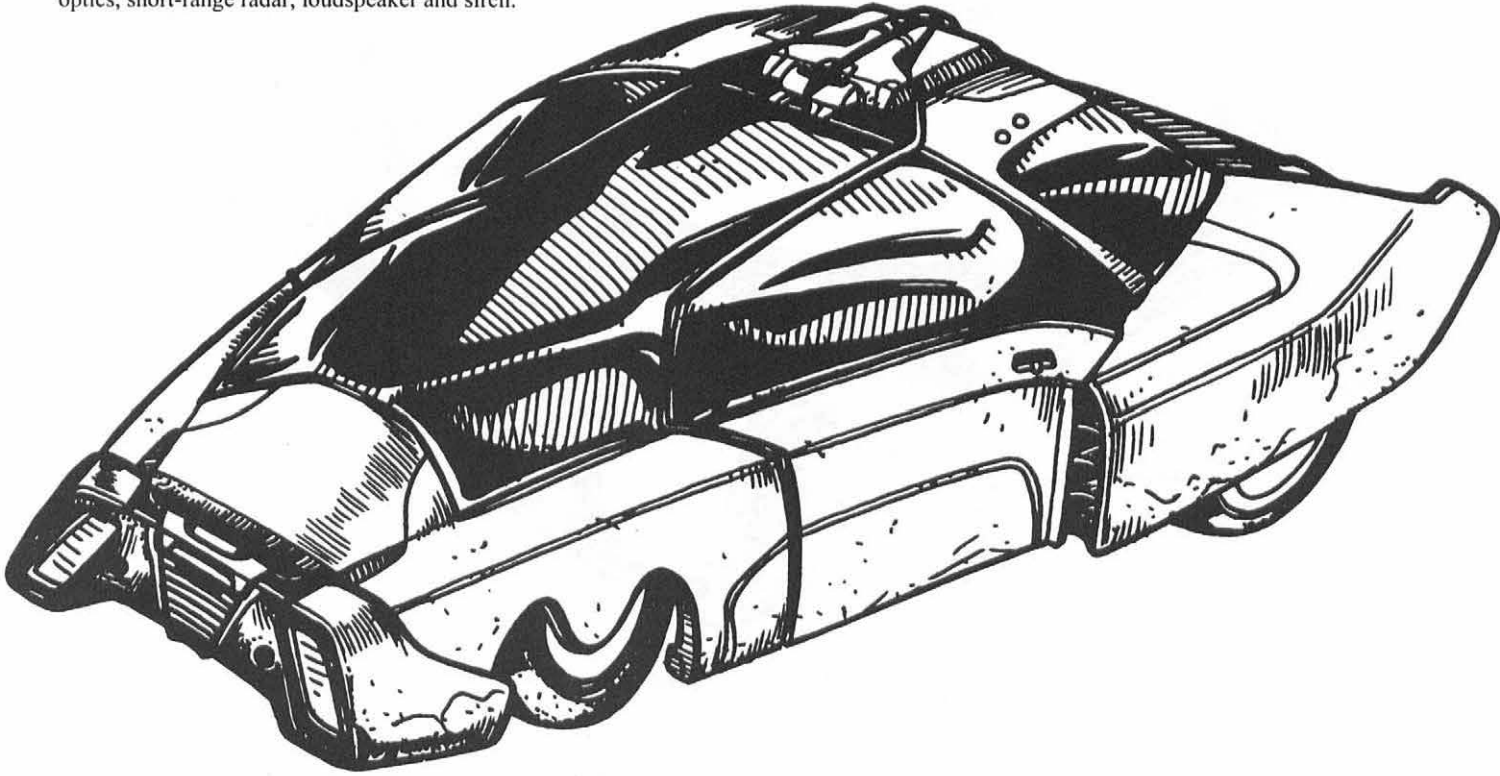
Damage: Varies with missile type.

Range: About one mile (1.6 km).

Rate of Fire: One at a time or in volleys of two, three, four or five.

Payload: Sixteen missiles

3. Sensors & Features of Note: Long and short-range radio, infrared optics, short-range radar, loudspeaker and siren.



Aerial Road Slider

The Aerial Road Slider is another Sceronian design allowed by the Tarlok. It is an all-purpose, dual VTOL, ground and air hover vehicle.

Class: Urban hover vehicle.

Crew: One, a pilot/driver, plus can seat one passenger in the front and three in the back.

S.D.C. & M.D.C. by Location:

Front Windshield (2) — 50 (or 25 M.D.C.)

Side Windows (2) — 50 S.D.C. (or 25 M.D.C.) each

Sun Roof (1; optional) 60 S.D.C. (or 30 M.D.C.)

Doors (2) — 80 S.D.C. (or 40 M.D.C.) each

* Headlights (2) — 10 S.D.C. (or 5 M.D.C.) each

* Bottom Hover Jets (6) — 60 S.D.C. (or 30 M.D.C.) each

* Rear Jets (2) — 60 S.D.C. (or 30 M.D.C.) each

Tires (4) — 60 S.D.C. (or 30 M.D.C.) each

** Main Body — 380 S.D.C. (or 190 M.D.C.)

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destroying one of the bottom hover jets reduces speed by 10%. Destroying one of the rear jets reduces speed by 20%.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

Speed

Flying: 150 mph (240 km), but cruising speed is considered to range between 60 and 100 mph (96.5 and 160 km) or whatever the city limits are. VTOL capable, can hover stationary. Maximum altitude is limited to about 5,00 feet (152 m).

Water: The vehicle can also skim across the surface of water at a speed of 50 mph (80 km/46.7 knots). However, it is *not* submersible.

Flying Range: The nuclear power system gives the vehicle decades of life and can be used continuously without fear of overheating.

Statistical Data

Height: 5 feet (1.5 m)

Width: 6 feet (1.8 m)

Length: 15 feet (4.6 m)

Weight: 1.6 tons.

Cargo: Minimal storage space.

Weapon Systems: None, but can be modified to have 2-4 weapons.

Power System: Liquid fuel or gas combustion engine or nuclear powered.

Market Cost: 120,000 credits using a liquid or gas engine, or 1.1 million credits for a nuclear powered engine with a 10 year life. 10% to 30% less for a used model (reduce S.D.C./M.D.C. accordingly, 10-30%).

Tarlok Annihilator

The Annihilator is a one-man Trans-atmospheric Fighter that is well suited for both space and urban settings. Its tight handling and mobility make it ideal for any terrain, from strafing flatlands to flying through the concrete canyons and up and around the towering skyscrapers of Seeron. It has no windows, everything is done via instruments or video feed (two concealed cameras in front and rear).

Class: One-man Trans-atmospheric Fighter

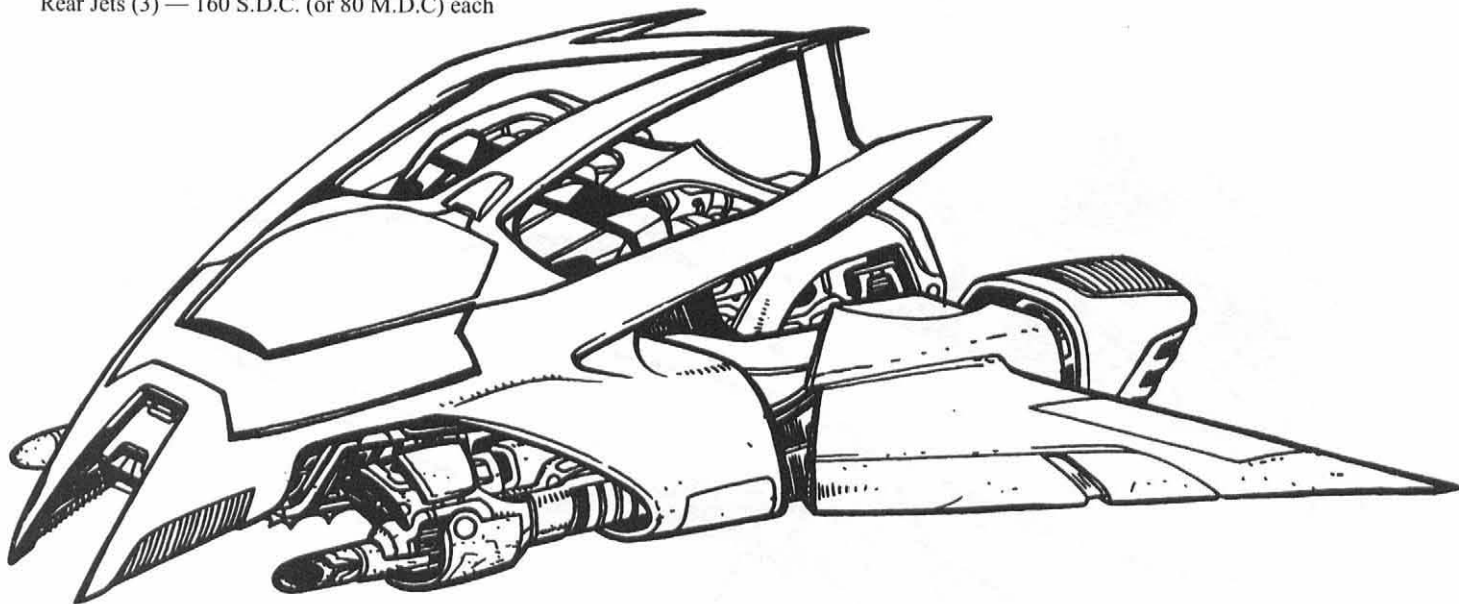
Crew: One, a pilot; no room for a passenger.

S.D.C. & M.D.C. by Location:

Top Hatch (1) — 150 S.D.C. (or 75 M.D.C.) each

* Searchlight (1; undercarriage) — 20 S.D.C. (or 10 M.D.C.)

- * Bottom Hover Jets (6) — 50 S.D.C. (or 25 M.D.C.) each
- Rear Jets (3) — 160 S.D.C. (or 80 M.D.C.) each



- * Forward Laser Cannons (2) — 150 S.D.C. (or 75 M.D.C.) each
- Concealed Mini-Missile Launchers (2) — 100 S.D.C. (50 M.D.C.)
- Wings (2) — 260 S.D.C. (or 130 M.D.C.)
- ** Main Body — 700 S.D.C. (or 350 M.D.C.)

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -2 to strike.

Destroying one of the bottom hover jets reduces speed by 10%. Destroying one of the rear jets reduces speed by 20%.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

Speed

Flying: Mach 5, but cruising speed is considered to range between 100 and 300 mph (160 to 480 km). VTOL capable, can hover stationary.

Water: The vehicle can also skim across the surface of water at a speed of 200 mph (320 km), as well as function underwater at a maximum speed of 50 mph; maximum depth is 2000 feet (610 m).

Flying Range: The nuclear power system gives the vehicle decades of life and can be used continuously without fear of overheating.

Flight Bonus: +10% to piloting skill and trick maneuvers due to its excellent handling and speed.

Statistical Data

Height: 12 feet (3.6 m)

Width: 35 foot (10.7 m) wingspan

Length: 30 feet (9 m)

Weight: 19.5 tons.

Cargo: Minimal storage space.

Power System: Nuclear powered; 15 year life.

Market Cost: Exclusive to the Tarlok Military and Space Fleet.

Weapon Systems

1. Forward High-Powered Pulse Lasers (2): Two forward facing lasers are built into the front of the vehicle, one on each side. Both can turn side to side and up and down in a 30 degree arc of fire.

Primary Purpose: Anti-personnel/aircraft/Skrayper

Secondary Purpose: Defense

Damage: 1D4x10 S.D.C. (or 6D6 M.D.) per single blast or 2D6x10 S.D.C. (or 1D6x10+10 M.D.) per simultaneous dual blasts.

Range: 4,000 feet (1220 m)

Rate of Fire: Each single or dual blast counts as one of the pilot's melee actions.

Payload: Effectively unlimited.

2. Concealed Mini-Missile Launchers (2): The lower side panel slides away to reveal a mini-missile launcher on either side of the vehicle.

Primary Purpose: Anti-Personnel

Secondary Purpose: Anti-Armor

Missile Type: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 S.D.C./M.D.) and plasma (1D6x10).

Damage: Varies with missile type.

Range: About one mile (1.6 km).

Rate of Fire: One at a time or in volleys of two, three, four or five.

Payload: Forty total; twenty missiles each.

3. Sensors & Features of Note: Long- and short-range radio, short- and long-range radar, and all basic systems common to combat environmental spacecraft.

Tarlok Killship

The Killship is a heavily armored, high-powered, two-man Trans-atmospheric Fighter. It is not as mobile as the Annihilator, but makes up for what it lacks in mobility in firepower. It has no windows, everything is done via instruments or video feed (two concealed cameras in front and rear).

Class: Two-man Trans-atmospheric Fighter

Crew: Two, a pilot and a gunner; no room for a passenger.

S.D.C. & M.D.C. by Location:

Bottom Hatch (1) — 200 S.D.C. (or 100 M.D.C.) each

* Searchlight (1; undercarriage) — 20 S.D.C. (or 10 M.D.C.) * Bot-

tom Hover Jets (4) — 90 S.D.C. (or 45 M.D.C.) each

Rear Jets (3) — 200 S.D.C. (or 100 M.D.C.) each

Forward Missile Drums (2) — 260 S.D.C. (or 130 M.D.C.)

Side Laser Cannons (2) — 240 S.D.C. (or 120 M.D.C.) each

Wings (2) — 500 S.D.C. (or 250 M.D.C.)

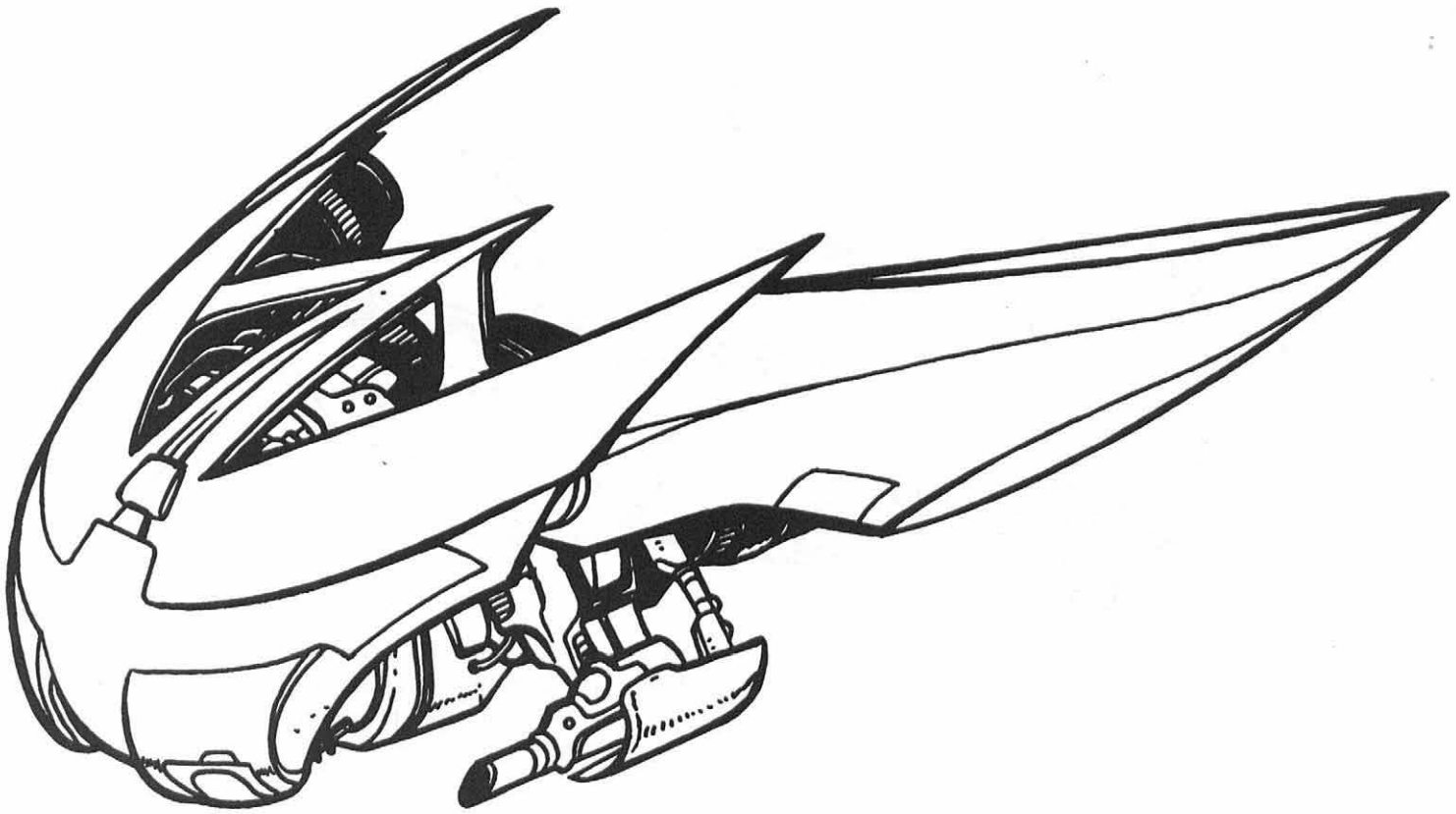
Reinforced Crew Compartment — 200 S.D.C. (or 100 M.D.C.)

** Main Body — 1,200 S.D.C. (or 600 M.D.C.)

Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destroying one of the bottom hover jets reduces speed by 10%. Destroying one of the rear jets reduces speed by 20%.

** Depleting the M.D.C. of the main body completely destroys the vehicle.



Speed

Flying: Mach 6, but cruising speed is considered to range between 100 and 300 mph (160 to 480 km). VTOL capable, can hover stationary.

Water: The vehicle can also skim across the surface of water at a speed of 200 mph (320 km), as well as function underwater at a maximum speed of 50 mph; maximum depth is 4000 feet (1220 m).

Flying Range: The nuclear power system gives the vehicle decades of life and can be used continuously without fear of over heating.

Flying Penalties: Cannot make tight turns and is a bit slow to respond in an atmosphere; -10% on piloting skill whenever attempting trick maneuvers.

Statistical Data

Height: 16 feet (4.9 m)

Width: 18 feet (5.4 m) for the body, 35 foot (10.7 m) wingspan.

Length: 40 feet (12.2 m) for the body, but 80 feet (24.4 m) from the nose to the tip of the wing.

Weight: 50 tons.

Cargo: Minimal storage space.

Power System: Nuclear powered; 20 year life.

Market Cost: Exclusive to the Tarlok Military and Space Fleet.

Weapon Systems

1. Side High-Powered Laser Cannons (2): A pair of heavy, long-range lasers are attached to arm-like turrets that give these weapons 360 degrees of rotation up and down, and a 90 degree arc side to side. The cannon arms can also be made to hug the body of the vehicle to make them a more difficult target to hit.

Primary Purpose: Anti-aircraft/spaceship/Skrayper

Secondary Purpose: Defense

Damage: 1D6x10 S.D.C. (or 1D4x10 M.D.) per single blast or 2D6x10 S.D.C. (or 2D4x10 M.D.) per simultaneous dual blasts.

Range: 6,000 feet (1828 m)

Rate of Fire: Each single or dual blast counts as one of the pilot's melee actions.

Payload: Effectively unlimited.

2. Forward Mini-Missile Drum Launchers (2):

Primary Purpose: Anti-Air/spaceship/Skrayper

Secondary Purpose: Anti-Armor

Missile Type: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 S.D.C./M.D.) and plasma (1D6x10).

Mega-Damage: Varies with missile type.

Range: About one mile (1.6 km).

Rate of Fire: One at a time or in volleys of two, three, four or five.

Payload: 100 total; fifty missiles each.

3. Medium or Long-Range Missiles (optional): A pair of medium- or long-range missiles can be attached to each wing, near the main body.

Missile Type: Any type of medium- or long-range missile; typically heavy types.

Mega-Damage: Varies with missile type.

Range: Varies with missile type.

Rate of Fire: One at a time or in volleys of two or four.

Payload: Four; two per wing.

4 Sensors & Feature of Note: Long- and short-range radio, short- and long-range radar, and all basic systems common to combat environmental spacecraft.



The Rifts® Connection

Phase World™

The Tarlok and the Charizolon System are found in the *Corkscrew Galaxy* only a few light years away from **Phase World**. They are unaffiliated with any of the current intergalactic powers of the Three Galaxies (described in **Rifts® Dimension Book 2: Phase World™** and the **Phase World Sourcebook**) and are barely known to civilizations outside their native planetary system. The Tarlok discovered **Phase World** entirely by accident about 40 years ago. The Prometheans tolerate just about anybody and have allowed the Tarlok to enjoy the sights, sounds and resources of **Phase World** as are normally available to “tourists” and third-rate merchants. Their relationship with **Phase World** is as a barely noticeable “third-rate” trade civilization with only peripheral relations with the Megaversal transdimensional center.

For the Tarlok, the discovery of this fabulous place is like a child stumbling into Disney World. The war-like Tarlok immediately recognized the superior knowledge and mind-boggling power of the Prometheans, and have no thoughts of trying to undermine or invade **Phase World**. Instead, they see it as an incredible resource of undeterminable proportions, and, as yet, unknown by their enemies or slave worlds, thus, a secret resource. The Tarlok are enthralled by the concept of dimensional travel and the possibilities it presents. So far, they have not been allowed to use any of the dimensional gateways, but that will change as they increase their trade and presence on **Phase World**; slowly becoming a more recognized and accepted people. As is the nature of the Tarlok, they hope to eventually acquire allies and technology that will give them a superior edge over their enemies and enable them to conquer more worlds.

The Tarlok and Rifts Earth. The Tarlok's trade with **Phase World™** gives them *potential* access to *Rifts Earth* (as well as hundreds of other galaxies and thousands of worlds) via the gateways controlled by the Prometheans. While the means of dimensional travel eludes them, their presence on **Phase World** gives them immediate (and dangerous) access to other dimension spanning races, including the Splugorh, Naruni, dragons, and True Atlanteans, among others.

The Three Galaxies

Most of the civilized worlds of the Three Galaxies know (and care) nothing about the Tarlok and Seeronians. The Three Galaxies cover a huge region of space around Phase World and are teeming with life. There are just too many worlds and planetary systems, especially backwater ones like Charizolon, to keep track of them all. Even the *Phase World Prometheans*, *The Consortium of Civilized Worlds (CCW)*, *Transgalactic Empire (Kreegor)*, *Free World Council*, *Cosmo-Knights*, and *United Worlds of Warlocks* have only heard tiny bits and pieces about the Tarlok, Seeronians or the Charizolon Planetary System — few (less than 0.003 percent) have seen a picture of a Tarlok.

Remember, the Charizolon System is but one of hundreds of solar systems and thousands of inhabited worlds found throughout the Three Galaxies. There are dozens of planetary systems and inhabited worlds (most, primitive) that they know nothing or little about. Most worlds don't enjoy any notoriety until they develop long-range space travel/space warp capabilities which, literally, can send them rushing into the larger universal or Megaversal “scene.” Worlds without dimension warping/travelling capabilities, like the Seeronians and Tarlok, are considered insignificant and isolated civilizations. Without the knowledge and capabilities of warping space and time for faster than light travel, the planet and its people are basically “landlocked” and hamstrung like a swimmer trying to compete with ocean liners and aircraft. They are given little more than a glance by the intergalactic giants who span galaxies and traverse dimensions in the blink of an eye. Such infantile civilizations are considered to be primitives or underachievers in the overall intergalactic neighborhood. As such, they are generally ignored and forgotten, or eventually invaded by intergalactic conquerors like the Kreegor and Splugorh, or asked to join benign organizations and confederacies like the CCW.

If anybody knew that the worlds in the Charizolon System, nestled close to Phase World, bore sentient life and budding space-travelling civilizations, nobody remembers anything about them. Truth be told, its close proximity to the wondrous Phase World probably helped keep them from being discovered. All eyes were on Phase World, so the planets in the neighboring system were nothing more than a few specks sparkling in the distance. All attention was on Phase World and the other intergalactic powers of the Three Galaxies. Visitors to the area typically “popped,” “gated” or “rifted” in at Phase World, so there are no “space lanes” and no reason to travel to the neighboring system (“What's in that quadrant of space? Nothing, I guess.”). Seriously, when Phase World serves as a gateway to the Megaverse and thousands of worlds, why would anybody look elsewhere, even some place as close as a dozen light years away?

Ironically, it was only the Tarlok venturing beyond the edge of their planetary system and stumbling upon Phase World, that brought the Tarlok and the Charizolon System to anybody's attention (not unlike low-tech explorers from a desert island travelling in canoes and landing in 21st Century New York City, London, Paris, or Hong Kong). Now that the Tarlok have found Phase World, it is they who keep coming back and trying to establish trade and political relations. Their chance discovery of Phase World has, by default, made them a fringe part of the Megaversal community. However, the Tarlok, Seeronians and the events transpiring in the Charizolon System are beneath the notice of most races, cultures and people on Phase World and the Three Galaxies. Thus, they still function independently and engage in their own affairs outside the larger space community.

According to rumors among people who concern themselves with underworld movements and the petty affairs of (literally) third world people, the Tarlok are said to be petty tyrants in a backwater planetary system in the Corkscrew Galaxy not too far from the Phase World System. They are sometimes referred to as a primitive version of the Kreegor, and said best to be avoided. Other rumors suggest that the Tarlok are a disreputable race of thugs and barbarians who have begun to get involved with criminals, pirates and mercenaries operating in and around Phase World and other locals in the Three Galaxies. While generally considered to be dangerous and evil, the higher civilizations of the Three Galaxies know nothing else about them. They don't consider the Tarlok a threat, just a new, minor player in the region (at least at this time). Nobody knows that the Tarlok have made favorable inroads with the Splugorth (True Atlanteans and Cosmo-Knights have their suspicions).

As for the Seeronians and other worlds in the Charizolon System, all that's known is that they have been conquered by the Tarlok, that resistance and war persists, and that some of the conquered people possess super abilities. Those in the slave trade business can confirm that the Tarlok are selling superhumans and other conquered people to the Splugorth and others. **Note:** Only a tiny handful of Cosmo-Knights and True Atlanteans are likely to take any interest in the plight of Seeron and get involved.

The Tarlok, being the aggressive opportunists that they are, have dispatched spies pretending to be adventurers and mercenaries to learn more about this part of the universe, and to pinpoint potential allies and the acquisition of superior weapons and technology. Additionally, a number of independent Tarlok and Seeronian criminals, mercenaries and rogues have also come to the Three Galaxies; a place of turmoil where warriors and scoundrels can find opportunities to make their fortunes.

Meanwhile, both independent operatives and Tarlok government agents have joined the multitude of others in search of the legendary Cosmic Forge.

Game Note: This means one or more Tarlok (and/or their alien allies, Seeronian supervillains and henchmen) *may* be encountered anywhere in the Three Galaxies; probably as pirates (a great way to get weapons, supplies and technology without diplomacy, politics, or restrictive trade agreements), mercenaries, bounty hunters, assassins, smugglers, thugs, and villains of all kinds, as well as spies or murderous agents in search of the Cosmic Forge. They are most likely to be involved in criminal, murderous or self-serving activities. Activities (including their search for the Cosmic Forge) that could carry them to *Rifts Earth*, *Wormwood* or anywhere. Please note that since the Tarlok do not hold the secrets of warping space and time, or magic, they must rely on *others* to take them to distant worlds and alien dimensions, including *Rifts Earth*. Phase World is on the outermost edge of their current space travel capabilities, which is sub-light speed; it takes 11.2 years to travel from the Tarlok's homeworld to Phase World, and 6 years from Seeron.

True Atlanteans

True Atlanteans have only recently caught wind about Seeron and the Tarlok through rumor and occasional encounters with the Tarlok on **Phase World**. Further investigation about the people of Seeron (G.M.'s and player's choice to pursue this story line) will convince them that Seeronians *are*, with little doubt, descendants of the scattered and lost tribes of ancient Atlantis!

To find an entire world inhabited by descendants of their ancient forefathers will bring the True Atlanteans great joy, for their numbers are small and dwindling. However, True Atlanteans will be disheartened to learn that these "cousins" have forgotten their heritage, and they will be infuriated that Seeron has fallen under the yoke of alien oppression and is polluted by genetic mutation. It is very likely that a

few hundred True Atlanteans, especially the monster hunting *Undead Slayers*, will join the Seeron freedom fighters in their battle to free their world from the Tarlok. Meanwhile, other Atlanteans are likely to search for potential recruits who might embrace their lost heritage, join their clan, and become Tattooed Men and explore the Megaverse. However, the True Atlanteans are not likely to teach any of the people of Seeron the secrets of Tattoo Magic, although they may give hundreds the gift of magic tattoos.

While True Atlanteans will embrace the (not so) indigenous homo sapiens of Seeron, they will feel closest kinship to the ordinary humans. It is they who will be most often given magical tattoos and invited to learn about their Heritage as True Atlanteans. The evolved Seerman and Talus, and the superhuman mutants transformed by the Tarlok's virus will be regarded as truly "distant" cousins who have lost some measure of their humanity, and thus, their full heritage as "True" Atlanteans. While this smacks of racism, it is the way of the elitist True Atlanteans. Yet, paradoxically, most True Atlanteans will respect each person as an individual, and may come to accept and value certain Talus, Seerman, and superhumans more than their own blood relatives. True Atlanteans tend to respect courage, integrity and compassion regardless of race, so the Seeronians who struggle for freedom, and battle evil in all its forms will be seen as noble heroes and given the respect they deserve. Furthermore, the True Atlanteans will regard even the mutant Seeronians as a source of pride — True Atlanteans in their heart and soul, if not in their appearance. In the minds of the Atlanteans, it is little wonder that so many Seeronians have risen above every adversity and fight like Atlantean heroes — it is in their blood (or so they believe).

This sense of pride and heritage makes the Tarlok and their minions instant and eternal enemies to all True Atlanteans. Thus, even those who have never been to Seeron will consider any Tarlok, anywhere, as their mortal enemy! Likewise, any willing associates of the Tarlok (which currently includes the Splugorth, another reason to despise them) are also regarded as villains to be detested. Among the most despicable of the Tarlok's agents are the Seeronians who have, of their own free will, joined forces with the Tarlok to enslave and murder their own people. It is an unwritten, universal law held by all True Atlanteans that none shall ever betray his fellow Atlanteans. And those who do (without disguising their identity and heritage, like the mysterious and secretive Sunaj Assassins who are only suspected of being True Atlanteans) are seen as the foulest of the foul. The punishment for betraying one's own race in the name of another's (i.e. helping another people or force to oppress, enslave or kill your own people) is death. **Note:** Since Talus, Seerman, and Seeronian superhumans are all regarded as cousins of True Atlanteans, they are all held to the same standards whether the individuals are aware of it or not — and most are completely unaware that True Atlanteans even exist, let alone having any contact with them. How much this *may* change is left largely to the individual **Rifts®** Game Masters and players.

If the Atlantean/Rifts connection is developed, the G.M. and players will want to ask a number of questions. Do True Atlanteans join the battle to free Seeron in a more blatant and larger scale? Do they bring human and inhuman allies from *Rifts Earth* and elsewhere in the Megaverse? Do they launch a subversive war against the Tarlok? Actually, none of these are likely, for it is not the way of True Atlanteans. They are more likely to come in small numbers with their own agendas and a general desire to help in small ways. True Atlanteans are too secretive and few in number to gather in force. Furthermore, a large gathering is likely to attract their enemies and only serve to escalate the conflict and loss of life on Seeron and throughout the Charizolon System. Thus, Atlanteans are likely to take subtle action and engage in secret plans to learn more about the past of the Seeronians.

One must also realize that the majority of people of Seeron will *not* embrace the notion that they originate from another planet — a place called Earth. Such assertions by True Atlanteans will seem, at least on the surface, circumstantial and arbitrary on their part. The strongest, yet equally questionable, evidence to support such a claim includes:

1) Natural, but seldom active, dimensional links to *Rifts Earth*, so it is possible that the Seeronians originate there (of course, these same places of magic offer links to the Earth of *Heroes Unlimited*™, and, if one knew how, to other worlds as well). 2) Ancient myths of a lost civilization, 8,000 years old, in the lower hemisphere who adorned themselves in tattoos and who are said to have drawn upon earth-energy to perform magic and erect great cities. Unfortunately, thousands of years of acid rain and harsh elements have wiped any trace of their existence from the planet.

3) The absence of human fossil records known to date back more than 10,000 years — although there is some evidence that a tiny, reptilian or dinosaur-like humanoid evolved about three million years ago in the lower hemisphere, it seems to have vanished and died out. Most Seeronian scientists have speculated that this bipedal humanoid is an early ancestor, although no “missing link” has ever been uncovered to support this supposition. Note that because the humanoids of Seeron have existed for at least 10,000 years (if not longer), any physical evidence of their heritage from ancient Atlantis of Earth is not *known* to exist — probably destroyed or buried beneath the sprawling megacities.

This means that True Atlanteans are not likely to try to convince the majority of their true heritage, although they will always consider Seeronians to be True Atlanteans. This is why select individuals and clans of True Atlanteans are more likely to try to recruit select individuals to join their clan to follow the way of the True Atlantean (perhaps a more appropriate name might be the Megaversal Atlantean, for they wander throughout the Megaverse).

For the most part, True Atlanteans will leave the people of Seeron to find and achieve their own destiny. Still, the awareness of Seeron and the involvement of any True Atlantean offers another connection to *Rifts Earth* and *Phase World*. Characters from either location might join an Atlantean comrade to visit Seeron for any number of reasons (to investigate the situation, explore the past, to lend a hand, to find work as mercenaries, etc.). Likewise, they could become embroiled in a conflict involving Tarlok which might lead them to Seeron or related conflicts in the Charizolon System, the back alleys of **Phase World**, the Three Galaxies or just about anywhere in the Megaverse.

Conversely, association with True Atlanteans could bring Seeronian friends, allies, and acquaintances to *Rifts Earth*. The reasons for coming to Earth could be many: Simply following their Atlantean friend on his travels, a quest, exploration, to learn more about life and the Megaverse, part of discovering one's heritage and becoming a True Atlantean, to escape persecution, to find loved ones believed to have been brought to *Rifts Earth* by slavers, to find a powerful ally (weapon, artifact, magic, etc.) to help their plight back on Seeron, to sabotage Tarlok activity on *Rifts Earth*, and so on.

The Splugorth

The Tarlok quickly sank into the criminal underworld of **Phase World** where they have begun to forge a relationship with the Splugorth and their minions. The Splugorth look upon the brutal and ruthless Tarlok with great expectations. They haven't decided whether the Tarlok should be groomed as a minion race, but recognize that these megalomaniacs offer tremendous “entertainment value.” In addition, they have alerted the Splugorth to an entire new planetary system that might prove worth conquering, or, at the very least, exploiting.

The Tarlok are the perfect Splugorth pawns. Their greed, lust for power, and obsession to acquire the ability to warp space and engage in dimensional travel, entices them to do almost anything to ingratiate themselves with a power such as the Splugorth (and the Tarlok respect power). As a result, the Tarlok have offered their services as gladiatorial combatants, bodyguards, assassins, spies, pirates, slavers and criminals in order to get close to, and win the favor of, the Splugorth.

To the thinking of the Tarlok, their greatest accomplishment on **Phase World** has been establishing limited trade and political relations with the Splugorth (most other people ignore them or treat them like dirt). This was made possible because, in addition to the Tarlok's attractive (to Splugorth) personalities and behavior, they also have one commodity that the Splugorth desire: new and unusual *slave stock* — superpowered Seeronians! The Splugorth gladly exchange supplies, vehicles, and weapons, including a handful of rune/Bio-Wizard items, for superhuman Seeronians, Talus and Seerman. These are slaves to be examined, experimented upon and put to good use as servants, warrior slaves, fodder for the gladiatorial arenas and playthings. As for the Splugorth, the fact that so many other races dislike and fear the Tarlok is another reason they like them.

True Atlanteans: This is one more reason for True Atlanteans to hate both the Tarlok and Splugorth, and helps to create a situation where True Atlanteans and their allies may encounter the Tarlok and Seeronians.

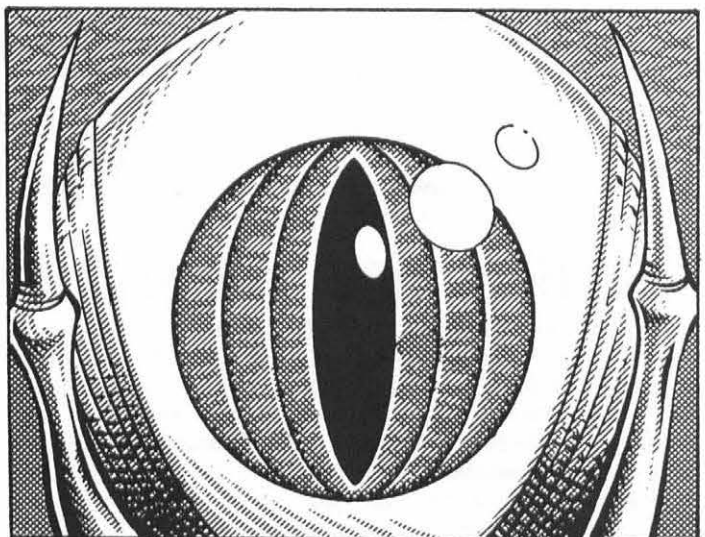
The Connection to Rifts Earth: More importantly, this connection with the Splugorth serves as a means to introduce the Tarlok and Seeronian characters to *Rifts Earth*, Atlantis in particular, as well as any other holdings, locations or situations where Splugorth or their minions may be found.

On Atlantis, the Tarlok can be encountered as visitors, troops on R&R, merchants, slavers, political dignitaries, gladiators, mercenaries (looking for work or serving the Splugorth), assassins, crooks, and intergalactic adventurers, as well as henchmen and agents employed by the Splugorth and other powerful residents, like adult dragons and demon lords.

Tarlok slaves sold to the Splugorth of Atlantis include *Seeronian* superhumans, Talus and Seerman, as well as other alien races who have fallen victim to the Tarlok. Such slaves might escape Atlantis and make it to North America, Europe or Africa. Likewise, a certain number may be sold to beings who live beyond Atlantis, on Earth or elsewhere.

Another possibility might involve free Seeronians who, by accident or design, travel to *Rifts Earth* (in pursuit of Tarlok enemies, a dimensional anomaly, in search of loved ones captured by slavers, etc.).

Meeting runaway Seeronian slaves or people accidentally whisked from their homeworld might involve the player group trying to help them return home, which could lead to the player group getting “rifted” to Seeron or a Tarlok slave ship or other alien holding (back to Atlantis?). It certainly provides a situation where one or more Seeronians could join the player group (maybe they like *Rifts Earth* and want to stay, or have given up on returning home, or seek revenge or justice on Earth, etc.). And don't forget that not all Seeronians are good guys. Some are supervillains and scum as evil as any Tarlok, and some willingly serve the Tarlok or Splugorth as spies and agents.



More about the Tarlok & Splugorth. In addition to purchasing slaves from the Tarlok's own conquered worlds, the Splugorth are encouraging them to capture other life forms for them. In some cases, even transporting the Tarlok slave teams to other worlds and dimensions. These Tarlok (and their allies, including evil Seeronians and other aliens and mutants) are frequently dispatched against old enemies, beings with whom the Splugorth have a treaty (the Tarlok are not known to many nor are they official allies of the Splugorth), and to places where their actions may instigate greater conflict. The Tarlok *slave trade* creates scenarios where the player characters may engage them in combat to rescue slaves before they are delivered to the Splugorth, to protect innocent people from being captured and enslaved, or to prevent themselves from falling prey to Tarlok slavers. Similarly, the player characters may encounter Tarlok as raiders, bandits, and assassins secretly working on behalf of the Splugorth, or independent Tarlok forces with their own agenda. The Tarlok are foul creatures who like to bully and subjugate others and associate with similar evil beings. The Splugorth enjoy using the Tarlok as pawns in their games, and know full well what kind of trouble they can cause. They get a good laugh from unleashing them into volatile situations—all the while earning the gratitude of the Tarlok. For example ...

“Oh, yes, I know exactly where you can find such a precious commodity (challenge, revenge, whatever).” says the Splugorth. “I could arrange to send you there, but it's very dangerous, and I couldn't possibly guarantee your safe return (or establishes a one time rendezvous or window for escape/extraction).

“What's that? You're willing to take the risk? Well then, let us talk about payment and sending you and your men on your way.”

Little do the Tarlok know (not that most would care) that the Splugorth are using them for their own entertainment, to get something they want, to test the strength of a new target of their own interest, to cause trouble or extract revenge from an old foe, or just as an act of cruelty or sadistic humor.

Payment may be a favor from a “friend” (i.e. “you owe me”), a cut of the booty, the acquisition of a particular item or person, a fee (reasonable or outrageous), or anything in between. Depending on the situation (i.e., it serves the purpose of the Splugorth), the creation of a dimensional portal to send Tarlok “friends” or unofficial associates to another world *might* even be free or offered as a gift or reward. However, the evil and conniving Splugorth usually extract some sort of payment regardless of how beneficial the actions of their pawns. After all, they don't want the Tarlok to become presumptuous, and when one can profit on something in several ways, the Splugorth usually do so to the fullest. Besides, if it is a “business” transaction, the Splugorth can claim ignorance regarding any violence, wrongdoings, or bad intentions on the part of their “client” — a simple business transaction that went awry.

Note: Tarlok and Seeronians are *not* common to Atlantis, Rifts Earth, or, for that matter, Phase World. However, player characters are not part of the norm and get themselves involved in unusual circumstances, so they are more likely to have close encounters with Tarlok, their henchmen and Seeronians (both good and evil). Note that Tarlok and most villains tend to be vengeful, so a conflict with them, especially a serious one that hurts or humiliates one of these misanthropes, is likely to earn lasting enmity and future conflict.

Relations with Others

General view of the Tarlok by others. Most of the experienced and sophisticated people at and around *Phase World* and *Rifts Earth*, especially the elder races like the Splugorth, Naruni, Prometheans and adult dragons, see the Tarlok as violent barbarians who have “potential,” over time, to become greater, Megaversal powers, provided they don't destroy themselves first. However, they have little interest in them. In many respects, they regard the Tarlok as 21st Century Earthlings might regard Stone Age people — fellow intelligent beings with



the potential to grow, learn, and join the more “civilized” world. In this case, the Tarlok are welcome to hang around and slowly learn from them, provided these barbarians respect the cultures and laws of others, and stay out of their affairs. Thus far, the Tarlok have behaved like dutiful and respectful children, eager to please, and desperate to learn more and earn favors. They have taken their first baby steps in discovering and exploring the Megaverse.

The Kreegor. The Tarlok and Kreegor are much too similar and regard each other as rivals, and therefore, as enemies. The two races have no dealings with each other, although on Phase World, the two sometimes clash in brawls and engage in bloody, often deadly, sports, competitions, and duels to prove who is superior. They do not engage in trade nor pleasantries.

The Kreegor consider the Tarlok to be arrogant upstarts destined to failure. The only question on the minds of the Kreegor is: Are the Tar-

lok destined to fall at their hands? For the time being, the Kreegor have more pressing concerns and bigger fish to fry elsewhere in the Three Galaxies, so they ignore them. The Kreegor have never been to the Charizolon System, and could care less about the Tarlok and Seeronians.

The Cosmo-Knights seldom underestimate their enemies. They see the Tarlok as serious trouble — a new demonic faction bent on intergalactic war, conquest and subjugation of others. They recognize them as a force for evil, and understand that their avarice and ambition knows no limit, making them a dangerous new force in the Three Galaxies. The Cosmo-Knights have learned that the power-hungry Tarlok have joined the multitude of black-hearted beings searching for the legendary *Cosmic Forge*. **Note:** As champions of justice and goodness, a few Cosmo-Knights may travel to Seeron to investigate the goings-on there. It is possible a few *might* join the freedom fighters in their battle to save Seeron from the Tarlok invaders. Likewise, as word about the Tarlok, Seeronians and Charizolon System spreads, other people and O.C.C.s from the Three Galaxies may visit in search of adventure or opportunity.

The Naruni have yet to make contact with the Tarlok, which is good, because the warring aliens would regard them as soft and too duplicitous for their taste — the Tarlok are treacherous and sneaky only to a point. This combined with the knowledge that the Naruni and Splugorth are hated rivals (and since the Tarlok seek the Splugorth's support), places the Naruni off limits. In fact, Tarlok raiders are *suspected* of recent attacks against Naruni cargo freighters near Phase World.

Truth be told, the Naruni know nothing about the Tarlok, other than they are a war-like race operating in a planetary system (relatively) near Phase World. However, the recent raids have them looking into these "upstarts."

Practitioners of Magic. The Tarlok (and most people of the Charizolon System) are completely unfamiliar with magic and ley lines. However, they find the concept fascinating, and want to learn more, particularly the application of magic and ley lines in dimensional travel. This means they may befriend select practitioners of magic to observe and learn more about it, as well as interrogate and brutalize captured mages who dare to stand against them. Although the Tarlok will be quick to use magic weapons, especially enchanted melee weapons, rune weapons and Splugorth Bio-Wizard creations, they will hesitate at trying to learn it, and will have difficulty mastering are their emotions in order to focus and command magic energy. Simply put, most Tarlok don't have the temperament or patience to learn magic. The Dreadmasters would never forsake psionics for magic, and the Sherent are so obsessed with science and culture, that they are not likely to consider exploring magic as a science for at least a century, if ever.

Technology Note: The Tarlok are at roughly the same level of technological development as the Coalition States, with some notable exceptions.

1. Their bionics are limited and tend toward medical applications, prosthetics, and full Teklok cyborg conversion. They do not, as a rule, use bionics for disguise or augmentation (i.e. implants).
2. Weapons are advanced, but focus on energy based systems rather than explosives.
3. Robots are not used by the Tarlok.
4. Power armor is rarely used by the Tarlok, the only exception being the full environmental combat armor used in space battles and by young infantry soldiers.
5. The Tarlok are (no pun intended) light years ahead of the CS and most human technology in the area of space travel and space vehicles.
6. The Tarlok are fairly advanced in the areas of genetic engineering an biological warfare, but have taken it in narrow directions and use their knowledge in different applications than the CS.
7. CS and most high-tech nations have superior fortification and manufacturing facilities.

8. Tarlok knowledge of dimensional Rifts, ley lines and magic is virtually nil. As is their knowledge of Earth.

Note: In a pitched battle, the Coalition States and most high-tech or magically strong forces could hold their own against an army of Tarlok invaders. The raw power, supernatural strength and natural M.D.C. body armor of the Tarlok would be balanced by power armor, robots, cyborgs, Juicers, Crazies, missiles and magic, among others.



The Heroes Unlimited™ Connection

Skrappers presents an epic setting for classic "saving the world" comic book hero adventure. Because the situation is somewhat desperate and the native superhuman freedom fighters frustrated and angry, some extreme and deadly battles can unfold. We're talking no-holds-barred, life and death conflict. And the outcome is ultimately in the hands of the player characters (and G.M.!).

Actually there is room for all types of heroic and war-time adventure: Espionage, sabotage, inspiring and rallying the people, discrediting and embarrassing the enemy, the elimination (not necessarily by the killing) of key Tarlok officers and/or henchmen and treacherous (and traitorous) supervillains, seeking (secret?) aid from outsiders or ancient powers, rescuing innocent people from Tarlok (and Splugorth?) slavers, rescuing political prisoners and heroes from Tarlok prisons (before they are tortured or executed), protecting and helping innocent people of all kinds, defending secret freedom fighting operations and leaders, acquiring secret plans to thwart Tarlok operations, and many other adventures appropriate for a world "occupation" scenario.

Ultimately the exact types and number of adventures depends largely on the Game Master and player group. The rescue and liberation of the planet Seeron could last for months to years. Furthermore, if the planet is freed, there are myriad "post-liberation" adventures. After all, do you really think the Tarlok are going to let a planet slip out of their control and endure the embarrassment without repercussions? No way! They'll seek revenge, and probably try to undermine and assassinate those heroes most responsible before launching another (secret?) invasion. This could involve all types of adventures, including Tarlok sabotage, assassination attempts and guerilla warfare and secret operations (establishing an outpost on a moon or neighboring asteroid, a secret fleet waiting to attack, a secret pact with ..., all sorts of stuff). Depending on the G.M., many of these adventures could carry our heroes into outer space to fight the villains off-world, or to prevent secret Tarlok operations and activity. In addition, our heroes might try to liberate or establish freedom fighter groups on other Tarlok slave worlds, or even take their battle to the monsters' homeworld! Like I said, the possibilities are many, and just how expansive and long running the **Skrappers** campaign may go is entirely up to the G.M. and players. My recommendation is exploit it to the maximum, cut-loose and have fun.

The tragic ending. Of course, in the end, our heroes might fail, causing the Tarlok to bring in a larger occupation force and greater persecution, or, worse, cause the Tarlok to decimate the planet.

In either case, some of the indigenous people and Seeronian superbeings will survive. This can lead to a campaign of revenge where the heroes dedicate themselves to foiling the Tarlok and making certain no other world suffers the fate of their homeworld (actually a band of such characters could exist without the destruction of Seeron). This could involve *Earth* and bring the Seeronian heroes to our planet should they learn that the Tarlok are considering invading it! Or the Seeronian heroes might come to Earth in search of other heroes to help them in their crusade, and so on.

The Earth Connection

As I started to note in the preceding paragraph, there are a number of reasons and ways to bring Seeronian characters, Tarlok, and their superpowered henchmen (Seeronian supervillains, traitors and other alien beings) to the Earth scene without even involving the Earth heroes in the battle to save Seeron.

The following are just *some* ideas for adventures linking characters and/or the worlds of **Heroes Unlimited™** to **Skryppers** and/or **Seeronians** or **Tarlok**.

Adventure Note: I don't particularly recommend combining or linking **Heroes Unlimited™** to **Rifts®** other than having the occasional superbeing player character on Rifts Earth (and maybe vice versa — Juicers and Crazies are especially suitable to a superbeing campaign set on modern-day Earth).

However, **Phase World** and *The Three Galaxies* can be easily modified to leave out Rifts Earth and Mega-Damage, to create an expansive intergalactic adventure setting. This is especially appropriate if the campaign is not Earth based but revolves around world hopping space adventures.

Don't forget about **Aliens Unlimited™** for a truckload of aliens, strange worlds, powers, equipment and space-trotting information.

Seeronians' purpose for coming to Earth

To escape the tyranny of their homeworld and find a new, safe place to live. Earth's a good choice because it is similar to Seeron (although much more primitive) and has a number of superhumans and alien looking superbeings already, so the Seeronians believe they can fit in without drawing too much attention to themselves, even as super-heroes (or villains).

Has given up hope on Seeron and has come to a planet where the alien hero thinks he can make a real difference. Once allied with Earth heroes, his companions may learn of Seeron's plight and at some point, may go to Seeron to lend a hand.

Rocketed (or teleported) to Earth as an infant or young child so he or she could live in (comparative) peace and freedom. Parents may not have even known their child possessed super abilities (or the powers may be a weird aftereffect of the space flight, radiation, etc.). Is the kid the heir to a throne or the offspring of some famous hero the Tarlok would want to destroy? Or someone who the people of Seeron might accept as a leader?

Runaway slaves, political criminals, or refugees just looking for a place to hide and live quietly in peace. Tarlok, or their henchmen or monstrous or alien bounty hunters are likely to be in hot pursuit.

Came to quietly explore and evaluate the planet Earth.

Came to Earth pursuing an enemy (Tarlok or other).

Came to Earth to find a rare or special resource, magic items, alien device, or individual (may be a wild goose chase, as the thing they look for may not be here).

Rest stop. A pleasant place to visit or needed to stop and make repairs on the spaceship. Earth is a compatible planet.

Have come to find Earth heroes who will help them fight to free their planet, Seeron (and other worlds?).

Have come to Earth to warn its heroes about the Tarlok, although no Tarlok operations involving Earth are known to them.

Have come to Earth because the Tarlok have sent human-looking spies and/or a few small scouting operations to secretly infiltrate, observe and assess whether or not Earth is a satisfactory target for conquest.

Tarlok and/or Seeronian supervillains have established a secret base of operations on Earth. The purpose can be to acquire valuables and technology to aid them in the expansion of their interstellar empire, or purely self-serving — they are alien criminals who see Earth as an easy target for their criminal activities. Seeronian hero(s) have followed to bring the villain(s) to justice and/or to protect the people of Earth from his (their) evil.

Tarlok or Seeronian villain(s) has taken refuge on the planet Earth and the Seeronian heroes have come to capture him (or them) and bring him back to Seeron for trial (if vigilantes, or hardened soldiers, they may seek to execute him on the spot; something Earth heroes might not allow).

The Tarlok's purpose on Earth

Scouting force eyeing Earth for a possible (likely?) invasion in the future.

Field base(s) and infiltration operations for an impending invasion.

Tarlok slavers find the backwater planet Earth valuable for acquiring slave stock, especially superhuman slaves.

Hunting refugees, heroes and patriots who have fled Seeron. These "dangerous dissidents" are marked for death ... or worse.

Have come to Earth to recruit superbeings (villains and mercs) to join their military and/or criminal operations and "see alien worlds" — cosmic adventure. This might get the Earthlings to Seeron (or other Tarlok operations and holdings) where they would serve as enforcers and members of elite strike forces to combat Tarlok enemies and engage in (criminal) raids.

Characters of a good or selfish alignment might get fooled into joining these villains and find that they must turn against them on moral principle. This leaves the questions: Where do they go and how do they get home (a good way to involve them in events on Seeron)?

Criminal operation. Tarlok and/or Seeronian supervillains have established a secret base of operations on Earth. It is entirely self-serving — they are alien criminals who see Earth as an easy target for their criminal activities.

Tarlok and/or Seeronian criminals/rogues on the run are hiding out on Earth. While they are here, they are involved in criminal activities and may become supervillains, or even have aspirations of taking over a small, third world country, etc.

Note: Remember, a logical and fun story line (and reoccurring plot that never gets old with cool villains) is to have vengeful supervillains and/or Tarlok characters return to extract revenge against those who have foiled their plots or have dared to stand against them. This can involve the return of an old villain, as well as one (or more) of his family members, friends, colleagues, or associates coming to avenge a fallen or captured comrade. An old foe who is currently imprisoned might be rescued by his comrades and then, together, they seek revenge. The Tarlok in particular, are a hate-filled, murderous and vengeful lot.

The Tarlok have little regard for lives other than their own, use conquered people as slaves and forced laborers, and engage in intergalactic slave trade (which gives the G.M. the opportunity to bring in alien characters, equipment and ideas from **Aliens Unlimited™**, **Robotech® II: The Sentinels** and other Palladium RPGs, including, of course, **Rifts®** and **Rifts® Dimension Books™**).

How do they get to Earth?

A spaceship is the most likely and plausible means of getting to earth.

Note: In the context of **Heroes Unlimited™**, the Tarlok and Seeronians possess superior technology, weapons and space travel capabilities. For an invasion or interstellar conquest scenario, both should have spacecraft with light speed and/or space warping capabilities to travel to distant worlds and galaxies.

Crash-landed on Earth by accident. Refugee?

Escaped from an alien slave ship and arrived on earth via a shuttle or escape pod, or perhaps by using super abilities. Or they may have captured the ship after a successful mutiny, and Earth was the nearest port. In this case they may seek asylum and are more likely to invoke the ire of a government or alien corporation (bringing a rep and reclamation team to Earth to retrieve their living cargo and stolen spaceship).

A band of heroes (or villains) have learned about Earth and managed to get here one way or the other. They may be looking for champions to join their fight, help them in some small way, or to help Earth in some way.

Dimensional anomaly. They (and the Tarlok who were pursuing them) have no idea where they are or how they got there, and have no way to get back home, but will make the best of things on Earth.

An experiment with a machine designed to warp space. Earth was not their destination, and they probably can't get back home (things will be worse if they know how to get back home, because they'll have coordinants to return to Earth. And should that data fall into the hands of the Tarlok ...). Until they can find a way back home (rebuild the experimental device, find an alternative, etc.), they will make the best of things on Earth.

A dimensional experiment on Earth accidentally brings them to Earth or creates a dimensional portal to Seeron or some other Tarlok slave world.

Magic; rare, unusual, probably an accidental effect.

More Power & Options

Note that the abilities and powers of the Seeronian heroes are limited and fairly narrowly focused in the context of that world setting. Space limitations and story focus were the main considerations for this; i.e. it seemed pointless to reprint half of **Heroes Unlimited, 2nd Ed.**, especially when we need to focus on the World of Seeron, its heroes and the Tarlok. However, any of the superbeing *Power Categories* (Alien, Mutant, Hardware, Special Training, Bionics, Robotics, etc.) are suitable for use in **Skraypers**.

Furthermore, **Heroes Unlimited™** offers a greater number of *super abilities* that can be incorporated by the Seeronian heroes and villains, provided the G.M. approves. He or she may want to limit the abilities to distinguish the indigenous people of Seeron from the heroes of Earth. This is fair considering Earth has a lower technology, so a greater range of super abilities for Earthlings would help balance this inequity and keep Seeronians unique.

Similarly, *magic* is an absolutely unknown quantity on Seeron and the worlds of the Charizolon System. This means magic is not known or practiced anywhere in that planetary system! Thus, magic wielding characters from Earth *may* have an advantage, and will certainly be considered unique, and perhaps more menacing.



The Megaversal Perspective

Crossing Realities, Timelines & Infinite Possibilities

For years now, there have been hints and links in the **Rifts®** RPG (loosely) connecting it to other timelines in other Palladium role-playing games. Many a fan has questioned or argued which of the other Palladium RPGs are “officially” linked to Rifts, and even more hotly debated, which one of the modern games represents the pre-Cataclysmic Earth of **Rifts'** past.

Beyond the Supernatural® gets attention because of *Victor Lazlo's* strong, historical role in **Rifts®**, particularly in regard to Erin Tarn (she meets Victor in **Rifts® Africa**) and the North American Cities of Lazlo and New Lazlo which are named after him. *Erin Tarn* is one of thousands of rogue scholars, philosophers and practitioners of magic on Rifts Earth who hold Victor Lazlo in great esteem as a 20th Century “visionary.” He is heralded for his enlightened theories concerning ley lines, magic and the existence of the supernatural. Victor Lazlo was virtually a lone voice and something of a martyr in the 20th Century, because he tried to tell people that “magic and the supernatural” were real. That magic was drawn from an invisible source of energy that permeated the Earth. An energy he dubbed Potential Psychic Energy (P.P.E.). Lazlo insisted that with the proper training and focus, one could draw on this mysterious energy in innumerable ways, using nothing more than one's willpower and mind to create magical (for lack of a better description) effects. Victor Lazlo recognized weak (for his world

and time period) lines, or streams, of energy known to mystics as *ley lines*. Lines of magical energy/P.P.E. the Chinese Geomancers — practitioners of Feng-Shui — had recognized and utilized for thousands of years, even into the 21st Century. They called these lines of energy “Dragon Veins” or “Dragon Tracks,” and referred to the energy as both a source of positive and negative “Chi.” A force that could be manipulated or corrupted by man.

Victor Lazlo also identified “places of magic,” mystical hot spots, reputed throughout the ages as places of healing, spirits, hauntings, demons, evil, good, strange occurrences and even as gateways to heaven, hell and the Faerie Realm. His research revealed that 95.6 percent of these places were located where ley lines either crisscrossed and formed a junction (*ley line nexus*) or where a network of powerful ley lines formed a giant triangle with nexus points in each of the three corners. The Bermuda Triangle (Devil’s Sea on Rifts Earth) is the most famous and unpredictable of these triangulations of mystic energy.

The insightful Victor Lazlo noted that these nexus points ebbed and flowed, like an ocean tide, in predictable waves based on the position of the moon, planets and certain times of the year. The majority of strange, horrifying and wondrous occurrences and disappearances around ley lines coincided with these periods of increased “flow,” as did many mystical, druidic, and holy ceremonies. However, many of these strange occurrences and reports of ghosts, faeries, demons, monsters and magic occurred without human intervention. This led Victor Lazlo to theorize that when the energy rose, and conditions were just right, it could trigger a temporary opening to an alien world or dimension — portals to the supernatural. He speculated that supernatural beings (creatures the ancient people called “ghosts, demons, and faeries”) were able to enter our world while these dimensional portals were open (which in his realm of existence, was typically for short periods of a few minutes). He further speculated that these supernatural beings were attracted to the mystic energy of the ley lines and could, perhaps, sense the rise in energy and wait for portals to open. These alien creatures regarded humans as food and playthings, and were, in effect, evil and murderous predators. Thus, Lazlo explained that supernatural possession, ghosts and other supernatural and magical claims — scoffed at and ignored by the authorities and science — were often real and extremely dangerous. He tried to teach awareness, pointing out that one can not protect against, counter or fight something he does not understand, or refuses to believe in. Although a small number of people came to believe his theories, Victor Lazlo was branded a deranged charlatan. The scientific community mocked and chastised him, blatantly ignoring his unscientific evidence and “fraud.” A laughing stock, Victor Lazlo’s studies, books and seminars were disregarded by both science and the public as unscientific hogwash — the nonsensical, fictional ramblings of a New Age con-artist. Despite this, Lazlo retained his dignity and continued his crusade. Three of his eight books became best sellers. Small groups and thousands of individuals scattered around the world (often people touched by the unexplained), accepted his studies as real and, just before his disappearance, Victor Lazlo founded an investigative organization that would become known as the Lazlo Agency.

As players of **Beyond the Supernatural™** (to be released as a revised and expanded Second Edition in 1999) and **Rifts®** already know, most of Victor Lazlo’s theories have proven to be correct. The eruption of the ley lines and the Coming of the Rifts and the new era of magic and the supernatural horrors that came with it, have proven beyond any shadow of a doubt that Lazlo’s theories were correct. His books and teachings are known to the people of *Rifts Earth* and Victor Lazlo is respected as one of the greatest minds of the 20th Century.

The basic common denominators concerning the supernatural, magic, ley lines, P.P.E., and the presence of a 20th Century “Victor Lazlo” would seem strong evidence that the time before the Great Cataclysm is drawn from the **Beyond the Supernatural™ RPG**.

So how can we explain the book, **Mutants in Orbit™** and other elements, including Archie-3 and the existence of corporations such as *Cyberworks* and the *KLS Corporation* drawn from the pages of **Heroes**

Unlimited™. For that matter, might not the Pre-Rifts Golden Age of Science, where every nation of Rifts Earth rushed feverously to create superhumans augmented and mutated through bionics, M.O.M. conversion, chemical and genetic experimentation, etc., have been an era of superbeings?

So which represents the true past of Rifts Earth? It can’t be both. Can it? Actually, it is both and neither.

The **Rifts®** timeline is neither of these Earth settings, yet linked to both! The Coming of the Rifts and the subsequent Great Cataclysm transformed Rifts Earth into a giant conduit for mystic energy. As such, the Earth can barely contain the energy and links it to the vast, dimensional Megaverse on a cosmic level that even the most seasoned master of magic or dimensional traveler cannot understand. As a cosmic dimensional nexus, rich in magic, rippling with barely containable power, and given to random eruptions in the space-time continuum, those dimensions closest to Rifts Earth — parallel worlds; other Earths — are the most vulnerable to its dimensional disturbances and disruptions. Remember, each “Rift” is a tear in the fabric of space and time, but it is also a hole in the fabric of reality as we know it.

The Earths of **Beyond the Supernatural™** and **Heroes Unlimited™** are two such dimensional “twins.” Worlds in other dimensions that are so similar and so close (on a metaphysical level) that they too are subjected to unpredictable and random dimensional anomalies that originate from Rifts Earth. Dimension bridging events that sometimes, briefly link these worlds, their past, present and future, to Rifts Earth. That’s how *Victor Lazlo* came to Rifts Earth, and the past of his Earth has been confused for the past of Rifts Earth (of course, for all we know, there was a parallel Victor Lazlo!). Likewise, the *Cyberworks* of Rifts Earth shares common links and disturbingly similar histories to the Earth of *Heroes Unlimited™*. These are not twisted reflections of each other, but separate, though vaguely similar, realities. Basically, points in time and space that are so similar that the lines between the different realities sometimes blur and cross over. Fortunately, these blurs are sporadic and mainly occur at ley lines and nexus points where the dimension spanning magic energy is at its strongest. Victor Lazlo vanished while investigating one such ley line nexus when realities converged.

Even momentary blurring of realities can cause aspects of different worlds or dimensions to cross and intertwine. This can cause individuals to vanish from one world and “cross over” to the other (a frighteningly common occurrence in the Bermuda Triangle and similar places of magic), lose hours of time even though only a few minutes have seemed to pass, or it can cause the appearance of supernatural monsters or inexplicable occurrences that seem to defy the laws of physics. It can also lead to unusual ley line activity, the opening of a dimensional portal temporarily linking the two different realities, and distortions in the space-time continuum of both worlds.

All three of the “Earths” noted previously (and a few others) have periodically linked, clashed and blurred since the beginning of time. Tied together by a network of mystic energy on ley lines that actually span not only space and time, but other dimensions and realities. In this case, because each of the alternate Earth dimensions share so many similarities, inexperienced dimensional travelers (and witless victims of random anomalies) may be torn from their true, originating reality and warped to one of the others. The similarities of their worlds lead them to wrongly regard the different dimension to be their own, only a past or future time period. This is what happened to Victor Lazlo. He has stepped from one reality into another, one he incorrectly believes is the future of his Earth. The fact that Rifts Earth and Lazlo’s *were* similar and have touched and affected each other many times throughout history, making him a prominent historical figure on Rifts Earth, only confuses the issue. This means that Victor could, someday, return to his own world (although time has passed), except he isn’t trying to do so because he doesn’t realize it even exists — he honestly believes he has been “Rifted” into the future.

Ironically, because these parallel worlds are so strikingly similar, they are virtually impossible to distinguish from one's own and difficult to locate through magic or scientific means. Although Rifts Earth is a dimensional nexus with the capability of linking to thousands (perhaps an infinite number) of different worlds and dimensions throughout the Megaverse, in most cases the "Rift" through space and time is random and unpredictable.

Dimensional anomalies, events and dimension travelling beings are so comparatively commonplace on Rifts Earth that many people (and our readers/gamers) tend to take dimensional travel for granted. However, even the most expert, so-called masters of dimensional travel, like the Splugorh, Temporal Raiders, gods, and scores of supernatural beings, actually possess only a fundamental and limited understanding of the Megaverse and the energies they wield to warp and cross into other realities. They don't even fully understand why magic energy/P.P.E. exists, let alone how it works, why it seems to cross all lines of existence, or how it can be manipulated by the mind to alter or pierce the veil of reality. Magic, P.P.E., Chi, or whatever one calls it, appears to be a form of energy that permeates and binds the entire Megaverse. Many have come to believe the energy is one of the most basic building blocks of reality (at least as we understand it). As the stuff of reality, the mystic energy enables its users to warp space, defy the laws of science/physics (at least as we understand them), to tear open the very fabric of space and time to (momentarily) bridge one place or reality to another, and create physical things and energy out of thin air with a thought. Masters of magic and so-called gods may have a better understanding and control of the energy, but they don't know how or why it works.

That's why Rifts Earth is so important and has attracted so many diverse and powerful beings (among other reasons): To study the unbridled power and random dimension spanning activity in order to get a better understanding of how these things work, and, to better understand the composition and function of the Megaverse. The very existence of places like Rifts Earth and how they come into being as epicenters of barely containable mystic energy and dimensional forces is a complete mystery. Their existence (and discovery) is extremely rare and incredibly unique (and dangerous). The seething energy erupts and reacts in unpredictable ways that rip apart, confuse, combine and restructure reality. It links dimensions, creates and destroys. A simmering transdimensional volcano whose every rumble, let alone eruption, sends shock waves throughout the Megaverse. Such is the mystery and power of the Rifts. Thus, most D-bees are the helpless victims of circumstance, torn from their homeworlds and brought to the dimensional epicenter that Earth has become.

Those greater powers who come to watch and learn cast their eyes upon an enigma of nature beyond their imagination. Sadly, many others have forsaken the search for answers and come only to use the energy for their own machinations. They are fools and opportunists playing with cosmic fire that may represent the very stuff of creation.

Earth links. Located in the world settings of **Beyond the Supernatural**, **Heroes Unlimited**, and **Rifts®** are certain "places of magic" that serve as conduits to each of these diverse worlds and timelines (as well as to the Astral Plane, Wormwood, and other dimensions). The most notable are the so-called Power Triads. A ley line network that forms a triangle and covers an expansive area. *The Bermuda Triangle* is the most notorious, but other Power Triads include *The South American, African, Mediterranean, Japanese* and *South Pacific/Australian Triangles*. Of course, on Rifts Earth, some of these places are more dangerous than ever, or are dominated by powerful forces like the Splugorh of Atlantis where part of the Bermuda Triangle, or "Demon Sea" as it is known on Rifts Earth, now overlaps.

If one knows how, a dimensional portal can be opened at any ley line nexus, although one may have to wait until the mystic energy is at its peak. Dimensional portals can be created to gain access to any of Palladium's world settings, from **Skrypers™**, **Rifts®**, or any **Dimension Book™** to **Robotech®** and the **Palladium Fantasy RPG** worlds.

Likewise, experiments in dimensional or time travel, or space warp systems may *accidentally* create a dimensional portal. In any case, travel to other dimensions via magic or rips in space and time should be exceedingly rare, especially in the modern Earth setting.

Note: *Beyond the Supernatural, Second Edition* should be released in 1999. The original edition is currently out of print.



Super Abilities Descriptions for Rifts®

The following section contains the majority of the super abilities from **Heroes Unlimited™, Second Edition** converted to M.D., M.D.C., and other considerations for use in the **Rifts® RPG**. Obviously if players are using **Skrappers™** as a *Heroes Unlimited™* setting, they don't need the super abilities reprinted, because they already have 'em ready to go in the giant 352 page edition of **Heroes Unlimited™, Second Edition**. However, so **Rifts®** players don't *have to* run out and buy *Heroes Unlimited, Second Edition* just to play **Skrappers**, we are reprinting the majority here with ready to go **Rifts®** stats. Of course, they may want to take a peek at it for a number of additional fun types of heroes and superbeings. On other hand, how can one go wrong with a 352 RPG for only \$25 bucks? Besides, it's a great RPG!

To get the majority of powers in this book, we had to do some serious abridging and condensing of the original 67+ printed pages of powers (already in 9 point type, like this book) to get them to fit in the 30 or less pages of this one. The main victims of the editing axe, were the *Alter Physical Structure* powers, and *Control Insects*, See H.U. 2 for details on them.

For **Rifts®** players (and other Mega-Damage settings in general), the following super abilities have been reprinted with the appropriate conversions for **Rifts®**. As noted above, due to space limitations, not all super abilities have been included, but players should have little difficulty making the transition if they wish to adapt them. Some powers described don't really need conversions — they stay fundamentally the same in any environment — but have been reprinted because they are common to the superhumans of Seeron (or just fun to play).

General Mega-Damage

Conversion Notes

S.D.C. damage to Mega-Damage M.D.: In all cases, the damage from super abilities turns from S.D.C./Hit Point damage into Mega-Damage (M.D.) in **Rifts®**. Thus, if "damage" is listed as "4D6 S.D.C.," or "4D6 damage," it usually translates into *4D6 M.D.* for environments/settings like **Rifts®** or **Phase World™** (or **Robotech®** for that matter), *unless stated otherwise*. Some weapons and armor are adjusted down even for **Rifts®**.

Note: "S.D.C./Hit Point" damage is often identified simply as "S.D.C.," as is the case in the weapon section of this book, but said damage affects both S.D.C. and Hit Points. S.D.C. and Hit Point damage is unchanged in S.D.C. environments like *Heroes Unlimited™*, *Ninjas & Superspies*, *TMNT®*, *Nightbane®*, *Beyond the Supernatural™*, *Palladium Fantasy RPG®* and other modern day or non-Mega-Damage settings.

S.D.C. & Hit Points to M.D.C.: Characters who are considered *supernatural, invulnerable*, possess *extraordinary P.E.*, or have *natural body armor* (or are considered lesser Mega-Damage beings for some reason; typically indicated in the stat block) will be M.D.C. creatures in **Rifts®**. Simply add the Hit Points and S.D.C. to determine the total Mega-Damage Capacity of the superbeing. For example: 100 Hit Points and 154 S.D.C. equals 254 M.D.C.

For players who'd like to see less mega-powerful characters, the combined S.D.C. and Hit Point total can be reduced by half; G.M.'s option. Just be fair and make sure this reduction is carried across the board.

M.D.C. Body Armor: Remember, most human-shaped and sized characters can wear any of the many types of *M.D.C. body armor* available to humanoids on Rifts Earth. Most types of M.D.C. armor can usually be *customized* to accommodate the special needs of mutants, aliens and superbeings with extra-limbs, tails, horns and other unusual body features. Likewise, magic items and magical armor (Techno-Wizard, Bio-Wizard, Rune, etc.) can usually be customized or specially designed for nonhumans or misshapened characters. Unfortunately, the cost may be high depending on exactly what those "special needs" are. G.M.'s improvise, keeping in mind the amount of M.D.C. material, time and labor involved. **Note:** Most of the characters and weapons in this book will have dual stats, one for S.D.C. RPGs like **Heroes Unlimited, 2nd Ed.** and one Mega-Damage RPGs like **Rifts®**.

S.D.C. to M.D.C.

Rifts M.D. to H.U. 2's S.D.C. damage: Mega-Damage weapons and powers from **Rifts®** or other M.D. settings simply convert over to S.D.C.; so if the weapon or power did 3D6 M.D., it now does 3D6 S.D.C./H.P.

Organic M.D. to Hit Points & S.D.C.: To keep things simple, simply divide the M.D.C. of Mega-Damage creatures in half; one half is Hit Points and the other is S.D.C.

Body Armor: In the case of armor, double the S.D.C. equivalent, so if the armor was 90 M.D.C. it is now 180 S.D.C. Environmental body armor, power armor, cyborg armor and robots will usually have an A.R. of 17, sometimes 18, as will most armored, military vehicles — unarmored ones will have an A.R. of 12 to 15.

Armor Rating (A.R.): A.R. applies only to S.D.C. settings and should be ignored when played in **Rifts®** or other M.D. environments.

Minor Super Abilities

List of Minor Super Abilities

Adhesion	Healing Factor
Bend Light	Heightened Sense of Hearing
Body Weapons	Heightened Sense of Smell
Energy Expulsion: Electricity	Heightened Sense of Taste
Energy Expulsion: Electrical Field	Heightened Sense of Touch
Energy Expulsion: Energy	Horror Factor
Energy Expulsion: Fire	Impervious to Fire & Heat
Energy Expulsion: Light	Manipulate Kinetic Energy
Energy Resistance	Mental Stun
Extraordinary Mental Affinity	Nightstalking
Extraordinary Mental Endurance	Power Channelling
Extraordinary Physical Strength	Radar
Extraordinary Physical Prowess	Superhuman Strength
Extraordinary Physical Endurance	Supervision: Advanced Sight
Extraordinary Physical Beauty	Supervision: Nightvision
Extraordinary Speed	Supervision: Ultraviolet & Infrared
Flight: Glide	Supervision: X-Ray
Flight: Winged	Underwater Abilities
Flight: Wingless	

Adhesion

Characters with this power are able to attach themselves to any solid surface by their fingers and hands, toes and feet. This means that the person can walk on walls or ceilings, can climb any surface effortlessly, and is terrific at catching fly balls.

The only limits to this power are the character's own strength and speed. Attempting to carry a heavy load greater than his/her P.S.x10 in pounds (0.45 kg), will cause the character to immediately fall off. Speed climbing and crawling along walls and ceilings is equal to half the running speed (see Spd. attribute).

Restrictions: Loose rocks, crumbling plaster, ice, oil or other slippery substances will prevent the character from adhering to a surface (polished metal, chrome, and glass are not considered slippery substances and can be held on to or climbed).

Other Abilities and Bonuses:

- Automatic climbing skill equal to 90% proficiency (does not include rappelling); -15% when the character is wearing shoes and/or gloves.
- Add +10% to the prowl skill but only when climbing on a ceiling, wall or other high place.
- +15% to palming, pick pockets, and concealment.
- +5% to acrobatics and/or gymnastics.
- +1 point to P.P. attribute.

Bend Light

Range: Self or a light beam with a range of 100 feet (30.5 m) +15 feet (4.6 m) per level of experience.

Mega-Damage: None

Duration: One melee round.

The ability to bend light allows the character to manipulate light radiation like a prism. This can produce a number of effects.

1. Separate the color bands of light to produce a colored light beam or radiate about 70 watts of colored light (enough to light up a 10x10 foot room or to read by). The colors possible are red, yellow, blue, green, purple, and orange, as well as infrared and ultraviolet. Does no damage.

2. Blank Spot: The character can manipulate light and light beams, such as infrared and ultraviolet, to "bend" around him, thus making him invisible to such light. However, since the light is bent around the character, an opponent *may* notice a blank spot or ripple in the area he's looking at (roll D20, 18 or higher on initiative notices the anomaly).

Furthermore, motion detectors, heat detectors and psionics *will* detect the character.

3. Parry lasers and other light beams by bending the light around him. The superbeing can parry and deflect narrow light beams, including flashlights and laser beams! Roll just like a normal parry +3.

In the alternative, the character can create a bubble that covers a 10 foot diameter (3 m) of light around it and effectively cause lasers and light beams to curve around it, thus protecting those inside. Other beams of energy, magic, psionics, projectiles and physical force will pass through the light bubble effortlessly. Maximum range this protective bubble can be cast is 100 feet (30.5 m).

4. Deflect light beams. The character can try to deflect light beams (including lasers) back from where they originate or at a specific target within the range of the beam. This is done first as a parry (same as #3 above), and then as a strike (counts as one melee attack/action). The targeted deflection is done *without* benefit of any bonuses; straight, unmodified dice roll (D20).

5. Can see into the infrared and ultraviolet light range. 100 feet (30.5 m) per level of experience.

Body Weapons

This power enables the character to alter the shape and structure of his extremities to form S.D.C. weapons. This means he can elongate and transform one to all of his fingers into stabbing spikes, cutting knives, or scythe-like claws; grow spikes, hooks or small knife-like blades from the knuckles; form the fingers and hand into a two or three pronged fork, hatchet, hammer or metal ball, or the hand and forearm into a sword, axe, club, mace, morning star, ball and chain, trident, and so on. The weapons formed can range from any variety of blades to club-like stumps. The shapes are limited to traditional hand to hand, melee weapons (hammer, mace, sword, scythe, etc.); nothing long-range, that fires projectiles, or that can be thrown. Simple tools like a serrated saw blade, screwdriver, pick, and similar items without moving parts (no scissors or pliers) can also be made.

Keys and other items (coffee cup, pen, pencil, etc.) cannot be made, but the character can attempt to pick a lock by forming a long, thin pick-like blade (-10% skill penalty).

After 3rd level, the forehead may be lined with blades, spikes, horns or lumps (adds 3D4 damage to head butts); one per level of experience, as well as transform his hand or hand and forearm into a lethal weapon. Sharp horns, blades or protrusions can also be grown at the elbows, shoulders and knuckles.

Creation of blade arms cannot exceed the forearm length by more than 50%, for a total forearm blade length of 34 to 40 inches (86 - 96 cm).

Damage: Damage is 1D4 for a single knife-like blade made from a finger — each finger can be turned into a blade, creating claws that do 4D4 damage. The same applies to knuckle blades, horns/hooks or spikes, each doing 1D4 damage (one per knuckle).

An arm can be molded into a club, mace, morning star, hammer or similar *blunt* weapon that does 2D6 damage +P.S. and hand to hand combat damage bonuses.

A sword, axe, glaive or similar blade weapon inflicts 3D6 damage +P.S. and hand to hand combat bonuses.

All P.P., P.S., and W.P. skill bonuses to strike, parry and damage are applicable. The weapon arm is as hard as steel and has a base S.D.C. of 4D4x10. The body weapon cannot be removed from the body.

Mega-Damage Note: If the character has Superhuman or Supernatural P.S., he inflicts his normal *M.D. punch damage +1D6 M.D.* for small or blunt Body Weapons or 2D6 M.D. plus supernatural P.S. punch damage for large bladed Body weapons (sword, axe, etc.). If he is Invulnerable (but doesn't have Superhuman or Supernatural P.S.), he inflicts only 1D6 M.D. for small or blunt Body Weapons or 2D6 M.D. for large ones.

Special Bonus: +1 on initiative and +2 to disarm. Automatically has the fighting ability of *paired weapons*. The ability to turn one's fingers, hands or arms into weapons can be used as a surprise attack against somebody who doesn't know the character's power.

Range: Limited to reach.

Energy Expulsion: Energy

The character can generate energy which can be released in directed pulses. The energy pulse or blast is fired from the fingertips, hand or eyes (forms one beam/pulse).

Range: 600 feet (183 m) maximum.

Mega-Damage: 2D6 +1D6 per level of experience.

Special: The more powerful and experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 M.D. For Example: A 6th level hero can fire blasts doing as much as 8D6 M.D. or anything in between, with a minimum of 1D6 M.D. The level of power behind the energy blast does not affect the character in any way.

In addition, the more experienced superbeing (3rd level and up) can also *divide* the energy and fire two simultaneous blasts at two different targets. This means he can fire an energy bolt from both hands (or from one hand and the eyes) at an opponent in one direction and a second in another direction. However, the key word here is a "divided" attack. The amount of damage inflicted by each blast can not be greater than half his normal maximum damage. Staying with the example of a 6th level hero, the character could shoot two simultaneous blasts, each doing a maximum of 4D6 M.D. Or one shot could be a warning shot doing 1D6 M.D., while the other could be a deadly blast doing the maximum 4D6 M.D. (the maximum damage because it is a *divided attack* and the blasts cannot be greater than half the usual damage even if the other blast is less).

Limitations of the Divided attack: Neither blast gets any special bonuses to strike! Only the natural roll of the die (D20) counts. Moreover, both targets must be in his line of sight. However, the dual divided attack counts as only one melee attack.

Note: These controlled abilities to regulate and divide the force of a blast apply to *all* energy expulsion powers (except electrical field).

Duration: Instant

Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.

Bonuses: +3 to strike if an aimed shot, +1 to strike if shooting wild; neither is applicable to divided attacks.

Energy Expulsion: Electricity

Electrical energy bolts leap from the fingers of this living electrical generator. As the character grows in experience (3rd level and higher), he/she can regulate the degree of M.D. by increments of 1D6.

Range: 400 feet (122 m) maximum.

Mega-Damage: 3D6 +1D6 M.D. for each level of experience.

Special: Same as *Energy Expulsion: Energy*.

Duration: Instant

Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.

Bonuses: +3 to strike if an aimed shot, +1 to strike if wild.

Energy Expulsion: Electrical Field

This character can turn himself into a living dynamo, crackling with electrical energy. Standing stationary, the hero can generate a field of electricity around himself affecting everyone within a 12 foot (3.6 m) area (at least at first level). Victims caught in the field will suffer a maximum of 4D6 M.D. for every five seconds trapped in the field (equal of 2-3 melee attacks). Experienced characters (3rd level and higher) can diminish the field's damage to as little as 1D6 per five seconds of exposure.

While the field is up, the character is impervious to electrical and energy attacks. Projectiles, bullets and thrown objects are -8 to strike, but do full damage if they hit. Fire, other forms of energy, magic and psionics are not hampered by the electrical field.

Range: 10 foot (3 m) area +2 feet (0.6 m) per each level of experience.

Mega-Damage: 4D6 M.D. for every 5 seconds within the energy field.

The damage of the field does NOT increase with experience or age.

Duration: One full melee (can be instantly renewed).

Attacks Per Melee: The erection of the field counts as two melee attacks/actions. Remaining attacks/actions can be performed from within the electrical field — dodge and parry as usual.

Bonuses: Area affect; no aimed shot or long-range attacks are possible, but everybody within the radius of the field takes damage.

Energy Expulsion: Fire

The character can emit a flamethrower-like blast or bolt of fiery energy from his hands. Like the previous energy expulsion, the severity of M.D. can be controlled in increments of 1D6. Remember, maximum damage is limited by the level of experience.

Range: 300 feet (91.5 m) maximum.

Mega-Damage 2D6 +1D6 M.D. for each level of experience.

Special: Same as *Energy Expulsion: Energy*.

Duration: Instant

Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.

Bonuses: +3 to strike if an aimed shot, +1 to strike if shooting wild.

Energy Expulsion: Light

The ability to draw on light energy/radiation and emit a highly concentrated bolt of light, not unlike a laser beam. The light bolt can only be fired in pulses from the fingers, hands or eyes. With experience (3rd level or higher), the character can regulate the amount of M.D. inflicted by the light bolt in increments of 1D6.

The character can also radiate light like a human light bulb. Equal to about 100 watts, plus 25 watts per level of experience. Even at first level he can radiate enough to light up a 20x20 foot (6x6 m) room.

Range: 600 feet (183 m)

Mega-Damage: 2D6 +1D6 M.D. per each level of experience, or blinding flash; the victim, (as many as five if grouped closely together) are momentarily blinded (-8 on all combat rolls) for one melee round. The blinding flash is only effective at close range: 10 feet (3 m).

Special: Same as *Energy Expulsion: Energy*.

Duration: Instant

Attacks Per Melee: Each energy blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one melee attack.

Bonuses: +3 to strike for aimed shot, +1 if shooting wild. Furthermore, the character is resistant to radiation (half damage).

Energy Resistance

This power makes the character extremely resistant to all energy based attacks. No physical damage is sustained by the first 30 points of energy attacks in a melee round. Energy attacks beyond the 30 points do only half damage. The energy resistance field extends just beyond the body to include clothe, M.D.C. body armor, and carried equipment. It does not extend to protect power armor, bots or vehicles, nor another character standing nearby or touching.

The character's resistance to energy includes fire, electricity, lasers, and most other forms of pure energy. Furthermore, the character is completely invulnerable to stun-type energy weapons. Energy resistance is not effective against radiation damage, kinetic energy (punches, kicks, melee weapons, etc.), projectiles, explosive force, magic or most forms of psionics (pyrokinesis and electrokinesis fall into the *Energy Resistance* category above).

Range: Self
Duration: Constant
Attacks Per Melee: None
Bonuses: None

Extraordinary Mental Affinity

An aura of likability, confidence and trust radiates from this character. He or she is so dynamic that they are often the center of attention and make the opposite sex swoon.

Bonuses:

Increase the M.A. attribute to 24+1D6.

Skill bonus of +10% is added to seduction, pick pockets and all skills of deception and sleight of hand.

Extraordinary Mental Endurance

A very mentally stable, strong willed and striking personality that is difficult to mind control, suppress or break. This guy has a will of iron.

Bonuses:

Increase M.E. to 21 +2D4.

Needs a 12 to save vs psionic attack (plus M.E. bonus).

+6 to save vs mind altering drugs.

+6 to save vs Horror Factor.

+6 to save vs possession.

+1 to save vs magical illusions.

Extraordinary Physical Strength

This character possesses astounding physical strength. Although this strength is in the realm of human capability, this character does not need the hours of daily exercise to maintain it.

Bonuses:

Increase P.S. to 20 +2D6 — if P.S. is higher than 20 already, add 2D6+6 to it.

Can carry 100 times P.S. in pounds and can lift 200 times P.S. of weight in pounds (one pound equals 0.45 kg). Also see *Superhuman (Minor)* and *Supernatural Strength (Major)*.

In Rifts® the character with Extraordinary P.S. is considered to have a very low *Supernatural P.S.* roughly equivalent to a *Supernatural P.S.* of 20 +1 for every five points of Extraordinary Strength above 20. Use the **Rifts®** *Supernatural P.S.* table.

Extraordinary Physical Prowess

A greatly heightened physical prowess attribute providing increased speed and agility.

Bonuses:

Add 2D4 to the P.P. attribute.

Add 3D4 to the Speed attribute.

Add one extra attack per melee round.

+3 to automatic dodge; can dodge an attack without using up a melee action.

Plus 10% to physical skills requiring dexterity and prowess, such as prowl, gymnastics, acrobatics, climb, etc.

Extraordinary Physical Endurance

In Rifts® this extremely tough individual is turned into a Mega-Damage creature who can withstand a great amount of physical strain or punishment.

Bonuses:

Fatigues at one tenth the normal rate.

Add 1D6+5 to the P.E. attribute; take note of bonuses to save vs toxins and coma (see P.E. attribute bonuses).

Add 4D4x10 M.D.C. +2D4 per level of experience.

Extraordinary Physical Beauty

An extremely attractive individual whose beauty is truly exceptional. Members of the opposite sex are particularly vulnerable to this character's charm.

Bonuses:

Increase P.B. to 20 +2D4; see attribute bonuses for the ability to impress and charm.

+10% to the investigation/research, interrogation, seduction, palming and pick pocket skills.

Extraordinary Speed

The ability to move and run faster than most vehicles without tiring. It also enables the character to sidestep attacks without losing an attack.

Rifts® Note: The character needs to wear M.D.C. body armor for protection unless he's a Mega-Damage creature. Light armor has no encumbrance penalties, while medium and heavy armor will reduce speed by 10% (to 198 mph/316.8 km) and combat bonuses are -1 point.

Bonuses:

Speed 220 mph (353 km), plus 20 miles (32 km) per level of experience!

+50 to S.D.C.

+1 attack per melee round.

+1 on initiative at levels 1, 3, 4, 5, 7, 9, 11, 13 & 15.

+2 to strike.

+3 to parry.

+2 to pull punch.

+4 to roll with punch or fall.

+6 to dodge by moving, running or diving out of the way. +2 to automatic dodge; can dodge an attack without using up a melee action.

+4 to S.D.C. damage for every 20 mph (32 km) of speed. The best a punch or kick can do from a standing still position is 40 mph (64 km), adding +8 to damage.

M.D. Power Punch: The character *can* inflict 1D4 M.D. with a super-speed power punch, but it counts as two melee attacks.

Flight: Glide

This power allows the superbeing to ride air currents to fly and hover in the air. Maximum gliding speed outdoors is 40 to 50 mph (64 to 80 km); half indoors. Diving with a boost from strong winds or from an airplane or great height (skyscraper's rooftop), is 120 mph (192 km).

Bonuses When Gliding:

+1 on initiative.

+1 to strike.

+1 to parry.

+2 to dodge.

Flight: Winged

This superbeing has physical wings that give him the power of flight. Unfortunately, wings are difficult to conceal (average wingspan is 12 to 18 ft/3.6 to 5.5 m). This can make a secret identity a bit of a problem, and passage through narrow openings impossible. However, the wings can be carefully folded, tucked and restrained with minimal discomfort. Wings that are pulled back and strapped in place impair the character's mobility as follows.

Penalties when wings are restrained:

-1 on initiative.

-1 to strike.

-1 to parry.

-1 to dodge.

-1 one attack per melee round.

And reduce Spd. by 10%

Bonuses In Flight: Applicable only if there is room for the character's wings — he can hover several inches above the ground during combat in order to use his full bonuses.

Speed — 160 mph (256 km) plus 10 mph (16 km) per level of experience.

+2 to P.B. attribute.

+1 attack per melee round.

+2 to strike.

+2 to parry.

+4 to dodge when hovering or flying under 80 mph (128 km).

+6 to dodge when flying 90 mph (144.8 km) or faster.
+4 to damage for every 20 mph (32 km) of flying speed.
+40 to S.D.C., plus each wing has the equivalent of 30 S.D.C. (will not use them to shield himself). Attacking a wing requires a called shot. Wings reduced to 10 or less S.D.C. each, will reduce speed by half. If one wing is crippled (reduced to zero, or below, S.D.C.) the character cannot fly! Wings heal at a rate of 1D4+4 S.D.C. per day and lost feathers, membrane or pieces are regrown in a few weeks (until then, they look tattered and mangy; reduce P.B. by 1D6 points).

Type of Wings:

01-35 Leather
36-70 Feathered
71-00 Insect

Rifts® Note: M.D. and M.D.C. do not apply in any way to this character. Wearing light M.D.C. body armor that allows for the wings without covering them does not affect speed or performance. Medium and heavy M.D.C. armor and/or armor that protects the wings will reduce speed by 20% and combat bonuses are -1 point.

Flight: Wingless

The impressive ability to fly without any apparent means of propulsion.

Bonuses In Flight: The character can hover several inches above the ground during combat in order to use his full bonuses.

Speed 200 mph (321 km), plus 20 mph (32 km) per level of experience.

+1 attack per melee.

+2 to strike.

+2 to parry.

+4 to dodge when hovering or flying under 80 mph/128 km.

+6 to dodge when flying around 90 mph (144 km) or faster.

+4 to damage for every 20 mph (32 km) of flight speed.

+40 to S.D.C.

Rifts® Note: M.D. and M.D.C. do not apply in any way to this character. Wearing any sort of M.D.C. body armor does not affect speed or performance.

Healing Factor

This power provides incredible recuperative abilities and immunity to disease and toxins. It does not afford the character any M.D.C. or M.D. abilities, unless the character also has *Extraordinary P.E.* or *Invulnerability*, in which case, the S.D.C. bonus counts toward the total M.D.C. of the character.

Bonuses:

+2D4 to the P.E. attribute.

+2D6+6 to Hit Points.

+25 to S.D.C.

+20% to save vs coma/death.

+3 to save vs magic, poison and toxins (this is in addition to the P.E. bonuses).

+3 to save vs psionic attacks.

The Healing Factor:

Recovers 3 S.D.C. every 10 minutes (18 per hour)!

Recovers one hit point every 15 minutes (4 per hour).

Special superhealing: Can instantly regenerate 4D6 hit points two times per day (24 hour period).

Does not fatigue, whatsoever!

Resistant to fire and cold; does half damage.

Resistant to drugs, toxins, and poisons. When the character doesn't save against them, their effects (duration, penalties and symptoms) and damage are a mere one third normal.

No scarring when healed.

Broken bones heal completely, without any sign of having ever been broken, at a rate 10 times faster than normal. This means a leg fractured in several places will be completely healed in about 8-10 days instead of 11-15 weeks.

Heightened Sense of Hearing

Heightened hearing enables the character to hear tiny, almost inaudible sounds several hundred feet away.

At 75 feet (22.9 m) he can hear sounds as quiet as one decibel. At 150 feet (45.7 m) he can hear sounds as quiet as 10 decibels. At 360 feet (109.7 m) the audible perception is greatly taxed, allowing him to barely hear a normal conversation in the 30 decibel range. *See Sonic Power for the decibel scale.*

Loud or constant noise will reduce the quality of hearing perception. If the surrounding noise is in the 70 decibel area, the hearing range will be reduced by -10 feet. Continue to reduce by 5 feet (1.5 m) for every additional 10 decibels.

Range: 360 foot radius (109.7 m).

Other Abilities Include:

Estimating the distance of the sound at a 60% +5% per level proficiency.

Estimating the speed and direction of approach at 50% +5% per level of experience.

Recognize a voice or sound through intense concentration at 40% +5% per level of experience (-10% if the person is trying to disguise his voice and -20% if the person is using the ventriloquism and/or impersonation/imitate voice skill).

Imitate a voice at 30% +5% per level of experience.

Bonuses: +2 to dodge.

+1 to parry. +6 on initiative.

Heightened Sense of Sight

See the different types of *Supervision*.

Heightened Sense of Smell

An exceptional sense of smell that enables the superbeing to identify any smell he comes in contact with.

Range: Roughly 100 feet (30.5 m)

Abilities:

Recognize/identify specific odors: 70% +4% per level of experience (+10% for very common odors, including most foods, although this character can recognize the smell of the specific ingredients in addition to the overall smell of a particular food dish).

Recognize poisons, toxins and chemicals by scent: 50% +4% per level of experience. Note: Some poison gases are odorless/tasteless/colorless.

Recognize a person by scent alone: 50% +3% per level of experience.

Track by scent: 40% +3% per level of experience. Reduce by 10% in the city. Roll for every 200 yards/meters.

Difficult to surprise this character as he is likely to smell a person, robot, animal or vehicle 100 feet (30.5 m) before it reaches him, especially if the wind is blowing in his direction (in fact, can catch scents on the wind at triple his normal range).

+1 to dodge.

+1 on initiative.

Heightened Sense of Taste

Range: Touch/Taste

Having a heightened sense of taste means being able to precisely identify the components in anything tasted. The presence of drugs or chemicals in food will be immediately apparent, although identifying the particular drug or chemical depends on the character's skill in pharmaceuticals or chemistry, or past experience.

Characters with a heightened sense of taste will tend to be very particular about what they eat or drink. With practice, they can exactly identify the components of any food or drink, and may even be able to identify its point of origin (something of a hobby). Thus, the character can identify all the ingredients in a prepared food and even have a strong idea of their proportions. Furthermore, if the character studies wine, he will be able to identify the type, year, bottling company, and vineyard of any wine from a single taste.

- Recognize common ingredients such as sugar, salt, pepper, spices, foods, gasoline, and similar, at a proficiency of 70% +4% per level of experience.
- Recognize exotic tastes such as chemicals, toxins and poisons at a proficiency of 30% +5% per level of experience. Practicing to recognize an unusual taste for two months will put that taste into the common item category.
- +10% to cooking skill (professional quality).

Heightened Sense of Touch

The character has an uncanny and superior tactile sense. He or she also has a very soft, delicate touch and steady hand.

Bonuses & Abilities:

- He can easily recognize and locate very slight differences (scratches, cracks, dings, imperfections, etc.) in textures by touch. 70%+2% per level of experience.
- Identify fabric and material by touch alone. 60% +2% per level of experience.
- Notice minute changes in temperature by touch or slowly moving one's hand over an item. 60% +2% per level of experience.
- Penalties for being blind are all at -5 instead of -8.
- Adds +10% to skills that require a delicate, light touch, including identifying and making forgeries, demolitions, pick pockets, pick locks, palming, cardsharp, etc.
- +1 to strike on an aimed or "called shot," including a thrown item or weapon.

Impervious to Fire and Heat

Just as the name suggests, this power makes the superbeing completely impervious to fire and heat, including M.D. plasma blasts, M.D. magical fires, and extreme heat.

Range: Self.

Duration: Constant.

Manipulate Kinetic Energy

The ability to manipulate kinetic energy enables the character to survive falls from great heights, deflect bullets and increase the kinetic velocity of objects he *throws*.

Range: Self or held object.

Attacks Per Melee: Each kinetic attack or use of the power counts as one melee action/attack.

1. Protective Kinetic Energy Field: The kinetic aura radiates around the character and protects him from kinetic attacks/energy. As a result, damage from a fall, explosion, punch, kick, bullet, arrow, sword or club, and even *Rait Guns* and punches, kicks and bites from creatures with *Supernatural P.S.* is cut in half. Energy weapons, Vibro-Blades, energy blasts, magic, and psionics do full damage.

Range: Self only.

Duration: As long as five minutes per level of experience.

Attacks Per Melee: The initial activation counts as one melee attack/action. The character also loses one attack/action for every melee round that the protective field is kept in force. Activated with but a thought; instant.

2. Increase Kinetic force: The character can cause one of two things to happen with this aspect of his power.

A) Increase the velocity to inflict greater damage (doubles normal damage), or B) increase the velocity for greater range (doubles the normal range, but is -2 to strike).

In both cases, the superbeing must physically hold, charge with kinetic energy, and hurl an item. Thus, this power is only effective with thrown objects like knives, darts, clubs, axes, boomerangs, throwing irons/sticks, rocks, etc. It also includes slings and the bow and arrow, but not the crossbow or guns. The act of charging and throwing an object counts as one melee attack.

3. Redirection: Any object that the superbeing has held, charged and thrown can be mentally directed to do one of the following while it is in motion:

Return after it strikes.

Curve left or right to hit a target not in its direct path.

Suddenly drop or jump higher by one foot (0.3 m) per level of experience.

Suddenly stop in front of the intended target, stay suspended in the air for 1-2 seconds and drop harmlessly to the ground.

Only one "redirection" can be performed per attack (per thrown object) and uses up one melee attack (e.g. in addition to the initial charging and throwing attack).

4. Deflect Kinetic Objects: This is a kinetic energy parry that can deflect/knock away a bullet, arrow or thrown object (but not punches, stabs, kicks, etc., connected to a living body). The deflection works just like a normal parry, roll a D20 to use kinetic force to parry the projectile. The usual bonuses from P.P and skills are not added to this "mental" parry, but the character is +4 to parry using this aspect of his power. **Note:** Only *one* object can be parried at a time; a hail of arrows or bullets cannot be parried. Also note that if the item is deflected, it means it could hit somebody standing on either side or above him.

Some Kinetic Weapons, Normal Effective Ranges and S.D.C. Damage:

Arrow, Typical: 420 ft (128 m) — 1D6 damage

Arrow, Long or Composite Bow: 800 ft (244 m) — 2D6 damage

Ax (Battle or Chopping types): 30 ft (9 m) — 3D6 damage

Ax, Throwing (small): 60 feet (18.3 m) — 2D4 damage

Bola: 60 ft (18 m) — 2D4 damage, plus entanglement

Boomerang: 120 ft (36.6 m) — 1D6 damage

Darts: 60 ft (18 m) — 1D4 damage

Discus, Metal: 100 ft (30.5 m) — 2D6 damage

Discus, Metal with Blade Edges: 100 ft (30.5 m) — 3D6 damage

Knife, Ordinary: 50 ft (15 m) — 1D6 damage

Knife, Throwing: 100 ft (30.5 m) — 1D6+2 damage

Marble/Snowball: 100 ft (30.5 m) — 1 point of damage

Metal Pipe or Chunk of Debris: 100 ft (30.5 m) — 2D6 damage

Softball-Size Rock: 200 ft (61 m) — 2D4 damage

Shuriken/Throwing Spikes: 60 ft (18 m) — 1D6 damage

Spear: 100 ft (30.5 m) — 2D6 damage

Sword (average size): 30 ft (9 m) — 2D4 to 2D6 damage

Javelin: 300 ft (91.5 m) — 1D6 damage

Throwing Irons: 100 ft (30.5 m) — 2D4 small or 2D6 large damage

Throwing Sticks: 120 ft (36.6 m) — 1D6 damage

Note: The ranges listed are the effective range when thrown with accuracy and to hit something. The ranges are easily double when a person hurls them with all his might, but are thrown wild with a penalty of -9 to strike. Does not inflict M.D.

Mental Stun (non-psionic)

A power that attacks the balance and motor mechanism of the brain. Victims feel light-headed, dizzy and out of sync.

Range: 60 feet (18.3 m) or by touch.

Damage Special. Victims lose one attack per melee round, have no initiative and are -3 to strike, parry, and dodge, -6 to roll with punch, fall or impact, and skill performance and speed are reduced by 40%.

Duration: Victims suffer penalties for two melee rounds.

Attacks Per Melee: Counts as three hand to hand attacks. Each attack can only be directed at one person at a time, not an entire crowd at once.

Saving Throw: 15 or higher is needed to save. M.E. bonuses vs psionics can be applied.

Nightstalking

This ability allows the character to have temporarily heightened senses and abilities while on the trail of his victim(s). It can only be used at night, or in a dim, eerie environment, such as a basement, cave,

or abandoned building. Fear and darkness seem to trigger an inner power within the individual which manifests itself in the following ways.

Night Powers:

Hide in shadows/darkness: Similar to a motionless prowler —not likely to be seen or heard when hiding motionless in darkness. 73% +3% per level of experience.

Sense the exact moment of the rising and setting of the sun. Recognizes vampires and sees Shadow Beasts even when they are in shadow. Likewise, can see those cloaked in unnatural or magical darkness.

Cannot be turned into the undead.

+10% on the skills tracking, land navigation, and prowler.

Nightvision 1000 feet (305 m).

Horror/Awe Factor of 13.

+1 on initiative.

+1D6 to S.D.C. damage (only at night).

+50 S.D.C. (only at night). Needs M.D.C. body armor for protection against M.D. weapons and powers.

Power Channeling

Characters with this power have an awesome ability to generate and channel kinetic energy for very specific purposes. The character creates a kinetic surge within himself when he attacks someone with his bare hands, feet, or tail, and releases this energy on contact. These super-punches deliver as much damaging energy as any of the *energy expulsion powers*, but they cannot be used at long-range, only in hand to hand melee combat. These characters can even damage metal, concrete, or armored targets with punches, kicks, head butts or flying tackles. Damage increases with level and all bonuses are applicable, except for the character's normal P.S. damage bonus, because it is the release of energy that does the damage, not the force of the blow.

Body tackle damage — 1D6 M.D. +1D4 per level of experience.

Head butt damage — 1D6 M.D. +1D6 for every two levels (3, 5, 7, 9, 11, 13, and 15).

Punching damage — 1D6 M.D. +1D6 per each level of experience.

Power Punch — 6D6x2 M.D. but uses up four melee attacks/actions.

Kicking damage — 2D6 M.D. +1D6 per level of experience.

Jump Kick — The above kick damage x2 M.D.! But it uses up ALL melee attacks/actions and must be the first attack of the melee round.

Radar

The radar super ability sends out high-frequency radio waves which bounce off objects, return to the sender and indicate the direction and distance of the reflecting objects. This power provides the superbeing with a crude type of *see in the dark* ability, enabling him to know/sense the location of objects and movement.

Range: 400 feet (122 m) +100 feet (30.5 m) per level of experience.

Abilities Include:

Interpreting Shapes: 50% +5% per level of experience.

Estimating Distance: 60% +4% per level of experience.

Estimating Direction: 60% +4% per level of experience.

Estimating Speed: 40% +4% per level of experience.

Estimating exact location: 50% +4% per level of experience.

Bonuses:

+4 on initiative.

+2 to parry and dodge.

+2 to strike.

One additional attack per melee.

No minuses apply when blinded or in darkness.

Note: Radar does not go through cloth, wood, glass, metal or people. Consequently, the character can not see or sense through walls or doors. Likewise, while he may sense a car, estimate its speed, direction and distance, he can not tell how many people are inside it.

This ability is especially useful in the dark, long distances, and in combat (providing relatively full view of the combat area).

Disadvantages: Radar is totally fouled in the rain, snow, dust or sandstorms, and by similar obscuring conditions. No bonuses apply under these conditions, including no additional attacks per melee. If these conditions exist at night/dark or while blinded, the radar is ineffective and the character is blind and suffers all the penalties that usually apply.

Smoke and fog also fouls radar, but not as severely as the aforementioned conditions. All the abilities to estimate speed, direction, distance, shape and location are -30%. All bonuses are reduced by half.

Superhuman Strength

The character possesses superhuman strength a notch below supernatural.

Bonuses: Add 20 +2D4 points to the current P.S. attribute.

- Can carry 200 times P.S. in pounds and can lift 300 times.
- Fatigues at half the rate of normal humans.
- **In Rifts®** the character with Superhuman P.S. is considered to have a medium *Supernatural P.S.* roughly equivalent to a *Supernatural P.S.* of 30 +1 for every five points of Super human Strength above 30. Use the **Rifts®** *Supernatural P.S.* table.

Supervision: Infrared & Ultraviolet

This power enables the character to see in the infrared and ultraviolet spectrums of light radiation. Both types of light are clearly visible to this person, including infrared and ultraviolet light beams like those emitted by old-style nightsights. Infrared also provides a limited type of nightvision allowing the character to see clearly in the dark up to about 300 feet (183 m).

Supervision: Nightvision

The ability to see clearly in darkness. This includes total darkness. Range is equal to normal vision.

Supervision: Advanced Sight

This is a power that gives the character supersharp, crystal clear vision. Distancing vision is not unlike that of an eagle's. Although not telescopic, the vision is so sharp that the person can read a small sign or recognize a face/costume up to two miles (3.2 km) away. **Range:** Two miles, plus one mile for every level of experience beyond level two.

Supervision: X-Ray

A power that enables the character to see through most substances. Lead and lead alloys will block x-ray vision. It requires a few moments of concentration to see through various substances.

Abilities:

- See through fabric or paper up to four inches thick instantly.
- See through up to one foot (0.3 m) of wood, plaster, fabric, paper, vegetation; requires one melee round (15 seconds).
- See through six inches of brick, stone, concrete or metal; requires two melee rounds (30 seconds).
- See through three inches of Mega-Damage alloys; requires two melee rounds (30 seconds).

Underwater Abilities

This power enables the superbeing to function with incredible prowess underwater. Like a fish, he can breathe underwater, swim, and so on. This character can breathe and function on dry land like a normal person for an indefinite period of time — days, months, or years. However, he feels most comfortable, as well as most powerful, in water, i.e. rivers, lakes, seas, and oceans.

1. Abilities Include:

Breathe Underwater enables the superbeing to breathe underwater as easily as he does air on the surface.

Swimming is an automatic, instinctive ability enabling the character to swim with the skill proficiency of a competitive swimmer. All

basic swimming techniques and styles are known; skill level 80% +1% per level of experience.

Depth Tolerance: Can survive the pressure up to 1.5 miles (2.4 km) underwater.

Extraordinary Strength Underwater: The character possesses incredible strength while underwater. Increase P.S. to 24, or if the character already has a natural P.S. of 20 or higher, add six to the P.S. The extra strength applies only when submerged in water. On dry land the superbeing's strength is his normal, natural physical strength.

S.D.C. also increases underwater; add 100 S.D.C. points. On dry land the S.D.C. reverts to normal.

M.D.C. in Rifts®: Has 10 M.D.C. underwater but will need M.D.C. body armor for additional protection against M.D. attacks.

Extraordinary Speed Underwater: The character's swimming speed is the Spd. attribute x5 while underwater.

2. Bonuses Underwater:

+2 to strike.

+2 to parry.

+4 to dodge.

+1 extra attack per melee round.

3. Bonuses on Dry Land:

+1 to strike.

Add 40 points to S.D.C. Remember, the 100 S.D.C. or 10 M.D.C. bonus underwater no longer applies. Get some body armor!

Note: Aquatic aliens with this power reverse it, meaning they are an underwater creature (with whatever natural underwater abilities they normally possess) who can now function on dry land (e.g. Underwater Abilities becomes *Surface/Land Abilities*). Thus, change the swimming skill to running and the underwater bonuses apply to aquatic creatures when they are on land (they can breathe air, walk/crawl, etc.).

Major Super Abilities

List of Major Super Abilities

- * Adapt to Environment
- * Alter Facial Features & Physical Stature
- Alter Limbs
- Alter Metabolism
- * Alter Physical Structure: Electricity
- * Alter Physical Structure: Fire
- * Alter Physical Structure: Ice
- * Alter Physical Structure: Liquid
- * Alter Physical Structure: Metal
- * Alter Physical Structure: Plant
- * Alter Physical Structure: Plasma
- * Alter Physical Structure: Smoke or Mist
- * Alter Physical Structure: Stone
- * Animal Abilities
- * Animal Metamorphosis
- Bio-Armor
- * Bio-Ghost
- Chameleon
- Cloaking
- Control Elemental Force: Air
- * Control Elemental Force: Earth
- Control Elemental Force: Fire
- * Control Elemental Force: Water
- * Control Insects & Arachnids
- * Control Kinetic Energy
- Control Others
- * Control Radiation
- * Control Static Electricity
- Copy Physical Structure
- Create Force Field
- Darkness Control
- Disruptive Touch
- Divine Aura
- Energy Absorption
- Energy Weapon Extensions
- Force Aura
- * Gem Powers
- Gravity Manipulation
- Growth
- * Holographic Memory Projection

- Immortality
- Intangibility
- Invisibility
- Invulnerability
- Item Reduction
- Karmic Power
- Lycanthropy
- * Magnetism
- Mechano-Link
- Mimic
- Multiple Beings/Selves
- * Multiple Lives
- Natural Combat Ability
- Negate Super Abilities
- * Negative Matter
- * Plant Control
- Shapechange
- Shrink
- * Slow Motion Control
- * Sonic Power
- Sonic Absorption & Reflection
- Sonic Flight
- Sonic Speed (running)
- * Spin at High Velocity
- Stretching (elasticity)
- Super-Energy Expulsion
- Supernatural Strength
- Teleport
- Tentacles
- * Transferal Possession
- Vibration
- Weight Manipulation

* **Note:** Regrettably, due to lack of space, powers marked with an asterisk are not described. However, the ones described should be enough to play with. To get all the descriptions (easy to convert), see **Heroes Unlimited™, 2nd Edition**. Thanks for being understanding about this.

Alter Limbs

A superbeing with this bizarre power is able to transform his flesh and blood hands, arms, legs, and feet into different *mechanical* forms. When the body is down to 15 Hit Points, it automatically shuts off this power.

1. Body Weapons (modified): The character can turn his limbs into a variety of ancient, melee weapons — i.e. elongate and transform one to all of his *fingers* into stabbing spikes, cutting knives, scythe-like claws, and so on; or the *fingers and hand* into a two- or three-pronged fork, hatchet, scissors, hammer or metal ball, etc.; or the *hand and forearm* into a sword, axe, club, mace, morning star, trident, pitchfork, and so on. The “body weapon” cannot be removed from the body. Limbs can be elongated up to double their normal length (i.e. a sword could be as long as the forearm and hand to twice as long).

Damage: These weapons inflict the same damage as the real life equivalent plus 1D6 additional damage points.

Bonuses: +1 on initiative, +1 to strike and parry with a Body Weapon.

Range: Limited to reach; up to double the reach of the normal limb.

2. Mechanized Body Weapons: The character can alter his limbs into a variety of modern weapons and useful machines, from a pencil sharpener or wrench to a pistol or rifle.

To fire projectiles from a gun-like weapon, the superbeing loses one point direct from Hit Points, but can fire 12 bullet-like projectiles or two grenade/rocket type projectiles — bullets do 3D6 damage each, while each grenade does 1D6x10 each (affects a small, four foot/1.2 meter diameter). **Note:** To fire energy bolts, the character must also have the power of Energy Expulsion, but the weapon arm increases the usual Expulsion range by 50%. The firing of energy bolts is a natural ability when the power of Energy Expulsion is also possessed, so it does not burn up the character's hit points to fire it.

Each *motorized body part* (chain saw, electric screwdriver, drill, flashlight, siren, etc.) burns up one Hit Point for every two minutes (8 melee rounds) it is used. Hit Points, generally, recover as normal.

3. Shield Arms: The character can form his hand and forearm (one or both) into a medium-sized shield like those used by knights of old. The shield can be used to block/parry incoming attacks to avoid serious damage; +5 to parry, and, when successfully blocked by the shield, takes no damage.

Using a shield arm to block/parry arrows, bullets, rockets, explosions, energy beams, and flying shrapnel is a normal parry without bonuses (it is very difficult to parry these fast flying attacks). If successfully blocked by the shield, the character suffers only 10% normal damage from these attacks.

4. Stretch Limbs: The character can elongate his fingers, hands and arms, or feet and legs to triple their normal length. However, they remain solid like stilts (not rubbery) and only bend at the normal joints.

5. Locomotion & Limbs: The feet (and/or hands for travel on all fours) can be transformed into wheels (roller blades, roller skates, any variety of small wheels, etc.) or the feet and lower legs can be transformed into large wheels, small tank treads, and so on. Wheels that don't require “locomotion,” i.e. a motor or energy source to move, are as simple and natural to make and use as the Body Weapon (simple).

Those that do not require a motor (including pogo stick/spring-like mechanisms) increase the character's speed attribute by three times (provided the surface terrain is conducive for wheeled travel).

Those that require a motor increase the character's speed attribute by six times (provided the surface terrain is conducive for wheeled travel), but costs one Hit Point for every two minutes (8 melee rounds) they are used.

Characters who also have the power of Energy Expulsion can create *rocket legs* and fly at low altitudes (1000 feet/305 m maximum height above ground) and at a speed ten times faster than their normal speed attribute. **Note:** Speed is based on (relatively) normal speed attributes and not any of the “Super-Speed” abilities. Superspeeds cannot be increased with this power.

6. Other Bonuses: +1D4 to P.S., +1D4 to P.E. and +2D4 to Hit Points.

Alter Metabolism

Range: Self

Duration: As indicated below.

As many as four of the metabolic altering powers can be used, at one time — all effects, bonuses and penalties are cumulative.

1. No Sleep. The character can function without ill effects for two days plus eight hours per level of experience. After this period, he must sleep for 16 hours, otherwise his speed, number of attacks, skill proficiencies and bonuses are all reduced by half.

2. No food or water: Enables the character to go one day per each level of experience without eating food or drinking water and without ill effects. After this time period, the character is famished and must eat the equivalent of three large dinners and drink at least one gallon (3.8 liters) of fluid.

3. Calm Self: Keeps heart rate steady and even, does not become excited, anxious or nervous. +1 to save vs magic, +4 to save vs Horror Factor, +4 to save vs mind control/hypnosis whether it is induced by drugs, psionics, magic, or the super ability, and +2 to save vs possession. Can remain focused and perform skills without penalty even during high stress situations.

Duration: Five minutes per level of experience.

Side Effect: Afterward, the character suffers from a headache for one hour — no penalties, just minor discomfort.

4. Adrenal Rush: +2 on initiative, +1 to strike, parry and dodge, +4 to P.S. and add one melee attack.

Duration: One melee round per level of experience.

Side Effect: -1 on initiative, strike, parry and dodge for one hour afterwards.

5. Hyper Metabolism: +2 on initiative, +1 to strike, parry and dodge, add two attacks per melee and triple normal speed (not applicable to flight or any superspeed powers).

Duration: Three melees per level of experience.

Side Effect: Hungry and tired, reduce normal speed by 20% and is -2 on initiative and -2 to strike, parry and dodge for two hours afterwards.

6. Slow Metabolism: The character becomes slow and lethargic. Reduce his speed, number of attacks and bonuses by half. The condition also reduces the effects, duration and damage of poison, drugs, gases, and disease by half.

Duration: As long as necessary, a minimum of one minute even if rendered unconscious.

Side Effect: There are no penalties from using this power.

7. Accelerated Healing: Instantly restores 14 S.D.C. or 7 hit points once every 12 hours. In addition, the normal rate of healing is doubled and there is no scarring. **Duration:** One hour per level of level of experience.

Side Effect: Leaves the character feeling a bit drained and tired; reduce speed 10%, -1 on initiative and -5% on skill performance.

8. Other Bonuses: +1D4 to P.E., +1D6 to speed, & +15 S.D.C.

Alter Physical Structure Powers

Space limitations made it impossible to include these. The few superhuman NPCs with one of these abilities have a brief summary of those respective powers. **Rifts® Conversion Book One** has conversions for:

Alter Physical Structure: Electricity

Alter Physical Structure: Fire

Alter Physical Structure: Liquid

Alter Physical Structure: Ice

Alter Physical Structure: Metal

Alter Physical Structure: Stone

... but not the new ones in H.U. 2.

Some general Rifts® conversion notes regarding these powers:

1. When the character transforms, radically altering his physical form, he becomes a Mega-Damage creature. All S.D.C. and S.D.C. bonuses from the transformation become M.D.C. points. When they are depleted, the character automatically transforms back to his more fragile S.D.C./H.P. form (unless Invulnerable, has Extraordinary P.E. or natural body armor that makes him an M.D.C. creature to begin with). At this point, the character only has his Hit Points and is vulnerable to M.D. attacks.

2. Characters who get Extraordinary, Superhuman or Supernatural P.S. do M.D. respective to each of these abilities.

3. Characters who fire energy blasts do the S.D.C. equivalent in M.D.; i.e. 3D6 S.D.C. damage now does 3D6 M.D. Range, duration, and other factors are unchanged.

Bio-Armor

The Bio-Armor power is a type of transformation that creates a protective covering over the character's body. The exact appearance of the armor will depend on the mind set, personal taste and alignment of the superbeing. Typically metallic in color; silver, gold, bronze, copper, chrome, pewter, steel gray or blue, etc. Additional highlights and markings are usually limited to parts of the limbs and/or chest to create the illusion of gloves, boots, insignia, or stylish lines and patterns.

1. Organic Armor: With a thought (faster than a single melee action, and +2 on initiative to put it up before being struck by an attack), the character can cover his body with a metallic substance that has been dubbed "organic metal." This protective covering can be seamless or made of plates that seem to appear like magic. Beneath the armor is the flesh and blood person.

- Armor M.D.C. 200 plus 20 per level of experience.
- Lightweight, but still increases the character's weight by 30%.
- Increases the character's size by 10%.
- Excellent mobility, no movement or skill penalties apply.
- If the Bio-Armor is completely depleted of its M.D.C., it cannot be recreated with full M.D.C. for 24 hours. However, a light partial armor (upper body, arms and hands only), with 80 M.D.C. +5 per level of experience, can be created after 8 hours.
- Any clothing, including light or medium body armor is, covered by the armor.

2. Partial Armor: The ability to make only part of the body armor cover is foolish in Rifts® and is not provided.

3. Resistant to heat, fire and cold: Does half damage against Bio-Armor (including those generated by magic or psionics). Furthermore, the character's heat signature is 20% lower than a normal human.

4. Other Abilities & Bonuses when armor is in place:

+1D6 S.D.C. damage (punches, kicks, head butt, using hand-held melee weapons like a sword or mace, etc.), +1D4 to P.S; no reduction of speed or mobility.

5. Disadvantages: Armor disappears if the character is rendered unconscious.

When in metallic form, the superbeing is a bit taller and heavier which can be a problem in some situations.

It is virtually impossible for him to walk among ordinary people unnoticed, because he looks more like a knight or robot than an Ordinary Joe.

Does not protect against psionic or magical attacks, nor against gases or disease (breathes air like everybody else).

Chameleon

A truly unique power that allows the person to blend into and adapt to his environment.

1. Chameleon: A sort of bio-aura surrounds the character so that even his clothes seem to change and adapt to the surrounding area. Movement destroys the effectiveness of the chameleon ability.

Chances of being unseen:

90% Undetectable if completely still.

70% Undetectable if moving 2 feet (0.6 m) per melee or less.

20% Undetectable if moving 6 feet (1.8 m) per melee round.

Totally ineffective if moving any faster.

Duration: Indefinite; can use power at will.

2. Adhesion: The ability to stick to surfaces. The power is identical to the minor super ability of Adhesion.

3. Hold Breath for up to 10 minutes.

4. Feign Death by lowering one's body temperature and respiration; requires five minutes of preparation and meditation, and can be maintained for 10 minutes per level of experience. While feigning death, the character is only vaguely aware of what's happening around him, but is fully aware of anything done to his body, and can snap out of the fake death trance in a heartbeat.

5. Natural Prowl Skill is 60% +5% per each additional level of experience.

6. Other Abilities and Bonuses: +10% to the disguise and impersonation skills and +5% to climb and wilderness survival skills.

Cloaking

The character is completely invisible to all forms of mechanical detection, photographic devices and sensors, including radar, motion detectors, heat sensors, and cameras (appears as a barely noticeable smudge or blur on the film or video tape). This means he is invisible to robots and all mechanical sensors and optic systems, and can walk through electric eyes, light/laser sensors, motion detectors, scanners, and cameras, and not activate them or be photographed. An alarm will be triggered only if a physical "contact" (used on windows and doors, trip wire, etc.) is broken. Even artificial robot intelligences and bionic sensors and optics will be fooled; they see only a slight blur that is hard to follow or target. Likewise, lie detectors, metal detectors, X-ray machines, EKGs, Cat-Scans, retinal scanners, bionic implants, and any detection or scanning device directed at him will not work (they can't find anything to scan). Devices *used by* the character (including sensors, scanners, optic systems, etc.) work perfectly.

1. Other Abilities & Bonuses:

- The character tends not to be noticed even by people.
- +10% to prowling, palming, and concealment skills.

2. Disadvantages & Limitations:

- The power is always "on."
- Life-saving medical equipment that scans or monitors the body is powerless to help this character, and even automatic doors at stores and toys with sensor eyes will not respond to him — of course, machines and devices that require the physical push of a button, turn of a key, steering, and other physical operations will respond to this character.
- The character can never be photographed so he can't keep a personal record of himself.
- Can be seen by the naked eye of all living beings and sensed by psionic abilities.
- Range Limitations of the Cloaking power: Self and all possessions on his person. At third level the character can extend this aura of protection to include one additional person or large object (motorcycle, jet pack, cart, etc.), provided that the individual or item is within three feet (0.9 m) of him or touching. **Player Note:** Cloaking can *not* be combined with the power of invisibility.

Control Elemental Force: Air

The power to manipulate and control aspects of air and atmospheric conditions.

1. Wind Rush:

Range: 300 feet (91.5 m)

Damage: Special

Duration: One melee (15 seconds).

Attacks Per Melee: Each wind rush counts as two melee attacks.

Bonus: +3 to strike.

A short, powerful wind, gusting to 60 mph (96 km), directed at a specific target or area. It will stagger or knock people down, and blow away all objects in its path that weigh less than 30 pounds (13.6 kg); sent flying 1D6x10 yards/meters away.

Directed at one specific target, the wind has a 01-70% likelihood of knocking down a person and items weighing up to 300 lbs (136 kg). If a wide (20 feet/6 m maximum) gust of wind, the likelihood of being knocked down is marginally less; 01-60%.

Everyone caught in the wind is staggered (if not sent sprawling), speed is reduced to one quarter normal speed, one attack per melee is lost, and all attempts to attack are -6 to strike. Characters and items weighing over 300 lbs (136 kg) have no fear of being knocked over, but speed is still reduced and the penalty of -6 to strike still applies.

2. Whirlwind: The superbeing can create a rotating windstorm moving in an inward and upward spiral motion. The 75 mph (120 km) winds will suck, hurl, and dash to the ground anyone or anything within 20 feet (6 m) of it. Anyone caught in the wind cannot attack or speak for one melee round. They will be snatched up and hurled approximately 20 feet (6 m), taking 4D6 points of S.D.C. damage. The wind will affect anything weighing less than 700 lbs (315 kg).

Range: Affects a 20 foot (6 m) radius but can be created up to 300 feet (91.5 m) away.

Duration: 8 melee rounds (120 seconds).

3. Ride the Wind: This ability enables the superbeing to manipulate air currents and wind speed to carry himself, and an additional 200 lbs (90 kg), aloft and glide in the direction of the wind. If he is knocked unconscious or severely hurt (S.D.C. or hit points suddenly reduced by 80%), he loses all control and plummets to the earth. **Note:** He can still use his other powers while aloft.

Range: Self

Duration: 10 minutes per level of experience.

Maximum Speed: 15 mph (24.3 km).

4. Change Wind Direction: The superbeing can change the direction of the wind in a small area by manipulating air currents.

Range: 320 foot (97.5 m) radius.

Duration: Four minutes per level of experience.

5. Stop Wind/Control (wind) Speed: Again, by manipulating wind currents, the superbeing can completely stop the wind in this small area.

Range: 160 foot (49 m) radius.

Duration: Four minutes per level of experience.

6. Create Air Bubble: This character can create and maintain a bubble or pocket of air. This can be done underwater or in a place where there is at least a minute quantity of oxygen. The bubble offers protection from gases, foul odors, etc.

Range: Self or 60 feet (18.3 m) away.

Duration: 12 minutes per level of experience.

Saving Throw: None

Bubble Radius: 6 feet (1.8 m)

Speed: Those inside can move and the bubble will follow, but at a limited speed factor of 10 (about 10 mph/16 km).

7. Call Lightning: Can be used indoors or out. Each lightning bolt counts as one of the character's melee attacks/actions per round, and is +2 to strike.

Range: 200 feet (61 m) plus 20 feet (6 m) per level of experience.

Mega-Damage: 6D6 M.D.

Saving Throw: As a dodge at -3.

8. Atmospheric Manipulation: This incredible power enables the superbeing to actually alter atmospheric conditions.

Range: 500 foot radius (152.5 m) +100 ft (30.5 m) per level.

Duration: 15 minutes per level of experience.

Attacks Per Melee: Each act of manipulation counts as two melee attacks/actions.

Altered Atmospheric Conditions: The superbeing can create any one effect per melee round, and maintain it or combine effects, adding one to another. **Note:** The character can also dispel his atmospheric changes at will; skies return to normal within 30 seconds.

1. Darken sky: Heavy overcast; creates a dark, ominous sky.

2. Cause a loud, eerie thunderclap that will frighten (01-80% chance of panicking) animals, making them want to run away, as well as startle people (roll to save vs Horror Factor).

3. Increase or decrease the wind speed 5 mph (9 km) per melee round, up to a maximum of 60 mph (96.5 km).

4. Increase or decrease humidity 10% per each melee round, up to 90% — creates extremely humid conditions with a 01-45% possibility of a light fog and 01-25% chance of a light rain.

5. Dispel a fog at a rate of 10 square feet per melee round.

6. Create a fog at a rate of 10 square feet per melee round.

7. Create cloud cover. Within two melee rounds (30 seconds), the skies (under his control) fill with clouds, making seeing above the clouds impossible (ideal for concealing aircraft and flying allies).

9. Other Abilities and Bonuses:

Resistant to cold and electricity (does half damage).

Can accurately sense air temperature within 1D4 degrees.

Control Elemental Force: Fire

The power to manipulate and control aspects of fire.

1. Fire Blast: The character can create a fiery bolt or blast out of thin air and hurl it at a target. The blast can come from his hands, a finger, eyes and/or mouth.

Range: 100 feet (30.5 m) +10 feet (3 m) per experience level.

Mega-Damage: 4D6 +2 per level of experience.

Duration: Instant.

Attacks Per Melee: Each Fire Blast counts as one melee attack.

Bonus: +2 to strike.

2. Spontaneous Combustion: This ability causes any combustible material to ignite. Spontaneous combustion does not create a blazing fire, only the spark to start a fire.

Range: 30 feet (9.1 m)

Duration: Instant

Attacks Per Melee: Each use of this power counts as one melee attack.

3. Fuel Flame: Much like the pyrokinetic power of the same name, Fuel Flame quadruples the size of an existing flame or ignites a smoldering ember. The fire can be fueled every melee round, increasing the flame to four times its previous size each new round.

Range: An area up to a 120 foot (36.5 m) radius can be affected and the power can be used on fires up to 300 feet (91.5 m) away.

Duration: Four minutes where the flame burns unnaturally large and hot.

Attacks Per Melee: Each use of this power counts as one melee attack.

4. Create Flame Wall: The fire controller can not create a fire wall out of thin air, but can control an existing fire (even a small one) to form a blazing wall or circle. He can even make a fire, right at hand, suddenly race 60 feet (18.3 m) away to form a wall or circle. **Note:** The wall can only be as large as the fire present; thus, it could be a tiny wall or a mammoth wall depending on the size and strength of the fire.

Range: 60 feet (18.3 m)

Mega-Damage: Anyone passing through a flame wall will receive 4D6 points of damage, plus highly combustible materials will ignite.

Duration: 10 minutes.

Attacks Per Melee: Once per melee, but counts as two melee attacks/actions, so other types of attacks can be used during the same melee round.

5. Extinguish Fire: This ability permanently extinguishes any fires within range. This can be done once every other melee. The fire controller can also bend this power to part or cut a swath through fire (10 ft/3 m wide and 300 ft/91.5 m long).

Range: An area up to 120 feet (36.5 m) in radius can be affected and the power can be used on fires up to 300 feet (91.5 m) away.

Duration: Permanent (until a new fire is made).

Attacks Per Melee: Each use of this power counts as two melee attacks.

6. Create Smoke: The character is able to generate a dense, grey-black cloud of smoke. The smoke cloud can be created from fiery material up to 300 feet (91.5 m) away. The cloud can easily cover a 30x30x30 foot area, fill a room, etc.

Range: 100 feet (30.5 m)

Duration: Four minutes.

Damage: The smoke makes breathing difficult and causes the eyes to water and the nostrils and throat to burn — temporarily blind (-8 on all combat moves), and reduce speed and attacks per melee by half. Those in the cloud cannot see outside, and those outside cannot see in.

Attacks Per Melee: Each use of this power counts as two melee attacks.

7. Other Abilities & Bonuses:

Invulnerable to fire, smoke & heat (no damage), including magic ones.

Can accurately sense air temperature above freezing within 1D6 degrees, as well as the temperature of fires and hot items.

Control (Others)

This power can be used against any intelligent creature or living creature. It can temporarily bend the will of its victim so that he (it) is under the complete control of the superbeing. The affected person will do absolutely anything the controller requests (other than kill himself or a loved one). All questions will be answered truthfully and in as much detail as requested. However, the controlled character will answer and obey only the person controlling him.

Range: 12 feet (3.6 m) +5 feet (1.5 m) per level of experience.

Duration: Four minutes, but can be extended by trying to repeat mind control on that character as soon as the initial duration ends.

Damage: A situation in which the controlled character can be made to fight or do something dangerous. All victims of control are -2 on initiative and -1 to strike, parry and dodge because of the disorienting influence of being controlled. Victims will remember their actions after being controlled.

Saving Throw:

Non-Psionics must roll a 15 or higher to save;

Psionics must roll a 12 or higher to save;

Animals have little chance of saving against this attack, and must roll a 17 or higher to save.

Note: +2 to save when two or more people are controlled at the same time.

Attacks per melee: One attempt to Control Others can be made once each melee round (every 15 seconds). However, this counts as an *EXTRA attack*, in addition to any physical attacks or use of other superpowers. This means that if a character has five hand to hand attacks per melee round, he can strike five times plus one mind control attack.

Limitations and Restrictions:

1. Line of Sight. To control an individual, the subject must be visible and within range. The character possessing the control power must see or be keenly aware of the person(s) under his control to maintain his influence over him. If he steps out of range, the person under his control will snap out of it within 1D4 melee rounds (a minute or less).

2. Eye contact is an important factor. Without eye contact, the success ratio drops considerably. This means intended victims hiding

behind him, behind a locked door, in another room, or looking away are all +5 to save vs mind control because there is no eye contact.

If Eye Contact is made, the intended victims have no automatic bonus to save other than a possible psionic or M.E. bonus, even though this is not a psionic power.

3. Mind Control Over One Individual: This power is at its strongest when only one person is controlled. An individual who has missed his first saving throw is completely controlled for the full duration of four minutes. If the controller tries to maintain control for another 4 minutes, the victim gets to roll vs mind control with a +1 bonus to save. If the controlled person is commanded to take his own life or the life of a loved one, the character gets an automatic saving throw to break free of the controlling influence at +5 to save. Even if he fails to save, he will not obey that particular command. Likewise, if a person is commanded to do something that is extremely contrary to his or her beliefs or ideals, that character gets an automatic saving throw to break free at +3 to save. Otherwise, the controlled individual will follow the orders of his master (for the moment). This includes revealing secrets, opening security doors, disarming alarms, going to sleep, turning away, standing still and closing his eyes —doing nothing, taking a captive to the rest of the group, defending his controller and even fighting allies (just not to the death).

4. Controlling several people at a time is possible, but takes its toll on the controller. There is no exact limit as to how many individuals can be controlled, but the greater the number, the more difficult it is to maintain control on each. Thus, for every four people controlled, the group of them is +2 to break free (or save) from their mental bonds. Each victim of control gets to roll a save vs control every two minutes (8 melee rounds) and this bonus is added to any saves as a result of a heinous command (see #3 above). This bonus to save vs control applies only to groups of people controlled simultaneously, and not individuals.

5. Controlling animals is fairly simple. It requires eye contact and they must be within range. The character with the control power can control up to four animals without any problem. Five or more and the group resistance factor becomes the same as people (see #4, above).

6. Other Abilities and Bonuses: Characters with the control power are +6 to save against control by others or any psionic mind control, such as mind bond, mind wipe, hypnosis, telepathy and mind control (psionic). Bio-manipulation, empathy, empathic transfer, mind bolts and all kinetic powers are not mind control attacks and, as such, the bonus of +6 does not apply. This bonus is in addition to any possible M.E. attribute bonuses.

+6 to save vs possession.

+2D4 to M.A. attribute.

Note: Heroes of a good alignment, principled, scrupulous, and even unprincipled, will never intentionally cause an innocent person to commit a crime or jeopardize their life. Nor will they usually use their power to blackmail people for their own personal gain.

Copy Physical Structure

The character can change himself into a specific substance, to mimic the properties of any substance with which he is in physical contact. To copy the properties of a substance, the character must touch the material with his bare skin for at least 15 seconds/one melee round.

Duration: The character can maintain his inhuman physical form for five minutes per level of experience.

Limitations: He can change his physical form as often as once every five minutes but no more than six times per hour.

Increased P.S.: When transformed into an inorganic substance, the character's P.S. becomes Superhuman for the duration of the transformation.

Traits of the physical form: The character also has the traits of the material he has become. This means wood, cloth, ice, rubber and plas-

tic will float on water, but suffer double damage from fire and heat. Triple the character's normal human weight/mass and reduce speed by half from metal and stone, but fire and heat attacks and bullets do half damage. Superhuman P.S. (see the minor super ability of *Superhuman Strength*).

Natural M.D.C. Body Armor: Works like any *natural* body armor. While transformed into an unnatural substance, the character has a Horror Factor of 12.

Metal: Hard (Steel, Titanium, and M.D.C. alloys): 60 M.D.C. per level of experience.

Metal: Soft (Aluminum, Lead, etc.): 25 M.D.C. per level of experience.

Stone or Concrete: 40 M.D.C. per level of experience.

Ceramics/Kevlar or M.D.C. Plastics: 15 M.D.C. per level of experience.

Ice: 6 M.D.C. per level of experience.

Wood: 3 M.D.C. per level of experience.

S.D.C. Rubber, Glass or Plastic: 10 S.D.C. per level of experience; A.R. 12.

Create Force Field

The force field can be mentally shaped as a wall, circle, dome, box, or bubble. It can also be created around the superbeing like a form-fitting body armor or protective aura.

Range: Self (any) or others (any type excluding the form-fitting armor) 40 feet (12.2 m) per level of experience.

Duration: 10 minutes +2 minutes per level of experience, or until the force field is destroyed or cancelled by the field's creator. Note that a new one can be erected the instant the duration for the current one elapses (provided there is sufficient S.D.C. available).

Attacks Per Melee: The creation of a force field counts as two melee actions/attacks.

Bonus: +2 to create a force field as a shield/wall to block or parry an attack.

Maximum Size: Approximately a 40 square foot (12.2 m) area, plus 10 feet (3 m) per level of experience.

Maximum M.D.C.: The character's P.E. attribute number times 100. This means a character with a P.E. of 9 can create a force field of up to 900 M.D.C. strong!

Recovery of Force Field M.D.C.: The force field's loss of M.D.C. affects the creation of other force fields because it temporarily drains the super character. So if a force field has lost 240 M.D.C., the character with 900 points available, now only has 660 to work with. However, he regains force field M.D.C. at a rate of 200 an hour or 3 per minute.

1. Multiple Force Fields: Two or more protective fields can be created as long as their combined, total M.D.C. does not exceed the maximum possible M.D.C.

2. Body Armor/Protective Aura: The character can create a light force field that follows the contours of his body as a sort of invisible body armor, however he is limited to a maximum of 200 M.D.C. Constant concentration to maintain the flexible body shield means the character loses one attack per melee and is -2 on initiative for every melee round that it is in place. Speed and movement are not impaired. **Note:** Gases, disease and radiation are still a danger and will penetrate the force field. Only the "bubble" closes out gases.

3. Bolts of Force: The character can create small, nearly invisible, bolts of force which can be fired at an opponent like a thrown stone or projectile.

Range: 40 feet (12.2 m) +10 feet (3 m) per level of experience.

Damage: 1D6 M.D.; feels like getting hit by a cannonball.

Duration: Instant.

Attacks Per Melee: Each force bolt counts as one melee attack.

Rate of Fire: One Bolt of Force can be unleashed from one hand or two simultaneously (2D6 M.D.) by pointing at the same target with both hands; counts as one melee attack. Must be an aimed shot to

get the +2 strike bonus. The character can also fire a force bolt from his forehead, but the +2 strike bonus does not apply.

Bonuses: +2 to strike, and because they are barely visible, opponents are -4 to parry and dodge force bolts.

M.D.C. Cost of Each Bolt: Burns up five M.D.C. per each bolt fired, which will temporarily use up M.D.C. that may be needed for a protective force field.

Darkness Control

A power that allows the character to create and manipulate unnatural darkness that even negates optical enhancements and cybernetic/bionic optics. The creator of the unnatural darkness can expand, contract and move the darkness (speed of 6) at will.

1. Create Darkness: Those trapped in the darkness are blind and -8 to strike, parry and dodge. The firing of weapons and energy blasts is equal to shooting wild. **Note:** Infrared optics, thermo-imaging optics, heat sensors and exceptional hearing can be effective in this darkness; reduce penalties by half.

Range: 140 feet (42.7 m) +10 feet (3 m) per level of experience.

Area of Affect: Up to a 30 foot (9 m) diameter, +10 feet (3 m) per each additional level of experience.

Duration: Five minutes or until the character dispels it.

Attacks Per Melee: Each act of creating darkness counts as one melee attack/action. Other actions during the same melee are possible.

2. Shadow Meld: The ability to become invisible in shadows or darkness. The only requirement is that the shadow or area of darkness must be man-sized or bigger. Exposure to light will dispel the darkness shadow and reveal the character. Ideal for hiding.

3. Nightvision: The superbeing can see perfectly in ordinary, magical and his own unnatural darkness.

Range: 600 feet (183 m) in normal darkness; 30 feet (9.1 m) in his own, unnatural, darkness.

Disruptive Touch

The superbeing possessing the Disruptive Touch must physically touch his opponent to have any effect. The touch will induce its effects on bare skin and through all normal fabrics (cloth, suit coat, etc.), but will not affect those in robots, exoskeletons, environmental body armor, force fields or transformed into an inorganic substance (rock, metal, fire, etc.).

Range: Touch

Saving Throw: 15 or higher without benefit of bonuses. A successful save means the victim suffers 1D6 damage but is otherwise unharmed (no penalties).

Damage & Penalties by Type of Disruption:

1. Disrupt Optic Nerves temporarily blinds the person; victims are -8 on initiative, -8 to strike, parry and dodge and skills requiring sight (which are most skills) are -90% to perform. Duration: 3D4 minutes.

2. Disrupt Nervous System immobilizes the motor part of the brain causing temporary paralysis. Victims are completely incapacitated. Duration: 3D4 minutes.

3. Touch of Pain. Another attack that wracks the nervous system and inflicts 3D6 damage per each touch (first to S.D.C. and then Hit Points). Duration: Instant.

4. Death Touch! This is by far the most dangerous of the disrupter touches. The touch causes 6D6 damage and shocks the nervous system, plunging the victim into a coma unless a successful saving throw of 15 or higher is made. If the saving throw is successful, the person only suffers physical damage and is NOT placed in a coma.

Those who fall into a coma are subject to the normal surviving coma/death rules but side effects from physical damage are not applicable. Those who fail to save vs coma/death ... die. Coma Saving Throw

Bonus: Because this is an unnatural effect, the victim's body is slightly more resilient, providing a bonus of +10% to save vs coma/death. Duration: 1D6 minutes before recovery can be attempted.

Note: The use of the Death Touch also takes its toll on the character inflicting it. The superbeing himself is drained each time he uses the Death Touch (the other disruption touches do no damage). Side effects on the superbeing from using the Death Touch include: Reduce speed by half, -2 to strike, parry, dodge, and -2 for all saving throws. Duration of these penalties is 2D6 melee rounds. Side effects from multiple or continuous use of the Death Touch are cumulative.

Duration: Varies per type of disruption touch, see above.

Attacks Per Melee: Each Disruptive Touch counts as one melee attack — only the Death Touch counts as two melee attacks/actions.

Other Abilities and Bonuses:

Impervious to his own touch.

Add 1D6 to P.E. attribute.

Add 1D6x10 to S.D.C.

+10 to save vs coma/death.

Poisons, toxins and drugs have only half their usual effect, damage and duration. Magic potions have full effect.

Divine Aura

The character radiates with an aura of divinity, like that of the mythical Greek gods. The character carries himself with an air of superiority, charisma, and of being larger than life. An average person will feel intimidated and may actually believe the character is some sort of demigod.

1. Awe and/or Horror Factor 14: In this case, roll each melee round in which the character with the divine aura is attacked or speaks.

2. Followers: Whether he wants one or not, the “divine” character will get one follower or devotee per each level of his experience. Each follower is so awestruck and impressed by the superbeing that he or she will devote his/her life to him.

3. Power of Command: As often as every three melees (45 seconds), the character can issue a simple, attention drawing command. Not a complex set of instructions or something completely contrary to the person's nature, but things like, “stop,” “look,” “listen,” “no,” “duck/look out,” “unhand her,” “give it to me,” and so on. Everybody hearing the command is likely to pause and/or obey, at least for an instant. Roll to save vs psionic attack/mind control or lose and be forced to obey and lose one melee attack/action in the process. Followers automatically obey. Each command counts as one melee attack.

4. Power of Voice Amplification: Booming voice as if spoken on a loudspeaker, and is clearly heard for up to 1600 feet (488 m) — the desired volume and range can be controlled.

5. Power of Illusion: The character can create the illusion that he is twice as big as he really is; +2 to Awe/Horror Factor.

6. Other Bonuses: +2D4 to M.A., +2D4 to M.E., +1D4 to P.B., and +1D4x10 to S.D.C.

Energy Absorption

This character is a sort of living energy sponge that can soak up, store, and harmlessly convert and release energy. This means the character is impervious to heat, fire, laser blasts, electricity and other forms of energy. The only exception is kinetic energy, meaning punches, kicks, thrown weapons, bullets, explosions, falls, and so on, which will do full damage.

1. Draining Touch: The character can drain the energy out of an item, like a car battery or energy pack, by touching it. Maximum absorption capacity is one gigawatt per level of experience. That's the rough equivalent of 10,000 car batteries.

2. Energy Discharge: The character can touch an electrical/energy conductor and send a power surge into the system, at least temporarily short-circuiting it (3D4 melee rounds), if not frying it completely (01-25% chance, or G.M.'s discretion). Maximum discharge is 10,000 watts per level of experience.

3. Energy Flash: The character can discharge a sudden energy flash that will strike everyone within the area of the discharge. Unfortu-

nately, the character can not control or direct the energy to strike a specific target, so innocent bystanders and allies within the radius of effect will all take damage.

Range: 10 feet (3 m) per level of experience.

Mega-Damage: 2D6 M.D.

Duration: Instant

Attacks Per Melee: Counts as one melee attack/action, but can only be performed once per melee round.

4. Glow: The storage of energy can be released as light. This character can glow with up to 500 watts of light (equal to a very bright light bulb).

Range: Self only.

5. Shoot Light Beam: The light beam is completely harmless in that it does no damage. However, it is so bright that it can be used to temporarily blind an opponent (for 1D4+1 melee rounds) if shot at the face; -8 on all melee actions for the first melee round and -6 for the remaining melee rounds. The beam can also be used as a beacon or searchlight.

Range: 2000 feet (610 m).

Mega-Damage: None

Duration: Instant or indefinitely.

Attacks Per Melee: Each light blast counts as one melee attack or action. To maintain a continuous beam for the entire melee round (15 seconds) uses up all but one melee attack.

6. Other Abilities and Bonuses:

Add 1D6x10 to S.D.C.

Add 1D4 to P.E. attribute.

Impervious to energy attacks, heat and fire,

Energy Weapon Extensions

Note: No, you didn't miss this one in H.U. 2, it is “New” for this book.

The ability to form deadly energy from one's hands in the form/shape of a simple weapon (sword, sickle, axe, trident, etc.) Similar to a Psi-Sword, only it is a different manifestation of energy and very powerful. Each creation of the energy weapon appendage counts as one melee action. As many as one per hand, plus prehensile tail in the case of Talus, or tentacles can be created, but each uses up one melee action. Range: Self

Mega-Damage: 6D6 +2 M.D. points per level of experience.

Duration: Five minutes per level of experience, can make vanish at will.

Size/Length: Six inches (0.15 m) per level of experience.

Bonuses: +1 on initiative, +1 to strike and parry with the Energy Weapon Extension.

Force Aura

Basically a force field surrounding the superbeing's body.

Bonuses when Force Aura is in place:

+4 to roll with punch, fall, or impact.

+10 to P.S., which is considered to be Superhuman.

+4 to P.E.

200 M.D.C. +10 M.D.C. per level of experience; the aura works as a natural armor rating and defense.

Limitations: While the aura is active, the character cannot physically touch anyone with his bare hands/skin; the force aura serves as a barrier. However, he may still punch or kick, but it is the force field that actually touches his opponent. He can also use and strike with a weapon that he held in his hand prior to activating the aura if it is not longer than two feet (0.6 m).

Gravity Manipulation

The control and manipulation of gravity. Gravity reduction allows the character to pick up and carry 100 times more than his normal capacity, as well as hurl heavy objects. Throwing a 500 pound (225 kg)

object inflicts 2D6 M.D., 1000 lbs. (450 kg) 4D6 M.D., 2000 lbs. (900 kg) 1D6x10, 3000 lbs. (1350 kg) 2D4x10+10 M.D.; average effective range is about 100 feet (30.5 m); plus the character can hover and fly at 20 mph (32 km). There's more to this ability, but this might be enough to use.

Growth

The ability to greatly increase one's size and mass.

1. Maximum Height: Two feet for every one P.E. attribute point. This means a character with a P.E. of 14 can increase his size by 28 feet (8.5 m).

2. Weight Increases at a rate of 50 lbs (22.6 kg) per foot. So 28 additional feet (8.5 m) of height also means 1400 pounds (630 kg) of weight, plus an additional two thousand pounds (900 kg) for every 8-10 feet (3 m) above 20 (6 m).

3. S.D.C. increases at a rate of 20 for each additional foot of height. An extra 28 feet (8.5 m) means an extra 560 S.D.C.

4. Strength increases at a rate of one for each additional foot of height. 28 extra feet (8.5 m) means +28 to the P.S. attribute. Remember to adjust the increased damage bonuses from P.S. over 16 at each new size. After the character reaches double his normal size (typically about 12 feet/3.6 m for humans), the P.S. is considered to be Superhuman when it comes to lifting and carrying weight (see the Superhuman minor ability).

5. Other Abilities and Bonuses:

- Increase the P.E. attribute to a minimum of 14 or add 1D6 to the existing P.E. (subsequent P.E. bonuses that *may* result apply only while giant-sized).
- Optional Horror Factor: 9 when eight feet (2.4 m) tall; add +1 for each six feet (1.8 m) of additional height.
- The bonuses that follow apply when the character is 20 feet (6 m) or bigger:
- +2 to strike and parry;
- Speed is doubled.

6. Penalties: The character is a huge target and likely to draw the attention and attacks of the enemy more so than less obvious characters.

- Access to vehicles and buildings will be difficult if not absolutely impossible. Likewise, hiding, prowling and being inconspicuous is impossible when giant-sized.
- -4 to dodge when giant-sized.

Immortality

The character with this power stops aging at 20 and is immune to disease and sickness. Although he can still be killed by weapons and violence, he will not die a natural death.

Bonuses & Abilities:

- Immune to all diseases, sickness, and radiation.
- Natural toxic gases, drugs and poisons do only one third their normal damage and effects last only one third as long.
- Becomes an M.D.C. creature with Hit Points and S.D.C. changed to M.D.C. +2D4x10 M.D.C. Can recover from damage as excessive as 50 M.D.C. +10 M.D.C. per experience level, below zero, provided he has not been decapitated or the brain or heart completely destroyed. Heals twice as fast, without scarring. Limbs and appendages that are amputated do *not* regenerate.

Bonuses: +3 to save vs Horror Factor +5 to save vs possession, +2D6 to Hit Points, +1D6 to P.B., +1D4 to M.E.; +1D4 to P.E.

Intangibility

This power affects the bonding element of molecules, making the person and 20 lbs (9 kg) of additional material on his person intangible — seen but not touched. While intangible, the character is seen as a

semitransparent, ghost image of himself. He is the perfect spy, being nearly invisible and silent. His appearance alone can be quite harrowing.

1. Abilities of Note:

- Limited Invulnerability. Intangibility means that punches, kicks, sticks and stones, bullets, lasers, missiles, explosive force, and most conventional attacks pass right through him harmlessly, like a ghost.
- The character can walk *through* any substance, stone, steel, earth, machines, force fields, etc., without affecting it or himself.
- Sink into the Earth. The intangible state allows the character to will himself to sink into the earth/ground up to his nose and walk on the dense molecules, effectively walking through the earth. Likewise, he can actually walk on the dense molecules of smoke or fog (and thus into the air), as well as walk on water. These all require concentration and use up three melee actions per round to maintain.
- No combat while intangible. Just as the intangible character cannot pick up or touch any object or person, he can not engage in combat. Any punches he would attempt will pass harmlessly through the person.

Nor can he partially materialize or materialize a portion of his body. To materialize while partially in an object will result in instant and painful death. The intangible character cannot throw an intangible object and expect it to become tangible and strike its target (it doesn't work that way). To attack, the superbeing must first become tangible and then attack. Likewise, small machines on the superbeing's person do not function while intangible. Passing through computers or electrical equipment does not affect or harm the machines, although the character will feel a tingling sensation from the electricity.

- The character can become tangible or intangible nearly at the speed of thought (counts as one melee action), but it can only be performed a maximum of four times per melee round.

2. Other Abilities and Bonuses:

- Add 1D6 to M.A. attribute.
- Add 1D4x10 S.D.C.
- Add +20% to prowling ability.
- Horror Factor (optional): 14 when semi-transparent or walking through walls; may be considered to be a ghost.

3. Vulnerabilities & Limitations While Intangible:

- The superbeing is not invulnerable to all attacks. Electricity, which stimulates and agitates molecules, does half damage. And intense heat or fire does 30% its normal damage.
- Psionic attacks have full effect. Gas and smoke attacks are particularly effective, as the gaseous substance passes right through and into the blood stream, doing full damage/effect.
- Falls and explosions cannot harm him.
- Cannot glide or float into the air.
- The intangible person cannot touch and feel, or pick up or carry anything, but can speak, hear and smell as normal.

Invisibility

The superbeing and anything he is wearing or carrying, up to 100 lbs (45 kg) in weight, can be turned invisible at will. Any object(s) exceeding the 100 lb (45 kg) weight limit will remain visible, but the character and much of his other gear will still turn invisible. In this case, a visible object carried by an invisible character will be seen as floating in air.

Neither normal vision nor nightvision can detect invisibility; however, infrared optics, thermo-imaging systems, heat sensors and motion detectors detect his presence and can be used to locate an invisible interloper.

Although the invisible character is imperceptible to the eye, he retains his physical mass, meaning that he cannot go through walls nor do

weapons or attacks pass through him. This also means he still makes noise (footsteps, breathing, bumps, knocks, etc.) and may be tracked down and pinpointed by the noise he makes, if not careful.

Duration: The invisibility can be maintained indefinitely and created and cancelled at will.

Attacks Per Melee: Each act of turning invisible and visible counts as one melee action/attack.

Other Abilities and Bonuses:

- The invisible character can attack and fight opponents in his invisible state. However, tremendous pain, death or loss of consciousness will automatically turn him visible.
- Opponents who cannot see their invisible antagonist are -6 to strike, parry or dodge him (the penalties are not as extreme as being blind, because even slight sounds and air movement will give an adversary in close combat some idea where he is).
Opponents with Extraordinary Sense of Smell or Hearing are only -3 to strike, parry and dodge an invisible assailant. Opponents with heat or infrared sensors or vision suffer no penalties and see the character to counter and strike back.
- The superbeing can automatically see the invisible.
- Add 1D4x10 S.D.C.
- Can create a Horror Factor of 9 by making noises and moving items while invisible — “spooking” others.

Invulnerability

An impressive power that makes the character an almost indestructible juggernaut. Most physical attacks do no damage whatsoever! This means cold, fire, heat, electricity, lasers, other types of energy, bullets, punches, falls, and so on, do no damage! Supernatural punches, bites and kicks inflict half damage; Extraordinary and Superhuman P.S. attacks do no damage, although they sting a bit.

Gases, drugs, chemicals, poisons, toxins, disease and radiation will affect the invulnerable person, but are reduced to half the usual potency (half damage, duration, and effect). Deadly poisons, radiation and disease cannot kill this character, only make him sick. The character still needs to breathe and eat, so he can die from drowning, suffocation, or starvation, but he can hold his breath and survive without food four times longer than the average human (hold breath for about 12 minutes; go without food for 80 days).

The character is only, truly, vulnerable to psionics, spell magic, magic illusions and magic weapons, all of which have full effect. However, energy type magic, like fire balls, does no damage. He is also vulnerable to traps, pits, falls, etc.

M.D.C. & Bonuses: 700 M.D.C. and regenerates 1D6x10 M.D.C. every minute (4 melee rounds). Add 1D6 to the P.E. attribute.

Add 1D4 to the P.S. attribute, which is considered Superhuman when it comes to lifting and carrying things; and is +20% to save vs coma/death (this is in addition to any P.E. Bonus).

Item Reduction

This super ability enables the character to reduce inanimate, nonliving objects to a fraction of their normal size, weight and mass. The character simply touches an object and if it is within his weight limit, it will instantly shrink to a fraction of its true size. Items reduced this way remain small until the character, or someone else with this power, returns them to normal size. Reduced objects also reduce in mass proportional to their size. This will make them very light and able to be carried in pockets or purses.

Two characters with this power can work together to reduce a large or heavy object that would normally be beyond their range of power, but two characters may also be necessary to enlarge it.

Range: Touch or one foot (0.3 m) per level of experience.

Weight Reduction & Limitations: The maximum weight a character can reduce at any one time is 150 pounds (68 kg) per level of experience.

This means a character would have to be fourth level to reduce a medium motorcycle (approximately 580 pounds/263 kg) or any other item that weighed 600 pounds (270 kg).

The weight is reduced to one/one hundredth its original weight, so 150 lbs (68 kg) would be transformed to one and a half pounds (0.68 kg).

Size Reduction: The object can be reduced to as small as one/10th scale, so a six foot statue would be reduced to about seven inches (177 mm) tall.

Attacks Per Melee: Each use of the reduction power counts as one melee attack/action. However, the shrinking power can only be used twice per melee round when shrinking large, heavy items, or four times per melee if each object weighs less than 50 pounds (22.6 kg).

Important Note: A vehicle, exoskeleton, body armor, space suit, helmet, clothing, and similar item cannot be shrunk if there are people inside them, or if a person is physically or mentally linked/attached to them. This also applies to bionic limbs, weapons and implants. However, items held in someone's hands can be shrunk to the size of a toy. This also means a tiny gun (if the trigger could be pulled) would fire a bullet that inflicts the damage of a pea shooter — the bullet may sting or even do a point or two of damage, but nothing more; range becomes inches instead of feet.

The following is a very brief, general listing of vehicles and items with general weights for quick, comparative reference. Note that most weapons and equipment descriptions will list weight (if not, fake it).

Pistol 2-5 lbs (0.9-2.3 kg)

Rifle 5-10 lbs (2.3 to 9 kg)

Exoskeleton: 250-400 lbs (113-180 kg).

Motorcycles:

Scooters and lightweight bikes: 150-250 lbs (67.5-112.5 kg).

Street bikes: 500-600 pounds (225-270 kg).

Hovercycles: 650-900 pounds (290-405 kg).

Hogs: 700-1,200 pounds (315-540 kg).

Cars:

Small sports and compact cars: 1,600-2,750 lbs (720-1240 kg).

Two-man hover cars: 1,500-2,000 lbs (675-900 kg).

Mid-size cars & mini-trucks/vans: 2,800-3,500 lbs (1260-1575 kg).

Six person A.T.V. hover car: 3,500-5,000 lbs (1575-2250 kg).

Full-sized trucks/Jeeps: 4,000-8,000 lbs (1800-3600 kg).

Cargo trucks or 10 wheeled cabs: 10,000-20,000 lbs (4500 to 9,000 kg).

One-man gyro-copters: 1,700-2,200 pounds (765-990 kg).

Karmic Power

An unique power that can adjust the odds in the character's favor. The character is able to influence his luck and those around him via a sort of Karmic aura. Karma is an energy of positive or negative effect. Theoretically, it is an aspect of the constant struggle between good and evil; order and chaos. This means that only characters with a good alignment, principled, scrupulous or unprincipled, can have this power. If the character's alignment is *evil* or *anarchist*, a different super ability must be selected.

When the cause is just, the motives good and/or selfless, the following bonuses apply to the character:

+6 to roll with punch, fall or impact.

+2 to strike.

+4 to parry.

+3 to disarm.

+2 on initiative.

+3 to automatic dodge.

+6 to save vs poison/toxins/gases.

+6 to save vs psionic attack and possession.

+4 to save vs magic.

+20% to save vs coma/death.

An opponent's Death Blow does not kill; only stuns the character.

Critical damage attacks do normal damage.

Knocks opponent unconscious (if so desired) on a roll of a natural 20 to strike; unconscious for 3D4 melee rounds.

+10% on a skill if it is to save a life or help an important cause.

Add 1D4x10 to S.D.C.

Note: Under this noble situation, opponents get no bonuses to strike, parry or dodge the Karmic character. Straight, unmodified dice rolls only.

The Karmic power can also affect others if the superbeing wants them to and focuses his spirit/chi on them. Through intense concentration the character can instill the above combat and saving bonuses at half strength to another good guy, although only 1-3 bonuses apply at a time — i.e. the Karmic character is effectively rooting that the other character hits or dodges, etc. While transferring the bonuses of his good will, the Karmic character cannot take any action himself, not even to defend himself.

Up to one person per every other level of experience can be affected simultaneously, as long as they are within 150 feet (45.7 m) of the Karmic character and in his line of sight.

In the alternative, the superbeing can use his powers to foil an enemy or adversary — the above bonuses (halved) can be turned into penalties (i.e. -1 to strike, -3 to save, etc.) that work against the bad guy.

Influencing others requires the Karmic character to root for or against other characters, like a cheerleader or spectator at a sporting event; “Come on, you can do it ...” “Look out! Dodge, Move,” or “You can take that guy, I know you can,” or “Miss, you rat,” “you stink ... you can’t hit him,” and so on.

Bad Karma occurs when the Karmic superbeing does something cruel, unnecessarily selfish or petty, evil or anything strictly against his alignment. Bad Karma will occur whether the character wants it to or not (who would want it?). The first transgression results in his personal Karma bonuses becoming zero even when trying to help others. A second or more actions contrary to his alignment, or a horribly evil or selfish act, like intentionally betraying a friend, will turn all his bonuses into penalties (i.e. -6 to roll with punch, fall or impact; -2 to strike, -6 to save vs ... , -20% to save vs coma, -1D4x10 S.D.C., etc.)!

At this point, only extensive and diligent actions of good and/or self-sacrifice will restore the Karmic powers (G.M.’s discretion as to how long this will take, but it may take days or deadly action to restore the Karmic balance). Any relapse will result in the same penalties, and any horrendous act could see the powers gone for good.

Lycanthropy

A genetic mutation that allows the character to change from his normal human form into a mutant animal-like creature at will. The transformation counts as one melee attack/action. Becomes an M.D.C. creature in animal form with 1D6x10+60 M.D.C. plus any for specific animal type, below.

Lycanthrope Animal Table: Roll for (or pick) type.

01-20 Bear. Animal Powers: Claws (Climbing and +1D6 damage), Digging; Heightened Senses: Nightvision and Advanced Smell; Teeth: Predator (2D6); plus (special) supernatural P.S., +2D6 to P.S. and 6D6+20 to M.D.C.

21-40 Wolf. Animal Powers: Digging; Heightened Senses: Nightvision, Advanced Hearing, and Advanced Smell; Teeth: Predator (2D6); plus (special) supernatural P.S., leap 10 feet (3 m) high and 15 feet (4.6 m) long, +3D6 to M.D.C., and +1 attack per melee round.

41-60 Rat/Mouse. Animal Powers: Digging, Tunneling and Excavation (all); Heightened Senses: Nightvision, Advanced Hearing, and Advanced Touch; Teeth: Rodent (1D6); plus supernatural P.S. and +3 to save vs poison and disease.

61-80 Big Cat (Lion, Tiger, Leopard, etc.). Animal Powers: Claws (Retractable and +2D6 damage), Heightened Senses: Nightvision and Advanced Smell; Teeth: Predator (2D6); plus (special) supernatural

P.S., +1D6 to P.S., +6D6 to M.D.C., leap 20 ft (6 m) high and 30 ft (9 m) long, and +1 attack per melee.

81-00 Small Cat (Jaguar, Ocelot, Lynx, etc.). Animal Powers: Claws (Retractable and +1D6 damage), Heightened Senses: Nightvision, Advanced Hearing and Advanced Smell; Teeth: Predator (2D4); plus (special) supernatural P.S., +1D4 to P.S., +2D6 to M.D.C., leap 15 feet (4.6 m) high and 20 feet (6 m) long, and +1 additional attack per melee round.

Other Abilities Applicable to all Lycanthropes:

- Enhanced Healing. The character heals two times faster than a normal human and can regrow lost limbs, fingers, ears or a nose in 48 hours!
- Add 3D6 to Spd. while in animal form.

Disadvantages:

- The gravity effects during a full moon or solar eclipse will cause the character to either:
 - 01-50 Lose control of his transformation ability, transforming at random every 1D6x10 minutes. He will be unable to change back and forth at will during these times until he is sixth level or higher.
 - 51-00 Lose control of his humanity; is more animal than human, reacting on instinct and emotion rather than rational thought.
- Is vulnerable to silver; weapons made of, or coated with silver, inflict double damage.
- Horror Factor 12+1D4 (P.B. attribute is not applicable in animal form).

Mechano-Link

A bizarre ability that enables the character to link with any kind of machine so that man and machine become one. This means that vehicles respond to a mere thought, adding to their normal mobility, and weapons become more precise.

1. Bonuses using vehicles and machines:

- +20% to all piloting skills known to the character. A base skill of 60% to pilot any vehicle not known to the character, including alien ones, via the link.
- +20% to all pilot related skills.
- +20% to all computer, electrical and mechanical skills.
- +2 to strike with modern weapons, including energy weapons. No bonuses on ancient melee weapons (swords, spears, etc.).
- 60% base skill ability to understand and operate unknown or alien machines.

2. Computer Merge. Basically the same as the psionic Telemechanic powers combined.

Mimic

This formidable power enables the superbeing to imitate or “mimic” another person’s physical and mental attributes, including psionic powers, super abilities and innate magic abilities natural to magical beings. However, the Mimic cannot copy memories, skills, education, spell knowledge/spell casting or experience. Nor can the superbeing copy/absorb mechanical augmentation/implants, Robotics, or skills and training. Thus, while a mimic may copy a super ability, raw physical strength or psionic powers, he does not get that person’s knowledge. Instead, he retains all of his *own* memories, goals, skill knowledge, and training.

The physical appearance and facial features of the mimic generally remain unaltered (he keeps his own looks), although unusual physical traits such as wings, odd skin color, horns, tail, natural body armor, altered physical structure, and similar physical traits will appear on the mimic. **Note:** Any other super abilities he may normally possess are temporarily replaced by the ones he is duplicating. He can only use his natural powers when he is not mimicking others.

Range: Touch or anybody within a 100 foot (30.5 m) radius of the superbeing. Once the character being copied moves out of range, the imitated power will fade away.

Duration: As long as the character being imitated stays in range. The imitated powers will disappear within 2D4 minutes after the person being copied steps out of range.

Attacks Per Melee: Whatever is normal for the mimic superbeing before any powers are duplicated; i.e. a 2nd level mimic has four attacks per melee round even when using super abilities duplicated from a 6th level superbeing who has six attacks per round. Only the super ability and its level of power are duplicated, including any special bonuses, abilities, and extra attacks per melee round.

The act of mimicking counts as one melee attack but can only be performed once per round. Other abilities or actions can be taken during that period. Each use of a superpower uses up its normal number of attacks per melee round; typically 1-2, but sometimes more. Switching to mimic a different character's super abilities and raw physical power can be done once every melee round (15 seconds). So the character can switch the powers he's copying when he desires, provided more than one superhuman is within his range of influence. **Note:** If the character whose powers he is duplicating has more than one super ability, the mimic will have them all, but he can only duplicate/mimic one individual at a time. He cannot take one power from one guy and another power from a second or third character.

Power Level: The duplicated super ability or psionic power is the same, in every way, as the character it is copied from. The hand to hand combat, attacks per melee round, bonuses from experience, skill proficiencies, memories and expertise of the Mimic are unchanged regardless of the level of "power" he duplicates.

Saving Throw: None. Those being mimicked are powerless to prevent it. Note that the powers and physical essence of true supernatural beings, including vampires, spirits, entities, demons, gods and alien intelligences, *cannot* be mimicked.

Multiple Beings/Selves

The character can produce multiple, living, breathing and thinking copies of himself! The copies can be thought of as extensions of the original being! In all cases, the duplicates regard the original as their leader and obey him without question or hesitation.

All copies have the same exact skills, experience points, memory, powers (other than creating more duplicates), and physical traits as the original at the time of duplication. However, clothes and physical possessions are not duplicated; in other words, the duplicate is created totally naked and must acquire his own clothing and equipment. Of course these will typically be provided by the original creator.

Only the original can make copies, this is the only ability not passed on to the duplicates. The copies work well together but can operate independently. When separated, each senses what the others are feeling (fearful, happy, sad, etc.), as well as their general health (sick, injured, dying, etc.) and general location (city, country, near, far). The original being is always the master/leader/commander, and is the only one who can make the others do anything he wants.

Each duplicate is at the same experience level as the original was at the moment they were created and do not grow in experience independently. Nor does the original gain any experience from his duplicates. To completely assimilate the copies' memories and experiences (but not experience points), the duplicate must merge back with his creator.

Note: No duplicate possesses the power to make other duplicates of himself. Furthermore, if the original dies, the dupes disappear. However, they will remain if the original is knocked unconscious or lapses into a coma.

When a duplicate is injured or dies, each of the current copies and the original creator sense it. However, only the originator suffers any permanent side effects.

Injured duplicates, even those on the verge of death, can be reabsorbed by their creator and saved, but the original creator must be within 100 feet (30.5 m) of the copy(s) to do so. Copies are completely

restored within 48 hours. Duplicates can only be merged into the original, not into each other. A duplicate cannot refuse merging other than by running away, but this never happens unless the copy has suffered severe trauma, mind control or possession.

Death: If the copy should die, his recent experiences die with him, and the creator will not know who or what killed him or what transpired to lead to his death.

That duplicate is forever lost, cannot be recreated, so if the character was able to make four duplicates, now he can only make three.

Everything the duplicate has experienced is lost.

The original creator permanently loses one P.E. and one P.B. point and 2D4 S.D.C. points.

How Many Duplicates are Possible? Roll percentile dice.

01-50 One copy can be created per every *two* levels of experience, with a maximum of seven at 14th level or higher. At first and second level, only one copy can be made, at fourth level, two completely identical beings, and so on.

51-00 One copy can be created per each level of experience, with a maximum of 15. In this case, the duplicates are all one level below the original when it comes to skills, experience points, memory, and powers (other than creating more duplicates).

Creating copies in an instant. As few as one or as many as all available duplicates can be created in a single melee action (about 2-3 seconds)! Which means an opponent might suddenly find himself facing several opponents where only one had stood moments before.

The advantages of this power are extraordinary! It enables the superhuman to create competent and 100% loyal assistants who are as capable as he is. It allows him to be in one or more locations at a time (no limit in range/distance), create the perfect alibi (I was right here with dozens of witnesses), and many more. The downside is that careless use of this power can cause serious and permanent physical or psychological damage. Ordinary people who witness the duplication process react with a Horror Factor of 6 +1 for each duplicate.

Duration: Indefinite. A duplicate can remain out and about for years, although most characters with this ability use their power carefully and keep the majority of their duplicates inside or near them until needed.

Range: Self. The duplicate appears standing next to the original.

Attacks Per Melee: The creation of one to the maximum number counts as one melee action. Each duplicate possesses the exact same number of attacks per melee round, abilities and experience as their creator.

Natural Combat Ability

A unique ability that enables the character to subconsciously adapt and adjust his fighting style and capabilities to any opponent and situation. This means within one melee round he can mimic virtually any fighting style of his opponent and fight at the same level — meaning he has all his opponent's hand to hand combat bonuses to strike, parry, dodge, and damage plus his own (mainly attribute bonuses), plus the bonuses listed in this description! Thus, the Natural Combatant usually has an advantage in melee combat, although psionics, magic, super abilities, bionics, weapons, unique natural abilities, body armor, and luck can even things up or tip the scale in his opponent's favor.

Thus, if an opponent has Expert hand to hand, the character with the *Natural Combat Ability* fights on roughly the same level (plus the bonuses listed below). Likewise, if he encounters a Ninja or alien with an otherworldly style of martial arts, within one melee round, the character will be fighting with a comparable style. This means he never needs to learn fight skills, he will simply know how to do these things whenever necessary (when an opponent is a wimp or unskilled fighter, the superbeing with this ability fights in a style roughly equivalent to *Hand to Hand: Expert*). **Note:** A character with this power can not learn any form of Hand to Hand combat or martial arts skill (including boxing and wrestling), nor any Weapon Proficiencies.

Additionally, the Natural Fighter instinctively and instantly knows how to use most types of weapons, from swords to guns, to energy weapons! He just picks it up and uses it without any need for instruction or training.

1. Natural Fighting Ability, Grace and Speed: The Natural Fighter gets the following combat abilities and bonuses regardless of the exact type or style of combat he is using:

+3 Attacks/actions per melee round at first level (five total to start when assuming all heroes automatically get two).

+1 attack at experience levels 2, 4, 6, 8, 10, 13 and 15.

+1 on initiative at levels 1, 3, 4, 5, 7, 9, 11, 13 and 15.

+1 to disarm/entangle at levels 1, 3, 5, 7, 9, 11, 13 & 15.

+1 to pull punch at levels 1, 3, 4, 5, 6, 7, 9, 11, 13 & 15. +1 to roll with impact, punch or fall at levels 1, 2, 4, 6, 8, 10, 13, and 15.

Automatic dodge ability; works like a parry in that the dodge is a defensive maneuver that does not count as a melee action!

Back Flip: 72% plus 2% per level.

Paired Weapons

Exceptional balance: 70% +2% per level of experience.

2. Damage from Hand to Hand Combat.

Punch does 1D6+2 damage.

Power Punch does 2D6 damage +2 per level of experience, but counts as two melee actions.

Kick attack (ordinary) does 2D4 damage.

Karate-Style Kick does 2D6+2 damage.

Jump Kick: counts as two attacks, automatic Critical Strike.

Jump 10 feet (3 m) high by 15 feet (4.6 m) long; increase the latter by 50% if the character has a running start.

Leap Attack (critical strike).

Head Butt does 1D6 damage.

Knockout/Stun on roll of 19-20.

Judo-Style Throw/Flip, victim takes 2D4 damage and loses initiative and one melee attack.

3. Other Abilities and Bonuses:

+1 to save vs Horror Factor at experience levels 2, 4, 5, 6, 8, 9, 10, 13 and 15.

+1 to save vs possession and mind control at levels 3, 6, 9, 12 and 15.

Can pick up and use any type of melee weapon (sword, spear, club, bow and arrow, etc.), as well as modern firearms and energy weapons, and instinctively knows how to use them. However, all such weapons are used with only a +2 to strike/shoot (aimed shot) and parry. Rate of fire, when applicable like bow and arrow, is equal to the character's number of attacks per melee round, plus one.

Negate Super Abilities/Powers

The Negation power will momentarily prevent other superbeings from using any of their superhuman powers while they are within range and/or the target of the debilitating attack. This ability only affects so-called "super abilities" and is powerless against psionics, magic, mechanical abilities or physical training and skills. The character can stop the Negation at any time and it will stop if he's knocked out or killed.

Range: 120 feet (36.6 m) plus 10 feet (3 m) per level of experience when focusing on one specific target. A blanket area Negation can affect an area that is a 10 foot (3 m) radius per level of experience. It can be cast up to 60 feet (18.3 m) away or radiate from around the Negator.

Damage: Temporarily negates/stops/prevents super abilities.

Limitations: Does not affect psionics, magic, bionics, or physical attributes/training or skills. Requires concentration and focus.

Duration: While the Negator is concentrating and focused on his target(s).

Attacks Per Melee: The superbeing must concentrate and stay focused on the target of his Negation. This means he can only perform two other actions/attacks per melee (defensive moves not included), unless he drops the Negation attack. Similarly, skill performance is -25%.

Shapechange

A shapechanger can transform into any humanoid creature, including great apes, but not lesser animals.

Size Limit: No smaller than 2 1/2 feet (0.76 m) tall and no larger than 12 feet (3.6 m) tall. No damage or dodge bonuses apply when large or small; the eight attributes remain unchanged.

Skill Bonuses and Others: +15% to imitate/impersonate voices, +15% to disguise, and +5% to streetwise skills.

Horror Factor may apply when a monstrous shape is taken, but is rarely more than H.F. 10.

Shrink

The power to shrink blatantly defies the laws of physics, enabling the character to greatly reduce his size and mass.

First, players roll to determine the minimum size the character can shrink down to. The superbeing has total control over his shrinking power and can stop at any size not exceeding his minimum limitation. No, the character cannot reverse the process and grow to giant-size. He can resume his normal size at any time.

Determining Maximum Reduction in Size

	Natural	Prowl Ability
01-24	Six inches	55%
25-50	One inch	75%
51-75	1/8 of an inch	90%
76-00	Minute speck	99%

In the last case, the character is about the size of the period at the end of this sentence. All distances and speeds are changed from feet or yards to inches.

Determining Mass: The player rolls to determine whether or not the character's mass is altered when reduced. This determination is crucial in defining the character's powers.

Mass Table

01-50 Mass is reduced with size.

51-00 Mass is constant/unchanged.

1. Reduced Mass means that the superbeing's mass/weight is reduced proportional to the size. Reduce the weight by 25% for each 12 inches reduced. At six inches the weight is four ounces; at one inch tall the weight is half an ounce; at one eighth of an inch the weight is a mere fraction of an ounce, and smaller is virtually weightless.

Speed is converted from feet/yards/meters traveled per minute to inches per minute. Six inches tall: Spd x20 = How many inches per minute can be run. One eighth of an inch: Spd x10 = How many inches per minute can be run, and half that if smaller.

Physical Strength is also reduced. Six inches tall: P.S. is one half; One inch tall: P.S. is reduced to one third; at one eighth of an inch, P.S. is reduced to one quarter, smaller and P.S. is a mere three points.

S.D.C. & Hit Points: In all cases, S.D.C. is half when the character shrinks even to his maximum miniaturization. Hit Points are unchanged regardless of size, so the minuscule superbeing is incredibly tough and durable for his size.

Bonuses: +6 to dodge.

Disadvantages: The tiny character is -5 to strike large opponents and -10 to parry large objects/opponents.

When one inch or smaller, stomping or striking down on the tiny, but disproportionately strong and tough character, does minimal damage, roughly one point of damage for every 1D6 (or six) points of damage that would normally be inflicted.

2. Constant Mass: Constant Mass is truly unique, for even though the person shrinks to the size of a fly or dust particle, he retains ALL his original weight/mass and physical strength!

The character can hold doors closed or objects down by leaning his full weight against them.

Speed: Same as above.

Physical Strength is unchanged. The tiny character does full normal damage plus any P.S. attribute bonuses. Body blocks and tripping directed at an opponent's feet are very effective, doing full damage plus a 01-75% chance of being tripped/knocked down (lose initiative and one melee action), plus may be more vulnerable to the tiny superbeing's attacks. Ignoring the conditions of leverage, the tiny character can throw knives, bricks and other objects, overturn tables and chairs, and so on. Range of thrown objects is a maximum of 12 feet (3.6 m). Wind has no effect, he's heavy like a stone.

Other abilities include leaps of up to 4 feet high and 4 feet (1.2 m) long; +3 to dodge.

Disadvantages: If larger than an inch, he suffers full damage from attacks. If one inch or smaller, he takes half damage from attacks, because the tiny superbeing is harder, heavier and less resilient. Cannot hitch rides in pockets or on animals (too heavy).

Note: Regardless of mass and weight, at maximum miniaturization, attackers will find the character is -6 to strike with a gun, energy blast and most long-range weapons even at close quarters, -3 to strike with punch or hammering blunt attacks, and -4 to strike with a kick or stomping attack (not to mention the tiny character is +3 or +6 to dodge).

Sonic Flight

The power to fly at the speed of sound, Mach One. That's approximately 700 mph (1126 km/h), or about one mile (1.6 km) every five seconds and 11.6 miles (18.6 km) per minute. The sonic flight ability also gives the character superior vision, dexterity and reflexes. However, unlike the sonic speed power, the thrust of this ability is flying superfast and not overall speed. Thus, its bonuses are nowhere near as impressive as those with sonic speeds. However, they do offer some other unique abilities.

Other Abilities and Bonuses

- Becomes a minor Mega-Damage being with 1D4x10+10 M.D.C.; damage heals at the same rate as hit points.
- Two-fisted power punch at 400 mph (643 km) does 2D6 M.D. and a flying body block/ram at the same speed does 4D6 M.D. plus humanoid opponents weighing under 400 pounds (180 kg) are knocked off their feet and tumble for 2D6 yards/meters, and causes them to lose initiative and two melee attacks/actions. Counts as two attacks.
- Extraordinary vision ten times greater than a normal human's (about equal to an eagle), which means a two foot (0.6 m) object can be seen, with perfect clarity, two miles (3.2 km) away. Nightvision — 1000 feet (305 m).
- +1 melee attack.
- +1D4 to P.E. attribute.
- +2 on initiative (applies at all times).
- +1 to strike while in flight only.
- +2 to parry while in flight only.
- +6 to dodge while in flight only.
- Maximum Altitude: 45,000 feet (13,716 m).
- Unaffected by thin air, high altitudes or G-forces under 10, and can hold his breath for five minutes +20 seconds per experience level.
- Resistant to cold (half damage), and can tolerate cold temperatures as low as freezing with no discomfort.
- Can go from zero to 700 mph (1126 km/h) in four seconds (the rough equivalent of one melee action) but such acceleration causes a small sonic boom punctuating his departure (unwise for stealth).
- Flying is quiet, other than a loud rush or dull whistle of the air like a howling wind. Quick take-offs will cause a sonic boom. However, gliding or flying under 100 mph (160 km) is silent. Can stop quickly, make sharp turns and hover at will. **Note:** The act of taking off and stopping or landing each counts as one melee action.

Sonic Speed

The power to run at supersonic speeds; Mach One, or approximately 700 mph (1126 km/h). That is roughly one mile (1.6 km) every five seconds and 11.6 miles (18.6 km) per minute.

In addition to running at incredible speed, the character has sharper vision, quicker reactions and greater dexterity than normal humans. Despite what one might think, superspeed in hand to hand combat requires a comparatively slower, more measured, and controlled pace, but the results are still devastating.

Becomes a minor Mega-Damage being with Add 1D4x10+40 M.D.C.; damage heals at the same rate as hit points.

Other Abilities and Bonuses: +1D6 to P.E., +6 on initiative, +1 to strike, +3 to parry, +4 to automatic dodge, +6 to roll with punch, fall or impact.

- +1 melee attack/action per round (15 seconds) at levels 1, 3, 6, 9 and 12.
- Dodging bullets, energy blasts, projectiles and thrown objects can be attempted, but without benefit of any dodge bonuses; unmodified dice roll only (it's difficult even for a super-fast character to dodge these fast moving, long-range and often silent, or quiet, attacks).
- +1 to pull punch at levels 1, 3, 4, 5, 7, 9, 11, and 14.
- Fast Punch or Kick — 2D6 S.D.C. +P.S. damage bonus; super fast 4D6 S.D.C.
- Super-Fast "Power" Punch or Kick — 2D6 M.D., but counts as two attacks.
- Normal Body block/ram at 400 mph (640 km) or greater does 2D4x10 S.D.C. damage (counts as two melee attacks) or a "power" ram does 3D6 M.D., counts as all but one melee attacks for the round.
- Leaping Ability (with a running start) — 60 feet (18.3 m) high or 100 feet (30.5 m) lengthwise.
- Swimming Ability (applicable only if the swim skill is known): Maximum speed is 300 mph (258 knots); can dive 300 feet (91.5 m) and has a maximum depth tolerance of 350 feet (107 m).
- Can go from zero to 700 mph (1126 km/h) in four seconds (roughly one melee action) but such acceleration causes a small sonic boom punctuating his departure (unwise for stealth).
- Running at superspeed is relatively quiet compared to the roar of a jet engine or race car, but the patter of feet on the ground and the air displacement makes a loud sound of rushing air like the roar of hurricane or tornado winds. Furthermore, a quick take-off creates a sonic boom. Running under 100 mph (160 km) is considered quiet; a soft wind sound. Can stop on a dime and make sharp turns. **Note:** The acts of taking off and stopping each count as one melee action.
- Superior vision about five times better than normal humans, which means an 18 inch sign can be read a mile away.
- Nightvision — 500 feet (152.4 m).

Sonic Absorption & Reflection

This power allows the character to absorb sound waves and/or redirect them. It will also enable the superbeing to absorb sonic attacks of any form without harm.

1. Sonic Absorption. The superbeing can dampen any dangerous level of sonic energy, loud sound and the resulting shockwave, and reduce them to a harmless, soft level (reduce them by up to 75%, while he himself is completely impervious to any damaging effects whatsoever). Thus, he can physically block and absorb any sort of sonic blast or shockwave to protect others without harm to himself — the sound shockwave stops with him.

Range: Self and up to a 10 foot (3 m) radius per level of experience.

2. Reflect Sound. The character can "reflect" any type of sound or sonic attack back at his attacker, or "deflect" it harmlessly into the air

(must be careful about what's above and around him), or completely absorb it. He takes no damage or penalties from reflecting, deflecting or absorbing the sonic blast. If reflected or deflected, the sonic blast will be 10% less powerful; reduce damage or effect accordingly.

The character can "absorb" the loudest or most dominant sound to make it quieter (can reduce the sound level by 75%), or "reflect" it back from whence it came; a sort of sound feedback. This sound reflection creates an echo effect: the same sound or talking, etc., that was made/said just a couple of seconds ago. This ploy can make talking difficult and/or create confusion, as well as frustration.

3. Sonar and Radar.

Range: 400 feet (122 m) plus 100 feet (30.5 m) per level of experience.

The superbeing can gauge the distance, speed, approximate trajectory and location of solid objects and people via reflected and bouncing sound waves in all directions at once. On land this is radar, underwater, this is sonar. This radar-like sense enables the character to sense/know where things are and navigate in total darkness, and makes him aware of movement all around him, surprise attacks from behind impossible when this sonic sensing ability is on. **Note:** This Radar/Sonar sense can only be used when the other abilities are not, which means he must turn it on and off as necessary. Otherwise, it can be activated for one hour at a time per level of experience, but is off when asleep or unconscious.

The Radar and Sonar abilities provide the following:

Penalties for being blinded or being trapped in total darkness are only -3 to strike, parry and dodge.

Interpreting Shapes: 50% plus 5% per level of experience.

Estimate Distance: 60% plus 3% per level of experience.

Estimate Direction: 50% plus 5% per level of experience.

Estimate approximate speed and trajectory of a particular moving object or target: 50% plus 3% per level of experience.

Pinpoint Exact Location of something smaller than man-sized: 40% plus 3% per level of experience.

+1 to dodge.

Cannot be surprised by attacks from above or behind when this ability is turned on.

4. Other Abilities and Bonuses:

Immune to the effects of loud, damaging or otherwise dangerous levels of sound; cannot be hurt or deafened, even temporarily.

Sonic blasts/attacks do no damage.

The sense of hearing is about twice as good as a normal human and can filter out any background noises to focus on one particular sound or handful of sounds, i.e. a conversation.

Remembers and recognizes all kinds of sounds. Accurately identifies sounds at 60% +2% per level of experience; roll for exotic, strange or uncommon sounds, not everyday, commonplace sounds.

Stretching (elasticity)

The super ability makes the character's body super-elastic and malleable, enabling him to distort and elongate his limbs or body. **Note:** Becomes an M.D.C. being with +2D6x10 +40 M.D.C.

1. Stretching Body Appendages: The most notable plus to this aspect of the ability is the vastly increased range of reach, i.e. the character could stretch his body 150 feet (45.7 m) and his arms an additional 20 feet (6.1 m) to punch or grab somebody (or thing) up to 170 feet (51.8 m) away!

Neck: 15 feet (4.6 m)

Finger(s): 5 feet each (1.5 m)

Arm(s): 20 feet each (6.1 m)

Leg(s): 40 feet each (12.2 m)

Body (maximum length): 150 feet (45.7 m)

Nose, ears, toes, only one foot (0.3 m).

2. Stretching Contortions: Use of the superhumanly elastic body to twist and contort into strange, but helpful, shapes.

Flatten the entire body to as little as two inches thick, but like dough flattened by a rolling pin. Flattening or allowing oneself to be flattened (i.e. run over by a tank) will reduce damage from being run over by heavy vehicles or large, heavy falling objects (i.e. the side of a building) to a comparatively tiny 5% of the normal damage for that incident.

A flattened character *may* also be able to slide under some doors or through large cracks.

Condensed ball. Condense the entire body into a compact ball of one and a half feet/18 inches (0.45 m). In this condensed state, the elastic character can better hide ("nothing here but a ball;" +10% to the prowl skill; otherwise a base 45% ability to hide unnoticed, +10% in the dark). As a ball, he can slowly roll or bounce, and is +2 to dodge in this state, but speed is half that of the character's normal running speed.

Escape Artist! The elastic superbeing can squeeze into (and out of) containers and enclosures too small or narrow for normal humans his size; he can fit into an area as small as a duffle bag or beach ball. He can also easily squeeze through bars or pipes as narrow as three inches apart or four inches in circumference, and slip out of straight jackets, ropes, handcuffs and most conventional means of restraint and confinement equal to a natural escape artist skill of 60% +3% per level of experience.

3. Bounceability: The character can puff himself up like a balloon and bounce. All physical attacks and falls do no damage in this form. Propelling himself with his elongated arms and bouncing will triple his normal speed!

4. Special Maneuvers: Trick moves using the elastic body.

- Can flattening arms and/or legs, or body, to catch the wind to float on air currents. Average gliding speed is 8 mph (12 km) and requires a wind of at least 10 mph (16 km).

The old rope trick. The elastic character uses his arm, body or arms and body as a lasso to snare an opponent like a lariat. Does not entangle the entire body, but one limb or the upper torso. Counts as one melee action/attack.

The squeeze play is a variation on the rope trick in which the snared and entangled opponent is squeezed as the character contracts his body. Damage is 1D4 S.D.C. per each "squeezing action," each of which counts as one melee attack.

5. Other Abilities and Bonuses: +1D6 to P.E., +1 to strike, +2 to parry and dodge, +6 to roll with punch, fall or impact, and H.F. 10 when stretching.

Projectiles, such as bullets, arrows, and thrown objects, as well as punches and kicks, all do half damage. Energy, fire, and heat attacks, psionics and magic do full damage.

Super-Energy Expulsion

This power is very similar to the minor energy expulsion powers, but is more powerful and varied, and grants additional bonuses not included with the minor powers.

1. Energy Expulsion: The player must choose what type of energy his character can unleash: Energy, Light, Electricity, Fire or Sound.

Range: 600 feet (183 m) plus 20 feet per level of experience.

Mega-Damage: Normal blast: 3D6 plus 1D6 M.D. per level of experience.

Super-Blast: 1D6x10 +1D6 M.D. per level of experience (+30 damage points for characters 6th level and higher), but must be done as the first attack of a melee round and uses up all but one of the character's attacks/actions for that round.

Duration: Instant

Attacks per Melee: Each normal blast counts as one hand to hand attack. Divided attacks are the same as described under the Minor ability of *Energy Expulsion: Energy*.

Bonuses: +3 for an aimed shot, +1 for shooting wild.

2. Absorb, Channel and Fire Any Type of Energy! The superbeing can momentarily *absorb* massive amounts of energy (the equivalent of something that would inflict 80 points of damage or more), *channel* it through his body (stopping the energy from spreading or zapping out uncontrolled, or from overloading and exploding), and unleash that energy as powerful blasts. This means that by standing in a blazing inferno, the character can unleash blasts of fire; by tapping into a generator or grabbing live electrical wires, he can fire electrical blasts and so on. He can only fire these different types of energy as long as he's in contact with the energy source he is channeling.

Range: 600 feet (183 m) plus 20 feet per level of experience.
Mega-Damage and all other stats same as a above.

3. Aura Effect: Rather than fire an energy bolt, the superbeing can unleash the energy as a spherical "flash" of energy that hits everybody and everything around him, within ten feet (3 m). Usually, some sort of residue will be left from the burst, such as wisps of mist, smoke, ash or frost.

Range: 10 feet (3 m).

Mega-Damage: 1D6 +1 per level of experience; plus there is a 01-60% chance that those exposed to the energy flash are temporarily blinded for 3D6 seconds (up to one melee round; -8 on all combat maneuvers while blinded).

Duration: A few seconds; counts as two melee actions.

Bonuses: Automatically hits everything within range.

4. Ricochet Blast: The character can ricochet or bounce his energy blast off of objects to hit a target. For each ricochet, there is a -1 to strike and a -1D6 to the M.D. A ricochet shot can only be done as many times as the character has dice of damage; i.e. a character with 4D6 M.D. Energy Expulsion: Fire could ricochet three times and still do 1D6 damage to the target when it finally hits. If a shot is ricocheted so that it hits an enemy from behind, then the enemy is at a -4 to dodge (unless he has radar, then no penalty applies). Each ricochet does 1D6 M.D. to the object from which it was ricocheted.

5. Other Abilities and Bonuses:

- The character is impervious to (no damage from) the energy that is the same as the type he normally expels.
- The character only takes damage from all other forms of energy, including sonic blasts/sonic shock waves, fire, heat, and radiation.
- The superbeing can cause his eyes, hands, or similar parts to glow, providing up to 60 watts of light, the equivalent of a desk lamp.

Supernatural Strength

The superbeing possessing supernatural strength has incredible raw physical strength that is even more than superhuman. **Note:** Supernatural P.S. for supernatural monsters, dragons and other creatures will automatically indicate their P.S. as part of their character or R.C.C. description.

Bonuses for Superbeings: Add 30 +2D6 points to the regular P.S. attribute roll. Note that physical skills do not add to supernatural P.S., but certain super abilities may.

Can carry 300 times his P.S. in pounds and can lift 500 times!

Fatigued at one tenth the rate of normal humans.

Supernatural P.S. Damage Table

P.S. 15 or less: Only inflicts 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch or 1D4 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 16 to 20: Inflicts 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, or 2D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 21 to 25: Inflicts 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, or 4D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 26 to 30: Inflicts 5D6 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch, or 6D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. Attacks.

P.S. 31 to 35: Inflicts 5D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch, or 1D4x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 36 to 40: Inflicts 6D6 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 41 to 50: Inflicts 1D6x10 S.D.C. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D4x10 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 51 to 60: Inflicts 1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks). P.S. bonuses not applicable.

P.S. 61 to 70: Inflicts 2D6 M.D. on a restrained punch, 1D6x10+10 on a full strength punch, or 2D6x10+20 on a power punch (counts as two melee attacks). P.S. bonuses not applicable.

Note: Some supernatural creatures will have a greater or weaker damage than the above table provides. These are exceptions to the general rule. **Biting attacks** typically inflict half the M.D. as a punch unless the maw is especially large or powerful, then a bite could inflict the same damage or more. **Tails and tentacles** typically inflict the same amount of M.D. as a punch. Power punches are not usually possible with a tail, but are possible with a tentacle. Kicks usually inflict the same M.D. as a punch, but in some cases the kick may inflict 1D6 more Mega-Damage.

Teleport

The superbeing can instantly transport himself from one location to another in the blink of an eye.

Weight Limitation: Self and an additional 1000 lbs (450 kg).

Number of Teleports per Melee Round: Roll on percentile:

01-33 Once per round. In this case, the act of teleporting does not use an existing melee action/attack, but counts as an extra action whenever it is used (i.e. normally has five melee attacks, so one can make five attacks plus teleport as a 6th action).

34-66 Twice per round. Each teleportation counts as one melee attack.

67-00 As often as four times per round (15 seconds). Each teleportation counts as one melee attack.

Chances for a Successful Teleport: While teleportation can be very handy, it can also be extremely dangerous, especially if the area one is teleporting to is unknown to him.

- Teleporting to a familiar location, or one that is clearly visible from one's starting point: 99%; -6% if 'porting to a place seen live via television or similar actual time transmission.
- A place seen only a few times (2-6 times before): 88%.
- A place seen only once: 50% +1% per experience level.
- A place never seen, but described in detail: 38%.
- A totally unknown place: 12%.

Results of an Unsuccessful Teleport

01-60 Totally wrong place. No idea of present location; 3D4 miles beyond the normal range.

61-85 Teleports 300 feet (91 m) above ground level. The ensuing fall does 1D6 damage for every 30 feet (9 m) of height; that's 1D6x10 damage from maximum height.

86-00 Teleports into an object; instant death.

Range: Maximum distance of five miles (8 km).

Duration: Instant

Tentacles

The ability to create long, tough tentacles from his body, usually the hair, arms or from the torso area around the arms. These tentacles are under the complete control of the hero and work like an extra pair of arms or prehensile tails. Tentacles can form back into the person's normal skin or hair and become completely unnoticeable.

1. Tentacle Abilities: **Length:** 6 feet (2 m) plus one foot (0.3 m) per each level of experience after level one. **Width:** 1-6 inches in diameter (the character decides). **Number of Tentacles:** The superbeing can create and use one pair (two tentacles) per level of experience. He can elect to make a few or as many pairs of tentacles at a time as he desires.

Tentacle S.D.C.: 50; if a tentacle is severed or destroyed (loses all S.D.C.), the character suffers 3D6 damage from his normal S.D.C./Hit Point reserve, loses that one tentacle, plus the extra melee attack provided by the *pair*. This tentacle cannot be recreated for 2D6 hours and heals 3x faster than normal.

Tentacle M.D.C.: If the character is a Mega-Damage being then so are his tentacles; 50 M.D.C.

Tentacle P.S.: Half the character's normal P.S. per tentacle, so if the character had a P.S. of 15, each tentacle would have a P.S. of 8 (round up).

Inflicting Damage: Tentacles do the same damage as a punch. If the character has superstrength, so do the tentacles but at half the character's normal P.S.

Combat Notes: Each pair of tentacles provides one additional attack per melee round, in addition to the character's normal number of attacks. The tentacles are roughly equivalent to prehensile tails. They can pick up objects, support the character above the ground, grab, pin or tie up an opponent, and even hold and use (with limited ability) melee weapons (clubs, swords, etc.), but strike and parry without benefit of the character's usual bonuses (unmodified dice rolls only). They cannot fire guns.

Vibration

The manipulation of vibration and air flow.

1. Shock Waves: Ripples through the earth to crack sidewalks, walls, buildings, etc. Damage is inflicted to everything within the path of the shock wave.

Range: 120 feet (36.6 m) +10 feet (3 m) per level of experience. The width of the shock wave is six feet (1.8 m). The character can control the range to a few feet or to the maximum distance.

Duration: Instant.

Bonus: +2 to strike.

Attacks Per Melee: Each wave counts as two melee attacks.

Mega-Damage: 2D6 M.D. per each level of experience.

2. Shock Blast: An amplified bolt of force that can be fired like an invisible concussion blast.

Range: 200 feet (61 m) +10 feet (3 m) per level of experience.

Duration: Instant.

Mega-Damage: 4D6 M.D. (6D6 M.D. underwater).

Attacks Per Melee: Each Blast counts as one melee attack.

Bonus: +4 to strike.

3. Vibrate Through Substances: The character can make his body vibrate so quickly that he is able to pass through solid matter at one third normal speed! Cannot vibrate through living organic matter.

Duration: As long as necessary, typically 7-15 seconds.

4. Vibrate to Become Intangible: The character can vibrate so fast that any physical attacks, such as bullets, knives, punches, etc., pass harmlessly through him. Energy attacks, fire, electricity, etc., do one third normal damage. **Note:** The character is also semitransparent when intangible.

Range: Self and items on his person.

Duration: One minute for every P.E. attribute point.

Attacks Per Melee: Takes the place of all melee attacks and actions while intangible.

5. Feel Vibrations: The character is so sensitive to vibrations that he can physically feel changes in air currents caused by the movement of others. This means he can not be surprised and is like a living motion detector; able to sense the presence of nearby movement and even estimate their numbers and speed of approach. Base skill: 01-66%, +2% per experience level.

Range: 30 feet (9.1 m) +5 feet (1.5 m) per level of experience.

6. Vibrating Punch: Does 1D6 S.D.C. extra damage.

7. Other Abilities and Bonuses: +4 on initiative, +1 to pull punch, +2 to parry, +2 to dodge, +2 to roll with punch, fall or impact, +1D6x10 to S.D.C., and double normal speed attribute.

Weight Manipulation

This power enables the character to reduce or increase the mass of organic and inorganic matter. This has dozens of applications. By reducing the weight of objects, he can carry what might normally have been a thousand pounds as if it were 20. On the other hand, he can make a key weigh 100 lbs (45 kg). Making an opponent heavy will slow him down or even cause him to fall through the floor.

Range: Self or other up to 100 feet (30.5 m) +20 feet (6 m) away per level of experience.

Duration: Special

Attacks Per Melee: Each weight manipulation attack counts as one melee attack/action.

Limitations:

1. Each weight increase or decrease attack has a maximum of one hundred pounds. This means, if a character has four hand attacks per melee round, he can opt to use the weight power four times, decreasing or increasing the weight of one particular target up to 400 lbs (180 kg) — 100 lbs (45 kg) per each attack — or divide his attacks by affecting the weight of four different targets.

2. Each attack must be directed at one person or item at a time. No simultaneous, multiple attacks or area affect.

3. Duration is six minutes on someone or thing that has its weight adjusted, or indefinitely if the character is intentionally concentrating to maintain the weight change for a longer period. However, to maintain the weight increase for more than six minutes, the superbeing loses one melee attack per round.

4. Maximum weight increase is 10,000 pounds (5 tons)!

Some Effects of Note:

Weightlessness is being effectively without weight. This means victims of weightlessness will float and bob along 1D4 feet (0.3 to 1.2 m) above the ground, speed is reduced to a speed factor of one, and wind will float them away. Unless the victim possesses some means of flight, gliding, telekinesis, gravity manipulation or magnetism, he is -5 to strike, parry and dodge, and loses one attack per melee round. Worse, damage from the physical blows of the weightless person is 25% their normal damage!

By contrast, the superbeing with this power masters weightlessness and suffers no combat penalties, although his physical attacks only do 25% their normal damage. He can also glide on air currents at speeds of 8-18 mph (12-29 km) in light wind or at the speed of the wind in stronger gusts. No special bonuses apply to gliding flight.

Increased weight will also increase one's S.D.C. 20 per each 100 lbs (45 kg) because of the increased mass. If regulated just right, this can help the superbeing survive many situations, especially if he wishes to become an immovable object himself. The punch of the heavier character does more damage too. Add 1D4 per each 100 lbs (45 kg), to a maximum of 800 lbs (360 kg) or 8D4 damage. After 800 lbs (360 kg) the character can barely lift his arms, all physical attacks/actions are reduced to two per melee round, and speed is reduced to a speed factor of 3. No significant movement is possible beyond 1400 lbs (630 kg). This weight increase can also be used to immobilize an opponent in a minute or less.

Note: The S.D.C. of one's opponent is also increased by 20 S.D.C. per each 100 lbs (45 kg) of weight. Characters from heavy gravity environments may require greater weight for the same effects.



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Experience Tables

Blhaze Alien (modified Mega-Hero Energy being)

1	0,000 - 3,000
2	3,001 - 6,000
3	6,001 - 10,000
4	10,001 - 20,000
5	20,001 - 35,000
6	35,001 - 50,000
7	50,001 - 75,000
8	75,001 - 100,000
9	100,001 - 150,000
10	150,001 - 200,000
11	200,001 - 275,000
12	275,001 - 350,000
13	350,001 - 425,000
14	425,001 - 500,000
15	500,001 - 575,000
16	575,001 - 650,000
17	650,001 - 725,000
18	725,001 - 800,000
19	800,001 - 875,000
20	875,001 - 1,000,000
21	1,000,001 - 1,500,000
22	1,500,001 - 2,000,000
23	2,000,001 - 2,500,000
24	2,500,001 - 3,000,000
25	3,000,001 - 3,500,000

Average & Tarlok/Lokdog

1	0,000 - 2,120
2	2,121 - 4,240
3	4,241 - 8,480
4	8,481 - 16,960
5	16,961 - 24,960
6	24,961 - 34,960
7	34,961 - 49,960
8	49,961 - 69,960
9	69,961 - 94,960
10	94,961 - 129,960
11	129,961 - 179,960
12	179,961 - 229,960
13	229,961 - 279,960
14	279,961 - 329,960
15	329,961 - 389,961

Shertar & Tarbull

1	0,000 - 2,300
2	2,301 - 4,600
3	4,601 - 9,200
4	9,201 - 18,400
5	18,401 - 26,800
6	26,801 - 36,900
7	36,901 - 51,100
8	51,101 - 71,200
9	71,201 - 100,300
10	100,301 - 140,400
11	140,401 - 196,500
12	196,501 - 250,600
13	250,601 - 300,700
14	300,701 - 350,800
15	350,801 - 400,900

Nazeer & Dreadlor

1	0,000 - 2,400
2	2,401 - 4,800
3	4,801 - 9,600
4	9,601 - 19,000
5	19,001 - 27,000
6	27,001 - 37,000
7	37,001 - 52,000
8	52,001 - 72,000
9	72,001 - 96,000
10	96,001 - 131,000
11	131,001 - 180,000
12	180,001 - 229,000
13	229,001 - 278,000
14	278,001 - 337,000
15	337,001 - 396,000

Bio-Freak,

Glinerach & Dreadmaster

1	0,000 - 2,240
2	2,241 - 4,480
3	4,481 - 8,960
4	8,961 - 17,920
5	17,921 - 25,920
6	25,921 - 35,920
7	35,921 - 50,920
8	50,921 - 70,920
9	70,921 - 95,920
10	95,921 - 135,920
11	135,921 - 185,920
12	185,921 - 225,920
13	225,921 - 275,920
14	275,921 - 335,920
15	335,921 - 395,920

Cyden, Klieid,

Nikari, & Lashreg

1	0,000 - 2,100
2	2,101 - 4,200
3	4,201 - 8,400
4	8,401 - 17,200
5	17,201 - 25,400
6	25,401 - 35,800
7	35,801 - 51,000
8	51,001 - 71,200
9	71,201 - 96,400
10	96,401 - 131,600
11	131,601 - 181,800
12	181,801 - 232,000
13	232,001 - 282,200
14	282,201 - 342,400
15	342,401 - 402,600

Ordinary Seeron Human,

Talus & Seerman

1	0,000 - 2000
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

Shrilt R.C.C.

1	0,000 - 1,900
2	1,901 - 3,600
3	3,601 - 7,200
4	7,201 - 14,400
5	14,401 - 24,500
6	24,501 - 35,000
7	35,001 - 45,000
8	45,001 - 65,000
9	65,001 - 85,000
10	85,001 - 115,000
11	115,001 - 145,000
12	145,001 - 185,000
13	185,001 - 250,000
14	250,001 - 310,000
15	310,001 - 375,000

Tandori Assassin R.C.C.

1	0,000 - 2,600
2	2,601 - 5,200
3	5,201 - 10,500
4	10,501 - 21,200
5	21,201 - 32,300
6	32,301 - 47,400
7	47,401 - 62,500
8	62,501 - 88,000
9	88,001 - 112,000
10	112,001 - 163,000
11	163,001 - 222,000
12	222,001 - 295,000
13	295,001 - 395,000
14	395,001 - 495,000
15	495,001 - 595,000

Rithe

1	0,000 - 2,400
2	2,401 - 4,800
3	4,801 - 9,600
4	9,601 - 19,200
5	19,201 - 28,400
6	28,401 - 38,600
7	38,601 - 52,200
8	52,201 - 72,400
9	72,401 - 98,600
10	98,601 - 140,200
11	140,201 - 200,400
12	200,401 - 260,600
13	260,601 - 310,200
14	310,201 - 410,400
15	410,401 - 510,000

Experience Notes: Intelligent non-superpowered beings like the *Seeronian Humans*, *Seermans*, *Talus*, *Seleniak*, *Klieid*, *Tandori*, etc., can be any occupation/O.C.C., even though they may possess super abilities and special R.C.C. abilities. Some races will also have a distinct orientation and occupational leaning. H.U. 2 players, use the appropriate Power Category, while ordinary individuals from that race can use the general table above.

The *Blhaze Aliens*, *Rithe*, *Shrilt*, *Nazeer* and *Tandori* are unique R.C.C.s and do not offer a range of occupations and are generally limited to their natural and/or superhuman abilities and R.C.C. skills. Even the *Tarloks* tend to be limited in their choice of occupations and skills.

Heroes Unlimited Notes: If created as a particular "superbeing," players should use the corresponding experience table as found in *Heroes Unlimited*. Some percentage of *Shertar* could fall into the *Hardware* Power Category, *Teklok* fall into the *Bionic* Power Category, and *Dreadmasters* fall into the *Psionic* Power Category. The *Tarloks* warriors/people tend to be unique unto themselves, although some percentage of *Lokdogs* and *Tarbulls* could fall under the *Physical* or *Special Training* Category.

Depending on their origin and orientation, superbeings from the other races can fall into virtually any of the other Super Power Category powers, particularly *Robotics*, *Bionics*, *Hardware*, *Mutants* and *Experiments*, as well as the *umbrella* Category of *Alien*. In the *Charizolon System*, the only H.U. 2 category that is completely inappropriate is *Magic*.



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